



SAMURAI WARFARE IN THE SENGOKU JIDAI

16th–17th Century Japan

a RICHARD BERG / MARK HERMAN game

RULE BOOK

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1.0 INTRODUCTION

RAN is the 12th volume in the “Great Battles of History” Series, and the second game on the battles of the Samurai (following GMT’s *SAMURAI* (Vol. V). *RAN* covers several of the less famous battles of the “Sengoku Jidai”, the Age of Warring States (more or less), in which powerful Daimyo—Japanese “feudal” lords—strove to both maintain and extend their power bases while seeking to attain the office of Shogun, the power behind the throne of the Emperor.

RAN simulates the highly personal form of warfare developed by the Japanese samurai, wherein formal battles played out almost as backdrops to individual feats of courage, bravery and devotion ... much of it outstanding, some of it rather foolhardy, all of it very Homeric. While political and tactical victory was the bottom line, collecting the severed heads of enemy samurai reigned a very close second in importance. In terms of tactics, this was, as in Europe, the “Dawn of Modern Warfare”, with the introduction of guns—arquebuses—by the Portuguese. Even with the revelatory effect of musketry, Japanese battles were still pretty much a swirling, non-linear affair.

RAN, the title the famous Japanese film director, Kurosawa, chose for his samurai version of *King Lear*, roughly means “Chaos”.

1.1 A Few Introductory Notes for Players

For Those Who Have Never Played a Historical Simulation

Your main problem will be that wargaming has its own language, so sort of flip through the rules to see what those mysterious words mean... especially as we’re using a fair dollop of Japanese herein (the section on Terminology is most helpful in this case). We then suggest you set up one of the battles—Nunobeyama and Suriagehara are good introductory battles—then turn to the rules section called Sequence of Play (3.0) and simply start doing what that sequence tells you to do, referring to the rules when you don’t understand what to do next. After about 20–30 minutes you’ll be just as good at this sort of thing as we are.

For Those Who Have Not Played the System

Even if you are quite familiar with simulation gaming, we suggest that you set up a battle and push the counters around for a turn or two before actually starting a game. This will reveal the basic tactical strategies available, how the different types of weapons system may best be used, and how best to (try to) protect against them. The one thing to remember is that the more you know about your units and how they act/interact, the better Busho you will be.

For Those Who Have Played the GBoH System

RAN is rather less complex than its ancestors, but it does contain a large number of “new” rules (relative to other GBoH games aside from *SAMURAI*). While the biggest changes are to the command system, because of the unusual nature of Sengoku-era combat, many of the systems are quite different from their GBoH brethren. Because we have not indicated which rules are “different”, etc., we suggest you approach the game “anew”.

► For Those Who Have Played *SAMURAI*

There are several system/mechanics changes in *RAN* from its predecessor, *SAMURAI*. All such changes are noted with a ► indicator. Virtually all of these changes resulted from one main factor: Any game design is an ongoing, never-ending process. None are ever really finished; all could benefit from continual rethinking, learning, etc. The problem is that at some point you have to hand it in to get published. These changes resulted from 15+ years (since *SAMURAI* was designed) of more research (especially into how these armies

operated and fought), more game design thought (from the many games that came after), a constant desire to make the games more playable, more accessible, and the simple fact that nothing is ever written in stone. And we strive to bring you the best game using the most recent benefits in thought and experience. That’s why things change. Whether or not these can be retrofitted to *SAMURAI* is up to you. We think they can without wreaking too much havoc to balance ... the problem is that the counters are somewhat different. .

2.0 GAME COMPONENTS, TERMINOLOGY, INFORMATION

Each game of *RAN* contains the following:

- Two 22” x 33” maps, back printed, covering the seven battles
- Five sheets of 9/16” counters (1,140 total)
- One Rules Book
- One Scenario Book
- 5 Charts & Tables Cards
- 2 *RAN* Record Cards
- 1 ten-sided die
- Ziploc bags to hold the counters

2.1 THE MAPS

Each battle has its own map. A hexgrid covers each map to regulate movement and combat, and the effects of each of the different kinds of terrain are covered in the rules and charts.

2.2 THE PLAYING PIECES

There are four types of playing pieces, or counters: Combat units, representing the various types of fighting troops; So-Taisho and Busho, the “generals” who command the troops; Samurai, individuals used in Individual Challenge Combat; and Information Markers used to note certain types of information necessary for play.

► 2.21 Combat units come in eight Types:

Kibamusha [KB] are Samurai cavalry. The “personal guard” of the So-Taisho, the hatamoto, is identified in the rules as [KBH]. They are treated as KB for all game purposes. [KB-B] are bow-armed cavalry. These appear mostly in the early battles.

Samurai Infantry [SI] are heavy Samurai infantry, better armored and trained than Ashigaru. Samurai infantry armed with bows are [SI-B]; the rest are all spear/sword-armed.

Ashigaru [AS]: spear-armed non-samurai infantry, less armor, lighter arms. [AS-T] are ashigaru with guns (muskets), designated as “T” because of the Japanese word, teppo, for such gunners. [AS-B] are bow-armed ashigaru.

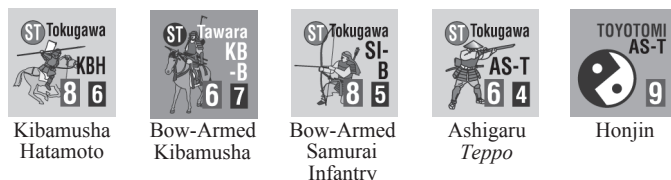
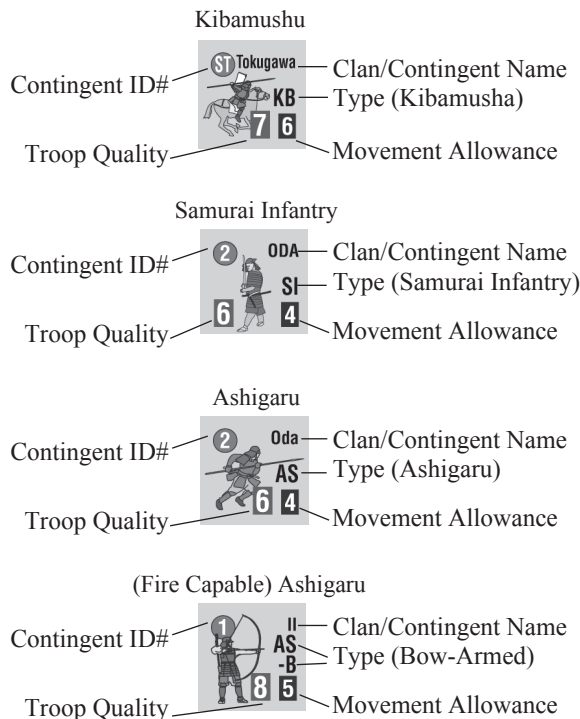
Honjin: The field camp HQ’s, complete with bodyguard [AS-T], of the So-Taisho, or Commander-in-chief. Each honjin contains the mon (emblem) of the commanding clan.

The Type is used to determine certain combat results and effectiveness vis à vis other types. Each combat unit is rated numerically for Troop Quality (TQ), and Movement capability.

► DESIGN NOTE: Strength point ratings are no longer used.

