

MOVEMENT	light clothing	breastplate "armour 4" or Sengoku complete "armour 5"	"slowing dice"	<i>In difficult terrain the result of one die on foot, or two dice for mounted ("slowing dice") is deduced from the movement (in cm). In very difficult terrain movement is halved and the result of the die (or dice) is then deduced from it. If the slowing die (on foot) rolls 6, or if the dice (mounted) both roll 6 in difficult terrain or at least one 6 in very difficult terrain, the character or group is blocked for the whole game turn.</i>
foot	20 cm	16 cm	one die	
cavalry	40 cm	36 cm	two dice	
mounted foot (on horse)	36 cm	32 cm	two dice	

Max. movement in **close order** (lancers or pikemen): 16 cm forward in column of twos, 12 cm in larger column or line(s), 8 cm sideways or backwards, cannot move in difficult terrain.

TERRAIN	on foot	cavalry	mounted foot	protect. from shooting	cannot be shot at, if:
bushes, high crops	difficult (– 1D6 cm)	difficult (– 2D6 cm)		–1 at target on foot	hidden (crouched immobile, doing nothing)
woods, dense forest	difficult (– 1D6 cm)	very difficult (½ move – 2D6 cm)		–1 if less than 10 cm	if 10 cm or more of forest width
hard slope	difficult (– 1D6 cm)	difficult (– 2D6 cm)	very difficult (½ move – 2D6 cm) Δ	—	—

SHOOTING		shooting at armour 4	at Sengoku armour 5	0 - 10 cm	10 - 20 cm	20 - 40 cm
yumi bow	on foot and immobile / one shot per game turn samurais can shoot mounted and without penalty for movement	–1	–1	5 - 6	6	7 ext.
sling	on foot, immobile, no terrain protection / one shot per game turn	–1	–2	5 - 6 ext.	6 ext.	7 ext.
shuriken	can be thrown moving without penalty / one per turn per player	–1	–2	5 - 6	—	—

ext." means exterior only (not from a window or arrow-slit)

			at Sengoku armour 4 or 5	0 - 10 cm	10 - 20 cm	20 - 30 cm	30 - 40 cm	40 - 60 cm
arquebus Tanegashima, Teppō	shoots on foot and immobile reloaded in one game turn immobile bottom line: salvoes at a group, ordered by an officer	early arquebus	long range > 20 cm: –1	5 - 6	6	7 –1 at armour 4, 5		(8)
		improved arquebus	long range > 30 cm: –1	5 - 6		6	7 –1 at arm. 4, 5	–1 at armour 4, 5
		salvoes at a group	long range > 40 cm: –1	5 - 6		6		7 –1 at armour 4, 5

See page 4 for explanations of the arquebus shooting table

In **MELEE** the longest weapon strikes before its opponents: **pike > long weapon > half-long weapon > short weapon > very short weapon > bare hands**

Result (die + modifiers) **higher than class** of opponent: hit (= killed).

Equals his/her class: opponent recoils.

Smaller than his/her class: missed.

If the **armour of the opponent is higher than his/her class**, the result must also be higher than his/her armour to kill him/her; if not, he/she recoils.

Natural 1 die roll: missed (even with good modifiers).

Natural 7 (= double natural 6) in Melee: hit (even with bad modifiers).

If two opponents simultaneously roll a "hit" result (or a "recoil" result), only the higher class one kills his/her enemy (or forces him/her to recoil). If they are same class, the highest armour kills the enemy (or makes him/her recoil). If they are same class and armour, the highest natural die kills the enemy (or makes him/her recoil).

SHOOTING MODIFIERS

Caused by terrain

Shooting modifiers "caused by terrain" do not add up together

target on foot can be seen behind cover : wall, earthen bank, bushes, large opening in a wall, window, battlement, etc and/or target swimming in water, or target behind 0-10 cm of (rather dense) forest (except mounted characters in forest edge)	- 1 (except if target is a slinger shooting in the same game turn)
or target on foot behind a narrow opening in a strong wall or very hard protection	- 2

Caused by target

Total of shooting modifiers caused "by terrain" and "by target" cannot be worse than -2

yumi bow, shuriken, sling , at target in armour 4 or yumi bow at target in armour 5 Sengoku	- 1
shuriken, sling , at target in armour 5 Sengoku	- 2
any projectile (except firearms) shooting from behind at a horo in movement mounted	- 1
arquebus shooting at long range (see shooting table) at a target in armour 4 or armour 5 Sengoku	- 1
"furtive" target (moving target, hidden or in contact with friends of the shooter at the beginning AND at the end of movement)	- 1

