

BATTLES OF THE SENGOKU JIDAI

AGES OF THE WARRING STATES SERIES



RÈGLES

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RULES

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Sengoku Jidai - Rules

0.0 RULES ORGANIZATION

These rules include references to the Design Notes (DN) on the last page.

0.1 Glossary

| | |
|-----------------|--|
| 1D6 or 2D6..... | : roll one or two six-sided dice |
| CC | : Counter-Charge |
| Ch | : Chugen (samurai servants). |
| Da | : Daimyo (lord) |
| DF..... | : Defensive fire |
| DS1, DS2 | : Disorganization level 1, level 2 |
| FS | : Firing Strength |
| KH | : Kibamusha Hatamoto (mounted guards) |
| Ki..... | : Kibamusha (mounted samurai) |
| LA | : Lead Attacker |
| LD | : Lead Defender |
| LoR | : Line of Retreat |
| LoS | : Line of sight |
| MA | : Movement Allowance |
| MP | : Movement Point |
| MS..... | : Melee Strength |
| Oz | : Ouzotsu (Cannon) |
| QC | : Quality Check |
| QL..... | : Quality Level |
| Sa | : Samurai on foot (dismounted) |
| SH | : Samurai on foot Hatamoto |
| SP..... | : Strength Point |
| Ta | : Taisho (general) |
| Te..... | : Ashigaru teppo-gumi (harquebusiers) |
| Ya..... | : Ashigaru yari-gumi (pikemen/lancers) |
| YH..... | : Ashigarus Hatamoto (foot guards) |
| Yu | : Ashigaru yumi-gumi (bowmen) |
| ZoC..... | : Zone of Control |

1.0 - OVERVIEW OF THE GAME

This game simulates on a grand tactical scale the wars of the period known as the warrior states - *Sengoku Jidai* - which ravaged Japan from the end of the 15th century to the beginning of the 17th century. The struggle for power opposes different clans led by the Daimyos, powerful warlords who aim for temporal power by becoming Shogun.

Each battle is chosen for its historical interest or originality.

If for historical reasons some confrontations can be asymmetrical, the victory conditions serve to restore the balance between the two players. You must take advantage of the specificities of each type of combatant to achieve the objectives set in each scenario.

1.1 Rules of play

The game offers two levels of rules:

- The basic rules give the essential mechanics of the game;
- Optional rules add more realism, they are listed in the basic rules.

Moreover, there may be special rules proposed for certain scenarios that take into account the peculiarities of a battle.

1.2 Game scale

One unit represents about 500 ashigaru or samurai, 1000 servants, or one artillery piece.

A Daimyo or Taisho unit corresponds of a commander, his staff and bodyguards.

A map zone represents approximately 400 meters from center to center.

A game turn lasts 30 to 45 minutes depending on the scenario.

The Gregorian calendar is the reference and not the Japanese lunar calendar.

1.3 Sequence of play



Turn marker (here the «red» player turn)

A game turn consists of three phases A, B, C, each of which is divided into several sequences. The players alternate the activation of their divisions. The player whose division is activating is said to be active, the other player is said to be inactive. The activation phase is over when all divisions on both sides have been activated or when two activation attempts in a row have failed or been declined.

A game turn is complete when each phase is over.

The active player for the first round of play is indicated for each scenario. After that in the following rounds it is determined by a roll of 1D6 with modifiers.

One player uses blue markers, the other red. The yellow/orange markers are to be used by both players. The color codes of the markers are not related to the colors of the clans, it is only to distinguish two sets of markers.

A-Initiative phase

- Selection of the formation of each army (3.0)
- Check of the command status of the divisions of each army (4.0)
- Determination of the initiative (5.0)
- Possible change of side (special rules)
- Check for the arrival of any reinforcements (7.4)

B-Alternating divisional activation phase

- Active player activates the entry of a reinforcement formation (6.0)
- Movement (7.0)
- Combat (8.0)
 - Inactive player defensive fire (8.4)
 - Inactive player counter-charges (8.5.3)
 - Active player melees (8.5.1)
 - Loss Tracking (special rules)

C-Reorganization phase

- Reorganization of the DS1/DS2 units of each army (9.0)
- Removal of tactical, activation and formation markers
- Advance the turn marker one space
- Determination of victory (in the final turn only) (10.0).

1.4 Counters and markers

1.4.1 Fighting units

By convention, the units point out the fighting units and the commanders, whereas the markers point out all the information necessary for the course of the game.