Also important is a unit’s Clan/Contingent name and Contingent ID#, which delineate which Busho may command that unit.

Examples of Combat Units



When a unit is flipped to its reverse side, that side indicates it has been Disrupted. Note that AS-T and all -B units do not have a Disrupted side. The reverse is used to indicate that the unit has used Ordered Fire that turn and is able to Reaction Fire Only.

2.22 Samurai counters represent individual soldiers who are used to challenge and engage other Samurai and enemy Bushos in individual combat with the express purpose of killing them and severing their heads, a most prized accomplishment on the field of battle. Samurai do NOT lead troops.

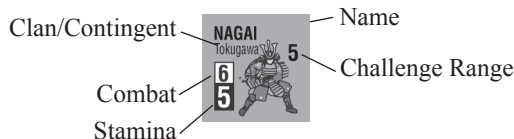
Samurai are rated for:

- Range, used to issue Challenges
- Combat, a rating used for comparing and resolving combat
- Stamina, a rating used to see how much “punishment” he can absorb

Samurai have a Movement Allowance of 10. This is not printed on the counter.

DESIGN AND HISTORICAL NOTE: The Samurai in the game are actual, historical figures, rated according to their exploits (some of which defy even the most religious of beliefs). However, about half are not specifically historical to a single battle. See 10.2.

Example of Samurai Counter



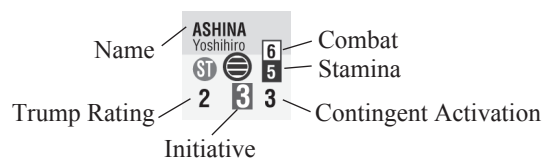
2.23 Busho are the generals who either lead their clans, or who have been entrusted by their So-Taisho to command contingents of troops. There are two levels of Busho:

Busho: Contingent commander, leading a group of troops

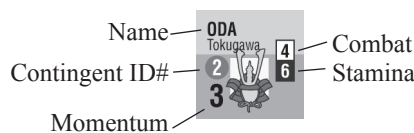
So-Taisho: The commander-in-chief for the entire army, under the name of the leading Clan to whom the Busho from other clans are allied.

Busho and So-Taisho have a variety of ratings, see 4.1.

Example of a So-Taisho Counter

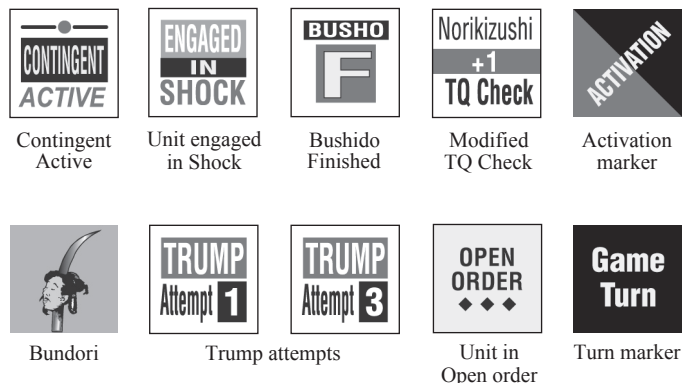


Example of a Busho Counter



2.24 All of the Combat units and Busho are Color-Coded as to the Clan of their So-Taisho. They are further identified by an ID # or ST (for the So-Taisho), all for ease in determining who belongs to whom at any given moment.

Examples of Information Markers



2.25 Informational Markers are used to record certain game functions. They include:

- Hit Numbers
- Shock—Must Check TQ / Shock—No Check
- Bundori (Severed Head)
- Contingent Active / Contingent Inactive
- Engaged

- Lost Face
- Norikuzushi
- Open order
- Busho Finished
- Busho Wounded
- Trump Markers
- Activation Markers

2.3 CHARTS, TABLES AND THE DIE

The use of each chart and table is explained in the rules. We have provided cards with the Charts and Tables for ease and speed of reference.

The game uses a ten-sided die. The '0' is treated as a '0' (not a '10'), and is less than '1'.

2.4 TERMINOLOGY

Knowledge of the following game terms will be useful for play.

Active/Inactive: A game term used to indicate contingent status in terms of being ready to undertake movement, combat, etc.

Busho: Generals. Busho were the upper-level samurai who commanded the clans and armies. Each Busho has a Contingent ID # for troop identification purposes. So-Taisho are considered Busho for purposes of commanding the troops in their contingent.

Clan: All units from a single army, under the command of a So-Taisho from the named Clan. The clan was usually made up from soldiers from a group of historical clans (here termed contingents), all fighting for the named (overall) clan.

Cohesion: A unit's ability to remain in an organized, fighting formation. Certain results cause a unit to lose cohesion and become Disrupted.

Contingent: An individual command led by a Busho fighting for the overall Clan. Thus, the troops of Baba Nobufusa are a contingent fighting for the Tokugawa clan.

Continuity: The mechanic by which the Player, through his So-Taisho, retains the Initiative, undertaking operations with a new (active) contingent/Busho.

DR = Acronym for Die Roll.

DRM = Acronym for Die Roll Modifier—a number added to or subtracted from the die roll.

Finished: A Busho whose contingent has been given Orders that turn is now "Finished", and (normally) may not be activated again. Busho may be Finished for other reasons, such as failure to Trump, becoming a casualty etc.

IC: Acronym for Individual Combat

Initiative: The player with the Initiative is the one who may give Orders, activate clans, etc. Initiative is determined using So-Taisho.

MA: Acronym for a unit's basic Movement Allowance. It also represents a unit's maneuverability vis a vis the other units in the game.

Momentum: The mechanic by which a Busho can undertake more than one Orders Phase in a turn. Momentum is determined using the Busho's Momentum rating.

MP: Acronym for a Movement Points.

Orders: The means by which Busho have of getting their troops to move, fight, etc.

Orders Phase: The period during a turn when a Busho gives Orders to the units in his clan to move and fight. Units allowed to move/fight during this phase are sometimes termed the "phasing" units.

Shock combat: Hand-to-hand, Face-to-Face fighting.

So-Taisho (ST): The So-Taisho is the commander-in-chief for the army.

TQ: Abbreviation for the important Troop Quality rating. TQ is used to determine how well a unit stands up to the rigors of battle.

Trump: The mechanic by which a friendly So-Taisho can seize the Orders Phase from an enemy Busho and transfer it to one of his Busho.

Type: General, categorical description of unit, usually used to determine combat effectiveness and results.

Zone of Control: The hexes—usually directly to the front of a unit—into which that unit exerts, by its presence, enough "influence" so as to inhibit freedom of movement.

Knowledge of the following types of combat units/terms will be useful for play, especially as we use the Japanese term almost exclusively throughout the rules.

Ashigaru (AS): Foot soldiers, virtually all pike-armed. Most ashigaru were the lowest level of samurai, but mostly the daimyo's peasants who, as the armies were not standing or professional, usually worked in the fields and manors of their So-Taisho. The spear of choice was usually the 2–3 meter-long, pike-like yari, although the spear with the curved blade, the naginata, was also in use. Some ashigaru used "Nagae", 5–6 meter long pikes. Ashigaru spears came in a variety of pointed or cutting edges, but they all served the same purpose. Certain ashigaru were archers (yumi, AS-B), and some were musketeers (teppo, AS-T).