Caused by shooter

"furtive" shooter (= who only appears a short moment to shoot in movement) with any weapon (furtive mounted archer: -1 in all)	- 1
shooter class 1 or 2 (except stones throwing which is already included in the tables, when mentioned)	- 1

MELEE MODIFIERS

naginata used with both hands, on foot (not inside a building or in close order; and not vs charging cavalry, see last line below)	+ 1	
improvised weapon , tool, big stick and/or character class 2 (draft peasant, armed labourer, untrained recruit...)	− 1	heavy tool wielded with both hands: -1+1=0
heavy two-handed tool (on foot) (except inside a building or in close order)	+ 1	
foot against opponent attacking across a linear obstacle (earthen bank, low wall, door, line of stakes, battlements, etc.)	+ 1	
character against a foe who is on higher ground (hard slope, earthen bank, stairs, battlements, etc. or if he/she had to climb)	− 1	
cavalry vs character on foot , or versus mounted foot (except in difficult or very difficult terrain for cavalry)	+ 1	
foot vs cavalry (except in very difficult terrain for cavalry); or mounted foot vs cavalry	− 1	
cavalry "charging" any enemy (cavalry cannot "charge" in difficult terrains)	+ 1	
immobile soldier on foot (needs soldier training) receiving " charging " cavalry on his yari or naginata or pike	+ 1	Embannaduriou

Texts in blue print, or titled in blue, are suggestions of optional or advanced rules which may be ignored for most games.

Class

Class 1: non-combatant.

Class 2: peasant draft, armed labourer or servant, occasional bandit, young recruit...

Class 3: ashigaru, veteran bandit...

Class 4: other member of the samurai class, ninja under training, warrior monk...

Class 5: samurai (highly trained), very experienced ninja...

Class 6: *sensei* – exceptional master of arms (*only for some scenarios*).

More differences can be made in a scenario: young ashigaru recruits would be class 2, a bandit may have been a class 4 soldier in his past, etc.

Characters may also progress in a campaign or if they accomplish glorious feats, a well-seasoned ashigaru sergeant may become class 4, etc.

Armour

Light clothing: no protections or almost none.

Armour 3 (optional) : *bits of metal armour on a leg or arm or shoulder.*

Armour 4: good protection on the upper part of body, may have some protections on arms and legs too.

Armour 5 (samurai armour): complete armour worn by samurais of the Sengoku period (*somewhat lighter than the heavy ō-yoroi armour of precedent period*). Movement in Sengoku armour is faster (16 cm) than in an European knight's armour but protection from arrows is slightly less effective.

Weapons

Katana, nunchaku, wakizashi: short weapons.

Nagae yari (pike): **very long** weapon. Can only be used by infantry formed in **close order** (*but allowed in loose order in the first turn of a melee*).

Naginata: **long** weapon. +1 bonus if handled with both hands (on foot). If used mounted, or by infantry in **close order**, it has only the same effects as a thrusting spear.

No-dashi: **half-long** light weapon, wielded with both hands (gives no bonus to the die roll).

Shuriken: projectile thrown by hand; *often (but not only) associated with ninjas*.

Sling does not seem of great importance at war in this context (*that's why the suggested range is quite short*).

Teppō, tanegashima arquebus: the shooter must be on foot and immobile; these firearms take one game turn immobile to reload. They pierce armour easily at close and medium range. A new shooting table is suggested in the tables for salvoes fire.

Yari (thrusting spear): **long** weapon.

Yumi (asymetric bow): on foot, immobile. Samurais can shoot it mounted, with no penalty for shooting in movement mounted.

Shooting

Whatever weapons are used, **ammunition** is not counted, we suppose there is enough for everybody (*except for special scenarios if wished*).

