

# 15MM SAMURAI WARFARE RULES

Based on "The Rules According to Ral" game rules by Ral Partha

This Samurai game is played in turns. Each turn is composed of a series of events which must be performed in the proper sequence. Each event must be completed before moving on to the next event. The events, in order, which make up a turn are as follows:

Event I	Personal Challenges (if any)
Event II	Archery and Arquebus fire (if in range)
Event III	Movement (each side in turn)
Event IV	Melee
Event V	Morale

When all of the events in a turn are completed, that turn is over. Let's look at each of the events in detail.

## Event I Personal Challenges

In Event I of each turn, any player's leader piece may challenge any opposing leader piece within 12 inches to personal combat. In battle and otherwise, Japanese leaders could never honorably refuse a challenge. Therefore, if your leader is challenged to personal combat, you may choose to go to a defensive mode. If you so choose, you will make a successful attack only on a roll of 6. However, on your own saving throw against a successful attack, you will only have to roll 3 through 6.

Otherwise, you may choose the offensive mode (if you are the challenger, this is automatic). In this case you will make a successful attack on a roll of 5 or 6. You must throw a 6 to make your saving throw against a successful attack when you are in the offensive mode.

## Event II Archery and Arquebus fire

A yumi (bow) or arquebus armed unit (not in melee) may fire during Event II. A unit must fire its weapons at only one target, and this target must be the closest opposing unit. The target must be within 12 inches of at least one soldier in the firing unit. At least half of the soldiers in the firing unit must have a clear shot at the target unit. The angle of fire extends 45° to the left and right of the facing of the firing unit.

Weapons may be fired over friendly troops only under the following circumstances:

- 1) When the firing unit is a terrain level higher than the target unit, the friendly unit must be closer to the firing unit than the target unit.
- 2) When the firing unit is a terrain level lower than the target unit, the friendly unit must be closer to the target unit than the firing unit.
- 3) When both the firing unit and the target unit are on higher terrain.

To determine hits on the target, the owner of the firing unit rolls 1D10. If the firing unit is infantry, the die roll number is reduced by 1 for each casualty the unit has suffered. If the firing unit is calvary, the die roll number is reduced by 2 for each casualty the unit has suffered. A unit firing arquebuses will always suffer a -1 penalty (in addition to any casualty reductions) due to the unreliability of their weapons.

After the die roll has been adjusted, yumi armed units divide by 3 (round all fractions to the nearest whole number) unless the target is a *Samurai* unit. If the target is a *Samurai* unit, divide by 5. Arquebus armed units will always divide by 3 (this is due to the penetrating power of the weapon against any armor). The result is the number of casualties which the target unit suffers.

Example: A unit of Ashigaru infantry archers are firing at a unit of mounted Samurai. The Ashigaru archers have lost four figures earlier in the game (there are 6 left). The Ashigaru archers roll a 10. This 10 is reduced by 4 since the archers have lost four casualties. The modified die roll is now 6. Divide this by 5 since the target unit is a Samurai unit. One Samurai is killed since  $6 \div 5 = 1.2$ , and the fraction rounded to the nearest whole number results in 1.

There is no yumi or arquebus fire into, or out of, a melee.

A unit that fires during Event II cannot move voluntarily that turn.

A peasant, Ashigaru, Ronin or Monk unit which is a target unit, and loses one or more figures from yumi fire, must check morale. When this happens, the owner rolls 1D6 and consults the morale chart listed in Event V under this unit type column.

Any unit that does not pass the morale check must be turned toward the rear, and moved one full move away. This move is immediate and mandatory.

No leader can be killed by yumi fire.

## Event III Movement

First, the two opposing sides must determine who moves first. Each side rolls a D6. The highest roll may choose to move either first or second. The first player then moves his units as he wishes (except those routed, locked in melee, or which have fired their yumis or arquebuses that turn). Each unit may move up to the maximum distance permitted for that type of unit. Types and their respective maximum movement are as follows:

Leaders	=	12"
Samurai Calvary	=	10"
All Infantry	=	8"

A unit may change its direction without penalty.

A unit cannot move through another unit unless routing. A unit needs at least 1.5 inches of clear space to move between two other units, unless routing.

If a unit is touching an opposing unit, it is in melee. It may not move until the opposing unit is eliminated or forced to run away from the melee.

An unrallied, routed unit cannot be voluntarily moved.

When the first player is done moving, the second player moves. Movement rates and rules are the same as for the first player. Remember, he may not move units which are in melee, including units which were just put in melee during the first player's move.

A leader may move either with the unit he is commanding or move to command a new unit.

## Terrain Effects

**Hills** – A unit moving up a hill level loses 2" of movement.

**Woods** – Only infantry units may move in or through woods; peasant units move at full speed; all others move at half speed.

