

Daimyō

SAMURAI WARGAMES RULES

Wargames Rules for Samurai Warfare 1550-1615

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Introduction

These rules are intended for playing large-scale samurai battles using 15mm wargames figures. They should work well with other scales since they use a fixed stand size. It is my intention to support these rules through a web site currently in development. Thanks are due to Colin Bremner for his advice and critique during the testing of these rules.

The rules cover the period known as *The Age of the Country at War* or *Sengoku-Jidai*. This was a period when samurai armies became much more organised, the importance of ashigaru troops was recognised and the increasing use of firearms altered samurai warfare forever. It was also an age that produced some great commanders such as Oda Nobunaga, Toyotomo Hideyoshi and Tokugawa Ieyasu to name but a few. And, in a period of continual warfare, there were hundreds of battles, some of them epic encounters like Nagashino, Sekigahara and Kawanakajima. It is my hope that *Daimyo* will capture some of the excitement of this colourful and unique period of history.

Scales

Ground scale: 1cm = 10 metres.

Figure Scale: 1 stand = 150-300 men.

For campaign purposes, a complete turn can be considered to be about 20 minutes.

All distances in the rules are in centimetres. All dice are of the normal six-sided variety, therefore the term “2d6” means roll two six-sided dice to yield a total. The only record keeping is for leader command ratings.

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1. Troop classifications / Organisation

A stand of figures can be of any suitable width/depth and have any number of figures. The only requirement is that all stands be of the same width. Only leaders can be based individually. All figures on a stand must be of the same basic troop type. Ideally, most of the figures should have a sashimono (back banner) to aid in identifying their clan. At least one officer, standard bearer and musician figure is recommended per unit to enhance visual appearance. My stands are 40mm wide and have three figures each and base depths are 15mm for infantry and 30mm for cavalry. The table below specifies the available troop classifications.

Troop Type	Quality	Weapon	Armour
Mounted Samurai	Elite / Veteran	Lance (Bow)	Medium or Heavy
Mounted Warrior Monks	Elite / Veteran	Lance (Bow)	Medium
Samurai	Elite / Veteran	Any except LS and M	Heavy
Young Samurai	Seasoned	Any except LS and M	Medium
Warrior Monks	Veteran	Any except M	Medium
Ashigaru	Seasoned / Raw	Any (usually LS or Arquebus)	Light or Medium
Ronin	Veteran / Seasoned	Any except LS	Light or Medium
Peasants	Raw	Melee Weapons	Light
Artillery	Seasoned	Lt or Hvy Cannon	Light

Troop Type is the basic classification of a figure. Mounted Samurai and Mounted Warrior Monks are collectively referred to as Cavalry. All other types are collectively referred to as Infantry. References to Samurai include Mounted Samurai and Young Samurai unless specifically stated. References to Warrior Monks include Mounted Warrior Monks unless specifically stated. Rules for Artillery are listed under optional rules since cannon was rarely used on the battlefield.

Quality can be thought of as a combination of training, experience and morale. Levels from highest to lowest are *Elite*, *Veteran*, *Seasoned* and *Raw*. Elite would normally, but not exclusively, be reserved for the General's *hatamoto* unit, see *Generals* section below.

Weapon is the main weapon used by the unit. All cavalry carry *Lance* (mochi-yari) and have the option to carry a *Bow* (yumi) in addition to the lance. For infantry, these can be *Improvised Melee Weapons* (M), *Long-shafted Spear* (LS), *Pole Arm*, *Bow* or *Arquebus*.

Improvised Melee Weapons include inferior quality swords, tetsubo (staff) and even farm implements used by peasants. The *Long-shafted Spear* (nagae-yari) can be up to 18 feet long and is the preferred weapon of non-missile armed ashigaru. *Pole Arms* include the majority of weapons used in close combat such as the yari (spear), naginata (glaive) and also the no-dachi (long two-handed sword). *Bow* (yumi) and *Arquebus* (teppo) armed troops can fire at range during the firing phase or, in some circumstances, when being charged. Missile armed ashigaru are considered to carry improvised melee weapons for close combat.

Armour rating reflects the amount of protection afforded by the armour and also affects the movement rate of the wearer. Armour classes are Heavy, Medium and Light.

Units and Clans

Stands are organised into units. A unit must begin the game with 2 to 8 stands.

An army is made up from a number of clans. Each clan can have from 1 to 6 units. I like to have lots of clans to enhance the visual effect of many different banners! My cavalry consist of single unit clans, and infantry clans have between 2 and 5 units (including a mix of samurai and ashigaru). These clans can have an archer, arquebusier or ronin unit added. With the exception of an Ikko-Ikki army, I really only see peasants being present if defending their village, or to the rear of the army with the baggage, not fighting in open battle (unless dictated by scenario or campaign). A typical army will have about 5-8 clans depending on clan makeup and size of battle. Each clan must have a daimyo represented by an individual figure, mounted or on foot as appropriate (see below). In the rules, the term “clan” is also used for a contingent of warrior monks.

Leaders

There are two types of leaders, *Generals* and *Daimyos*. Each army must be commanded by a General and each clan will be commanded by a Daimyo. These terms are used for convenience in the rules as some commanders would not necessarily be a daimyo, such as an Ikko-ikki leader, and the General himself could be a powerful daimyo.

