

16TH-17TH CENTURY JAPANESE ARMY

During the Sengoku Jidai warlords known as daimyo raised and led armies to dominate regions of Japan always with the ultimate goal of becoming Shogun. At the same time peasant leagues (Ikki) fought to protect their regions from rapacious bands of ronin and covetous daimyo. Daimyo armies were based on clans which usually had a mix of foot and mounted samurai and ashigaru. The yari was a long polearm. Some of the foot carried ones as long as pikes in Europe. Ikko-Ikki armies had samurai and monks plus masses of fanatical peasants convinced they would attain paradise if they died in battle. Firearms were introduced by the Portuguese around 1530 and soon the Japanese were mass producing local copies. Armies may be either a daimyo or Ikko-Ikki.

OVERALL COMMANDER SO-TAISHO: Random Command Rating (see page 35) 40 points
Roll D6 for rating 1-3 Command Rating 8, 4-6 Command Rating 9

CLAN LEADER Command Rating 8 40 points or Command Rating 7 20 points

HATAMOTO MAX. 1 UNIT MANDATORY PER DAIMYO ARMY

Unit	Unit Type	Weapons	Hand To Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Mounted Samurai or Monks	Horse	Yari, Sword	9	-	3+	4	Hatamoto, Elite 3+, Tough Fighters, Fanatics	37

Only Daimyo army. Takeda may have Ferocious Charge +5, Shimazu may have Bows +2 (1 shooting dice pip) and be Sharpshooters +3

Cost is halved due to hatamoto special rule (see list notes below)

OR

Unit	Unit Type	Weapons	Hand To Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Foot Samurai	Foot Battle Line	Yari, Sword	6	-	3+	4	Hatamoto, Elite 3+, Tough Fighters, Fanatics, Swordsmen	28

Only Daimyo army. Cost is halved due to hatamoto special rule (see list notes below)

THE HORSE

Unit	Unit Type	Weapons	Hand To Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Mounted Samurai or Monks	Horse	Yari, Sword	9	-	4+	4	Tough Fighters, Valiant, Brave	56

Takeda may have Ferocious Charge +5, Shimazu may have Bows +2 (1 shooting dice pip) and be Sharpshooters +3

THE FOOT

Unit	Unit Type	Weapons	Hand To Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Foot Samurai	Infantry Battle Line	Yari, Sword	6	-	4+	4	Tough Fighters, Valiant, Brave, Swordsmen. Any unit may replace Yari with Naginata/No Dachi gaining the double handed infantry weapons ability for +2 points	47

Unit	Unit Type	Weapons	Hand To Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Foot Samurai	Infantry Battle Line	Yumi, Sword	6	3	4+	4	Tough Fighters, Valiant, Brave, Swordsmen.	53

Unit	Unit Type	Weapons	Hand To Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Ronin	Infantry Battle Line	Yari, Sword	6	-	4+	4	Tough Fighters, Swordsmen, Mercenary	37

Max 2 units per army

Unit	Unit Type	Weapons	Hand To Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Monks	Infantry Battle Line	Naginata, Sword	6	-	4+	4	Elite 5+, Tough Fighters, Fanatics, Double Handed Infantry Weapons	46

Up to 1 unit per daimyo army, Uesugi may have up to 2 units, Ikko-Ikki may have any number of units

Unit	Unit Type	Weapons	Hand To Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Ashigaru with yari	Infantry Battle Line	Yari, Swords	5	-	5+	4	Nagae Yari*	29

Oda, Hojo, Tokugawa, and Toyotomi may be Superbly Drilled +5

Unit	Unit Type	Weapons	Hand To Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Peasants	Infantry Battle Line	Yari, Swords	4	-	6+	4	Tough Fighters, Fanatics, Militia	27

Only in Ikko-Ikki armies which must have at least two units

Unit	Unit Type	Weapons	Hand To Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Ashigaru with Teppo	Infantry Battle Line	Arquebus	3	2	5+	3		27

Oda, Hojo, Tokugawa, and Toyotomi may be Superbly Drilled +5, Tokugawa have First Fire +1. May buy linear obstacle to cover the frontage of the unit +5 points.

Unit	Unit Type	Weapons	Hand To Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Ashigaru with Teppo	Infantry Skirmishers	Arquebus	1	1	5+	2	Small Unit	19

Oda, Hojo, Tokugawa, and Toyotomi may be Superbly Drilled +5, Tokugawa have First Fire +1.