**Walls or Hedges** – A unit crossing loses 2" of movement.

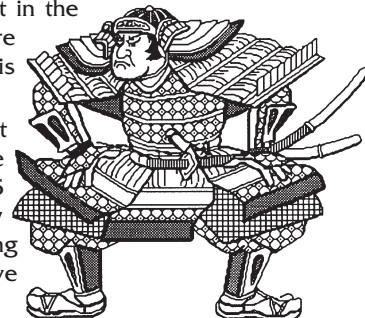
**Rivers and Streams** – A unit coming to a river must stop. On its next turn the unit may move across the river, but must stop on the opposite bank. Thereafter it moves normally unless recrossing the river. Some rivers or streams may be impassable at the referee's option.

## Event IV Melee

Melee is hand-to-hand combat between opposing units. It occurs when a player moves a unit so that it touches an opposing unit. The first two units in melee are always face to face.

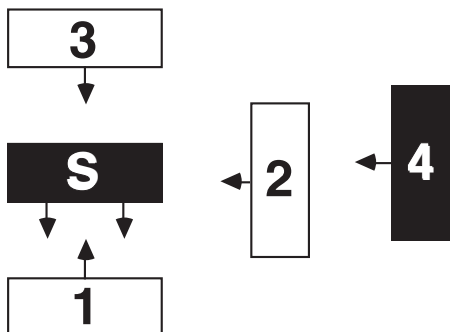
Once two opposing units are face to face, they stay that way until one or both are eliminated or forced to run away. Additional units may move to touch the flank (side) of a unit in melee, or they move to touch it in the rear. These flank and rear attacks are especially beneficial (more on this later).

Remember, a unit needs at least 1.5 inches of space to move between two other units. This 1.5 inch space also applies to the ability to move your unit onto an opposing unit's flank or rear. You *must* have the space to attack there.



The first two opposing units in contact are always face to face. In the diagram below, the numbers show the order in which the units move. Assume White moves first this turn:

First White unit 1 moves face to face with the stationary S Black unit, then White unit 2 attacks the Black unit S in the flank. Now White unit 3 attacks the Black unit S in the rear. Finally, the second player (Black) moves his unit 4 to attack White unit 2 in the rear.



Each unit gets to fight the enemy unit it is facing. Thus, units attacking on an enemy flank or rear are never attacked back by that enemy unit. All combat occurs simultaneously; casualties are not removed until all fighting is done.

Each unit rolls a d10. The die roll is modified (see below). Then the die roll is divided by 3 (fractions rounded to the nearest whole number) if the target is a peasant, Ashigaru, Ronin or Monk unit. It is divided by 5 (fractions rounded to the nearest whole number) if the target is a Samurai unit. This final number is the number of casualties suffered by the target unit.

#### Melee Modifiers

Peasants	- 2	Attacking from rear	+ 4
Ashigaru	0	Each casualty on an infantry unit	- 1
Samurai, Ronin & Monks	+ 2	Each casualty on a cavalry unit	- 2
Cavalry *	+ 2		
Leader commanding unit	+ 2		
Attacking uphill	- 2		
Attacking from flank	+ 2	* Thus, mounted Samurai are +4	

Leaders commanding a unit engaged in melee can be killed when that unit suffers three or more casualties from a single opposing unit during a single melee event.

The player inflicting three or more casualties upon an opposing unit with one of his units during a single melee event has a choice. He may apply the number of casualties directly upon the opposing unit, or he may apply that number minus 1 upon the opposing unit, and then try to kill the commanding leader. If he chooses the latter option, he rolls a d6. A 5 or 6 hits the opposing unit's commanding leader. The leader must then roll a 6 on a d6 to make his saving throw or be removed from play.

If the leader is the only surviving member of a unit, and if he chooses to stay in melee, all of the casualties are applied to the leader with the same die rolls as those above applying.

Note that a leader may leave one unit to join another during a movement phase (whether in melee or not), but he may not enter a melee unless attached to a unit, or joining one already in melee.

Melee will continue from turn to turn until one, or both, opposing units are eliminated or forced to run away.

#### Event V Morale

Few soldiers fought to the death. Most ran away when things went bad (except the crazy Samurai).

In each turn, during the Morale Event, each unit which lost at least one figure in the Melee Event must check Morale. On the top row of the following morale chart, find the type of unit checking its morale. In the left column, find the enemy unit it is fighting. Apply all relevant modifiers.

ATTACKER	YOUR UNIT					
	Mounted Samurai	Foot Samurai	Monk	Ronin	Ashigaru	Peasant
Mounted Samurai	2	2	3	4	4	6
Foot Samurai	1	1	2	3	3	5
Monk	0	0	1	2	2	4
Ronin	0	0	1	2	2	4
Ashigaru	x	0	1	1	2	4
Peasant	x	x	0	0	1	3
Yumi (Bow) & Arquebus	x	x	1	1	2	3

x - Need not check morale against this type of attacker.

#### Morale Modifiers

Attacked in flank	- 1
Attacked in rear	- 2
Commanded by leader	+ 1
Lost 1/2 or more of soldiers in unit	- 2
Lost commanding leader that turn	- 1

If the checking unit is fighting more than one unit, pick the highest rated enemy (closest to the top of the chart).

Cross reference the column below the checking unit with the row across from the highest rated enemy unit. You will locate the number you must equal, or beat, with one die roll in order to remain in melee.