Generals

Generals during this period tended to command from their suitably positioned headquarters enclosed by maku screens with communications being conducted through an efficient messenger system. Each army should have one General figure representing the army commander himself and his personal retainers. The General could be a daimyo, a monk or some other influential personage. He can be based as an individual, possibly seated, or on a cavalry size stand and include the general figure together with some members of his entourage such as standard bearers for aesthetic appearance. Whither based as a single figure or with other figures, the General is treated as an individual and does not participate directly in combat. Each General is given a Command Rating from 2 (worst) to 4 (best) that is used to determine which army has the initiative each turn. This rating may be decided by scenario/campaign, but for one-off games roll 1d6 on the *Commander Rating Table* before the game begins.

The General may be *seated* or *mobile*.

A seated General would be more common in this period but there were exceptions such as Tokugawa Ieyasu during his early career. The seated General begins the game in his headquarters and would normally remain there throughout the battle. Headquarters should measure at least 40mm x 30mm. When activated, the General may mount up and abandon his headquarters to become mobile. Once abandoned, the headquarters is permanently removed from the table for the rest of the game and the General must then remain mobile. The advantage of being seated is that he gains an initiative bonus (see Sequence of Play below).

A mobile General does not have a headquarters and may not set one up during the game. There are no restrictions on the initial deployment of a mobile General. The mobile General has the advantage of being able to join units and play a more active role in the battle but at the expense of possibly surrendering the initiative. Rules regarding the movement of Generals refer only to mobile Generals.

A small *hatamoto* (bodyguard) unit of 2 to 4 stands may accompany the General. This unit must be on foot for a seated General and mounted for a mobile one. Whether mounted or on

foot, they must begin the game deployed within 20cm of the General and may be attached to the headquarters or a mobile General. They must remain within 20cm of the General and may only move beyond this distance as a result of combat or morale. They may willingly charge an enemy unit beyond the 20cm command range but should attempt to return to their lord as soon as possible. Should a seated General choose to abandon his headquarters, the *hatamoto* have the option of becoming mounted provided they are in contact with the headquarters, have no more than 2 stands and are not engaged in combat. Simply replace the infantry unit with mounted figures. As mounting up takes the full turn, they may not make any voluntary movement until the following turn. *Hatamoto* are activated with the General.

<i>Commander Rating Table</i>	Die Roll					
	1	2	3	4	5	6
General	2	3	3	3	3	4
Daimyo	1	1	2	2	2	3

Daimyos

Daimyos should be based as an individual figure, either mounted or on foot as appropriate. Daimyos are given a command rating in the range 1 (worst) to 3 (best) to reflect their overall ability and have a command range radius of 15cm whether attached to a unit or not. The command rating will be used in morale tests and also in obedience tests for units out of their command range. Attached commanders also impart a combat bonus in melee. As with generals, these ratings should be decided before the game begins using the same Commander Rating Table. As an option, roll for ratings when they are first required. In reality though, the ability of samurai commanders would be well known, even to their enemies – they weren't shy when it came to advertising their prowess!

2. Sequence of Play

The game is played as a series of game-turns. During a game-turn, each player will take it in turn to activate a single clan or his General. When activated, the units in the clan may move and conduct combat actions. Units in non-active clans do have some limited actions they may perform such as fighting against or responding to charges by the active clan. Activating the General allows movement of the General (if mobile) including any unit he is attached to, and his *hatamoto* bodyguard.

A. Beginning of turn

At the beginning of a game-turn test for a change in the weather (if using *weather* rules). Next, test for initiative. Each player rolls a d6 and adds the score to his General's Command Rating. Seated Generals gain an extra +1. If the General has been incapacitated then no additions are made to the die roll. Deduct 1 for each friendly unit that has been destroyed/dispersed and also for those currently in rout. The player with the highest result has the initiative for this game-turn; re-roll if scores are tied. The player with the initiative chooses to be the first or second player to dice for clan activation.

An alternative card-driven system is described below which gives players much less control over the activation of their clans and is also recommended for solo play.

B. Clan activation

Players alternate in attempting to activate their clans. To activate a clan, roll 2d6 and add the daimyo's rating and also +1 if using a seated general. A score of 8+ is required to make the clan active. A score of less than 8 means the chance has gone for that clan this turn and the other player now chooses a clan. If the daimyo is dead no additions are made to the die roll. Only one attempt may be made to activate a clan per turn. A player may choose to activate his general instead of a clan. No die roll is required for this.

Should the clan be successfully activated, follow the sequence in the table below for all units in the active clan *that have not been activated earlier in the turn*. First, units that made a Rout move or were Frenzied the last time they were activated *may* take a rally test in an attempt to rally. Next, all units in the clan that can and wish to move and manoeuvre do so. The daimyo can be moved at this time also. Firing by arquebusiers and archers is then conducted followed by melee resolution for any units of the clan in contact with enemy units. Units outside command radius of their daimyo have to test obedience to move but may rally, fire and melee normally. Should the Daimyo be incapacitated, all units in the clan wishing to move must test obedience.

Morale tests may be required during the Move/Manoeuvre phase to initiate or respond to a charge. Other morale tests are carried out at the *end of turn*. Units may have been activated earlier in the turn due to enemy action or morale tests. If so, then that unit cannot perform any of the above actions during its own clan activation. Conversely, a unit activated normally may respond to an enemy unit activated later in the turn, say, in response to a charge or a failed morale test. A unit can be activated earlier in the turn by any of the following:

- Morale induced movement (rout, retreat, retire and halt)
- Pursuing
- Response to being charged.
- Fighting in melee*

*May only affect some stands – other stands in the same unit could fight a different opponent later that turn should a fresh enemy charge in to create a multi-unit melee.