Kibamusha (KB): Cavalry; what we would call lance-armed, heavy cavalry. They wore famous, and elaborate, armor systems and, by this period, used a straight, pointed spear instead of the old, curved-blade naginata, as their principle weapon. Each kiba was accompanied by 3 or 4 ashigaru and was thus a mini-combined arms force. Such deployment severely reduced their movement capability and charge range. Some were bow-armed (KB-B).

Samurai Infantry (SI): Japanese version of Heavy Infantry. Somewhat less elaborately armored than the Kibamusha, but armed mainly with katana. Some were bow-armed (SI-B).

2.5 GAME SCALE

Each Combat unit equals about the same number of men as the other, similar units in that battle, and that varies from battle to battle (and is usually covered in the scenarios). Each hex is approximately 100 yards from side to side, depending on the battle. Each game turn covers about 20 minutes of real time.

2.6 GAME LENGTH

A battle is fought until one side Routs. This could be anywhere from 2 hours of real time to about half a day. In playing terms, a full-blown game-turn, complete with lots of activation decisions, movement and combat resolution, will take about 1 hour.

2.7 USE OF JAPANESE

For most military units and general terms we will use the anglicized form of the Japanese word, most of which are listed in the terminology section. Consider it as a mood enhancer.

A word on Japanese names. Most sources place the family/clan name first, followed by the “given” name. Thus, for “Oda Nobunaga”: the So-Taisho’s clan is Oda, his given name, Nobunaga. It would be as if the designers of the game were called Herman Mark and Berg Richard. Or, “You, Hey.”

2.8 QUESTIONS?

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3.0 THE SEQUENCE OF PLAY

Generally, within each player’s Turn, that Player will have the Busho for each of his active contingents—such activation usually determined by the clan’s So-Taisho—give Orders, which allow that contingent’s units to move and conduct combat. After all Bushos eligible to give Orders and undertake actions are Finished, each army/player checks to see if his Army Routs, after which that game turn is concluded.

► The Sequence of Play

A. Initiative Determination Phase

The players roll dice to determine who starts the turn with the Initiative, using their So-Taisho’s Initiative Rating (5.1).

B Activation Phase

1. The player who did not get Initiative Activates Inactive contingents, as per 5.21 [1]
2. The player with Initiative Activates Inactive contingents, as per 5.21 [1]

C. Orders Phase

The Player with Initiative now either gives Orders to any one Active Contingent (both 5.21 [1] or [2]), in which case he may proceed with either C/1 and C/2, or C/3, or he goes to Phase D (Samurai Challenge), skipping C. If he chooses C, he may now use the units in the selected Contingent for:

1. **Movement and Fire Segment.** The units in that Contingent may undertake Move and/or Fire. This includes bringing in available Reinforcements. Opposing units capable of Reaction Fire (8.4) may do so throughout this segment.
2. **Shock Combat Segment.** After units of a contingent have finished moving and/or firing, eligible units (9.2) engage in Shock combat; see 9.2
3. **Rally Routed Units.** If the Busho has done neither #1 or #2, he can do this; see 11.73.

D. Samurai Challenge Phase

[Used only if player has chosen this and skipped “C”]. See 10.24.

PLAY NOTE: Phases ‘C’ and ‘D’ are mutually exclusive. You may do one OR the other.

E. Momentum Phase

The player controlling the Busho who was activated in the immediately preceding Orders Phase may attempt a Momentum die roll to give that Busho another Orders Phase (“C”) or Samurai Phase (“D”), using the Busho’s Momentum Rating. If not, go to “F”.

F. Continuity Phase

The player, using his So-Taisho’s Initiative Rating, checks to see if he retains Initiative (5.1):

- If he does, he gives Orders to a Busho that is active and not Finished and goes back to “C” or “D”
- If he does not, that So-Taisho Initiative passes to his opponent, who now selects an active Busho to undertake “C or D”

When both So-Taisho pass in succession, or all Busho are Finished, proceed to G.

G. The Recovery Phase

(undertaken by both players simultaneously)

1. Remove “Busho Finished” markers
2. Replace eliminated Bushos
3. Flip units that used Ordered Fire

H. Contingent Flight Phase

See 11.8.

I. Victory Determination Phase

Each Player totals his Rout Points (12.0) to see if his army has left the field ... and the other player has won.

At the conclusion of the Phase “I”, that game turn is concluded and another game turn begins.

PLAY NOTE: Veteran SAMURAI players should note that the RAN Sequence of Play although in retains the general flow of the former, differs in many of its details.

4.0 BUSHO

Combat units may not move or fire without receiving an Order from a Busho (Exception: see 6.45). Those combat units that had received an Order during a Phase, or that are within command range of that same Busho, may conduct Shock Combat.

Each Busho counter has two sides, the reverse being for his Replacement, if he is killed. A Busho who has concluded giving Orders (or has failed a Momentum attempt) has a Busho Finished marker placed atop. So-Taisho, while having other overall command duties, are still treated as Busho for their specific contingents.

► 4.1 BUSHO COUNTERS



4.11 Each Busho, other than the So-Taisho, possesses the following ratings:

Momentum: Denotes his overall ability to control forces and make rapid decisions. Momentum is used to determine:

- the hex range within which members of his contingent must be to receive Orders. Thus a Busho with a Momentum of ‘4’ has a command range of 4 hexes (4.32)
- the chances of that Busho being able to use Momentum (5.4)

- whether a Busho will commit seppuku after ordering an Active Withdrawal (6.44)

Individual Combat [IC] Ratings: Busho (and Samurai) have two IC Ratings: Combat and Stamina. These are used to determine success in individual combat. See 10.1

Clan/Contingent Identification: The Busho's contingent or clan of Busho's So-Taisho, plus an identifying number which delineates which troops are his.

Movement Allowance: The number of Movement Points a Busho may expend in an Orders Phase. The MA, which is 9 for all Busho, is not printed on the counter. See, though, 4.62.

DESIGN NOTE: The Charisma rating has been eliminated. Initiative now rests solely with the So-Taisho. A Busho's Command Range and ability to use Momentum is based on the new Momentum Rating.

4.12 So-Taisho possesses the following ratings:

Initiative: For So-Taisho, this is used in 4 ways:

- the hex range within which Bushos in his Clan must be to activated, if the So-Taisho is not in his Honjin
- for determining which player has the Initiative at the beginning of the Game Turn
- for determining whether or not his Clan can Continue, thus allowing another Busho to give Orders (see 5.5).
- for purposes of gaining Momentum (as if he were a Busho) for his personal contingent, as per 5.4



Contingent Activation: The number to the right of the Initiative on the So-Taisho's counter that delineates the number of inactive Clans he may Activate (5.2) in a single Game Turn.

Trump: The number of Trump attempts (5.6) a So-Taisho may make during a single Game Turn.

Individual Combat [IC] Ratings: Same as a Busho.

4.2 CLANS AND CONTINGENTS

Japanese armies of the era were usually led by the daimyo of a powerful clan. These armies were not homogenous groups, but rather conglomerations of various contingents, often from other clans, commanded by trusted samurai.

HISTORICAL NOTE: Thus, organization was less by weapon system—as in the West—than by allegiance. Each contingent was something of a self-contained army.

