

NO-DACHI



Samurai Skirmish Wargame Rules

Tyneside Wargames club

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INTRODUCTION:

These rules are designed to allow small skirmishes using Japanese warriors and peasants in the period from the rise of the Samurai till 1868 when the honorific was banned.

The system is meant to give a game where a reasonable facsimile of reality is seen, together with the possibility of characters appearing with the attributes of the legendary heroes of Japanese myth and legend.

After all, who is to say they weren't that good!.....

CHARACTER CLASSES:

KENSEI (KEN-SAY) Literally 'Sword Saint'	<i>Very Rare!, these are Super Heroes!</i>
EIYUU (EE-YOU) Literally 'Hero'	<i>Very competent Samurai / Sohei</i>
BUSHI (BUSH-EE) Literally 'Warrior'	<i>Most other Samurai / Sohei</i>
ASHIGARU (ASH-EE-GAR-ROO) Literally 'Light foot'	<i>Most Ashigaru, a few less good Samurai</i>
NOUMIN (Noh-min) Literally 'Farming people'	<i>Poor quality Ashigaru, civilians</i>

These have a quality dice for Combat and Morale:

Kensei: D12 --Cost 36 pts
Eiyuu : D10 -- Cost 24 pts
Bushi : D8 -- Cost 16 pts
Ashigaru: D6 -- Cost 10 pts
Noumin : D4 -- Cost 5 pts

The cost of the figure, together with the cost of Weapons, Horse and Armour is the total cost of the model.

Horses cost a standard 15 pts.

Weapons:

Weapons have a dice associated with them, and cost that dice size in points to buy.

Naginata, No-Dachi and similar throw a D8 – and hence cost 8 pts.

Katana, Yari and similar throw a D6 – and cost 6pts.

Wakizashi, Tanto etc throw a D4 – and cost 4 pts.

Improvised weapons are free, but do not add a Dice to combat.

Ninja weapons cost 6 pts each, and have special effects (see later)

Personal pavises cost 5pts each

Arquebus and Bow cost 6 pts each, pistols 3 pts, and throw Quality dice to hit (see Shooting)

(NB: Figures with bow/arquebus must buy a sword separately if they expect to fight hand to hand!)

(NB2: Figures only pay for their primary close combat weapon, so a Samurai with Katana and Wakizashi would only pay 6pts (Katana).

ARMOUR:

Armour has a cost:

Heavy Armour:

Plate breastplate armours (Okegawa-Do and similar): Throw D10 – cost 24 pts.

Armour:

Laced body armours (Mogami-Do and similar): Throw D8 – cost 18 pts.

Light Armour:

Lighter armours (Tatami-Do and similar): Throw D6 – cost 12 pts.

Unarmoured:

Throw D4 – No cost!

ORDER OF PLAY:

Play is Alternate between sides. Each players turn consists of:

- (1) Move, Shoot, Load etc all figures in your force.
 - (2) Any figures in Melee fight with the enemy figures in contact.
 - (3) Check morale if needed.
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ACTIONS:

Each figure has 2 actions in a turn, -1 action per wound suffered (per 2 wounds for Kensei).

Each action allows the figure to do something. Some possible actions are;

- ❖ Move. (NB: Horse may move while rider does something else.)
 - ❖ Load a weapon.
 - ❖ Mount or dismount a stationary horse.
 - ❖ Climb 6cms of ladder or 3cms of wall, fence or similar.
 - ❖ Carrying a barrel or similar sized object
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ORGANISATION:

At game start, figures should be grouped into small units of 1-8 figures ideally these must be of the same class, though a single Higher class figure may be in a lower class unit as leader.

These may never move beyond 5cms of another figure in their group, unless in contact with an enemy figure, and all figures should be in a contiguous group.

No changes may be made in group makeup after the game has started.

Having said that, figures which are slowed by Wounds or Disabled/Killed, may be left behind, and it is up to the slowed figure to catch up as soon as possible, if possible.

