

SAMURAI SKIRMISH RULES - QUICK REFERENCE SHEET.

Order of Play:

Play is Alternate between sides. Each players turn consists of:

- (1) Move, Shoot etc all figures in your force, in any order you choose.
- (2) Any figures in Melee fight with the enemy figures in contact.
- (3) Check morale if needed for all units needing to test on either side.

MOVEMENT:

MOVEMENT RATES ARE:

INFANTRY: WEARING ARMOUR : 10" (HALVED IF IN DIFFICULT TERRAIN LIKE MARSHES ETC)
: UNARMOURED : 14" (HALVED IF IN DIFFICULT TERRAIN LIKE MARSHES ETC)

CAVALRY: : 24" (HALVED IF IN DIFFICULT TERRAIN LIKE MARSHES ETC)
 (HORSES MAY TURN 45 DEGREES PER 1/4 MOVE)

OTHER ANIMALS ETC MOVE AS UNARMOURED INFANTRY BY DEFAULT, OR SPECIAL RATE IF SPECIFIED IN A SCENARIO ETC.
CARRYING A PAVISE OR SIMILAR SIZED OBJECT, OR BEING WOUNDED LOSE 25% MOVEMENT RATE.

Shooting:

Ranges are;

Weapon type	Short Range	Medium Range	Long Range	Extreme Range
Crossbows	10"	30"	60"	80"
Bows	8"	24"	48"	60"
Arquebuses	6"	12"	30"	50"
Pistols	4"	---	8"	20"
Hand hurled	10"	15"	20"	30"

Loading is not an action, the following restrictions allow for loading.

Crossbows and gunpowder weapons may not move and fire. If they did not fire last move and were stationary, they can fire a volley, if still stationary.

Bows and hand hurled may move half speed and still shoot.

To Hit:

► Shooting unit throws a D6 – though Kensei and Ronin throw a D8. (-1 per shooter less than 6) (+2 if firing a volley)

► The Target figure throws a D4 for range and cover. Modified by:

Short range	-1
Medium range	No Modifier
Long range	+1
Extreme range	+2

Troops in cover count 1 range band higher away. At extreme range do not shoot.

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

Result: Beat range dice result by;

	evens	+1	+2	+3	+4	+5	More
Unarmoured	--	W	W	D	D/W	D/D	D/D/W
Light armour	--	--	W	W	D	D/W	D/D
Armoured	--	--	--	W	W	D	D/W
Heavy armoured	--	--	--	--	W	W	D

(NB D = Dead or disabled, W = Wounded)

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: 1D6. (KENSEI THROW A D8 +2)

- +2 IF EIYUU
- +1 IF BUSHI
- +1 IF MOUNTED
- +1 IF ARMED WITH NAGINATA/NO DACHI
- 1 IF NOUMIN
- 1 IF ARMED WITH IMPROVISED WEAPON.
- 1 PER EXTRA ENEMY IN BASE TO BASE CONTACT.
- 1 PRIMARY FIGURE WOUNDED.

COMPARE THE DIFFERENCE IN RESULT, AND APPLY THE FOLLOWING RESULT TO THE LOSING PRIMARY FIGURE.

Armour	+1	+2	+3	+4	+5	+6	More
Unarmoured	PB	W	W	D	D	D	D
Lt Armour	---	PB	W	W	D	D	D
Armoured	---	---	PB	W	W	D	D
Hv Armour	---	---	---	PB	W	W	D

(PB = PUSH BACK 1 BASE DEPTH, W = WOUND, D = DEAD OR DISABLED)
IN MULTIPLE COMBATS, A MAXIMUM OF 3 FIGURES CAN FIGHT AGAINST 1.
FIGURES MAY FIGHT ALL ROUND, EXCEPT MOUNTED, WHO CANNOT FIGHT TO REAR UNLESS WITH YARI

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.
ADDITIONALLY, ALL UNITS MUST TEST IF THE FORCE COMMANDER IS KILLED.

THROW A D6, 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	: PER 10% OF THE UNIT WITH AT LEAST 1 WOUND. : IF UNIT MOSTLY NOUMIN. : ENEMY CLOSER TO UNIT FLANKS/REAR THAN FRIENDS.
+1	: UNIT MOVING TOWARDS THE NEAREST ENEMY. : IF UNIT MOSTLY ASHIGARU : UPHILL OF ALL ENEMIES OR IN COVER.
+2	: FORCE COMMANDER OK AND IN SIGHT WITHIN 30CMS. : IF UNIT MOSTLY BUSHI

RESULT:

1 OR MORE	OK: CONTINUE AS NORMAL
0 TO -1	NO ADVANCE TOWARDS ENEMY.
-2	MOVE HALF MOVEMENT RATE TOWARDS NEAREST COVER OR TABLE EDGE TO REAR NEXT TURN
-3	BREAK AND RUN, USE MAXIMUM MOVE AND 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.

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VERSION 1**