

Samurai Skirmish rules – Quick Reference sheet.

Actions:

Each figure has 2 actions in a turn, -1 action per wound suffered (per 2 wounds for Kensei).
Each action allows the figure to do something. Some possible actions are;

- ❖ Move. (NB: Horse may move while rider does something else.)
- ❖ Load a weapon.
- ❖ Mount or dismount a stationary horse.
- ❖ Climb 6cms of ladder or 3cms of wall, fence or similar.

Movement:

Movement rates are per action used:

Infantry: Wearing Armour : 10cms (Halved if in difficult terrain like marshes etc)
: Unarmoured : 14cms (Halved if in difficult terrain like marshes etc)

Cavalry: : 24cms (Halved if in difficult terrain like marshes etc)
(- ¼ move per 45 degrees turned)

Other animals etc move as Unarmoured infantry by default, or special rate if specified in a scenario etc.

Shooting

- ▶ Shooting figure throws a Quality dice.
- ▶ The Target figure throws a dice for Armour/Quality and a dice for Range.

| Weapon type | Short Range | Medium Range | Long Range | Extreme Range |
|-------------|-------------|--------------|------------|---------------|
| Crossbows | 15 cms | 50 cms | 90 cms | 150 cms |
| Bows | 15cms | 40cms | 70cms | 120cms |
| Arquebuses | 10cms | 20cms | 40cms | 100cms |
| Pistols | 2cms | 6cms | 10cms | 30cms |
| Hand hurled | 10cms | 15cms | 20cms | 50cms |

Range is 1 greater if target in cover.

Loading takes 1 action for bows and hand hurled -- 2 actions for Crossbows Arquebuses and pistols.(3 for Noumin)

Target's Armour/Quality v Missiles (IE: can they dodge!):

| Armour ⇔ | Unarmoured | Light Armour | Armoured | Heavy Armour |
|-------------|------------|--------------|----------|--------------|
| Kensei | D8 | D8 | D10 | D12 |
| Eiyuu | D6 | D8 | D10 | D12 |
| Bushi/Horse | D6 | D6+1 | D8 | D10 |
| Ashigaru | D4 | D6 | D8 | D10 |
| Noumin | NONE | D4 | D6 | N/A |

NB: Arquebus hits count all targets as D4 armour except Heavy Armour, which is D8.

Range

| Short Range | Medium Range | Long Range | Extreme Range |
|-------------|--------------|------------|---------------|
| D4 | D6 | D8 | D10 |

Result: Beat highest target dice by;

| Evens | +1-2 | +3 | +4 | Greater |
|-----------|-------------|-------|----------|---------|
| No Effect | Light wound | Wound | Disabled | Killed |

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| 2 Light Wounds = 1 Wound. 2 Wounds = Disabled Disabled + Wound = Killed. |
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| Targets are randomised in any group, though at short range only front rank figures are targeted. NB: Mounted figures only: horse hit on 4+ (D6) |
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Melee (Close combat):

When figures are in contact with enemy figures, melee ensues. Melee is worked as a series of 1:1 combats.

Where more than 1 figure is against a single figure, this is a multiple combat.

Method:

All Primary figures in contact throw: Quality Dice +
Weapon Dice +
Armour Dice (+1 to result if uphill or in cover)
+ Except when fighting Yari armed infantry: Mounted figures throw a D6 for the horse.

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| Armour in melee: | Unarmoured throw a D4 Light armoured throw a D6 Armoured throw a D8 Heavy armoured throw a D10 |
|------------------|---|

In multiple combats (IE: Where there is more than 1 figure against a single figure) the multiple side nominates a primary combatant, the other figures throw their quality and weapon dice only. A maximum of 3 figures can fight against 1. Figures may fight all round, except mounted, who cannot fight to rear unless with Yari.

Result of Melee:

Compare the highest dice of the Primary combatants, and consult the following chart, Applying the result to the loser's primary combatant figure;

| Result | +1 | +2 | +3 | +4 | +5 | More |
|----------|-----|----|----|----|----|------|
| Infantry | P/B | LW | W | D | K | K |
| Cavalry | DMT | LW | LW | W | D | K |

KEY: P/B = Push back 2 cms. Unengaged men behind are moved back also.
DMT = Dismounted—horse flees, rider now on foot. Suffers wound on 5+ (D6).
LW = Light Wound.
W = Wound.
D = Disabled – Figure is incapable of fighting or moving.
K = Killed – Figure is Dead or dying, or commits Seppuku.

Morale:

When any member of a group is injured, or attempts to Charge better class or more numerous enemies, or is charged, a Morale check is required.

All units must test if the Force commander is killed.

Throw the quality dice of the majority of the unit, Add 1 to the score if unit has a higher quality leader. Now add or subtract the following:

| | |
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| -3 | Force commander killed or disabled this turn. |
| -2 | : If 50% of unit has been killed or disabled. : If Force commander has been killed (not this turn). |
| -1 | : If 50% of the unit has at least 1 Wound. : If unit retiring relative to nearest enemy. : Enemy closer to unit flanks/rear than friends. |
| +1 | : Unit moving towards the nearest enemy. : Friends in sight are advancing/winning a melee. : Uphill of all enemies or in cover. |
| +2 | : Force commander OK and in sight within 50cms. |

Samurai skirmish rules
Quick reference sheet
Version 2

Result:

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|-----------|---|
| 1 or more | OK: Continue as normal |
| 0 to -1 | No Advance towards enemy. |
| -2 | Use 1 action to Move towards nearest cover or table edge to rear next turn |
| -3 | Break and run, use both actions must end further from the enemy. (To rally score a 4 or more on quality dice at the end of your action phases) |
| -more | As above, but no rally possible. If Force commander dead Samurai commit Seppuku when at 30cms from enemy. |