In game terms, what this means is that each player has an army led by a So-Taisho—such as Tokugawa Ieyasu—composed of different contingents.

4.3 BUSHO CAPABILITIES

When his contingent is active, a Busho may issue Orders to his units if selected to do so by his So-Taisho. His ability to gain Momentum (5.4)—to keep “going”—is dependent on his own Momentum Rating.

4.31 A Busho may issue Orders to the units of his Active clan when the player with the Initiative states that that clan will be undergoing an Orders Phase. (See 5.2.) The ability to issue Orders is not contingent on the Busho being within Command Range of his So-Taisho ... IF the So-Taisho remains in his Honjin. If the So-Taisho is not in his Honjin, the Busho must be within the So-Taisho's Command Range, determined by the So-Taisho's Initiative Rating, to issue Orders. That range is traced from the So-Taisho to the Busho, into/

through any hex which the So-Taisho can enter. Count the Busho's hex, but not the So-Taisho's. The path may not be traced through enemy occupied hexes, or hexes in an enemy ZOC, unless the latter are occupied by friendly units.

4.32 Orders may be given to any/all units in that Busho's contingent, regardless of unit type and location. However, units not within their Busho's Command Range, as determined by his Momentum Rating per 4.11, are limited in what they can do (see 5.3). That range is traced from the Busho to the combat unit, into/through any hex which a Busho can enter. Count the unit's hex, but not the Busho's. The path may not be traced through enemy occupied hexes, or hexes in an enemy ZOC, unless the latter are occupied by friendly units. Command Ranges are calculated at the instant the Order is to be given.

4.33 A unit adjacent to a combat unit from that contingent that is within range, or one that is considered in range by this specific rule, is considered to be In Range.

PLAY NOTE: The “adjacency” rule allows a Busho to extend his range. Busho of the few really large contingents will need this to keep their men in command.

4.34 A Busho may move during his Orders Phase, but only after giving orders to his units. He may move as far as he wishes up to his Movement Allowance, or he may not move at all. See, also, 4.6, for Busho movement rules, and 4.42.

4.35 A Busho who starts the Phase in an enemy Zone of Control has his Command Range halved, rounding up.

4.36 A Busho who is “Finished” (5.22) may not issue Orders. However, he may move, but only when ordered by his So-Taisho to do so (see 4.42)

4.37 Busho may command only those combat units from his contingent.

4.4 SO-TAISHO

The leader that commands the entire army—e.g. Tokugawa Ieyasu at Nagakute—is a So-Taisho.

PLAY NOTE: There are no Taisho present in any of the RAN battles.

4.41 A So-Taisho functions like other Busho when giving Orders to his personal contingent. In addition, a So-Taisho:

- is used to determine how many of the contingents in his command may be activated during a single Game Turn (the Contingent Activation Rating). This does not include those contingents activated by enemy actions
- is used to attempt Continuity; see 5.5
- is used to Trump; see 5.6
- may be used to move his Bushos; see 4.42

4.42 A So-Taisho has the ability, when it is his Orders Phase, to issue a Busho Movement Order instead of giving Orders to his contingent. A Busho Movement Order allows all of his subordinate Busho to move their full MA. However, a BMO may be issued only if the So-Taisho is in his Honjin (4.5).

4.5 HONJIN

HISTORICAL NOTE: The Honjins were the HQ of the So-Taisho ... usually open spaces enclosed by jinmaku, large white sheets decorated with the mon (badge) of the So-Taisho's clan and surrounded by the So-Taisho's bodyguards.

4.51 At the start of each battle, each So-Taisho starts play in his Honjin unless specified otherwise in the scenario instructions. As long as he remains in his Honjin he may activate contingents, attempt Trumps, etc., without regard to any Command Range. Once he leaves the Honjin,

- he can only activate contingents of Busho that are within his command range (as designated by the So-Taisho Initiative Rating)
- he may not issue BMO's (4.42) outside his Honjin
- when attempting to Trump (5.6) outside his Honjin, his Initiative Rating is halved, rounding down.

4.52 The Honjin has no effect on a So-Taisho issuing Orders, as a Busho, to his own contingent. The So-Taisho's Command Range is used for that.

4.53 Honjin may never move; they have a MA of '0'. They have all-around Frontal Facing, but no combat unit may stack with a Honjin.

4.54 Each Honjin has built-in bodyguard troops: one "unit" of musket-armed ashigaru (AS-T):

- Honjin AS-T may Reaction Fire only
- Honjin AS-T may only defend against Shock; they may never attack
- Honjin have all around ZOC (see 7.21), so no unit may gain Position Superiority against a Honjin.

4.55 If a Honjin is forced to retreat or rout, it is, instead, eliminated.

PLAY NOTE: Because staying in his Honjin maximizes the So-Taisho's capabilities, his personal troops (usually the largest contingent at the battle) are used more as a reserve than anything else.

4.6 BUSHO MOVEMENT

4.61 Busho may move under the following conditions:

1. A Busho moves after he issues Orders to his troops.
2. A Busho may (also) move when he receives a Busho Movement Order (BMO) from his So-Taisho ... even if he is in an enemy ZOC. See 4.42.

4.62 Busho usually have a MA of '9'. However,

- Wounded Busho have an MA of '6'
- Busho that start their movement in an enemy ZOC have a MA of '4'; '3' if Wounded

4.63 Busho have no facing.

4.64 Busho must issue Orders before they move; no Orders may be issued after they move.

PLAY NOTE: This means that all Rally, hit Removals, and Recovery actions must be attempted/conducted before the Busho moves.

4.65 Busho from one contingent may not use their Orders to move other Busho—even if that other Busho is stacked with a combat unit that is moving; only So-Taisho can move other Busho.

4.7 BUSHO AND ENEMY UNITS

4.71 Busho may enter an enemy ZOC only if that ZOC already contains a friendly combat unit. Like combat units, Busho, too, must cease movement for that Order Phase upon entering an enemy ZOC. See 10.28.

4.72 The instant any combat unit moves, or begins a move, within two (2) hexes of a Busho who is not stacked with a friendly combat

unit, that Busho can undertake a Reaction Withdrawal (see 6.45 for details). If he does not—or cannot (because of 6.45, enemy units or terrain)—one of the following happens:

- If approached by only enemy infantry units, simply place that Busho with the nearest friendly unit
- If approached by an enemy Kibamusha unit, roll the die. If the die roll is a 3–9, that Busho is eliminated (captured/killed). If the die roll is 0–2, place with nearest friendly unit, as above

If a Busho is stacked with a unit that is Routed or eliminated, the Busho is placed with the nearest friendly unit. If the Busho cannot reach the "nearest friendly unit" because it is surrounded by enemy units or ZOCs through which it would have to move, it is, instead, eliminated.

5.0 ACTIVATION AND ORDERS

Combat units may move and fight only when given Orders to do so by their Busho.

- Only the Player with the Initiative may select a Busho to give Orders to his contingent.
- Contingents may be given Orders by their Bushos only when they are Active.
- Players may use the Momentum rule to give an activated contingent/Busho up to two additional Order Phases.
- Players may also use the Trump Option to activate a Busho.

► 5.1 INITIATIVE

Initiative is used to determine which player goes first in the Activation and the Orders Phases.