Unit	Unit Type	Weapons	Hand To Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Peasants with Teppo	Infantry Battle Line	Arquebus	2	2	6+	3	Fanatics, Sharpshooters First Fire, Militia	28

Only in Ikko-Ikki armies which must have at least two units. May buy linear obstacles to cover the frontage of the unit +5

Unit	Unit Type	Weapons	Hand To Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Ashigaru with Yumi	Infantry Battle Line	Bow	3	2	5+	3	Bows	27

Oda, Hojo, Tokugawa, and Toyotomi may be Superbly Drilled +5, Shimazu may be Sharpshooters +3 points

Unit	Unit Type	Weapons	Hand To Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Ashigaru with Yumi	Infantry Skirmishers	Bow	1	1	5+	2	Bows	19

Oda, Hojo, Tokugawa, and Toyotomi may be Superbly Drilled +5, Shimazu may be Sharpshooters +3 points

THE ARTILLERY

Unit	Unit Type	Weapons	Hand To Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Cannon	Ordinance	Light Cannon	1	3-2-1	5+	2		17

MAKU

Japanese armies of the Sengoku Jidai period had evolved a unique system of command control involving elaborate signals, a well trained general staff, and a specially selected corps of messengers (tsukaiban). The nerve center of the army was the maku screen set up to house the daimyo and his staff, bodyguards, and messengers. Players must place a set up maku screen at a central location in their deployment area of the table. So long as this is set up and the daimyo is inside it the following rules apply. At the beginning of his turn the player makes a command roll for the daimyo. If he passes the command roll by zero or one he gets two D6. If he passes by two he gets four D6. If he passes by three or greater he gets six D6. These D6 may be distributed to any clan leader in the army. For each 12" between the maku and the clan leader the player pays a D6. So a D6 may be sent to any clan leader 0-12" from the maku for a D6 spent. A clan leader greater than 12" to 24" from the maku gets a D6 for each 2D6 spent. A clan leader greater than 24" to 36" from the maku gets a D6 for each 3D6 spent etc. Each D6 allows the clan leader to reroll one of his command dice when issuing orders. If the daimyo leaves the maku then the maku ceases to function until he returns.

HATAMOTO

Hatamoto were the elite bodyguards of the daimyo. They must remain within one move of the daimyo at all times. While the daimyo is in the maku the hatamoto may not move or act except to move to attack any enemy units that come within 2" or less of the maku or try to attack the daimyo. They may do this automatically without an order immediately when it happens. They may only receive orders from the daimyo. The daimyo may leave the maku to command the hatamoto unit personally. If the daimyo is killed the hatamoto unit will move towards the nearest enemy unit and attack them on the player's next turn. They will continue to move towards and attack the nearest enemy unit until they are destroyed. Because of these restrictions the cost of hatamoto units is halved.

DEATH IS LIGHT AS A FEATHER DUTY IS HEAVY AS A MOUNTAIN

If a clan leader is killed immediately take a command test using his rating. If the test is failed any unshaken samurai units in his clan will move towards the nearest enemy unit and attack them on the player's next turn. They will continue to move towards and attack the nearest enemy unit until they are destroyed. If a clan becomes broken immediately take a command test against the commander's rating. If the test is failed the leader and any unshaken samurai units in his clan will move towards the nearest enemy unit and attack them on the player's next turn. They will continue to move towards and attack the nearest enemy unit until they are destroyed.

CODE OF BUSHIDO

Sengoku warfare preserved the heroic ethos even as it became more organized. Taking the heads of enemies was an important part of victory. Any clan leader within initiative range of an enemy unit or

enemy clan leader may challenge that clan's leader to single combat. The challenge must be accepted. It is immediately resolved. Each leader rolls a D6 and the numbers are compared. If the total of the two dice is an even number the duel is over. High dice wins. The loser is killed. If the total of the two dice is an odd number the duel is over and neither leader has won. Both return to their clans or unit. Only one challenge may be issued per clan leader per turn. It is the last action he may perform in the turn. He may perform it even if he has failed his command roll. Keep track of the heads taken. At the end of the battle the army who has taken more heads wins a moral victory regardless of the outcome of the battle. Obviously this rule does not apply when fighting non-Japanese armies.

NAGAE YARI

Some Ashigaru units carried extra long yari known as nagae yari. These could be pike sized, up to twenty feet long. Ashigaru equipped with these weapons were effective at stopping cavalry charges by mounted samurai. While ashigaru could fight shoulder to shoulder they usually operated in loose order, at the run, and did not have close order discipline. Units with the nagae yari special rule receive double hand to hand dice when fighting mounted units to their front so long as they are not disordered or shaken. Cavalry units which charge them to their front do not receive their charge bonus or any other special rules associated with charging so long as the ashigaru are not disordered or shaken.

SENGOKU BATTLE SET UP PREGAME

First roll to see how many Koku you have in your warchest. Roll 1 D6 and multiply the result by 100. If Hojo or Toyotomi multiply by 125 as these clans were richer than most.

Next plan your campaign by secretly allocating your Koku to any or all of the following areas. You must spend at least 100 Koku per area.