A unit is characterized by several factors:



Ashigarus & Chugen (DN n°2)

Teppo : Te Yari : Ya (DN n°1) Yumi : Yu Chugen : Ch
(Harquebusiers) (Pikemen/Lancers) (Bowmen) (Servant)



Samourais & Hatamotos (Guards)

Samurai fight on foot or on horseback, so they are represented by a Samurai infantry unit (Sa/SH) and a Samurai cavalry unit (Ki/KH)

Samurai: Sa Samurai Hatamoto: SH Yari Hatamoto: YH



Kibamusha : Ki

Kibamusha Hatamoto: KH



Commanders & Artillery

Daimyo and Taisho are considered to be fighting units (*DN n°3*) and they suffered every combat loss. The front of the unit is a Daimyo/ Taisho who is identified by a name. When he is eliminated, he is replaced by a generic Taisho unit (4.3).

Daimyo (*sitting*)
(Lord, clan leader)

Taisho (*standing*)
(general)

Ouzotsu : Oz
(Cannon)



1.4.2 Quality Level (QL)

This level corresponds to the discipline, training level, and morale of the troop. The QL is used to perform a Quality Check (QC).

A QC is successful if the result of a D6 roll is less or equal than the QL.

A QC is used to:

- Change formation (3.3);
- Activate a division (4.2 and 6.0);
- Determine whether a unit is disordered at the end of a move (7.5);
- Reorganize a disordered DS1 or DS2 unit (9.0);
- Determine the result of a combat (8.7).

The QL of a Daimyo or a Taisho can always be used instead of a unit's QL to carry out a QC if it is in the same zone as the unit (*DN n°4*).

1.4.3 Combat strength

There are two types of combat: fire and melee. Each unit has two corresponding combat strengths - Melee and Fire - which are used with the appropriate combat table *Melee or Fire*.

Melee Strength (MS): this corresponds to close combat with bladed weapons (Saber, Yari, etc.).

Fire Strength (FS): it corresponds to ranged combat with a firearm or bow (Teppo, Yumi, etc.).

A unit which has a zero FS or MS may only defend and cannot initiate fire or melee combat (*DN n°5*).

1.4.4 Movement Allowance (MA)

The MA is the maximum movement points (MPs) available to a unit to move from one zone to another.

The MPs spent are proportional to the difficulty of entering the zone and crossing its borders.

The MPs spent allow to move a unit from one zone to another. Samurai units spend movement points to mount (from Sa to Ki) or to dismount (from Ki to Sa).

1.4.5 Strength Point (SP)

The SP value represent the number of soldiers.

• 2 SPs: the front side of each ashigaru (Te, Ya, Yu, HY), samurai (Sa, SH, Ki, KH), or servant (Ch) unit .

• 1 SP: the back of each unit . The Daimyo (Da)/Taisho (Ta) unit, front or back, the front of a cannon unit (Oz).

As a unit suffers a loss, players have to flip it.

If the unit has only one SP, it is eliminated.

The MS and FS of a reduced unit is lower than its original value with some exceptions.

The MA and QL are unchanged.

1.4.6 Markers

They are introduced throughout the rules in the paragraph that specifies their use.

1.5 Setting up the game

Set up: each scenario indicates where to place the units on the map board. Counters of the same side have the same background color and the divisions are identified by a Mon of the same color. The set up of the units is indicated by the identification number of the zone as well as the geographical quadrant in which the zone is located to facilitate the placement (East, North, West, South).



North

It is indicated by a red dot with Japanese ideograms;



Time scale

The turn marker is placed on the first space of the game turn track located on the map (fan symbol).

2.0 DESCRIPTION OF ZONES

Each map board represents the battlefield divided into zones in order to get the setup and the movement easier.

Each zone is highlighted by a border and contains indications for movement and combat contained in a rectangle.

2.1 Identification

The color of the rectangle indicates whether it is possible to trace a line of sight.

The color codes and symbols are :

Yellow : does not block the line of sight through this zone;

Brown : blocks the line of sight through this zone.

The Roman number indicates the type of zone and its difficulty or prohibition to move. Each zone has a defense factor proportional to the difficulty of the movement (*see Melee Table Chart and Fire Table Chart*).

• **Type I** : clear terrain (meadow, field, park, hamlet)

• **Type II** : rough terrain (wood/forest, city/village, rice field, mountain/hill, swamp)

• **Type III** : fortified zone (castle)

• **Type X** : forbidden to movement (large river, lake, sea)

The first number on the top left gives the elevation of the zone, 0 being the lowest level, up to 3 the highest.

The two digits following the elevation indicate the zone's identification number.