5.11 In the Initiative Determination Phase, players determine who will start the turn with the Initiative. Both players roll the die, to which they each add the Initiative rating of their So-Taisho. High DR wins; ties roll again.

5.12 In the Activation Phase, the Player who does not have Initiative activates his contingents first.

5.13 The Player with the Initiative undertakes the first Orders Phase.

5.14 If a player has no contingents to which he can give Orders, the opposing player automatically has the Initiative for the rest of the Game Turn. No Continuity die roll is necessary.

5.2 ACTIVATION OF CONTINGENTS

All contingents start the game Inactive, unless indicated otherwise in the scenario. As the game progresses they (may) become Active by a variety of mechanics, and they may remain Active by their actions. Only Active contingents may be given Orders to move, fight, etc. Use the Active/Inactive markers to help identify their status, as needed.

► **5.21** A Contingent becomes Active under one of the following circumstances:

1. So-Taisho Activation: It is activated by the clan's So-Taisho in the Activation Phase. If the So-Taisho is in his Honjin, the latter may activate any of his contingents, up to a number equal to his Contingent Activation Rating. If not in his Honjin, he may activate only those contingents whose Busho is within his Command Range.
2. Successful Trump; see 5.61

3. Enemy Shock Attack: If any unit in a contingent that is within range of its Busho is Shock Attacked by an enemy unit—fired at does not count, the entire contingent is immediately Active.
4. Reinforcements: If a contingent is scheduled to enter that turn as a Reinforcement and the scenario states that contingent is Active. If not, it falls under #1.

PLAY NOTE: #1 occurs only in the Activation Phase, and contingents may not be activated by this method once that Phase is finished. They may, however, be activated by #2 as circumstances apply.

5.23 A So-Taisho may not activate more contingents in a Game Turn than his Contingent Activation rating. Thus, in a single turn, Tokugawa may activate up to 3 (otherwise inactive) contingents. Other contingents may have been activated by enemy actions, or be still Active because of their presence vis à vis the enemy (5.26).

5.24 Only Contingents whose Busho are not Finished are eligible for activation and/or giving Orders, with the exception of 5.43[1]; see, also, the Momentum Rule (5.4).

5.25 Once Active, a contingent remains active as long as one of the following is in effect:

- at least one SI, AS or KB unit from the contingent is within two hexes of an Active, enemy combat unit, regardless of any intervening terrain or unit presence; OR
- at least one SI, AS or KB unit from the contingent is adjacent to an enemy combat unit, whether the latter is Active or not.

► **5.26** Activation Status is determined anew in each player's Activation Phase, as follows:

- First, all contingents adjacent to enemy units are active; then
- All contingents within two hexes of an enemy active unit, as above, are also active
- The rest are inactive, regardless of what they did last turn, until activated by the So-Taisho.

An Example of Activation [Mimasetoge]

The Hojo clan has won the Initiative, so the Takeda player must make his activation decisions first. There are no contingents adjacent to other contingents. A unit of Baba Nobufusa's contingent is within two hexes of Hojo unit, but that Hojo clan is inactive. All other Takeda contingents are more than two hexes away from Hojo units, so all the Takeda clans are Inactive. Takeda Shingen has a Clan Activation rating of 3 so can activate up to three contingents. Takeda Shingen is in his honjin, so any of his contingents are eligible. The Takeda player decides to activate Baba Nobufusa's contingent and one other, saving one of his Clan Activation points for potential use later in the turn. The Hojo player now conducts his Activation Phase. The Hojo contingent that is within two hexes of Baba Nobufusa's now Active contingent automatically activates, allowing the Hojo player to use Hojo Ujikuni's single Clan Activation point on the other Hojo contingent.

► **5.3 ORDERS**

"Orders" is the term used to move, attack with, and rally the units in an individual contingent. Only one contingent may be given Orders at any one time (except for 5.7).

5.31 During the Orders Phase, the Player with the Initiative (5.1) designates any Active contingent he wishes to be given Orders by its Busho. Busho can give Orders to all of the contingent's units regardless whether they are "in range", as per 4.32, or not (but see 5.33), and regardless of unit type. He may give Orders only to units from his contingent.

5.32 An Order allows each In Command unit to do one of the following:

1. Move. This includes contingents entering as reinforcements. Units may also fire at any time during their movement, subject to 6.13; or
2. Fire with any unit capable of doing so; or
3. Remove Hits, as per 11.71; or
4. Recover from Disruption, as per 11.72; or
5. Active Withdrawal; 6.41.

5.33 An Order allows each unit that is not In Command to do one of the following:

1. Move. However, they may use only one-half their printed Movement Allowance, rounded down, and they may not move adjacent to an enemy unit. This includes clans entering as reinforcements. Units already in an enemy ZOC may not leave that ZOC, nor may they initiate Shock unless they are already Engaged (see 7.3); or
2. Fire with any Bow unit capable of doing so (Gun-armed infantry must be In Command to Fire); or
3. Remove Hits, as per 11.71

They may also Reaction Fire, and they will Withdraw when eligible (6.41).

PLAY NOTE: Units from the contingent may each undertake different actions, unless the contingent is undergoing Active Withdrawal (6.41).

OR (instead of 5.32 or 5.33)

He may Attempt to Rally Routed units. If he does this, he may not do any of the possibilities in 5.32 and 5.33. See 11.73.

5.34 Although a given combat unit may be ordered to move, etc., more than once per Game Turn (Momentum has succeeded), it may not move more than once in a single Orders Phase.

5.35 Orders are not used to directly precipitate shock combat, which occurs in a subsequent Segment. Orders are used for Fire, however. See 8.21. Reaction Fire (8.4) does not require orders; only non-phasing players may use it.

5.36 After Shock combat has been completed, that Orders Phase is finished. Three things may now happen (and see, also, 5.38):

1. The player may attempt to gain a Momentum Orders Phase (5.4, and subject to Trumping) for the Busho who just finished the Orders Phase; or
2. The player rolls for Continuity (5.5)—also subject to Trumping; or
3. The player passes (5.54).

5.37 A Busho may issue Orders a maximum of three times in succession in a single Game Turn (using Momentum for the last two times). Momentum Phases do not need Continuity. Continuity is used to allow other Busho to give Orders.

5.38 A Busho is Finished when one of the following occurs:

- he has completed an Orders Phase and does not (or cannot) make a Momentum attempt; or
- he is Trumped; or
- he fails a Momentum attempt; or
- he uses Active Withdrawal (6.41)

When a Busho is Finished, place a “Busho Finished” marker on top of him. A Finished Busho cannot undertake any further Orders Phases that Game Turn; Exception; see 5.43[1].

5.39 When all Busho are Finished, or there are no Active contingents remaining and the So-Taisho’s have used all their Contingent Activation Points, or both So-Taisho have passed in succession, the players proceed to the Recovery Phase.

PLAY NOTE: Inactive clans do nothing; they just sit there. They may use Reaction Fire, but that is something that occurs in the other player’s “turn”.

5.4 MOMENTUM

PLAY NOTE: Momentum (and Trumping, below) are highly useful and powerful, game-oriented gambits, especially for the Player with superior leadership. Momentum applies solely to Busho that were given Orders in the immediately preceding Orders Phase.