Japanese arquebus *tanegashima, teppō*

Three different, complementary tables are suggested for more flexibility and tactical possibilities. *Ignore what you do not need in your games!*

"**Early arquebus**" table is intended for the first years or decades after the introduction of these weapons in Japan. *It is nearly similar to the European arquebus table in our late 16th C. - early 17th C. rules, with an optional extra-long range added but without the abilities to shoot in movement at close range and to use mounted.*

"**Improved arquebus**" table applies some time later, when Japanese smiths have developed a better and longer weapon. *It is quite similar to the European musketoon table in our 18th C. rules, with an optional extra-long range added but without the abilities to shoot in movement and to use mounted.*

The optional extra-long range was introduced in the first version of our Sengoku extension because it was objected that these firearms should have a better range in some situations. This last column can be discarded if the new optional "Salvo shooting" table intended to replace it is used:

"**Salvo shooting**" optional table allows massive, far more effective shooting, a standard tactic with this weapon. For the sake of simplicity it applies as well to the early arquebus as to the improved one. *It is nearly similar to the European musket generic table of our 18th C. rules.*

*The shooters must stand in **orderly group** (or positioned in a fortress, or defending a wall or behind some man-made protection intended for this use) and a **teppō taishō** (arquebus officer) must be giving orders within earshot (≤ 20 cm), if not the table does not apply. An ammunition carrier / provider must be in the group (probably sitting just behind with his large ammunition box). These two characters cannot do anything else while doing this. The ammunition box is a heavy object, it reduces movement -4 cm.*

early arquebus	at Sengoku armour 4 or 5	0 - 10 cm	10 - 20 cm	20 - 40 cm	40 - 60 cm <i>extra-long range, can be ignored if salvo rule used</i>
<i>shoots on foot and immobile reloaded in one game turn immobile</i>	<i>-1 modifier at long range > 20 cm</i>	<i>(short range) 5 - 6</i>	<i>(medium range) 6</i>	<i>(long range) 7 -1 at armour 4, 5</i>	<i>(8) -1 at armour 4, 5</i>
improved arquebus	at Sengoku armour 4 or 5	0 - 20 cm	20 - 30 cm	30 - 40 cm	40 - 60 cm <i>extra-long range, can be ignored if salvo rule used</i>
<i>shoots on foot and immobile reloaded in one game turn immobile</i>	<i>-1 modifier at long range > 30 cm</i>	<i>(short range) 5 - 6</i>	<i>(medium range) 6</i>	<i>(long range) 7 -1 at armour 4, 5</i>	<i>(8) -1 at armour 4, 5</i>
shooting in salvo	at Sengoku armour 4 or 5	0 - 20 cm	20 - 40 cm	40 - 60 cm	
<i>salvoes at a group, ordered by an officer shoots on foot and immobile reloaded in one game turn immobile</i>	<i>-1 modifier at long range > 40 cm</i>	<i>(short range) 5 - 6</i>	<i>(medium range) 6</i>	<i>(long range) 7 -1 at armour 4, 5</i>	



Traditional asymmetric bow *yumi*

The traditional Japanese bow is not very powerful, but is accurate.

The shooting table does not give it the same strength as the European or Mongol bow, but encourages individual actions close to the enemy.

It also allows samurais, because of their specific training, to shoot mounted, and even to shoot while moving mounted without a negative modifier for shooting in movement.

*Left: a mounted samurai armed with a bow.
(US Library of Congress)*

Right: three ashigaru archers shoot at castle defenders above the heads of their friends who are raising ladders against the wall.



Painting and picture: Euthanasor

asymmetric <i>yumi</i> bow	die modifier at armour 4	at armour 5 Sengoku	0 - 10 cm	10 - 20 cm	20 - 40 cm
<i>can shoot once per game turn, on foot and immobile (samurais can shoot mounted without modifier for movement)</i>	–1	–1	5 - 6	6	7 ext.

If different contexts are mixed, this bow suffers a –2 modifier to hit a heavier armour 5 (ō-yoroi armour of the previous period, or European or med-fan).

Very strong Japanese bows? (optional suggestion)

There may be speculations and disagreements amongst specialists about the actual strength of Japanese *yumi* bows compared to medieval European and steppe bows; there are some mentions of samurais using powerful bows... If a scenario or a campaign needs it, a **special ability** can be given to rare and exceptional characters:

- A **very strong** samurai, **using his own bow** crafted for his personal use, would have no negative modifier when shooting at armour 4 or at armour 5 Sengoku.
- A **sharpshooter** samurai, on foot, could decide to aim precisely at one character within a group; or to shoot with +1 modifier at a group, or couple, or isolated person (*not both advantages at once for a same shot!*). This is also called "elite shooting".

