

*****BAW Army Battle Sheet*****

| Event Title | How many dice | |
|------------------------------|--|--|
| Attacker / Defender success. | 10-25 (less 1 success for the higher allotment) | |
| 1. Family | 1-9 | |
| 2. Treachery | 1-9 | |
| 3. Scouting and Spies | 1-9 | |
| 4. Weather | 1-9 | |
| 5. Battle Preparation | 1-9 | |
| 6. Ninja | 1-9 | |
| 7. Strong Leadership | 1-9 | |
| 8. Sieges | 1-9 | |
| | Total must equal 60 | |

| |
|-------|
| Notes |
| |
| |
| |

Generals Qualities (Initially 0-3)

| | Name | Quality | | | | | | | |
|----------------|------|---------|---------------------------------------|-----|-----|-----|-----|-----|-----|
| Daimyô | | 0 | Challenges won. Victory Points. | 1 | 2 | 3 | 4 | 5 | 6 |
| Clan General 1 | | | General fighting on his own VP. | 1D6 | 1D6 | 1D6 | 1D6 | 1D6 | 1D6 |
| Clan General 2 | | | Clan general killed | 2D6 | 2D6 | 2D6 | 2D6 | 2D6 | 2D6 |
| Clan General 3 | | | Ikko ikki units, 1D6 +2 VP per rout. | 1 | 2 | 3 | 4 | 5 | 6 |
| | | | General rallying unit. Once per game. | D1 | CG1 | CG2 | CG3 | | |



Battle formation name. Fill out from the information in Section 15.

Scenery Pieces

| Left | Centre | Right | 1. |
|------|--------|-------|----|
| | | | |
| | | | |
| | | | |
| | | | |

Unit Deployment

| CG | CG | CG |
|------|--------|-------|
| Left | Centre | Right |
| | | |
| | | |
| | | |

5. Objective if to be used.

Difference in Attacker successes

YOU 5'S OPP
 + 6'S

| | | | | | | | | | | | | | | | | | | | | | |
|-------------------|----|----|----|----|----|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|------------|
| Count Down | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | End |
|-------------------|----|----|----|----|----|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|------------|