Shinobi – your spies have tried to discover the enemy's plans and dispositions.

Logistics – you have prepared your forces well for the upcoming campaign.

Subversion – you have tried to bribe enemy leaders.

Weapons- you have spent a lot to buy the best weapons and armor for your men.

Ninja-you send ninja to kill enemy leaders

Dirty Tricks-you have paid provocateurs to disrupt the enemy's logistics and plans

Terrain placement

Players then compare their Koku allocations. If either player allocated more Koku to any area than the other player did then they roll on the appropriate tables below, up to a maximum of 3 areas:

Shinobi

1-2 Your spies discovered nothing

3-5 the enemy must deploy half his units before you deploy any of yours

6 the enemy must deploy his whole army before you deploy

Logistics

1 no result

2-5 you may take one extra ashigaru or peasant unit for free

6 you may take two extra ashigaru or peasant units for free.

Subversion

1-3 no result

4-5 the first time in the game an enemy clan leader rolls a command blunder roll a D6 on a roll of 5-6

that clan leader withdraws his clan beyond engagement range of the enemy and does nothing at all for 1D6 turns. His units may not be attacked during this time by any of your units. Otherwise resolve blunder normally.

6 the first time in the game an enemy clan leader rolls a command blunder roll a D6 on a roll of 5-6 that clan leader changes sides. You control him and his units and may use him to attack his former side. Otherwise resolve blunder normally.

Weapons

1-3 no result

4-5 roll 1D6. You get that many rerolls of shooting or melee die rolls during the game

6 as above but roll 2D6 to see how many rerolls you get.

Ninja

1-4 no result

5 One enemy clan leader has his staff rating reduced by -1

6 Two enemy clan leaders have their staff rating reduced by -1

Dirty tricks

1-3 no result

4-5 the enemy player must select one of his units (not his hatamoto!) which takes no part in the battle as it has been sent to garrison a threatened castle.

6 one of the enemy player's clans has been delayed and does not begin the battle on the table. Make a command roll each turn for the daimyo. If he passes the clan comes on anywhere on his base edge the following turn. This roll is not affected by the maku rule.

Terrain placement:

1 no result

2-6 You may select and place terrain before the other player

Players may pay some of their points to buy stratagems. They each may buy up to 50 points of stratagems. They may buy a maximum of two of any kind of stratagem.

Flank March 25 points – a command is held off table and may be brought on any time after the first turn by the army commander making a successful command roll. If the roll is made the opponent is told a flank march will arrive the next turn and on which flank it is arriving.

Feigned Flight 25 points – at any point in the game the player may announce that a command is making a feigned flight. Withdraw the command beyond initiative range. Any enemy command with units starting within initiative range of the command making the feigned flight must make a command roll. If it fails it immediately pursues one move but may not end in contact with any enemy units.

Ambush 25 points - player may conceal a unit or an entire command in terrain or behind terrain that would make it invisible to enemy at initial deployment. The ambush may be revealed if enemy units move so as to spot it or within initiative range of the spot or when the player desires during his turn. When the ambush is revealed the enemy command with units in initiative range of it must make a command roll and if they fail all units in that command within initiative range must take a break test.

Operation Woodpecker 25 points The player may hide a command in any suitable piece of terrain such as a woods or wooded hill or built up area located anywhere on the table outside the opposing player's deployment area. If the enemy moves within initiative range of this terrain the units are revealed and the

enemy must attack them.

Guides 25 points. The player has hired guides or by questioning locals has discovered a path through difficult terrain. One command may move, in a single unit wide column, through any one designated terrain piece as though it were open ground with no disorder or other ill effects.

Terrain Placement Rules:

Each player selects 2-5 terrain pieces from the list below. Then roll for placement. If one player has paid more koku for terrain placement he may place all his pieces first. Otherwise each player alternates with the right to place the first piece determined by a die roll.

Steep Hill (max two)
Gentle Hill (max two)
Forest (max three)
River (one per game, roll off if both players want it)
Built up area (max one)
Rice paddies (max four)
Fields (max four)
Marsh (max two)

Roll a D6 for each piece

- 1 on own long base edge
- 2 on either of your opponent's short base edges
- 3 anywhere at least 8 inches from any base edge on your own half of the table
- 4 on the enemy long base edge
- 5 on either of your own short base edges
- 6 anywhere at least 8 inches from any base edge on your opponent's half of the table

Your opponent then rolls a D6

- 1-2 piece stays
- 3-4 piece may be moved or shifted up to 6"
- 5 piece may be moved or shifted up to 12"
- 6 piece may be removed entirely

Terrain pieces should be no more than 12" in diameter.

Deployment

Players deploy up to 12" in from the long table edge and not within 6" of either short table edge (except for ambushers or Operation Woodpecker).