5.41 At the conclusion of an Orders Phase, if the Busho who had issued orders for that Phase is not Finished (5.38), the player may attempt to undertake an additional Orders Phase with that same Busho. In order to do so, that Busho must pass a Momentum die roll.

5.42 To gain Momentum, the player rolls the die and compares the result to the Busho’s Momentum Rating:

- if it is the same or less than the rating, that Busho starts another Orders Phase;
- if higher than the rating, that Busho is Finished for the turn; proceed to the Continuity Phase.

EXAMPLE: Baba Nobufusa would need a die roll of 0–5 to gain Momentum; a 6–9 would Finish him.

5.43 The Dieroll of Doom: If the Momentum die roll is a ‘9’, then the die is immediately rolled again.

1. If the second die roll is a ‘0’ or ‘1’, Resurrection is possible. Initiative immediately—but temporarily—transfers to the opposing player, who may use any one of his Busho whose contingent is Active, regardless of whether they are Finished or not! A Resurrected Busho who was previously “Finished” may not use Momentum, but a Busho who is not Finished and is activated by this rule may use Momentum.
2. If the second die roll is a ‘2–7’ the Busho attempting Momentum is Finished. Go to Continuity.
3. If the second die roll is an ‘8 or 9’ then the Busho has suffered a Crisis of Faith in his allegiance. That player rolls two dice, one for his So-Taisho, one for that Busho, adding the Initiative and Momentum ratings of each to their respective die rolls. If the Busho’s adjusted Momentum die roll is higher than the adjusted Initiative die roll of the So-Taisho, he issues an automatic Active Withdrawal Order (see 6.41 et seq.)

5.44 Momentum die rolls apply only to the Busho who has just finished an Orders Phase. You may not apply Momentum to a Busho who Finished several phases ago or who was Finished and then Resurrected, as per 5.43[2].

5.45 A Busho is allowed only two (2) Momentum-generated Orders Phases per Game Turn. A Busho who manages to undertake three Orders Phases in succession—one Initial and two Momentum generated—is automatically Finished.

PLAY NOTE: It is important to differentiate between Continuity and Momentum. Momentum applies to getting the same Busho to go again. Continuity refers to getting a different leader to go.

►5.5 CONTINUITY

Continuity is used to keep the So-Taisho’s “turn” going by using a different Busho to give Orders.

5.51 In the Continuity Phase, the player with the Initiative determines whether he will retain the Initiative and apply it to another Busho. To do so, he designates a Busho who is not Finished who will give his contingent Orders. Having designated the Busho, he rolls the die and compares it to his So-Taisho’s Initiative Rating:

- if the die roll is the same as or lower than the Initiative Rating, the player retains Initiative and proceeds to Phase “C” with the newly chosen Busho
- if the die roll is higher than the Initiative Rating, Initiative passes to the opposing player, who then proceeds to use of Phase “C”.

PLAY NOTE: A So-Taisho can attempt Continuity whether he is Finished or not.

5.52 There is no additional penalty to a failed Continuity die roll; the designated contingent is still free to “go” later that turn when/if its So-Taisho regains the Initiative.

5.53 If a player has no contingents to which he can give Orders, the opposing player automatically has the Initiative for the rest of the Game Turn. No Continuity die rolls are necessary.

5.54 A player may choose not to undertake Continuity, thus Passing the Initiative to his opponent. Play proceeds to the Recovery Phase (G) on consecutive passes by both players.

5.55 There are no adjustments to the Continuity die roll, and it does not matter whether the designated Busho is in range of his So-Taisho or not.

PLAY NOTE: Through the use of Continuity, the Initiative often switches hands several times during a turn. The Orders Phase is over only when there are no Busho left to Give Orders; they are all Finished; or both Players have Passed in succession..

5.6 THE TRUMP OPTION

Trumping is an out-of-turn attempt to seize the Initiative away from the opposing player. It is a mechanic available only through the So-Taisho of the army.

DESIGN NOTE: Trumping is a game mechanic that is intended to portray the effect of superiority in the area of Overall Command. Players familiar with the GBoH system games will please note that this rule—a staple of all previous games—is somewhat different herein... to say the least.

How

5.61 The Basic Trumping Procedure: Before looking at what Trumping is and how it affects play, here is how you go about doing it.

1. Designate the Busho who will be the beneficiary of the Trump. You can use Trumping to activate an inactive contingent (as per 5.21). You cannot designate an inactive contingent if the So-Taisho has no remaining Contingent Activation points.
2. The player attempting the Trump rolls the die and compares it to the Initiative Rating of his army’s So-Taisho.

- if the die roll is higher than the rating, the Trump attempt fails. There is no penalty to the rolling So-Taisho (he has simply wasted one of his Trump attempts). The original Busho proceeds with his Orders Phase.
 - if the die roll is the same as or lower than the So-Taisho's Initiative Rating, the Trump attempt is successful, and Initiative passes to the Trumping player. The trumped Busho is Finished.
3. If the designated (and successful) Busho's contingent is inactive, the So-Taisho must expend one of his Contingent Activation points to activate that contingent. See 5.62 for when this can occur.

PLAY NOTE: GBoH veterans can see the big change immediately: ALL Trumping resides with the So-Taisho ... and he is not penalized if he fails. However, each So-Taisho has a maximum number of Trump attempts he may make per turn, so all isn't "tea and sushi" here. As with Continuity, whether a So-Taisho is Finished or not has no bearing on his ability to Trump.

When

5.62 The opposing player has two Trump options, each usable under different circumstances.

1. Trumping Continuity: If—and only if—the Initiative player is successful with his Continuity attempt (5.51), the opposing player then has the option of attempting to trump that Continuity, if that designated Busho (see 5.61):
 - has an equal or higher Momentum rating compared to the opposing Busho
 - and his contingent is Active.

See 5.61 for the procedure.

EXAMPLE [Mimigawa]: The Otomo player has just undertaken an Orders Phase with Tagita Shigekane. He wants to continue his turn, this time designating Saeki Korenori (Momentum rating of 3) for Continuity. The Otomo player rolls a '4' which is the same as Tawara Chikitaka's (the Otomo So-Taisho) Initiative so he has achieved Continuity. However, the Shimazu player doesn't want that and attempts to Trump, designating Shimazu Tadahira's (Momentum 4) Active contingent. He rolls for Trumping, getting a '3', which is lower than Shimazu Yoshihisa's (the Shimazu So-Taisho) Initiative rating. Therefore, the Trump attempt is successful, Initiative passes to the Shimazu, and Tadahira's contingent may be given Orders. Tagita Shigekane is Finished.

2. Momentum Trump: If the Initiative player is successful in attempting a Momentum die roll (5.4), the non-Initiative player may attempt to trump in the same fashion as #1, above, except that here an Inactive contingent (but not a Finished Busho) may be designated as well.

EXAMPLE [Mimigawa]: Continuing the above example, Tadahira (Momentum of '4'), after undertaking his initial Orders Phase, goes for Momentum. The Shimazu player rolls a '3', so Tadahira has achieved Momentum. However, the Otomo player announces a Trump attempt with Tagita Shigekane. He rolls a '7', the Trump fails, as it is higher than Tawara Chikitaka's Initiative. He used one of his remaining Trump Attempts ... and Tadahira goes. There is no adverse effect on Tagita Shigekane for being designated the beneficiary of the Trump attempt.