C. End of Turn

First, check morale of any unit requiring to do so (see section 5 *Morale*). Next, check victory conditions to see if either side has won. This will depend on scenario but the method described in section 10 *Winning & Losing* can be used for encounter style battles. If there is no victor yet, the disorder markers are removed from any units that successfully rallied or reformed. Then any leader who has not yet moved may now move. He may join or leave a unit. If he is attached to a unit that has not been activated this turn, the unit can not be activated but the leader can still move independently. Once leaders have moved, roll 1d6. A 6 indicates a possible random event. Consult the random event table if necessary and then begin a new turn.

<i>Sequence of Play</i>	
A	<i>Start of Turn</i>
1	Weather Test (optional)
2	Initiative Test
B	<i>Clan Activation</i>
1	Clan activation test
2	Rally attempts by Frenzied and Routing troops (optional).
3	Move / Manoeuvre.
4	Firing.
5	Melee.
C	<i>End of Turn</i>
1	Morale Tests
2	Check Victory Conditions
3	Remove Disorder markers from reformed or rallied units
4	Unactivated leader movement
5	Roll for Random Event (optional)

Sample Random Events Table – Roll 1d6. Make up your own table – be creative!

<i>Die Roll</i>	<i>Event</i>	<i>Effect</i>
1	<i>Bad Visibility</i>	Only fire at effective range allowed next turn. At the start of each turn after the next, roll 1d6: 1-3 = Bad visibility continues, test again next turn; 4-6 = Normal visibility restored, no more tests needed.
2	<i>Sunset</i>	The game will end in as many turns as shown on 2d6. The first time this occurs, it can be ignored, but only by the mutual consent of both players.
3	<i>Surprise March</i>	Next turn, all units in the first clan activated move double distance for normal moves and manoeuvres.
4	<i>Heroic Charge</i>	Next turn, first unit to charge into melee gets an additional +3 melee modifier.
5	<i>Superb Discipline</i>	Next turn, all disordered units in the first clan activated regain good order before the movement phase. Remove any disorder markers.
6	<i>Fanaticism</i>	Next turn, all unengaged non-disordered samurai, ronin and warrior monks of the first clan activated must attempt to charge nearest facing enemy.

Alternative Card System

Sample cards for the Takeda and Uesugi clans will soon be available for download from the “*Daimyo*” web site. Alternatively, ordinary playing cards can be used. One side uses red cards, the other black. Face cards represent the Generals and numbers represent the clans.

3. Movement

The movement table below shows the maximum line formation move distances in centimetres for the different type of moves per troop type. Note that rout and pursuit moves are diced for using 1d6. Attached leaders move at the speed of the unit they are accompanying. Leader move rates are for unattached leaders. Units in Column add 3cm if on good terrain. Column moves double distance if on road.

<i>Movement Table</i>	Normal, Retire & Retreat	Charge & Counter-charge	Rout & Pursuit					
			<i>Die Throw</i>					
Troop Type			1	2	3	4	5	6
Mounted Leader	20	-	-	-	-	-	-	-
Foot Leader	12	-	-	-	-	-	-	-
Heavy Armoured Cavalry	15	20	15	16	17	17	18	19
Medium Armoured Cavalry	18	22	18	18	19	20	21	22
Heavy Armoured Infantry	8	12	8	8	9	10	10	11
Medium Armoured Infantry	10	14	10	11	11	12	13	14
Light Armoured Infantry	11	15	11	12	13	13	14	15

Obedience

Units out of command radius of their Daimyo must test obedience to make normal voluntary movement when their clan is active. Similarly, *hatamoto* must test obedience should they stray more than 20cm from the General. This test is *not* required when responding to an enemy charge. To test obedience, add the roll of 1d6 to the Daimyo's (or General's) Command Rating. A score of 6 or more is required to move or manoeuvre the unit. The unit must halt on a score less than 6.

Unit Formations

Units should have an equal number of stands in each rank. Any odd stands should be placed in the rear rank.

Line – A unit is in line when 2 or more stands wide and no more than two stands deep. This is normal battle formation.

Column – A unit is in column when it is only 1 stand wide and any depth, or two or more stands wide and three or more stands deep.

Wheeling

A wheel is a pivot movement. Wheels can only be made in a forward direction.

Elite and Veteran troops wheel at normal speed.

Seasoned troops count double the distance travelled.

Raw troops count three times the distance travelled.

A disordered unit wheels at half the speed of good ordered troops.

Turns

A unit may turn 90° or 180°. A 90° turn allows a unit in column to form a line or *vice-versa*.

A 180° turn allows a unit to do an about turn.

Elite and Veteran troops deduct ¼ of normal move distance to make a turn.

All others deduct ½ of their normal move distance to make a turn.

Double these deductions for disordered troops. There are no deductions for any troops making a required 180° turn as part of a rout or retreat move.

Falling Back

A fall back move is a voluntary move backwards facing the enemy. Infantry and cavalry can move up to 3cm regardless of terrain. Missile armed ashigaru may fall back up to ½ normal move distance and still fire either as a normal move when their clan is active or in response to a charge. Any firing is calculated from the starting point of the move.