This is an adaptation of an usual optional rule; GMs may prefer to devise and use their own different systems.

A character cannot be both "a very strong shooter" and an "elite shooter" or sharpshooter.

A player cannot do more than one "elite" shooting per game turn, even if more than one sharpshooter are available.

Shuriken

Shuriken can be used by ninjas and by some other characters who have a reason to have them. Rather than counting how many they carry it is simpler to restrict their use, if any, to one throw per game turn per player.

It is also more spectacular when it happens; and it would be difficult for members of a same faction to throw them exactly at the same moment.

shuriken (only for characters who are able to handle it)	at armour 4	armour 5 Sengoku	0 - 10 cm	—	—
one per game turn per player / can be thrown in movement without mov. modifier	−1	−2	5 - 6	—	—

Characters able to throw a shuriken, but not very well trained to do it, have a −1 modifier. People who do not know how to handle it do not try at all.

Sling

The **sling** does not appear to be in wide use in Japan, as such it is not given a large shooting range in the table.

sling	at armour 4	armour 5 Sengoku	0 - 10 cm	10 - 20 cm	20 - 40 cm
can shoot once per game turn, on foot and immobile, without being protected	−1	−2	5 - 6 ext.	6 ext.	7 ext.

Slingers must do an ample gesture to shoot: they have no protection from enemy shootings because of terrain, mantlet, or other characters, in the game turn.

Matchlock pistol

The **Japanese matchlock pistol** has a rather heavy calibre, Sengoku armour gives no protection from its shot, even at long range.

Contrarily to wheellock and flintlock European pistols, this matchlock pistol cannot fire in movement, nor if its bearer was in contact with an enemy at the beginning of the game turn (because the match needs to be well ready).

matchlock pistol	at Sengoku armour 4 or 5	0 - 10 cm	10 - 20 cm
shoots on foot and immobile; reloaded in one game turn immobile	no modifier at armour 4 nor at armour 5 Sengoku	(short range) 5 - 6	(long range) 6

However, if different contexts are mixed, this weapon has a −1 modifier at long range to hit a heavier armour (European or med-fan armour 5).

Remark: some of the weapons mentioned in this document must be immobile to shoot; others do not suffer a modifier for shooting in movement. The shooting tables mention it for the sake of compatibility if samurais are mixed with others contexts (historical or fantasy).

Horo



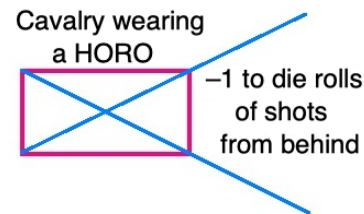
Picture: the horo carried by the third cavalryman cavalier gives a -1 modifiers to shots coming from behind him (except firearms).

Painting and picture: Euthanasor

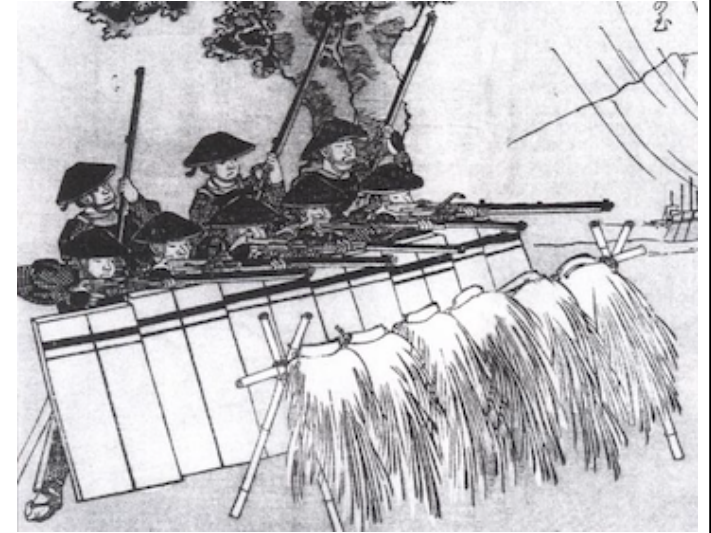
A **horo** is a large bag made of several strips of silk fixed on a wicker frame.

Carried on the back of a mounted character in movement it fills up with air and gives -1 to die rolls of enemy projectiles coming **from behind** (but not from firearms).

It can be worn by messengers or by some important characters.