5.63 There are three further restrictions to Trump ability:

- a So-Taisho may attempt to Trump only as many times per Game Turn as his Trump Rating;
- a So-Taisho may trump when he is outside his Honjin. However, in rolling for such trump, halve his Initiative Rating, rounding down
- each So-Taisho is allowed only one Trump attempt per Orders Phase

5.64 A Busho who has been trumped is Finished. There is no additional effect on him, or on any other leader.

PLAY NOTE: GBoH aficionados will note that the "Trumped/No Momentum" rule is not used in this game.

5.65 A Busho that successfully trumps cannot "do nothing". He must issue an order to at least one unit to move or fight, or he must use his Command Range to have units attack.

DESIGN AND PLAY NOTE: No, you cannot move your units one hex back and then one hex forward (sort of jogging in place). You must either fire, attack or move at least one unit so that it is in a different hex—displaced, as it were.

5.7 COORDINATION

DESIGN NOTE: Coordination between troops from different Contingents was an iffy proposition in this era, and even when those troops were from the same clan, but under different Busho, the competitive personalities of the of the highly individualistic samurai Busho often got in the way of cogent action.

5.71 A player may attempt to Give Orders to two (never more) active Contingents at the same time. To do so the player announces a Coordination attempt when it is his turn (as per 5.24), and then he designates which two contingents will attempt coordination.

5.72 To effect the Coordination, the player rolls the die and compares it to the Momentum rating of both selected Busho.

- if the die roll is the same as or lower than both Busho's Momentum rating, Coordination is successful
- if the die roll is higher than either Busho's Momentum rating, Coordination is unsuccessful. There is no penalty to either contingent, but the player must now use Continuity (with either of the previously selected Busho) if he wishes to do anything else.

5.73 Contingents that are successful in Coordinating now undertake the Orders Phase ... using all normal rules, except for Shock. When units from different contingents are involved in the same Shock Segment—not just the same attack, the same Segment—the attacking player must roll a die and consult the Contingent Coordination Shock Table to see if the attacks for that segment can take place as "planned". The result from the table applies to all attacks in that Shock segment.

5.74 Coordinated contingents may roll for Momentum, using the Momentum Rating of the lower-rated Busho and adding one (+1) to the DR. If Momentum is achieved, go back to 5.73.

5.75 Only one attempt at Coordination is allowed per Orders Phase.

6.0 MOVEMENT

6.1 MOVEMENT ALLOWANCES

DESIGN NOTE: Movement Allowances simulate not only the time it takes a unit to move from point 'a' to point 'b', but also its maneuverability relative to other, different-type units.

► **6.11** A combat unit's printed Movement Allowance (MA) is the basic allowance for a single Order. A combat unit receiving an Order may move up to its printed MA, unless it is Out of Command, in which status it may move only up to one-half its MA, rounded down. Units may always move less than the printed MA. Disrupted units have lower a MA.

PLAY NOTE: See 4.6 for Busho movement.

6.12 A combat unit may move only once per Orders Phase. Thus, a Kibamusha unit ordered by a Busho to move in that Busho's first Orders phase may move again; but, to do so, it must wait for that Busho's Order given in a subsequent, Momentum Phase.

6.13 The act of Firing (8.2) costs phasing units Movement Points. It costs:

- AS-T units 2 Movement Points and
- AS-B and SI-B units 1 Movement Point

to Fire. Those units must have the MPs to expend, and they may still only fire once in their Orders Phase.

KB-B units do not pay any MP to Fire but still may fire only once.

6.2 MOVEMENT AND TERRAIN

DESIGN NOTE: One of the major areas of difference between Japan and the West—especially in terms of combat in this (or any earlier) era—is the terrain. Japan is a relatively hilly, even mountainous, country, in which most of the “mountains” are/were covered with heavy woods. Few are the flat, featureless plains so sought after by generals. As a result, formations were not as dense or tightly packed as in the West, giving the Japanese troops a bit more flexibility.

► **6.21** A unit expends Movement Points (MP) for each hex it enters, including the MP cost to cross certain (listed) hexsides. MP costs depend on the unit's Formation (see 6.6) and in some cases Type. Units also pay movement point costs to change facing; see 7.1. And remember 6.13.

► **6.22** There no Cohesion cost to enter a hex or cross a hex side. Certain units incur a Cohesion Hit when changing facing in certain hexes (see 7.14).

DESIGN NOTE: Japanese “units” were rather more amorphous than their European counterparts, and formation was far less important than with their Euro-peers.

PLAY NOTE: Unlike Samurai and all other GBoH games combat units in RAN do not incur cohesion hits for movement but instead pay higher movement costs depending on their Formation (see 6.6).

6.23 Certain hexsides are impassable to certain units: these units may not enter/cross such a hex(side). The Terrain Chart delineates all these restrictions.

6.24 The Terrain Chart: This chart gives the Movement costs for each Formation/Type of a unit moving into/across a specific type of terrain.

6.3 MOVEMENT RESTRICTIONS

6.31 As a unit moves it traces a path of contiguous hexes through the hex grid, paying the cost of each hex entered. One unit's movement must be completed before another can begin.

6.32 A unit may be moved in any direction or combination of directions, provided that the hex it enters is located to its front (7.11). In order for a unit to change direction it must first change facing (7.13).

6.33 A moving unit must have enough MPs to pay the terrain cost of entering a hex; if it doesn't, it may not enter that hex.

6.34 Important: A unit may not use its last, remaining MP to move adjacent to an enemy unit. Exception: Kibamusha using Norikuzushi (9.34).

6.4 WITHDRAWAL

Withdrawal is a voluntary retreat. There are two types of Withdrawal: Active Withdrawal (AW) and Reactive Withdrawal (RW). The use and application of either depends on whether it is that player's Orders Phase or not. Moreover, any sort of Voluntary Withdrawal may trigger Hara-kiri by the Busho who ordered it; see 10.4.

► Engaged units cannot use RW and may use AW only by die roll (see 6.43 and 7.3)

► **6.41** Active Withdrawal is an Order given to all units in a contingent by the Busho in his Orders Phase. They may not do anything else. A Busho:

- May order Active Withdrawal at any time.
- Must order Active Withdrawal if he rolls an '8 or 9' after the Dieroll of Doom, as per 5.43.

6.42 When given an AW Order, all units so ordered must move so that they are not within two hexes of any Active enemy unit. Units so moving do not pay movement costs for changing facing either before they start such movement or when they finish AW; they do pay all face changing costs while moving. Moreover, units may not

- exceed their Movement Allowance
- withdraw into an enemy ZOC or into any hex, or across any hexside, into/across which movement would be prohibited
- fire when undertaking either kind of Withdrawal
- change Formation

If a unit is not capable of so Withdrawing, it must remain in place. After Withdrawing, the Busho is Finished.

Exception: The player may Remove Hits or use Recovery for units that started the phase more than two hexes from any enemy unit and did not move.

PLAY NOTE: The object is to try to move all units so that the Contingent is Inactive when such Movement is completed.

6.43 Any units in the command given an AW order that are Engaged must die roll to see if they can actually do so; see 7.3 for details.