MOVEMENT:

Movement rates are per action used:

Infantry: Wearing Armour : 10cms (Halved if in difficult terrain like marshes etc)
: Unarmoured : 14cms (Halved if in difficult terrain like marshes etc)

Cavalry: : 24cms (Halved if in difficult terrain like marshes etc)
(Horse may turn 45 degrees per ¼ move in an Action)

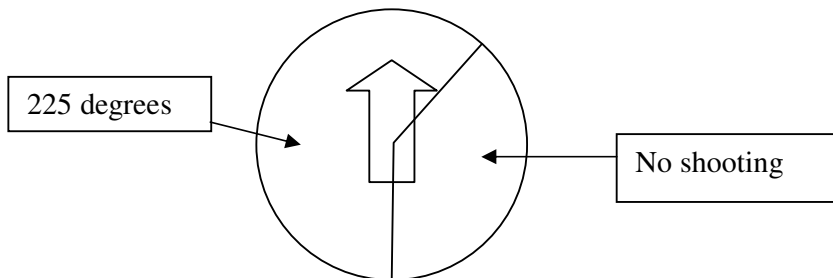
Other animals etc move as Unarmoured infantry by default, or special rate if specified in a scenario etc.

Carrying a pavise or similar sized object costs 1 action

SHOOTING:

Shooting is allowed to Bows, Arquebuses and hand thrown weapons.

Figure facing is not relevant except to horse archers who may only shoot in this arc;



Shooting is only allowed through gaps 4cms wide (2 cms at short range) unless within 2 cms of the gap. Figures in contact with friends in front may shoot over 1 rank of them (2 ranks if Arquebusiers).

Overhead shooting, and shooting into melees is allowed if neither shooter nor target is within 5cms of friends, or either target or shooters are on a raised level.

Ranges are;

Weapon type	Short Range	Medium Range	Long Range	Extreme Range
Crossbows	15 cms	50 cms	90 cms	150 cms
Bows	15cms	40cms	70cms	120cms
Arquebuses	10cms	30cms	50cms	100cms
Pistols	2cms	6cms	10cms	30cms
Hand hurled	10cms	15cms	20cms	50cms

Range is 1 greater if target in cover.

Loading takes 1 action for bows and hand hurled -- 2 actions for Crossbows, Arquebuses and Pistols.(3 for Noumin)

To Hit:

- ▶ Shooting figure throws a Quality dice.
- ▶ The Target figure throws a dice for Armour/Quality and a dice for Range.

Target's Armour/Quality v Missiles (IE: can they dodge!) :

Armour ⇒	Unarmoured	Light Armour	Armoured	Heavy Armour
Kensei	D8	D8	D10	D12
Eiyuu	D6	D8	D10	D12
Bushi/Horse	D6	D6+1	D8	D10
Ashigaru	D4	D6	D8	D10
Noumin	NONE	D4	D6	N/A

NB: Arquebus hits count all targets as D4 armour except Heavy Armour, which is D8.

Range

Short Range	Medium Range	Long Range	Extreme Range
D6	D8	D10	D12

Result: Beat highest target dice by;

Evens	+1-2	+3	+4	Greater
No Effect	Light wound	Wound	Disabled	Killed

2 Light Wounds = 1 Wound.
 2 Wounds = Disabled
 Disabled + Wound = Killed.

Targets are randomised in any group, though at short range only front rank figures are targeted.
 NB: Mounted figures only: horse hit on 4+ (D6)

Notes:

- Facing is not relevant as figures are always able to turn freely unless mounted.
- Shooters may pause when loaded and shoot during a subsequent enemy movement towards them or friends at any time during that movement. This elicits an immediate morale check if any casualties are caused, which may stop them dead! (Especially useful if you refight Nagashino!)
- Figures may load over several separate actions, and do not lose the previous load actions, and never need to shoot until the player decides. This means an Arquebusier may make a load action, move for one or more actions, then finish loading, and still fire in a subsequent action.
- Solo run forces will always fire as fast as possible. However, when facing a likely Mounted charge, they will hold fire unless already at Short Range and shoot during the enemy movement.
- Solo forces will shoot at the nearest enemy normally otherwise. The basic rule is that solo force missile troops will always move at least 1 action a turn to get into position to shoot at Medium, or if possible, Short Range.