2.2 Line of sight (LoS)

A LoS is used to determine if firing is possible or if a division can be activated (*6.0 optional rule*).

• The border between the two zones must be clear (yellow).

• The type of zone is either clear (yellow rectangle) or blocked (brown rectangle).

There is no notion of a straight line to be drawn between the firing unit and the target unit. Only the characteristics of the zones are taken into account.

2.3 Stacking

This is the maximum number of SPs from the same side positioned in the same zone.

This depends on the nature of the zone.

Type I : 7 SPs Type II : 6 SPs

Type III : 5 SPs Type X : prohibited

A mnemonic for determining the stacking limit:

Number of SPs + Roman number of the zone is equal to or less than 8.

Units from the same side but from different divisions may be positioned in the same zone.

Units from different allied clans may be placed in the same zone, and may benefit from any bonus related to the tactical combination (*see 8.6 Modifiers*).

Units from enemy clans can never be placed in the same zone. As many markers as the game situation requires may be placed in the same zone.

It is not necessary to place the same marker on each unit in a stack. One marker placed on top of a stack of units is sufficient for all of them if they are in the same state.

It is not possible to substitute a 2 SP unit with two 1 SP units, nor vice-versa.

3.0 - FORMATION

Translator's note: Formation here refers to the posture or stance of each army as a whole, not to the battle formation adopted by each individual unit.

3.1 Formation markers

There are seven formations (see Formation Table) ranging from extremely aggressive to extremely defensive, and one flexible (plus or minus) marker: AAA, AA, A, F, D, DD, DDD.

Each formation provides markers that modify combat; the tactical markers (3.2). A formation marker applies to the entire army for one turn.

The formation applies to all divisions and counters that are in command. The initial formation of each army is indicated at the beginning of the scenario in the setup instructions.

Players are allowed to follow the historical formation or to choose another formation secretly before starting the game without following the formation modification rule (see 3.3). If this option is chosen, the initiative must be determined on the first turn of the game (see 5.0). One player can keep the historical formation of his clan while the other player can decide to change his formation.

The Formation marker is placed under the Daimyo or Taisho in command of the army and kept secret throughout the game turn. It is not revealed until the end of the turn.

The used and unused markers are revealed to the opponent and counted at the end of the game turn to verify that they correspond to the formation used, unless of course you trust your opponent!

In case of error, the offending player is penalized the next turn. A tactical marker is removed by his opponent by random selection at the end of the Formation Selection sequence (3.0).

Formation markers



3.2 Tactical markers

Each formation (3.1) has its own combination of five tactical markers (see Formation Table) that can be selected to be used during a game turn (they cannot be kept from one turn to the next). Markers are randomly drawn from the five markers corresponding to the formation and placed face down in the rear area of each side.

The left marker(s) are set aside.

The number of markers to be randomly drawn by each player

corresponds to the army commander's QL.

They are hidden from the opposing player's view until they are used as a modifier in combat.

Example: An army commander (Daimyo or Taisho) with a QL of 4, draws four markers from the five available for the formation chosen by the player. Even if there is no change in formation, the markers corresponding to the formation are drawn again at random each turn.

The markers marked +3, +2, +1, +1/-1, -1, -2 and -3 are used as modifiers to the D6 during melee or fire combat. Only one tactical marker may be used at a time by a player. They may not be combined to obtain a better modifier in combat.

Unused markers are lost at the end of the turn.



Tactical attack markers favoring the LA and providing a +3, +2 or +1 bonus



Tactical defense markers favoring the LD and providing a penalty of -3, -2 or -1.



The bonus tactical marker favors attack or defense; the +1 bonus for attack or the -1 bonus for defense.

3.3 Changing formation

During the Formation sequence, the Da/Ta in command of the army may retain the previous formation of his army or may attempt to change it (DN n°7).

For the new formation to be applied the Da/Ta must pass a QC. A QC is successful if the result of rolling a D6 + modifiers is less or equal to the QL of the Da/Ta unit.

A formation change modifier related to the previous formation may be applied to the D6 roll.

These modifiers are:

+1: when the Da/Ta unit is located in at least one enemy ZOC (see 7.2);

+1: when changing from an aggressive formation (AAA, AA, A) to a defensive formation (DDD, DD, D) and vice versa.

If the formation change is successful, the selection of tactical markers is done as indicated (see 3.2).

4.0 COMMAND

4.1 Command radius

The command radius of the Da/Ta corresponds to its QL value. This command radius is counted in terms of zones. The zone in which the Da/Ta is located is not counted, but the zone in which the unit or Ta to be commanded is located.