Reform

Disordered units must reform to regain good order (see section 4 – *Disorder*). However, good ordered troops may perform a reform to change formation and facing. The unit is faced in any direction and formation but can perform no other movement or firing during the game turn other than that forced by morale or combat.

Terrain Effects

Bad terrain slows movement and can disorder units. Movement through *light terrain* reduces movement by 3cm. Movement through *dense terrain* counts double distance for infantry and three times for cavalry. Units adopt the movement allowance of difficult terrain as soon as any of their stands touches the edge of the terrain. This may mean the unit cannot move into the terrain this turn. Undefined linear obstacles reduce the movement of infantry by 3cm and cavalry by 6cm. Some linear obstacles can be deemed impassable to cavalry or all troops depending on scenario requirements.

Dense Terrain – Woods, swamps, bogs, paddy fields, streams and shallow rivers.

Light Terrain – Steep hills, beach and rocky ground.

Linear Obstacles – Fence, palisade and walls *etc.*

Low hills don't count as bad terrain but give a combat advantage to troops higher than their opponents.

All units, except *peasants*, become disordered when they move into an area of dense terrain.

All units are disordered by charging / counter-charging in light or dense terrain.

Infantry may charge or counter-charge through light or dense terrain. Cavalry may only charge or counter-charge through light terrain.

All units are disordered by movement across linear obstacles.

Charge distances through light or dense terrain are penalised in the same way as normal movement through such terrain.

Rivers may only be crossed at bridges or fords or treated simply as wide streams as dictated by scenario.

Villages may be represented by one or more model buildings. These count as dense terrain for units moving through them. A unit of up to 4 stands may occupy each building; for convenience, remove the figures but just remember they are there! Settlements of 2 or more buildings should be enclosed by fencing.

Interpenetration

Interpenetration occurs when any stands of one unit pass through any stands of another friendly unit. Both units become disordered unless the moving unit is missile armed ashigaru and the unit being interpenetrated remains stationary this turn. Should a unit interpenetrated by missile troops move later in the turn, that unit becomes disordered. A unit which moves

into a friendly unit is placed directly on the far side of that unit and halts there. The penetrated unit can make no movement for the rest of this turn (except combat/morale induced).

Contacting enemy leaders

Should a non-routing unit's movement bring it into contact with an unattached enemy leader, the leader is killed but it is assumed he died gloriously! An unattached leader is unaffected by an enemy unit routing around him.

Leaving the table

If any part of a unit's stand crosses the table edge, the whole unit is removed from the game. No unit can return to the battlefield after it has left.

Charge

The only way in which opposing units may come into physical contact with each other is by one or both sides charging (or pursuing) into contact. Units merely advancing towards an enemy unit under normal movement conditions must halt at least 3cm away.

A unit must be within charge move distance to declare a charge on a target unit.

A unit may expend up to half of its charge move allowance wheeling and/or turning at the beginning of its charge/counter-charge. At least the last half of its maximum charge move allowance must be in a straight line to gain the melee charge bonus.

Missile armed ashigaru (archers and arquebusiers) and peasants must take a morale test to initiate a charge. All other troops may charge freely. The target of the charge may have to test morale if any of the following apply.

1. Any infantry (except elites or frenzied) in open terrain charged by cavalry.
2. Missile armed ashigaru or peasants charged by any troops.

Stands of opposing units in contact should be aligned neatly so that their stands' base corners touch.

Chargers whose charge fails to contact enemy because the target unit moves out of reach may halt anywhere after completing at least half their charge move. Frenzied troops must move full distance though.

Charge Response

Infantry (except elite or frenzied), charged by Cavalry, and Ashigaru or Peasants charged by any troops must take a morale test to determine their reaction to being charged. They are not required to test morale if they are currently engaged in melee.

Infantry may not counter-charge cavalry. Otherwise, all troops may counter-charge provided they pass any required morale tests.

The target of a charge may choose to stand and receive the charge at the halt, which can include a wheel or turn to face chargers. Good order missile troops, who have not yet fired this turn, may fire at the chargers before contact provided the chargers are within their line of sight and over half their charge move away at the start of the charge. If they have to manoeuvre to face chargers, they cannot fire.

Units already in melee may turn rear rank stands to face a rear attack. A single rank unit doesn't turn any stands but will fight with half their stands to frontal attackers and half to rear attackers. If attacked on flank while engaged in melee, no stands are turned to face but the flank stand(s) contacted will fight to the flank. See melee rules for details of multi-unit melees.

Leaders

Generals and Daimyos may move independently or they may accompany a friendly unit by attaching themselves to it. Daimyos may only attach to a unit of their own clan but the General may attach to any unit in the army. Attached leaders move at the speed of the unit they accompany.

A Daimyo may freely attach to and leave units during his clan's activation providing neither he nor any of the units exceed their maximum move distance during the turn.

If the General is attached to a unit, *and the unit has not yet been activated this turn*, the unit may become active (but only the unit with the General, not all units in the clan). The unit may of course wait for its clan to be activated as normal. This is to simulate initiative by the General. If the unit does act, it may not then act again later in the turn when its clan is activated. An unattached General may join a unit. If the unit he joins has not yet moved, he may move again with the unit when its clan is activated, but only to accompany the unit.