MELEE (CLOSE COMBAT):

When figures are in contact with enemy figures, melee ensues. Melee is worked as a series of 1:1 combats.

Where more than 1 figure is against a single figure, this is a multiple combat.

Method:

All Primary figures in contact throw: Quality Dice +
Weapon Dice +
Armour Dice (+1 to result if uphill or in cover)
(+Except when fighting Yari armed infantry: Mounted figures throw a D6 for the horse.)

Armour in melee:	Unarmoured throw a D4
	Light armoured throw a D6
	Armoured throw a D8
	Heavy armoured throw a D10

In multiple combats (IE: Where there is more than 1 figure against a single figure) the multiple side nominates a primary combatant, the other figures throw their quality and weapon dice only. A maximum of 3 figures can fight against 1.
Figures may fight all round, except mounted, who cannot fight to rear unless with Yari.

RESULT OF MELEE:

Compare the highest dice of the Primary combatants, and consult the following chart, Applying the result to the loser's primary combatant figure;

Result →	+1	+2	+3	+4	+5	More
Infantry	P/B	LW	W	D	K	K
Cavalry	DMT	LW	LW	W	D	K

KEY: P/B = Push back 2 cms. Unengaged men behind are moved back also.
DMT = Dismounted—horse flees, rider now on foot. Suffers wound on 5+ (D6).
LW = Light Wound.
W = Wound.
D = Disabled – Figure is incapable of fighting or moving.
K = Killed – Figure is Dead or dying, or commits Seppuku.



MORALE:

When any member of a group is injured, or attempts to Charge better class (or more numerous enemies), or is charged, a Morale check is required. Additionally, all units must test if the Force commander is killed.

Throw the quality dice of the majority of the unit, Add 1 to the score if unit has a higher quality leader. Now add or subtract the following;

-3	: Force commander killed or disabled this turn.
-2	: If 50% of unit has been killed or disabled. : If Force commander has been killed (not this turn).
-1	: If 50% of the unit has at least 1 Wound. : If unit retiring relative to nearest enemy. : Enemy closer to unit flanks/rear than friends.
+1	: Unit moving towards the nearest enemy. : Friends in sight are advancing/winning a melee. : Uphill of all enemies or in cover.
+2	Force commander OK and in sight within 50cms.

Result:

1 or more	OK: Continue as normal
0 to -1	No Advance towards enemy.
-2	Use 1 action to Move towards nearest cover or table edge to rear next turn
-3	Break and run, use both actions must end further from the enemy. (To rally score a 4 or more on quality dice at the end of your action phases)
-more	As above, but no rally possible. If Force commander dead Samurai commit Seppuku when at 30cms from enemy.

AMBUSHES:

Figures out of sight of the enemy are assumed to be hidden from them. If in cover, They may choose to remain invisible until they shoot or move, or until an enemy group comes within D6 x 10cms of them (dice once for each hidden unit).

Units unable to see any enemy may only continue what they are doing, making minimum deviations to avoid terrain that would slow them if they choose. They may only move otherwise toward an objective, or a unit out of sight shooting or in melee, or as directed by a messenger or signal.

Units which can see an enemy may head for cover if the enemy have missile weapons, or towards the enemy, or may halt.

Voice commands may be clearly heard at 50 cms or less.

Visibility is 10cms into a wood from outside or 15cms within a wood.

DEPLOYMENT AND SOLO RULES:

Terrain should be placed at random as the players feel.