The command radius can be traced through any border and any type of zone, even one in which an enemy ZOC is exercised, with the exception of:

- A prohibited zone (identified by X);
- An impassable border (wide solid line, yellow or brown);
- An zone occupied by an enemy unit.

The command radius is modified by:

-1: If the zone in which the Da/Ta commander is located in one or more enemy ZOCs;

-1: If the Da/Ta commander is DS1 or DS2.

These penalties are cumulative and do not apply to combat units, but only to commanders.

Example: if the Daimyo is DS2 and in more than one enemy ZOC, the cumulative modifier is -2.

Regardless of how much the command radius is decreased, all Taisho counters in a zone adjacent to the Daimyo/Taisho commander's zone are still under command (ie, the command radius is always at least 1).

Optional rule: Yu units can act outside the command radius and are always considered to be in command (they never have an isolated marker) (*DN n°8*).

4.2 Chain of command

Isolated.



The chain of command runs from the Da/Ta army commander down to the Ta division commanders and then to the fighting units of the same division.

A division is a vanguard, a rearguard, a main body, a right or left wing, a reserve or a garrison commanded by a Da or Ta (*DN n°9*). Units belonging to the same division have the same color code as their Da/Ta.

A Daimyo is always in command and can command any division of his army, that means that all clan units within range of their Daimyo will be in command, even if their Division Taisho is currently eliminated or they are outside their Division Taisho's command range.

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The command status of a division and its units is checked by each army during the Checking the command of the divisions of each army sequence.

A division is either:

Commanded: when within the command radius of its division commander, Da or Ta;

Isolated: when it is outside the command radius of the division commander, Da or Ta. An isolated marker is placed on each isolated unit or stack of counters.

The consequence of isolating a Ta is as follows:

- To activate his division the Ta must pass a QC.

In the same way, a unit is either:

• **Commanded:** when within the command radius of its division commander, Da or Ta;

• **Isolated:** when it is outside the command radius of the division commander, Da or Ta. An isolated marker is placed on each isolated unit or stack of counters.

The consequences of isolating a unit are :

- Advance after combat is prohibited;
- Formation: cannot use a tactical marker;
- Attack prohibited but defense allowed;
- Reorganization impossible because it is out of the command radius;
- It does not exercise a ZoC.

4.3 Removal of a daimyo or taisho

If a Ta in command of a division is eliminated, all the counters in his division are temporarily isolated (place an Isolated marker on each stack), except counters that are within range of their clan's Daimyo.

If a Da or Ta in command of the army is eliminated, all Ta in the army's divisions are temporarily isolated (place an Isolated marker on each Ta). After the removal of a Ta/Da, tactical markers are taken out of play. They can be drawn again when a replacement Ta comes into play.

When a named Da/Ta unit is eliminated for the first time, it is replaced by a generic Ta unit (the reverse side of the Da/Ta unit). This replacement unit is placed on the turn track, a number of turns after its elimination determined by the roll of a D6 (*DN n°10*).

It is possible that a commander may not be replaced before the final turn, in which case the counters of his division are isolated unless they are within the command radius of their Daimyo (4.2).

When the replacement Taisho in command of the army arrives in play, the normal chain of command is reestablished.

Example: a named Taisho (front side) that is eliminated in turn 4 with the result of a D6 roll of 3 comes back into play on turn 7 (back side of the unit).

The replacement Taisho unit enters the map board during the Movement and Reinforcement sequence. It is placed in a zone containing a unit from its division.

When a generic Ta is eliminated, it is permanently removed from the game and the counters making up its division are isolated unless they are within Da's command radius.

5.0 INITIATIVE DETERMINATION

Each player determines his initiative value each turn, except the first turn if following the historical formation indicated in the scenario. The historical first turn initiative doesn't apply if a player attempts to change his initial formation, whether or not he succeeds, and must be determined as below:

Initiative value = D6 + QL (army commander) + initiative modifier associated with the formation.

The QL of the army commander is taken into account, whether he is on the map or not yet arrived as a reinforcement.

An initiative modifier is assigned to each formation according to its aggressive, defensive or flexible value (*DN n°11*).

The more aggressive the formation, the higher the modifier and vice versa (See *Initiative Determination Table*).

Each player is free to not include his initiative modifier associated with the formation in the calculation of his initiative value in order not to keep it secret. This choice must be made before the D6 is rolled and clearly indicated to the opponent.