An unattached leader may move into contact with an opposing unattached leader to challenge him to personal combat. If the challenge is rejected, the refusing leader reduces his leadership rating by 1 (to a minimum of 1) for his shameful cowardice and retreats 5cm away from his adversary. The challenging leader may remain where he stands or return to where he started his move. His movement is over. If a General refuses to duel with a Daimyo, he does not reduce his rating since the Daimyo would be considered an inferior.

If the challenge is accepted, both leaders roll 1d6 and add it to their command rating. Highest score wins and the loser is killed. Re-roll if it is a tie. The winning leader adds 1 to his command rating (due to his increased prestige!) up to a maximum of 4. He may now return to where he started the move with his latest trophy or remain where he is.

4. Disorder

Order and Disorder

Units begin the game in *good order*. *Disorder* represents the physical deterioration of a unit due to movement, combat and psychological effects. Disorder should be indicated by a marker, or alternatively, the stands of the unit could be staggered. A unit must *reform* to regain good order. Units are disordered by any of the following circumstances:

<i>Causes of Disorder</i>	
1	Result of a morale test.
2	Movement through difficult terrain or crossing obstacles.
3	Unable to be pushed back in melee because of blocking troops or terrain.
4	Charged on flank or rear, or failed to complete a turn to face chargers.
5	Interpenetration.
6	At conclusion of a melee that lasted more than 1 turn.

Disordered troops move, fire and melee at reduced effect. They may not initiate a charge but can counter-charge (subject to morale requirements). Frenzy in itself does not cause a unit to become disordered.

Reforming

A *disordered* unit must reform to regain good order. A disordered unit must remain stationary for a full turn without firing or melee if it wishes to reform. It must also receive no hits from enemy fire. At the end of the turn, remove the disorder marker from all units that successfully reformed and face the unit in any required direction and formation.

Rallying from rout

A routed unit may attempt to rally after it has made at least one rout move. To rally, it must pass a morale test. If it fails, the unit is removed from the table. A routing unit may only make one attempt at rallying from rout in the game. It does not have to attempt to rally at the first opportunity, but may make several rout moves before taking the morale test. It cannot rally if it has been the target of missile fire earlier in the turn. A unit that is routed for a second time makes its rout move and is removed from the table at the end of the turn.

If the unit passes its morale test, it has rallied from rout and remains stationary for the remainder of the turn. Should it be forced to move due to enemy action, it will remain disordered at the end of the turn but is no longer routing – just disordered.

Units that rally may be faced in any direction and formation and have their disorder marker removed at the end of the turn. They may proceed normally next turn.

Rallying from frenzy

A frenzied unit may attempt to rally to regain normal status again. To rally, roll 2d6. A result of 9 or more means the unit stays frenzied. A dice roll of less than 9 means that the unit may act normally this turn. Warrior Monks add +2 and Ronin and Young Samurai add +1 to the dice roll. No other morale modifiers apply.

5. Morale

Morale Tests

A unit must take a morale test when any of the events in the following table occur. Tests involving charges (2,3 and 4) are taken when the charge is declared. Rally attempt (8) may be taken when the routing unit's clan is activated. Other tests are taken at *end of turn*. For *end of turn* tests (1,5,6 and 7), the player with the initiative decides from which flank these tests will begin to be taken. If more than one event causes a morale test, test against the highest reason e.g. a unit loses a stand and sees its Daimyo killed will test for reason 5.

<i>Reasons for Morale Test</i>	
1	The unit loses a stand
2	Ashigaru or Peasants charged by any troops
3	Infantry (except elite or frenzied), charged by Cavalry
4	Ashigaru missile troops or Peasants initiating a charge
5	General or own Daimyo is killed or routed within 15cm*
6	Friendly unit routing within 15cm*. Cavalry and Samurai ignore all but other Cavalry and Samurai
7	Interpenetrated by routing friendly unit
8	Rally attempt by routing unit (optional)

* = 5cm if testing unit is in melee.

Frenzied units do not take morale tests for any reason.

Procedure

Roll 2d6, add/subtract modifiers. If the modified total is equal to or higher than the Pass Score for the unit's quality level the unit passes the test otherwise it fails. An unmodified roll of 12 is an automatic pass and an unmodified roll of 2 is an automatic fail and the unit will rout. Should a Samurai or Ronin unit roll an unmodified 12, the unit becomes *frenzied* (unless testing to rally from rout). Similarly, a Warrior Monk unit becomes frenzied on an unmodified roll of 11 or 12.

Morale Tables

<i>Quality Level</i>	<i>Pass Score</i>
<i>Elite</i>	4+
<i>Veteran</i>	5+
<i>Seasoned</i>	6+
<i>Raw</i>	7+

<i>Morale Die Roll Modifiers</i>	
+#	Add Command Rating of Leader attached to unit
+2	Pursuing
+1	Uphill of all enemy within 15cm* or in cover
+1	General within 15cm*
+1	Long Spear infantry in good order being charged frontally by cavalry
+1	Any enemy units routing within 15cm*
+1	Hatamoto testing
-1	Disordered
-1	Out of command reach
-1	Infantry being charged by cavalry
-1	Each friendly unit of equal or higher quality routing within 15cm*

-2	Each stand lost from unit
-2	Non-routing enemy facing to unit's flank or rear within 15cm*
-2	Leader killed this turn within 15cm*
-2	Routing

* = 5cm for unit in melee.

