

Sengoku Jidai



Samurai fast play Skirmish Wargame Rules

Tyneside Wargames club

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Introduction:

These rules are designed to allow small skirmishes using Japanese warriors and peasants in the period from the rise of the Samurai till 1868 when the honorific was banned.

The system is meant to give a game where a reasonable facsimile of reality is seen, together with the possibility of characters appearing with the attributes of the legendary heroes of Japanese myth and legend.

After all, who is to say they weren't that good!.....

Character Classes:

KENSEI (KEN-SAY) Literally 'Sword Saint'	<i>Very Rare!, these are Super Heroes!</i>
EIYUU (EE-YOU) Literally 'Hero'	<i>Very competent Samurai / Sohei</i>
BUSHI (BUSH-EE) Literally 'Warrior'	<i>Most other Samurai / Sohei</i>
ASHIGARU (ASH-EE-GAR-ROO) Literally 'Light foot'	<i>Most Ashigaru, a few less good Samurai</i>
NOUMIN (Noh-min) Literally 'Farming people'	<i>Poor quality Ashigaru, civilians</i>

These have different qualities for Combat and Morale:

Kensei : 10 pts
Eiyuu : 8 pts
Bushi : 7 pts
Ashigaru : 5 pts
Noumin : 2 pts

The cost of the figure, together with the cost of Weapons, Horse and Armour is the total cost of the model.

Horses cost a standard 5 pts.

Weapons:

Weapons cost the following in points to buy.

Naginata, No-Dachi and similar cost 2 pts.

Katana, Yari and similar cost 1 pt.

Improvised weapons are free

Ninja weapons cost 1 pt each, and have special effects (see later)

Personal paves cost 1 pt each, and count as cover for the 1 man behind

Arquebus and Bow cost 2 pts each, pistols 1 pt,

(NB: Figures only pay for their primary close combat weapon, so a Samurai with Katana and Wakizashi would only pay 1 pt (Katana).

Additional possible actions:

Each figure may move, and shoot if non gunpowder weapons who only moved half speed. Mounted figures may do something else while the horse moves!

They may also take half a move to do something else, eg:

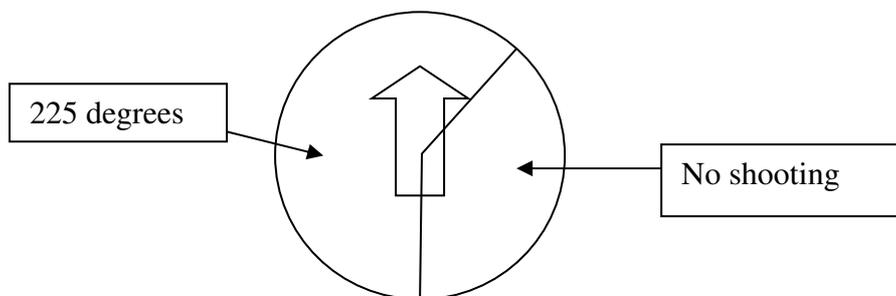
- ❖ Mount or dismount a stationary horse.
- ❖ Climb 3" of ladder or 4" of wall, fence or similar.
- ❖ Carrying a barrel or similar sized object

Shooting:

Shooting is allowed to Bows, Arquebuses and hand thrown weapons.

Shooting is by each 6 similar figures in a unit, then by any others (IE: a unit of 4 Tippo and 2 Yumi dices for a group of 4 Arquebus and a group of 2 bows)

Figure facing is not relevant except to horse archers who may only shoot in this arc;



Shooting is only allowed through gaps 2" wide (1" at short range) unless within 1" of the gap. Figures in contact with friends in front may shoot over 1 rank of them (2 ranks if Arquebusiers).

Overhead shooting, and shooting into melees is allowed if neither shooter nor target is within 2" of friends, or either target or shooters are on a raised level.

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)
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Notes:

- NB: A maximum score on the 'To Hit' dice, and a natural 1 on the range die always results in a wound being inflicted.
 - Facing is not relevant as figures are always able to turn freely unless mounted.
 - Units can shoot if target was visible during their last move, or are now.
 - Solo forces will shoot at the nearest enemy normally. The basic rule is that solo force missile troops will always move forward to get into position to shoot at Medium range.
A good solo system will allow this.
 - Where multiple casualty results occur, EG: D/D/W this means more than 1 casualty is caused, in this example 2 dead, and 1 wounded.
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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: 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 25". : If unit mostly Bushi

Result:

1 or more	OK: Continue as normal
0 to -1	No Advance towards enemy.
-2	Move ½ movement towards nearest cover or table edge to rear next turn
-3	Break and run, at maximum movement rate, this move 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.