The player with the highest initiative value begins the activation phase B and activates a division first. The other player then activates a division, and activations alternate until the end of the activation phase. If there is a tie, repeat the initiative determination until one player wins.

6.0 ACTIVATION

Division activation marker.



Each side receives a number of activation markers for each turn equal to the number of divisions it still has in play. A division is represented by a Da/Ta even without any other counter. A division can be activated automatically when its Taisho is within the command radius of its army commander. A division can only be activated or attempt an activation once per game turn.

A Taisho outside the command radius of his army commander must pass a QC to activate his division.

In the case of a failed activation attempt, it counts as an activation; an activation marker is discarded.

An Activation Marker is removed from the game when all the counters in the division are eliminated included its Da/Ta.

The Activation Marker for a reinforcing/hidden division is only used when the division enters play (according to the conditions specified in the scenario).

There are two ways to use an Activation Marker:

• To activate a division: the player places an Activation Marker on the Da/Ta commanding that division; all counters in the division are activated and may perform movement and/or combat;

• If a player decides not to activate one of his divisions, he discards an Activation Marker. He may discard as many Activation Markers as he wishes, until he has no Activation Markers left.

Once Player A has spent one Activation Marker - whether used for Actions or discarded - it is Player B's turn to use an Activation Marker.

Players alternate using Activation Markers until all Activation Markers are spent or when each player discards a marker in sequence, whichever occurs first, at which point the Activation Phase is over. Activation Markers placed on Daimyo or Taisho are removed during the Reorganization sequence.

Special Cases

When a division's Taisho is eliminated, the Daimyo may activate that division in its place until it returns to play. There is no limit to the number of activation markers that can be placed on a Da counter.

If, following a game situation, one player no longer has activation markers while the other player still has some, they can use them consecutively without alternating. The game ends when they have

used all of them or when the first marker is discarded in this specific game situation.

The following **optional rule** can be used to replace the base rule (*DN n°7*): it only applies when activating a division and not to check the command status of the units that compose it.

These three ways of activating a division are all possible and are not mutually exclusive.

- By messenger (*ex. horseman*): the Taisho must be at a distance of 6 MP from the army commander.

All the rules related to movement costs apply except that no unit is actually moved, it is purely virtual.

- By visual signal (*ex. flags*): a clear line of sight must exist between the army commander's zone and the Taisho's zone with a radius of at most three zones.

- By sound signal (*ex. drum / conch*): within a radius of two zones (*see 4.2 for counting*). This radius is reduced by one zone if a Te/Oz unit (friendly or enemy) is located in a zone adjacent to the army commander.

If none of these conditions are met, the division cannot be activated.

7.0 MOVEMENT

7.1 Movement points

MPs are spent to move a unit from one zone to another zone or to mount or dismount a samurai unit (7.3). A unit is moved by spending the MPs corresponding to the type of zone entered and the border crossed. The stacking limit must always be respected at the end of the move, but may be exceeded during the move.

It is forbidden to place units from opposing sides in the same zone.

Each unit that leaves the map board, whether voluntarily or not, is considered eliminated and counted as a loss.

The costs are as follows to enter different types of zones:

Type I : 1 MP Type II : 2 MP
Type III : 3 MP Type X : no movement

Zone borders may require spending additional MPs:

Dotted line : +0 MP
Single solid line : +1 MP
Double solid line : +2 MP
Thick solid line : impassable (crossing is forbidden).

7.2 Zone of control

Units in a zone exert a zone of control (ZoC) over all adjacent zones, except for Daimyo (Da), Taisho (Ta), Servants (Ch) and Cannons (Oz) counters, which do not exert a ZoC.

There are three requirements for exerting a ZoC:

- The exerting zone's type must be strictly greater than the zone to be controlled (e.g., a unit located in a type III zone controls a type I zone, but not vice versa).

- The unit must not be DS1 or DS2.

- The border between the affected zone and the adjacent zone must not be impassable.

The movement penalty is +1 MP to enter a ZoC - regardless of the number of ZoCs exercised - there is no penalty to exit a ZoC.

A friendly ZoC does not remove the effect of an enemy ZoC.

7.3 Mounting or dismounting samurai

Samurai may be mounted (Ki/KH) or dismounted (Sa/SH) (*DN n°2*). The same Samurai unit therefore has a Mounted Samurai unit (Ki/KH) and a Dismounted Samurai unit (Sa/SH) for which the MA, MS and FS are different.

Each unit's state - DS1, DS2, isolation, number of SPs - is retained when changing from mounted to dismounted samurai or vice versa.

Only the mounted samurai unit (Ki/KH) can receive a Charge marker or make a counter-charge.