At the start of a game, throw a D6 for each side (Including a Game run force in solo games). The winner then deploys as the players decide, or as below, for solo forces, counting as the Attacker.

The player(s) deploy as they wish.

The opposition deploys in the opposite table edge, within 20cms of the table edge, or in any position dictated by a scenario.

Normally, solo forces deploy in 2 deep formations of up to 6 figures, Samurai in the centre, with Yari-men etc next to them, and Missile troops and Cavalry on the flanks.

If units see an enemy unit, they will act according to the instructions below.

Units will act as follows:

If Missile troops, they will shoot at the nearest Priority target, these are:

- 1: Enemy in position and range to charge them.
- 2: Enemy shooting at them.
- 3: Heaviest armed enemy (if Arquebusiers), or
- 4: Nearest other enemy.

They will advance 1 action each turn until in Medium range of their target if their enemy is not advancing towards them, when they will stop and shoot as fast as possible.

If Melee troops, they will advance on the nearest priority target, these are;

- 1: Enemy unit shooting at them.
- 2: The enemy unit closest in quality/type to themselves.
- 3: Nearest enemy unit.

Units defending an area or position, will only move to engage units (using the charts above) which breach their defended area, they will otherwise stand and defend.

Commanders will move to cover if under fire, if possible behind the nearest friendly unit.

NINJA:

Ninja have special rules;

They may only be used by players.

They may be concealed.

They have an array of interesting weapons.

They always count as in Light Armour.

Concealment:

Ninja not moving can remain hidden. They are spotted if in clear sight at 10cms x (D6)cms by any group.

If in cover and stationary, they are seen if within (D6) cms of any group.

Observation is done at closest approach of enemy units, or the end of a move, or 5cms, whichever is greater.

Moving Ninja can be seen at twice these distances.

Ninja weapons:

(Apart from standard Samurai type weapons.)

Weapon	Description	Range	Effect	Notes
Shuriken:	Throwing discs.	Hand hurled	Hit target group moves half speed next turn only.	Distraction weapon May fire and move in same action.
Bo:	Staff	Close Combat	As Naginata (D8)	This good as may be poisoned.
Fukiya	Blow Gun	Hand hurled	Any wound causes death	Poisoned.
Nanchuka	Sticks+Chain	Close Combat	Katana (D6)	This covers lots of similar weapons like Neko-Te
Smoke Bomb	Grenade	Hand hurled	If a hit is scored (vs Unarmoured man,) a ball of smoke 10cms across is caused for 3 turns. This prevents shooting or movement through it at more than half speed.	
Kusari-gama	Sickle+Chain	Close combat	As Naginata (D8)	

Other weapons can be classed with the above, or are similar in effect to normal weapons.

Samurai force cost calculator

Troops/armour	Unarmoured	Light armour	Armoured	Heavy armour
Kensei (Yari/Katana)	42 pts	54 pts	60 pts	66 pts
Kensei (Naginata, No-Dachi etc)	44 pts	56 pts	62 pts	68 pts
Kensei (Teppo/Yumi and Katana)	48 pts	60 pts	66 pts	72 pts
Horse costs 15 pts extra				
Eiyuu (Yari/Katana)	30 pts	42 pts	48 pts	54 pts
Eiyuu (Naginata, No-Dachi etc)	32 pts	44 pts	50 pts	56 pts
Eiyuu (Teppo/Yumi and Katana)	36 pts	48 pts	54 pts	60 pts
Horse costs 15 pts extra				
Bushi (Yari/Katana)	22 pts	34 pts	40 pts	46 pts
Bushi (Naginata, No-Dachi etc)	24 pts	36 pts	42 pts	48 pts
Bushi (Teppo/Yumi and Katana)	28 pts	44 pts	46 pts	52 pts
Horse costs 15 pts extra				
Ashigaru (Yari/Katana)	16 pts	28 pts	34 pts	40 pts
Ashigaru (Naginata etc)	18 pts	30 pts	36 pts	42 pts
Ashigaru (Teppo/Yumi and Wakizashi)	20 pts	32 pts	38 pts	44 pts
Ashigaru (Wakizashi)	14 pts	26 pts	32 pts	38 pts
Noumin (Improvised)	5 pts	17 pts	23 pts	29 pts
Noumin (Wakizashi)	9 pts	21 pts	27 pts	33 pts
Noumin(Yari/Katana)	11 pts	23 pts	29 pts	35 pts
Noumin (Teppo/Yumi and Wakizashi)	15 pts	27 pts	33 pts	39 pts
Noumin(Naginata etc)	13 pts	25 pts	31 pts	37 pts