Ambushes and Visibility:

Figures out of sight of the enemy are assumed to be hidden from them. If in cover, They may choose to remain invisible until they shoot or move, or until an enemy group comes within D6 x 6" of them (dice once for each hidden unit).

Units unable to see any enemy may only continue what they are doing, making minimum deviations to avoid terrain that would slow them if they choose. They may only move otherwise toward an objective, or a unit out of sight shooting or in melee, or as directed by a messenger or signal.

Units which can see an enemy may head for cover if the enemy have missile weapons, or towards the enemy, or may halt.

Voice commands may be clearly heard at 20" or less.

Visibility is 2" into a wood from outside or 4" within a wood.

Ninja:

Ninja have special rules;

They may only be used by players.

They may be concealed.

They have an array of interesting weapons.

They always count as in Light Armour.

Concealment:

Ninja not moving can remain hidden. They are spotted if in clear sight at 4" x (D6) cms by any group.

If in cover and stationary, they are seen if within D4" of any group.

Observation is done at closest approach of enemy units, or the end of a move, or 4", whichever is greater.

Moving Ninja can be seen at twice these distances.

Ninja weapons:

(Apart from standard Samurai type weapons.)

Weapon	Description	Range	Effect	Notes
Shuriken:	Throwing discs.	Hand hurled	Hit target group moves half speed next turn only.	Distraction weapon May fire and move in same action.
Bo:	Staff	Close Combat	As Naginata	This good as may be poisoned.
Fukiya	Blow Gun	Hand hurled	Any wound causes death	Poisoned.
Nanchuka	Sticks+Chain	Close Combat	Katana	This covers lots of similar weapons like Neko-Te
Smoke Bomb	Grenade	Hand hurled	If a hit is scored (vs Unarmoured man,) a ball of smoke 4" across is caused for 3 turns. This prevents shooting or movement through it at more than half speed.	
Kusari-gama	Sickle+Chain	Close combat	As Katana	

Other weapons can be classed with the above, or are similar in effect to normal weapons.

Samurai skirmish: force list

Hatamoto

Number	Figure type	Class options	Weapon Options
1	Commander	Bushi, Eiyuu, Kensei	Any weapon*
0-3	Samurai	Bushi, up to 1 may be Eiyuu	Katana/Yari Up to 1 may have any weapon*
1 per *	Servants	Ashigaru, Noumin	Wakizashi
0-30	Ashigaru	Ashigaru	Yari, up to half may upgrade to Naginata, Arquebus, Bow.
Armour: Any may have Light Armour, Samurai and Commander may have any armour. Commander and Samurai may be mounted.			

Ikko-Ikki

Number	Figure type	Class options	Weapon Options
1-2	Commander	Bushi, Eiyuu, Kensei	Any weapon*
3-30	Sohei	Bushi	Katana /Yari /Naginata
0-60	Monto	Ashigaru	Yari /Naginata /Katana Up to 1/3 may have Bow or Arquebus
0-60	Noumin	Noumin	Improvised weapons. Up to ¼ may have Yari /Naginata/ Wakizashi
Monto may have Light Armour, Sohei and Commanders may have any armour / may be mounted			

Ninja

Number	Figure type	Class options	Weapon Options
1	Chunin	Eiyuu, Kensei	Any Weapons, may have light armour
1- any	Genin	Bushi, Eiyuu	

Europeans

Number	Figure type	Class options	Weapon Options
1	Commander	Bushi, Eiyuu	Yari/Wakizashi/Pistol/Shield
2-12	Gentlemen	Bushi	Yari/Wakizashi/Pistol/Shield
6-120	Men	Ashigaru	Yari/Wakizashi/Pistol/Shield
Any may have Horse/ Brigantine(Light Armour)/Half Armours(Armoured). Commander and up to 3 Gentlemen may have Full Plate Armours(Heavy Armour) Up to ¼ of the total force may be armed with Crossbow or Arquebus.			
NB: Figures with Wakizashi and Shield count as armed with Naginata.			

For Korean forces, see the Korean supplement.