The unit can only dismount or remount once per movement sequence, at any time during its movement for an expenditure of 2 MP.

The movement stops automatically after a dismount or remount, even if there are still unspent MPs.

The cost of dismounting (2 PM) is deducted from the MA of the mounted Ki/KH unit.

The cost of the remount (2PM) is deducted from the MA of the dismounted Sa/SH unit.

If the unit does not move and remains in the same zone, the unit is still considered to have spent 2 MPs.

The 2 MP mount/dismount cost is added to the normal movement cost to determine if the number of MPs expended requires a QC (*see 7.5*).

After mounting/dismounting, replace the corresponding unit and keep the other one off the map board.

Special case of a compulsory dismount in a castle zone: a Ki/KH unit that enters a castle zone III only is immediately replaced by a Sa/SH unit by paying the dismount cost. It cannot enter the zone if it doesn't have enough MPs for this compulsory dismount.

7.4 Reinforcements

A reinforcement entering the game is automatically activated, and an activation marker is placed on its Da/Ta. A reinforcement enters during the movement sequence.

Each unit expends the MPs associated with the zone it enters; the outer edge (map board edge) of the entry zone is considered to require no MP expenditure.

Units that enter as reinforcements are considered to be in command on the turn of arrival and adopt the army formation.

The stacking rule must be respected.

The zone of entry and turn of arrival for reinforcements are indicated for each scenario. Reinforcements cannot be delayed unless the zone is occupied.

A unit may not enter the map board if the zone of entry is occupied by an enemy unit. If this is the case, the unit's entry zone on the map board is shifted to the nearest free zone.

A unit may enter an opponent's ZoC by spending +1 MP.

All reinforcement units do not have to enter the map board through the same zone, unless specified by the scenario. An eliminated Da/Ta is replaced by a Taisho and returns to play as a reinforcement.

7.5 Disorganization after movement



Disorganization level 1 and 2

There are two levels of disorganization; DS1 and DS2. When a unit has spent all of its MPs at the end of a move, this can lead to disorganization.

A QC must be performed at the end of the movement.

- If the QC is successful, no consequences.
- If the QC fails, the unit is disordered one level.

Place a DS1 marker on the unit at the end of the move. If the unit already has a DS1 marker, it becomes DS2.

If the unit already has a DS2 marker, it remains on that level.

It is not possible to lose SP after a move.

8.0 COMBAT

8.1 General principles

Combat includes close combat (melee, countercharge) and ranged combat (firing) in defense only (*DN n°12*).

Combats are resolved between adjacent zones, taking into account only the zone (type and border) occupied by the defender. A melee is forbidden between two zones whose border is a thick yellow or brown solid line. Firing is possible between two zones with a yellow border, but impossible if the border is brown.

A zone can be attacked several times per turn. Only one attack from a zone is allowed per turn. A combat takes place in a single round (except in special cases, *see 8.5.1 Melee*). Combat is always optional except when a Charge+1/+2 marker is placed on the unit.

8.2 Designation of the lead attacker and lead defender



LA and LD markers for combat.

The combat opposes a unit designated as the Lead Attacker (LA) against a unit designated as the Lead Defender (LD). The result of the combat applies only to those

units designated as the LA and LD. The player who initiates the combat, whether active or inactive, designates his LA by placing an A marker on the unit, while his opponent designates his LD by placing a D marker on the unit in the zone under attack.

Important note: A Ch unit can never be designated LA or LD if it is in the same zone as a Sa, SH, Ki or KH.

8.3 Resolving a combat round: fire and melee

The Melee Strength (MS) of the LA and LD are taken into account for the resolution of the melee on the Melee Table.

The FS of the LA and LD are taken into account for the resolution of the fire on the Fire Table.

Each step is performed in this order:

- A. Designate the LA and LD;
- B. Choose to use an available tactical marker: LA first, then LD;
- C. List all modifiers to be applied to the LA and LD;
- D. Calculate the combat differential using the following formula: Combat Differential = Melee or Fire Strength (LA) - Melee or Fire Strength (LD) + modifiers;
- E. The player initiating the combat rolls 2D6 to which the combat differential is added. The result indicates which row of the Melee Table or Fire Table to use;
- F. Apply combat results to the LA and LD only;
- G. End of the combat round.

8.4 Defensive fire

The firing range is one zone for all units with firing capability (Oz, Sa, Ya, Yu, Da, Ta, etc.), except for scenario-specific rules.

A DF is not possible when the FS is 0.