Tate mantlet



A **Tate** is a large wooden mantlet protecting infantry from enemy shots and from cavalry charges.

It can be fixed to wooden posts, or carried by a bearer if there is enough workforce.

Characters who are just behind a mantlet have -1 protection (to die rolls) from enemy shots (except from *ōzutsu* heavy arquebus).

Old engraving: these mantlets can be of man heigh or smaller. A light barrier can be placed in front to hamper the first enemy contact.

A mantlet bearer can only be armed with a short weapon and has a maximum movement of 8 cm (and cannot do anything else).

Avoiding arrows

An ability to deflect arrows with a single movement of the arm or with a katana (*as in movies...*) has been requested for samurais and monks.

Optional suggestion: well-trained samurais, monks, and ninjas, are protected from shots (but NOT from firearms) by their class as if it were an armour (examples: class 4 protects them as an armour 4; class 5 as an armour 5 Sengoku). If the enemy shooters are espaced from more than 90° (from their target's point of view) the character cannot try to avoid all their projectiles, he or she must choose which ones. And it does not protect from surprise shooting.

Exceptional: a class 6 sensei has the protection of a fantasy armour 6: -1 from all shots (firearms included) added to the protection of a Sengoku armour 5.

Artillery

Ōzutsu heavy arquebus, *hiya zutsu* incendiary rocket-thrower, and larger cannons, will be treated separately.

Melee (reminder and adaptations of the generic rules)

Length of weapons: the character with the longest melee weapon strikes before his/her opponent.

It helps to distinguish the different sorts of fighters... but it should not be an incentive to give longer weapons to everyone. Each sort of character or unit has the weapons usually adapted to their job.

We accept that, in most cases, fights between samurais are done with weapons of a same length (katanas) even in the miniatures are represented differently. *However some characters may be renowned for their use of a no-dashi.*

Half-long weapons, long weapons, and pikes, have no advantage of length inside a building (or if fighting to enter a building or through a man-sized door or through a window).

Weapons swung with **both hands** (*naginata, no-dashi, heavy tool*) prevent friends in a second rank to strike above the shoulder of their wielder, and cannot be used from a second rank (*but a naginata can be used as thrusting spear instead*). **Naginat**as and heavy two-handed tools do not have their +1 bonus if used in **close order**, nor inside a building (or if fighting to enter a building or through a rather narrow door).

A **lancer in a second rank** can strike above the shoulder of the first rank (*except if the friend of the first rank wants the advantage of a naginata or no-dashi*) whatever the formation (or lack thereof). A **lancer in a third rank** can strike above the two first ranks only if the unit is in **close order** and facing the enemy.

Pikemen fight in **close order formation**. If contacted by an enemy and not in close order in a pike formation, a pikeman may use his pike in the first game turn of melee, not later (assume he then takes his sword). Units in close order can move 16 cm forward in column of twos, 12 cm in larger column or line(s), 8 cm sideways or backwards. Soldiers class 2 in close order can turn on their heel once per game turn immobile, soldiers class 3 and higher once per game turn before or after their move. Soldiers in an unit in close order contacted by enemies on the flank or rear cannot use their pike (and spearmen in a third rank cannot strike above the shoulders of friends) these pikemen are immediately in disorder, they must drop (and lose) their pike but can fight with their sword. *Close order formation is an advanced optional rule for more realism; players may prefer to ignore it and allow pikemen and lancers to form ranks of pikes or spears freely.*



Painting and picture: Euthanasor

Special abilities or advantages

Some characters or character types may have peculiar abilities, depending on the scenario or on choices made by the GM. For example, a very swift samurai (player character) could strike slightly faster, or twice in a game turn (or both when he reaches a higher experience)... All suggestions are not mentioned here, ideas and questions may appear on various documents, forums, etc.

Surprise or ambush

Characters hidden from view (or disguised, or supposed to be friendly) can shoot, or move, or move and shoot, or shoot while moving (if their ranged weapon allows it) or move and strike ...by surprise, and the enemy cannot react.

Ambushing a traveller, an enemy group...

One or more characters or groups, hidden by the terrain, wait for people who do not know their presence. It must be written in advance, or agreed by the GM.

The surprise / ambush is **announced after the movement and shooting phases**, when all normal moves and shootings are finished. Other characters cannot react, nor shoot back or strike back, in the same game turn.

