

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)
(Horse may turn 45 degrees per ¼ move in an Action)

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	30cms	50cms	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;

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

2 Light Wounds = 1 Wound.
2 Wounds = Disabled
Disabled + Wound = Killed.

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)

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.

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;

-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 retreating 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.



RESULT:

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.