A DF is performed by a counter of the inactive player on a counter of the active player's activated division.

If no division is activated by the active player, no inactive player DF is possible for this sequence.

DF are declared and resolved at the beginning of the combat sequence in the order desired by the inactive player, when all counter movements in the activated division are completed.

An active player's counter may undergo multiple DF per sequence.

The conditions for a DF are as follows:

- The counters (shooter and target) must be in two adjacent areas with a clear LOS;
- The inactive player's counter must not have performed a DF yet for this sequence;
- All counters in the same area may perform a DF separately.

Design Note: In order to make Defensive Fire combat resolution more convenient, the inactive player's counter that fires is considered to be the Lead attacker, and the counter which is fired upon is the Lead Defender.

8.5 Close combat

8.5.1 Melee

Melee resolution is carried out following the general combat resolution procedure using the Melee Table.

A melee is resolved in one round of combat, except in three circumstances where a second round of combat is possible:

- When the LD is eliminated in the first round; another unit in the same zone can be designated as the new LD;
- When a Hatamoto unit (SH, KH, YH), whether it is a LA or LD, participates in the melee (*DN N°14*);
- When a Daimyo/Taisho unit is in the attacked zone, whether or not it is participating in the melee as an LA or LD (*DN #15*).

Once the first round of combat is over and if one of the three conditions is met, the active player decides if a second round of combat takes place. A third round of melee is not allowed.

Note: A charge cannot benefit from a second round of combat.

8.5.2 Charge



Cavalry charge +1 (front) / +2 (back)

Only a Ki/KH unit may declare a charge. At the end of the movement sequence, the active player indicates which units are going to attempt to gain a

charge bonus while performing a melee.

A Charge can only be made if the following conditions are met:

- The border separating the zones should be dashed or solid and the LOS should be clear (yellow);
- The zone occupied by the LD unit must be type I;
- The LA must not be DS1 or DS2;
- An uphill charge is not allowed (lower elevation of the LA zone than the elevation of the LD zone).

Charge+2: if no DF is performed or if a DF against a charging unit has no effect (*see 8.4*), then the Charge+1 marker is flipped to its Charge+2 side, giving a better melee bonus.

If the die roll indicates a DS1, DS2, or 1SP result, the Charge+1 / +2 marker is removed.

Regardless of the outcome of the DF, the melee is then mandatory.

The Charge+1/+2 markers are placed on the unit for the melee resolution and removed when the melee is completed.

8.5.3 Countercharge

Only KH/Ki units may make a countercharge (CC) and only if the opposing unit has declared a charge identified by a Charge marker. A unit with a DS1 or DS2 marker cannot charge nor countercharge.

Only the active player's unit with the Charge marker is the target of this CC. A countercharge can only be made on a counter that is charging from a type I zone.

To perform a CC, each player rolls 1D6 to which he adds his QL of the charging and counter-charging unit.

The results are as follows:

- The result of the counter-charging unit is higher than the result of the charging unit: the Charge+1/+2 marker is removed;
- The result of the charging unit is higher or equal than the result of the counter-charging unit: the Charge+1/+2 marker is left in place.

Whatever the result, the melee is then mandatory.

8.6 Modifiers

Negative modifiers are to the advantage of the defender, positive modifiers are to the advantage of the attacker.

Common modifiers for fire and melee

- **Type of zone:** it is always to the advantage of the defender..

III = -3 II = -2 I = 0 X = not allowed

- **Disorganization:**

Fire : -1 if LA is DS1 -2 if LA is DS2

Melee : -1/+1 respectively for LA /LD if DS1

-2/+2 respectively for LA /LD if DS2

- **Tactical marker :** +1, +2 or +3 for an aggressive marker and -1, -2 or -3 for a defensive marker. The active player chooses first whether or not to spend a tactical marker, then it is the inactive player's turn. A marker is not revealed until the other player has made his decision. When two players choose markers they are revealed simultaneously.

Melee-specific modifiers

- **Tactical combination:** the presence of different non-DS units in the same zone allows to benefit from attack or defense modifiers.

To benefit from a modifier linked to a tactical combination, the units do not necessarily belong to the same division.

- **+2/-2 :** combination of Te+Ya+Yu units (possible substitution of one of these three units by a Sa/SH)*.

- **+1/-1 :** combination of Ya+Yu, Te+Ya or Te+Yu units (possible substitution of one of these two units by a Sa/SH)*.

* *Substitution: a Sa/SH unit can replace any Te, Ya or Yu unit of its clan to obtain the benefit from the tactical combination.*

Only one type of unit (Te or Ya or Yu) can be substituted by a Sa/SH unit.