SAMURAI SKIRMISH: FORCE LIST

HATAMOTO

<i>NUMBER</i>	<i>FIGURE TYPE</i>	<i>CLASS OPTIONS</i>	<i>WEAPON OPTIONS</i>
1	Commander	Bushi, Eiyuu, Kensei	Any weapon*
0-3	Samurai	Bushi, up to 1 may be Eiyuu	Katana/Yari Up to 1 may have any weapon*
1 per *	Servants	Ashigaru, Noumin	Wakizashi
0-30	Ashigaru	Ashigaru	Yari, up to half may upgrade to Naginata, Arquebus, Bow.
Armour: Any may have Light Armour, Samurai and Commander may have any armour. Commander and Samurai may be mounted.			

IKKO-IKKI

<i>NUMBER</i>	<i>FIGURE TYPE</i>	<i>CLASS OPTIONS</i>	<i>WEAPON OPTIONS</i>
1-2	Commander	Bushi, Eiyuu, Kensei	Any weapon*
3-30	Sohei	Bushi	Katana /Yari /Naginata
0-60	Monto	Ashigaru	Yari /Naginata /Katana Up to 1/3 may have Bow or Arquebus
0-60	Noumin	Noumin	Improvised weapons. Up to 1/4 may have Yari /Naginata/ Wakizashi
Monto may have Light Armour, Sohei and Commanders may have any armour / may be mounted			

NINJA

<i>NUMBER</i>	<i>FIGURE TYPE</i>	<i>CLASS OPTIONS</i>	<i>WEAPON OPTIONS</i>
1	Chunin	Eiyuu, Kensei	Any Weapons, may have light armour
1- any	Genin	Bushi, Eiyuu	

EUROPEANS

<i>NUMBER</i>	<i>FIGURE TYPE</i>	<i>CLASS OPTIONS</i>	<i>WEAPON OPTIONS</i>
1	Commander	Bushi,Eiyuu	Yari/Wakizashi/Pistol/Shield
2-12	Gentlemen	Bushi	Yari/Wakizashi/Pistol/Shield
6-120	Men	Ashigaru	Yari/Wakizashi/Pistol/Shield
Any may have Horse/ Brigantine(Light Armour)/Half Armours(Armoured). Commander and up to 3 Gentlemen may have Full Plate Armours(Heavy Armour) Up to 1/4 of the total force may be armed with Crossbow or Arquebus.			
NB: Figures with Wakizashi and Shield count as armed with Katana.			

KOREAN GUERRILLAS

<i>NUMBER</i>	<i>FIGURE TYPE</i>	<i>CLASS OPTIONS</i>	<i>WEAPON OPTIONS</i>
1-2	Commander	Eiyuu, Bushi	Any weapon, up to Armoured
1- any	Ex-army Followers	Ashigaru	Wakizashi/Yari/Shield
1- any	Followers	Noumin	Wakizashi/Yari/Shield
Up to 12 may have Horse, up to 1/4 Bow. Up to 6 may replace bow and be armed with Chinese Crossbow or Fire-Lance (Counts as single shot pistol and Katana) Shield use makes figure 1 armour class higher.			