Morale Test Result

The effects of passing or failing a morale test are indicated in the Morale Table below. Cross-reference the morale test event number as listed above with the unit's Pass or Fail score to determine the unit's reaction.

Morale Table	Reason for Testing				
Morale Score	1 Stand Loss	2 and 3 Being Charged	4 Initiate Charge	5, 6 and 7 Critical Event	8 Rally from Rout
Pass	No Effect	Stand or Retire. Counter-charge	Charge	No Effect	Rally
Fail by 1	Halt	Retire	Halt	Retire	Dispersed
Fail by 2	Retire	Retreat	Halt	Retreat	Dispersed
Fail by 3	Retreat	Retreat	Halt	Rout	Dispersed
Fail by 4+	Rout	Rout	Retire	Rout	Dispersed

Results

No Effect – The unit may make any permissible action as normal.

Halt – Must remain stationary in current formation this turn and next but may turn 180°. No counter-charging allowed but may fire.

Retire – Make an immediate move away from but facing the enemy at half its normal speed. The unit must then halt next turn. May fire before moving.

Retreat – Make an immediate move away from any enemy at normal speed towards own baseline if possible. The unit may make a free 180° turn and must end facing away from enemy. The unit must then halt next turn. Unit becomes disordered. Unit may not fire.

Rout – Make an immediate rout move away from enemy at rout speed towards own baseline if possible. The unit may make a free 180° turn and must end facing away from enemy. Unit becomes disordered. Unit may not fire. See Melee section (7) for more details on rout moves.

Stand or Retire – Unit has the option to Stand and receive charge at the halt, or to retire (as defined above).

Counter-charge – Unit may counter-charge if of a type normally allowed to do so. *E.g.* foot may not counter-charge cavalry.

Rally – Routers rally. Unit may face any direction and in any formation.

Dispersed – Unit failed to rally and is removed from the table.

If a charging enemy unit contacts a routing unit, the routing unit is destroyed and removed at the end of the turn.

A leader suffers the result of any unit he is with. A routing leader does not provide any morale bonuses but a non-routing leader may join an already routing unit in an attempt to rally them.

Frenzied troops

Troops that become frenzied must attempt to charge into contact with the nearest enemy to their front. They continue to be frenzied until they take the optional rally test (see section 4)

or they are pushed back or worse in melee. They do not take normal morale tests. They are not disordered by being frenzied but can still be disordered if other circumstances apply as normal.

6. Firing

Firing takes place after movement has been conducted. Only troops of the active clan or the target of a charge by the active clan may fire. Eligible stands may fire at the nearest enemy unit or headquarters within range and arc of fire. A maximum of 2 stands may fire from a building. Stands being charged may only fire at troops charging them and the chargers must be in line of sight for the entire charge. If chargers begin their charge outside of effective range, firing must be conducted at long range, unless the firing troops are behind cover or are at least veteran quality when they can fire at effective range. To be eligible a stand must be:

- Armed with Bow or Arquebus.
- Not have fired earlier in the turn.
- Infantry within a 45° arc from the front corner edge or Cavalry within 360° arc.
- Within range.
- Not charging or in melee.

Disordered troops can only fire 1 rank deep.
Good Order troops can fire 2 ranks deep.

Ranges

Effective Range: 0cm-8cm

Long Range: 8cm-15cm

Range in woods is reduced to 3cm unless firing out from the edge at a target not in the woods.

Line of Sight – Stands cannot fire over other units. Stands must have at least a 4cm gap to fire through.

Procedure

2d6 are rolled for *each stand* firing. To each dice score, add the following Firing Factors. For each result of **8 or more**, a hit is scored on the target.

<i>Firing Factors</i>			
+2	1 st volley in game (good order only)	-2	Target occupying a building
+1	Target in Light armour	-1	Firing Bow vs. Heavy armour
+1	Arquebus vs. Cavalry	-1	Firing unit is disordered
+1	Firing at Effective Range	-1	Firing unit is Raw
+1	Target in column or flanked	-1	Firing unit is being charged
		-1	Firing unit moved/manoeuvred this turn
		-1	Target behind cover (except buildings)

Result

When a unit has taken 3 hits, a stand is removed. Hits can be recorded by placing markers beside the unit or noted on a roster sheet. The actual stand removed is irrelevant but is normally taken from the rear rank of the target. Receiving hits from firing does not in itself cause a unit to take a morale test but should sufficient hits be inflicted on the target unit to remove a stand, then a morale test will be required at the end of turn. Also, a unit that is the target of firing may still successfully rally unless any hits were inflicted. Should a leader be attached to a unit losing a stand, roll 1d6 and add the number of stands remaining in the unit. A result of 4 or less means the leader is killed and a morale test will be required. A headquarters counts as 1 remaining stand.

7. Melee

Once firing has been completed, any units of the active clan in base-to-base contact with an enemy unit conduct melee combat provided the units did not already fight earlier in the turn. Only one melee resolution is made per stand per turn. It is possible, in the case of multi-unit melees, for some stands of a unit to fight one opponent and then other stands of the same unit could fight a different enemy later in the turn. Units may not voluntarily break off from melee but may be forced to due to enemy pressure or morale failure.