For the substitution to be possible, a Ch unit must be located in the same zone or in an zone adjacent to the Sa/SH (DN n°2).

- **Charge +1/+2** : see 8.5.2.
- **Servants** (Ch) : -1 to the MS and FS of each Ki/KH and Sa/SH unit if no Ch unit of the same division is present in the same zone, or in an adjacent zone (*DN n°2*).
- **Presence of a Daimyo/Taisho** in a zone:
 - +2 : for a Da unit of the same clan (whatever the division) present in the zone of the LA;
 - +1 : for a Ta unit of the same division present in the LA zone;
 - 2 : for a Da unit of the same clan (whatever the division) present in the LD's zone;
 - 1 : for a Ta unit of the same division present in the LD zone.
- **Encirclement** : +1 if all zones adjacent to the LD zone are occupied by enemy counters and/or in enemy ZOCs.
An zone behind an impassable border does not have to be occupied or controlled
- **Additional attack**: +1 for any additional attack on the same zone (limited to +1) performed during the same division activation.
- **Elevation** (see 2.1): +1 to melee for a downhill attack;
-1 to melee for an uphill attack.

8.7 Combat results

- 1 or 2 SPs**: loss of one or two SPs.
Flip the unit if it has 2 SPs and loses 1 SP, or eliminate it if it has only 1 SP.
Eliminate the unit if it has 2 SPs or 1 SP and loses 2 SPs.
- DS1 or DS2 disorganization**: disorganization of one or two levels.
- DS1**: place a DS1 marker. If the unit already has a DS1 marker, it becomes DS2. If the unit already has a DS2 marker, it loses 1 SP.
- DS2**: Place a DS2 marker.
If the unit is already DS1 or DS2, it loses 1 SP.
If the unit loses 1PF due to further disorganization, the DS1 or DS2 marker is removed.
- QC**: a quality check must be performed. If the QC succeeds nothing happens, if it fails:
 - If unit is not DS a QC failure gives DS1;
 - If unit is already DS1 a QC failure gives DS2.
- QC+1** ou **QC-1**: a quality test must be made with a modifier of +1 (bonus) or -1 (penalty) on the D6.
- R**: retreat one zone to the one that costs the least MP and towards the Line of Retreat (LoR). A retreat is forbidden into a zone where the stacking limit has been reached. A unit that retreats off the map board or that cannot retreat is eliminated.
An R in a type III zone is replaced by a QC.
(-) : nothing happens.

8.8 Advance after combat

A zone left vacant after a combat (elimination or retreat) may only be occupied by the active player's LA unit if it is neither DS1 nor DS2. This move to occupy a vacant zone does not require the expenditure of MPs.

9.0 REORGANIZATION

The player who got the initiative on the turn begins the reorganization sequence of all his DS1 and DS2 counters, and then it's the other player's turn.

- Units with a DS1 or DS2 marker may reorganize by removing one or two levels of disorganization.
- The unit to be reorganized must be within the command radius of its Da/Ta or in the same zone.
 - One level of disorganization is removed if the unit is located in a zone adjacent to its Da/Ta.
 - Any unit in the same zone as its Da returns to its normal state and removes the DS1 or DS2 marker.
 - Units that are located beyond one zone from their Da/Ta, but within the command radius, must perform a QC:
 - If it succeeds one level of disorganization is removed;
 - If it fails there is no effect.
- For the latter case, only a +1 modifier is applied to the D6 result if the unit to be reorganized is located in an enemy ZOC.
An isolated unit cannot be reorganized.

To reorganize a Da/Ta must pass a QC.
All Activation Markers are removed from the Da/Ta and put back into play with the discarded Activation Markers.
The number of activation markers for each side must correspond to the number of divisions still in play.

10.0 VICTORY CONDITIONS

On the last turn of the game, each player counts his Victory Points (VPs). the player with the most VPs wins the game.
VPs are earned by achieving objectives and eliminating the opponent's units:

- The VPs for occupying a zone are specified in the scenario.
- The VPs for eliminating enemy units are :
 - Daimyo : 10 VPs
 - Taisho : 5 VPs
 - Samourai (Sa, Ki, SH, KH) ... : 2 VPs
 - All other units : 1 VPs

Note: named Daimyo and Taisho (front side of Da/Ta units) provide VPs when eliminated. Generic Taisho (back of counters) that are eliminated do not provide VPs

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Please phrase rule questions in such a way that I answer with Yes or No. This will make it easier and faster to answer.

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