The surprising character or group can **move** and come to contact an enemy which was close enough (*but could be delayed or blocked if he/she was hiding in difficult terrain*) while shooting or not; or stay immobile and **shoot**.

Shooting by surprise

The target was not suspecting anything and cannot try to protect itself: shooting by surprise has a +1 modifier and the enemy cannot shoot back during the same game turn.

Coordinated ambush

More than one group (or isolated characters far from each other) taking part in a same ambush cannot attack exactly at the same time. They act when the chief or officier who leads the ambush gives an acoustic signal (musician, shouts, or firearm shot from any side) or a visual signal (banner or flag, or viewing the chief advancing forward). Groups distinct from this chief or officer, and/or other isolated characters, appear and act one game turn later; they still benefit from a surprise effect if they were still hidden.

Detect a surprise or ambush

The enemy may suspect something: as soon as he/she is near the place of ambush he/she is asked to roll a die (without telling why).

A small system is suggested page 37 of the 2020 generic rules:

- *Die result exceeds perception: notices nothing at all.*
- *Die result equals perception: see nothing but will test again next turn.*
- *Die result smaller than perception: the character notices they are watched (but does not know by how many hidden people)...*

We suppose that the test is made by the character who has the highest perception in the group (perhaps a local scout or inhabitant, or the leader of the group).

By default a character perception is equal to his/her class; but we can accept that well-trained and veteran ninjas have 5 in perception, young ninjas and fighting samurais 4, other fighters and some cunning civilians 3, other characters 2. Everyone has a -1 perception modifier to detect hidden ninjas (this applies to other ninjas as well). A natural die roll of 1 is always successful for this test.

Treason

A surprise attack from characters who were believed to be friendly (or of disguised ninjas) may follow a same system, depending on the scenario.

(...)



Picture : a small group of ninja, previously hidden in the vegetation of a river bank, suddenly appears and crosses a stream. Even if their enemy is too far for contact, they can make a whole move, nobody else can move nor shoot (the movement and shooting phases being over).

Terrain, painting and picture: Denez, Euthanasor



(continued from previous page)

Surprise contact in melee

If the surprise move allows to contact enemy characters who were suspecting nothing, they are struck with a +1 modifier. These enemies have no time to strike back, not even to move or defend themselves.

Left: a female samurai with a naginata, who was hidden behind the corner of a wall, suddenly appears and attacks an important character who had wronged her family. This character and his guards were not suspecting anything...

Right: the woman has hit and killed the merchant in melee with the advantage of surprise.

In the next game turn, movements and action will be done normally; what will happen then (reactions of the guards, etc.) will probably depend on the context, on the scenario, on negotiations (if any)...

Painting and pictures: Euthanasor



*Note: a slightly different system will be suggested in other documents to **attack a sentry** on guard.*

Budget (for information only; its calculation is not compulsory in the rules, troops composition is usually decided by the GM if any).

Basic cost (in budget points) equals class. **Officer, ashigaru sergeant, or musician**: twice the class.

Cavalry character on warhorse: twice the class. Thus, a cavalry officer or cavalry musician: thrice the class.

Arquebus (teppō, tanegashima) if available: 3 points. **Bow (yumi)** 4 points. **Light thrusting spear (yari)** 2 points. **No-dashi**: two points (reserved to some characters). **Naginata**: 3 points (reserved to some characters). **Pike**: 3 points (close order training included). **Shuriken**: included in the cost of the ninja or provided by the scenario. **Sling**: 2 points.

Armour 3: one point. Armour 4: 2 points. **Sengoku samurai armour 5**: 2 points for a fighting samurai. **Horo**: one point (reserved to some characters).

All fighters class 3 and higher, villagers and peasant draft called for duty by a lord, and bandits, all have some sort of **short weapon** (cost free) even if it does not appear on the figure. All villagers and civilians may have a **very short weapon** (knife, free).

Pack horse: 2 pts. **Warhorse** in reserve at stable: same cost as its usual rider (if a trained rider mounts a horse of lesser value he/she is considered mounted foot).

Training: close order training is free for pikemen (it comes with the pike) and costs 1 point for other characters.

These tables and suggestions are intended for use in conjunction with generic Argad rules: <http://www.argad-bzh.fr/argad/en.html>

See also AARs and many terrain building pictures on this French blog: <http://euthanasor-wargamesetmodelisme.blogspot.com/search/label/Samurai>