

Samurai Skirmish

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Sequence of play.

A game turn is made up of 4 Sections;

Movement Section - players dice for precedence

Firing Section

Melee Section

Results Section

Unit sizes and leaders.

TROOP TYPE	UNIT SIZE	LEADER
Ashigaru:	8 to 10 figures	Ashigaru, Sohei, Ronin, Samurai
Sohei (Monks):	6 to 8	Sohei, Ronin, and Samurai
Samurai:	4 to 6	Samurai, Hatamoto, and Daimyo
Ronin / Ninja:	1 to 6	Leaderless

The leader figure is included in the unit size; e.g. an Ashigaru unit of 10 figures would have 9 Ashigaru and 1 Ashigaru leader.

Coherency.

All troops in the unit must stay within 6" and Line of Sight of their unit leader.

Leaderless units are more independent operating more as individuals. As such Ronin must stay within 6" of another Ronin from the same unit whilst ninja must stay within 12" of another ninja from the same unit.

Movement Section.

Charges must be declared before any movement is made

- * Foot moves 5"
- * Ninja move 8"
- * Mounted troops move 10"

Movement modifiers:

-2" for each obstacle crossed

+2" if charging

Half move in difficult terrain, i.e. paddy fields, woods

Note: Ninja ignore movement modifiers and gain +3" when charging.

Troop 'to hit' rolls.

Each different troop type rolls a number of D6 equal to its No. of D6. The following rolls achieve hits:

Melee.

Samurai, Ronin, and Ninja achieve hits on a roll of 4+

All other troop types achieve hits on a roll of 5+

Firing.

Trained troops hit on a roll of 3+

Untrained troops hit on a roll of 4+

Note that a roll of a 6 is always a hit and a roll of a 1 is always a miss.

No of D6	TROOP TYPE
1	Ashigaru
2	Monk
3	Ninja / Ronin
4	Samurai
5	Hatamoto
6	Daimyo

The number of D6 is then modified by a number of dice given in the relevant sections.

If this takes the number of dice below 1 then only 1 D6 can be rolled with a hit being achieved on a 6.

Firing Section.

Missile armed troops may shoot at an attacker if charged and the charger was more than half the missile weapons close range away.

Weapon	Rate of Fire	Close Range	Long Range
Yumi (bow)	1 per section	0" - 15"	16" - 30"
Arquebus	1 per 2 sections	0" - 12"	13" - 24"
Ninja	1 per section	0" - 10"	

Note: Ninja throwing weapons are varied so this is an average figure for weapons such as shirekens, throwing knife, blow pipes, etc.

Missile modifiers:

Target is in cover -1

Target is armored / Ninja -1

Close ranged with Yumi +1

Close range with Teppo +2

Firer moved -1

Melee section.

When a figure is moved into base to base contact with another it is considered to be in melee.

When a unit enters combat the troops in it will always try to fight the greatest opponent possible so leaders will always be paired off with leaders, samurai with samurai, monks with monks, etc, until they are forced to fight 'lesser' opponents than themselves.

Melee modifiers:

Target is armored / ninja -1

Target is defending an obstacle -1

Attacker is using 2 handed spear, mallet, and axe +1

Attacker has charged +1

Attacker is mounted +1

Naginata against mounted/infantry +2/+1

All combat is simultaneous.

Any hits may be used to parry others hits.

E.g. Player A is a Samurai and is attacking Player B who is also a Samurai. Player A and B both have 4 D6 but because Player A's Samurai is armored Player B only rolls 3 D6.

Results Section.

Each time a Samurai, Ronin, or Ninja is hit by firing or melee rolls the result on 1D12;

3 or less dead

4 - 7 leg wound (-2" move)

8 - 11 arm wound (no firing, -1 in combat)

12 lucky fate. The blow / missile was dodged, continue as normal.

Note: once a Samurai has 3 wounds, and Ronin and Ninja have they are considered to be dead, as they are no longer effective in battle.

Optional Rules.

Morale.

A morale check must be made when certain things happen in battle, these are listed below;

A unit loses its leader

A unit loses 50% of its existing number to firing / melee

A unit trying to rally

A fleeing unit passes within 6" of an unengaged friendly unit.

The exceptions to morale checks are Samurai units, i.e. Samurai, Hatamoto, Daimyo, who are honor bound to fight to the death. Samurai unit leaders for Monks and Ashigaru must test with their unit.

A morale roll is made using the leaders No of D6 and is modified as the following;

+1 if the unit is in cover

+1 if the units leader is alive

+1 if units leader is a Samurai

-2 if in the open

-4 if the unit's leader is dead

-2 if under ranged attack

If this takes the number of dice below 1 then only 1 D6 can be rolled for morale, with a positive result being achieved on a 6.

All rolls of 5+ counts towards positive morale.

Morale results.

No rolls of 5+: immediate rout, unit is removed from the game.

1 roll of 5+: hold ground for 1 turn, if in combat may only use rolls to parry.

2 rolls of 5+: continue as normal

If this takes the number of dice below 1 then only 1 D6 can be rolled with a hit being achieved on a 6.