Eligibility to fight

Any stand whose front base edge is in contact with an enemy stand may fight. A stand immediately behind an eligible stand may also fight depending on order and weapons. A single stand to the flank of a stand eligible to fight that has no frontal opponent is also eligible to fight as an overlap from the second round of melee. Overlapping stands maintain their formation; they do *not* lap round 90° on to the flank of the enemy unit. Units may count 1 stand in contact with an enemy headquarters (plus any eligible rear rank and overlaps). Up to 2 stands may fight from or against each side of a building.

All weapons can only fight with 1 rank on the first round of melee except long-shafted spears fighting to their front, which can fight with 2 ranks. On subsequent rounds, all weapons can fight with 2 ranks. Disordered units may only fight with one rank. Missile armed ashigaru and headquarters use Improvised Melee Weapons. No charge bonus modifiers are applied to units charging a building.

Procedure

Each side rolls 2d6 for *each stand* eligible to fight. Add Weapon and Melee Modifiers to each dice total. For each stand scoring a final total of **8 or more**, a hit is scored on the opposing unit. As with firing, a stand is removed for every 3 hits on a unit. Hits can be recorded using markers or a roster sheet.

Melee Tables

<i>Weapon Table</i>		
<i>Weapon</i>	<i>Vs Foot</i>	<i>Vs Mounted</i>
Long-shafted Spear	+1	+2
Pole Arm	+2	+2
Improvised Melee Weapons	+1	+0
Lance	+1	+1

<i>Melee Modifiers</i>			
+2	Cavalry Charging	-2	Enemy has Heavy armour
+2	General with unit	-2	Enemy fighting to flank/rear
+2	Frenzied	-2	Enemy occupying a building
+2	Pursuing		
+2	Good order long spear / lance on 1 st round	-1	Enemy has Medium armour
		-1	Enemy has higher quality status
+1	Daimyo with unit	-1	Disordered
+1	Good order pole arm on 1 st round	-1	Enemy uphill or behind obstacle
+1	Infantry charging		
+1	Following Up		

Challenges

When two opposing units, engaged in melee, have their respective daimyo's (or General) attached, the leader of the clan whose army has the initiative may challenge his opponent to a duel before the current round of melee is fought. If this is refused, the refusing commander has lost face and has his leadership rating permanently reduced by 1 (to a minimum of 1) and no further action is necessary. If the challenge is accepted, both leaders fight to the death before the units' melee is conducted. Both leaders roll 1d6 and add it to their command rating. Highest score wins and the loser is killed. Re-roll if it is a tie. The winning leader adds 1 to his command rating (up to a maximum of 4). The losing leader's unit must take a morale test at the end of the turn even if they win the ensuing round of melee.

After Melee

The side that scores the most hits wins the melee and the losing unit is pushed back 3cm. If the winning side scores 2 more hits than the loser, the losing unit is routed instead. The winning unit must follow-up a push-back or pursue a rout for one turn, except that infantry (even if frenzied) cannot follow-up or pursue cavalry that charged into contact this turn and units in a multi-unit melee may be unable to do so.

If both sides score an equal number of hits, they remain in contact for another round of melee. Note, however, that should either or both sides lose a stand, a morale test will be required which could result in one or both sides being required to break contact by falling back or routing.

Should a leader be attached to a unit losing a stand, roll 1d6 and add the number of stands remaining in the unit. A result of 4 or less means the leader is killed and a morale test will be required. A headquarters counts as 1 remaining stand.

Push Back and Follow Up moves

A *push back* is a 3cm move straight back facing the enemy. It represents a gradual giving of ground under pressure throughout the fight. If the unit is unable to move back the full distance because friendly troops or impassable terrain blocks it, the unit becomes disordered immediately. If it is blocked by enemy troops or the table edge, it is destroyed and removed. A unit must normally Follow Up to maintain contact except that infantry do not follow up cavalry who charged into contact with them this turn or if a multi-unit melee makes this impossible or non-frenzied troops that are defending a linear obstacle may choose not to follow up.

Rout Moves

A routing unit makes a free 180° turn away from the enemy and moves at rout speed, as diced for, directly away from the enemy. It can make no further turns or wheels to avoid friendly units or passable terrain on its initial rout move but can make the minimum wheels necessary to avoid impassable terrain or enemy units. If the unit is required to rout from melee while also being contacted on flank or rear, it is destroyed.

Should the routing unit meet friends, it must pass straight through them and will move sufficiently far enough to clear them even if this means they exceed their rout move distance. The interpenetrated unit will become disordered and must make a morale test at the end of turn.

On subsequent turns, the routing unit will continue to move at rout speed as directly as possible towards its own base line until it rallies or it leaves the battlefield. It may make wheels to avoid other troops or terrain provided it increases the distance between itself and any enemy units. Should this be unavoidable or any part of the unit crosses the table edge, it is destroyed and removed from the table.

If the unit had already routed in the game, it makes its initial rout move as above but is removed at the end of the turn.

Pursuit Moves

A unit must normally pursue a routed enemy unit at up to their pursuit move distance as diced for. Should they maintain contact after the rout/pursuit moves have been made, the routers are destroyed. A unit cannot pursue if they are infantry routing cavalry who charged into contact this turn, or if a multi-unit melee makes this impossible. Non-frenzied troops defending a linear obstacle may choose to either halt or pursue.