Roll 1d6. Modify it by the Morale Modifiers listed below the Morale chart. If you make your roll, your unit will continue to fight. If the unit fails to equal or beat the Morale check number, it immediately turns toward friendly lines (away from the enemy's lines) and moves one full move to the rear.

This routed unit may not turn around or voluntarily move unless it is rallied.

A unit which was routed may be attacked in the rear or flank by an enemy unit. If this happens, the unit attacked may immediately attempt a "desperation rally", using #2 below (at +1 to the die roll), or automatically rout again in the following Morale Event.

A unit which was routed due to yumi or arquebus fire is treated the same as a unit routed in melee.

A routing unit will always be moved one full move away from opposing units, even if surrounded.

A unit remains routed until it is rallied. A player may rally a unit in two ways:

#### UNIT RALLY

1) A leader can rally a unit. To do so he moves to touch the unit in the next Movement Event. In the following Morale Event the unit rallies and turns around to face the enemy. It is now considered a normal unit. If a leader moves to a unit in the Movement Event, but it is attacked in the Melee Event, it does *not* rally in the following Morale Event, instead it automatically runs away and the leader must start the rallying process again.

2) A player may attempt one rally without a leader for each routed Ashigaru, Ronin, Monk or Samurai unit. To rally without a leader roll 1d6: 5 or 6 rallies a Ashigaru, Ronin or Monk unit; 4, 5 or 6 a Samurai unit. If the player fails his die roll, remove the routed unit from the game at once. If he succeeds, turn the unit to face the enemy. It is now considered a normal unit and may move next turn.

A peasant unit cannot be rallied without a leader.

This concludes the turn. The next turn begins with Event I. Continue until one player begs for mercy.

# 15MM SAMURAI WARFARE

## Rules Outline

(Refer to the appropriate section for full explanation)

### Event I Personal Challenges

Leader vs. Leader, 12 inch range. Offensive mode (attacker or defender): 5 or 6 on D6 hits, save is 6 on D6. Defensive mode (defender only): 6 on D6 hits, save is 3 through 6 on D6.

### Event II Archery & Arquebus Fire

Direct fire at closest enemy unit. 12 inch range. Roll 1D10, infantry modify -1 per casualty, cavalry -2 per casualty, arquebus -1 plus casualty modifier. Then divide by 3 for arquebus targets and Peasant, Ashigaru, Ronin and Monk archery targets, divide by 5 for Samurai archery targets (round fractions to the nearest whole number). Resolve any yumi (bow) or arquebus fire morale.

### Event III Movement

Roll move – countermove, high roll decides which side moves first.

Leaders = 12"  
 Samurai Cavalry = 10"  
 All Infantry = 8"

Routed units, units locked in melee, or units which fired in Event II cannot voluntarily move that turn.

Terrain may affect movement.

### Event IV Melee

Opposing units are in melee when they touch. The first 2 units must face off. Additional units will have flank and/or rear attacks.

Peasants	-2	Attacking from flank	+2
Ashigaru	0	Attacking from rear	+4
Samurai, Ronin & Monks	+2	Each casualty on an infantry unit	-1
Cavalry *	+2	Each casualty on a cavalry unit	-2
Leader commanding unit	+2		
Attacking uphill	-2		

\* Thus, mounted Samurai are +4

#### Melee Modifiers

The modified die roll is divided by 3 on Peasant, Ashigaru, Ronin or Monk targets and divided by 5 on Samurai targets (round all fractions to the nearest whole number).

Melee continues until one or both units are eliminated or forced to run away.

ATTACKER	YOUR UNIT					
	Mounted Samurai	Foot Samurai	Monk	Ronin	Ashigaru	Peasant
Mounted Samurai	2	2	3	4	4	6
Foot Samurai	1	1	2	3	3	5
Monk	0	0	1	2	2	4
Ronin	0	0	1	2	2	4
Ashigaru	x	0	1	1	2	4
Peasant	x	x	0	0	1	3
Yumi (Bow) & Arquebus	x	x	1	1	2	3

### Event IV Morale

x — Need not check morale against this type of attacker.

#### Morale Modifiers

Attacked in flank	-1
Attacked in rear	-2
Commanded by leader	+1
Lost 50% or more of soldiers in unit	-2
Lost commanding leader that turn	-1

Any unit which routs must be moved one full move away from opposing units. To regain control of a routed unit, its owner must rally it.

#### Unit Rally

1) A leader can rally a unit. To do so he moves to touch the unit in the next Movement Event. In the following Morale Event the unit rallies and turns around to face the enemy. It is now considered a normal unit.

2) To rally without a leader roll 1D6: 5 or 6 rallies a Ashigaru, Ronin or Monk unit; 4, 5 or 6 a Samurai unit. If the player fails his die roll, remove the routed unit from the game at once. If he succeeds, turn the unit to face the enemy.

A peasant unit cannot be rallied without a leader.

#### Figure Point Values

Samurai	= 4	Peasant	= 1
Monk	= 3	Horse	= 2
Ronin	= 2.5	Yumi (Bow)	= 1
Ashigaru	= 2	Arquebus	= 1