Should the pursuing unit meet another enemy unit, this new unit must test morale if it is of a type that would normally have to test for being charged. Any melee will take place on the following turn even if this fresh enemy has not yet been activated this turn. The pursuing unit will get the +2 modifier for pursuing but will also be disordered if the original melee lasted more than one turn.

A pursuit only lasts one turn but frenzied troops will keep pursuing the routed enemy until the routers are removed from the table or are contacted again.

Multiple Unit Melee

Occasionally, one unit may be in melee with more than enemy unit. When the first unit is activated, all units in the melee are activated and all units fight with any eligible stands. The procedure to establish hits is identical. The single unit always suffers the worst melee outcome. For example, a single unit could win one melee and lose another. In this case, the unit would have to fall back or rout depending on how badly it lost part of the melee. Similarly, should one part of a unit win a melee and the other half draw, the winning half may not follow-up even if frenzied (but their opponents would still be pushed-back/routed). If a unit has been activated and fought in melee, and is then charged by another enemy unit later in the turn, the unit may fight against this new enemy as normal, even though they had already been activated.

If a unit is contacted from more than one direction *e.g.* front and flank, and the unit is pushed back or worse from both directions simultaneously, the unit is destroyed and removed from the table. Only one victorious unit may follow up at the winner's discretion, the other unit(s) must halt.

8. Artillery

Artillery was rarely used on the battlefields of Feudal Japan during this period other than in sieges but these rules are included for those wishing to use them.

There are two classes of artillery, Light and Heavy. An artillery piece and it's crew should be based on a 40mm x 30mm base (as cavalry) but depth can be increased if necessary to accommodate the models. Artillery can be attached to a clan for activation purposes or can be its own clan. The crew should be *seasoned* quality.

Movement is 5cm for Light and 3cm for Heavy artillery, directly forward on clear terrain only but can move double speed on roads. Alternatively, the stand can be rotated to face any direction but no forward movement is allowed on the same game turn. Artillery cannot make charge(!), pursuit, rout or follow-up moves. A turn is permitted only as part of an enforced retreat move. Rotating is classed as movement. An artillery stand *cannot* move and fire in the same turn but can make a retreat move after firing as a result of a morale test. Should an artillery stand receive a rout morale result, the piece is abandoned by its crew and can subsequently be controlled by the first unit, friendly or enemy, to contact it.

Firing

<i>Artillery Range Table</i>	Effective Range	Long Range
Light Artillery	0cm – 20cm	20cm – 40cm
Heavy Artillery	0cm – 30cm	30cm – 60cm

Firing procedure is conducted as for bows and arquebuses but only using the following firing factors.

<i>Artillery Firing Factors</i>			
+1	Target is Cavalry	-1	Long Range
		-1	Target behind cover

Melee

Artillery stands count as *improvised melee weapon* armed foot in melee. Should they lose the melee, the piece has been captured and the crew killed/dispersed. The melee winner can take control of their prize next turn with activation of the piece being with its new owner.

9. Weather

With weather playing an important part in many samurai battles such as the snow-covered battlefield of Mikata-Ga-Hara, 1572 or the thunderstorm during Okehazama, 1560, it only seems right to let the weather have some influence on our battles.

When not playing a scenario or campaign game, roll 1d6 on the *Weather* chart before the first turn to determine the season. At the start of the game assume the weather is fine but roll 2d6 on the *weather* chart at the beginning of each turn to see if there is a change, before rolling for initiative.

<i>Weather Chart</i>	Season		
	Spring/Autumn	Summer	Winter
Die Roll	1-3	4-5	6
2-8	Fine	Fine	Fine
9	Fine	Fine	Light Rain
10	Light Rain	Fine	Fog
11	Fog	Light Rain	Heavy Rain
12	Heavy Rain	Thunderstorm	Snowing

If there is a change in the weather, consult the weather effect table to determine the effects on the battle. At the beginning of each subsequent turn, roll 1d6 (-1 from die in Winter) to see if the poor weather clears. On a roll of 3 or less the poor weather persists – roll again next turn. A result of 4+ means that the weather is once again fine.

<i>Weather Effects Chart</i>	Effect on Visibility	Effect on Movement	Effect on Combat
<i>Fine</i>	None	None	None
<i>Light Rain</i>	None	None	<i>Firing</i> : Arquebus -1
<i>Heavy Rain</i>	30cm	All moves -3cm	<i>Firing</i> : Bows -1, Arquebus -2
<i>Thunderstorm</i>	25cm	As Heavy Rain but no artillery movement except to rotate	<i>Firing</i> : Bows -2, No Arquebus <i>Melee</i> : No charge bonus
<i>Snowing</i>	20cm	All moves halved. No artillery movement except to rotate	<i>Firing</i> : Bows -1, Arquebus -2 <i>Melee</i> : No charge bonus
<i>Fog</i>	10cm	None (but note command radius = 10cm)	None (but range limited to 10cm)

10. Winning and Losing

At the end of each turn, check for Victory. It is often obvious who has won, or is about to win, a battle. However, here is a simple definition for one-off games. A side loses the battle when it has lost more than 1/3 of its units, but ignoring peasants and counting *hatamoto* as 2 units and headquarters as 3 units. Although not directly affecting the outcome, the player who killed the most enemy leaders through challenges can boast about his great deeds in the pub afterwards!

Nobunaga's Castle

Official Home page for Daimyo – Samurai Wargames Rules

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