► **6.44** The Busho for a contingent that has been given an Order for Active Withdrawal may be forced, by the Japanese code of bushido, the social stricture of losing face, et al., to commit seppuku (ritual suicide). Roll one die

- If the die roll is higher than his Momentum Rating (Initiative for a So-Taisho) he has committed seppuku; he is eliminated and removed from play

- If the die roll is the same as or lower than his Momentum/Initiative Rating, the Busho has managed to save face, somehow, and continues on . . . alive.

6.45 Reaction Withdrawal is a form of retreat carried out by the unit of a non-phasing player during an enemy Movement and Fire Segment, in the face of an approaching enemy infantry unit. RW is not available if the approaching enemy unit is Kibamusha. RW does not require an Order (see, also, 7.17). During an enemy Movement and Fire Segment, or immediately after any enemy Advance After Combat (11.5), a unit may avoid possible contact with oncoming enemy “infantry” units by having the unit Withdraw, moving one hex so that it maintains the more-than-two-hex distance. See 6.48.

- the decision to Withdraw must be made either when an enemy unit moves within two (2) hexes, or if an enemy unit starts the Segment within two hexes. A unit already in an enemy ZOC or without a LOS to the active enemy unit cannot RW.
- RW applies to individual units, not the entire contingent.

PLAY NOTE: Yes, it says within two hexes, so an eligible unit can Withdraw if an enemy moves within two hexes—even if that unit doesn’t actually move in his direction. Thus the friendly player must make his decision to withdraw before the moving enemy makes his full intentions clear!

6.46 Units that undergo RW must, at the conclusion of their Withdrawal, make a TQ Check. If the unit was approached from a rear or flank hex (i.e., the hex into which the enemy, moving unit intended to move), add one (+1) to that TQ die roll. If the die roll is greater than the units TQ, the unit incurs a number of hits equal to the difference. A unit may Reaction Withdraw an unlimited number of times during a game turn, undergoing the preceding TQ Check each such time.

PLAY NOTE: Units approached from the rear may “withdraw forward”—as long as there are hexes into which they may move.

6.47 Disrupted units may use Reaction Withdraw, as may units in a contingent whose Busho is Finished. Units that are Engaged may not use RW.

6.48 A unit undergoing RW maintains its original facing throughout withdrawal. At the completion of withdrawal, if it wishes to change facing it may do so, but change may be only a maximum of one vertex (See 7.1).

6.49 Reaction Withdrawal takes place during the opposing player’s Movement and Fire segment. A unit may not Withdraw in the Shock Combat segment. The attacking/moving unit may continue to complete its movement in the face of such withdrawal.

DESIGN NOTE: The allowance for the psychology and code of bushido is built into the differences between a “planned” Withdrawal—AW—and one which is “gut” decision, RW.

Example of Reaction Withdrawal

At Nunobeyama, a Mori ashigaru unit (AS) moves within two hexes of an Amako gun-armed ashigaru (AS-T, TQ=5). The Amako player decides that discretion is the better part of valor and decides to use Reaction Withdrawal. The Amako AS-T moves into its right rear hex maintaining its current facing. The Amako player then rolls a die. The result is 7. The AS-T unit receives two Cohesion Hits. The Mori AS unit has enough MP to move one more hex toward the AS-T unit. The Amako AS-T may Reaction Withdraw again, but the player decides against it and stays put. In a subsequent Orders Phase should

the AS be activated again and be already at the two hex distance, the AS-T unit could RW—assuming it is not in an enemy ZOC and can see the AS unit.

► 6.5 SAMURAI AGGRESSION: CODE OF BANZAI

6.51 Whenever a contingent undertakes an Active Withdrawal, any enemy Samurai units—KB or SI (but not missile-armed)—that are within six (6) Movement Points of a Withdrawing unit and there are no intervening enemy units or friendly mounted units, must make a Banzai check after completion of all Active Withdrawal movement. The inactive player rolls one die for each unit, adding the Momentum Rating of the unit’s Busho if the Samurai unit is in his range at the time:

- If that adjusted die roll is the same as or lower than a unit’s TQ, that unit must immediately move one-half its printed Movement Allowance (rounded up) towards the nearest withdrawing enemy unit and Shock Attack that unit (if it reaches it). When there is more than one possible target for such a charge, the moving player determines the target. However, if there is more than one target, the target chosen must be, if possible, one not already being so attacked.
- If the die roll is higher than the TQ Rating, the units do not move.

6.52 If there are intervening friendly infantry units, the Banzaiing Samurai units will move through them to the target. There is no cost in Cohesion Hits to the moving unit, however, the unit passed through must undergo an immediate TQ Check. If the DR is higher than the TQ, the unit takes a number of Hits equal to the difference.

6.53 Shock attacks are resolved after all Banzai movement is complete using the Shock Procedure (9.2) with the exception that there is no Pre-Commitment Check for the attacking units.

► 6.6 FORMATIONS

For purposes of easing movement in difficult terrain (mostly woods), non-missile infantry and/or cavalry may operate in one of two formations: Open (movement is easier, combat abilities are restricted/affected) or Close (movement more difficult, but combat capabilities are maximized).

PLAY NOTE: Busho, Samurai, AS-B, AS-T and KB-B units do not use Formations.

6.61 Units in Close Order use the Movement Costs listed for that unit in that formation on the terrain/Movement Charts. They use all the combat rules and their ratings as printed.

6.62 Units in Open Order, indicated by the use of “Open Order” markers, use the Movement Costs listed for that unit in that formation on the Terrain Charts. Open Order has the following effects on combat:

- they incur a 2L shift on the Shock Combat Table when attacking
- their printed TQ is lowered by one
- subtract two (–2) from any die roll for Reaction Withdrawal (6.46).

PLAY NOTE: Open order does not directly affect a unit’s defensive capabilities, other than to lower its TQ, and thus its unit cohesion, making it easier to “reduce”, etc.

6.63 It costs a unit its entire printed Movement Allowance to change from one formation to another, and such change may not be done if Disrupted or adjacent to an enemy unit. A unit cannot change Formation during any type of Withdrawal.

6.64 Unless stated otherwise, at the start of a game, units may be placed in whatever formation the player wishes.

6.7 STACKING

► **6.71** Stacking refers to having more than one unit in a hex at any one time. The Basic rule is: one combat unit per hex. Moreover, no combat units may be in the same hex as a Honjin; see 4.52.

PLAY NOTE: Unlike SAMURAI, AS-T (teppo) and AS-B (yumi) cannot stack with each other, nor may they stack with Ashigaru units

6.72 Busho, Samurai, and informational markers do not count for stacking purposes. A hex may contain any number of these counters.

6.73 A unit may never move into or through a hex containing an enemy combat unit.

► **6.74** A unit may move through a hex occupied by another, friendly combat unit in violation of stacking restrictions, as long as it does not end up stacked. However,

- The stationary unit always incurs one (1) Cohesion hit
- The moving unit incurs a movement cost of +1 MP
- If a unit's retreat would force it to stop in a friendly-occupied hex, the retreating unit, instead, continues to move one more hex, through the friendly unit, if possible—the 1 hit penalty to the stationary unit applies. If it cannot move that extra hex because of terrain or enemy presence, it is, instead, eliminated.

7.0 FACING AND ZOCs

7.1 FACING

7.11 All units must be faced in a hex so that the top of the unit (the side with its Contingent name) faces into the vertex of the hex (between two hexsides, as below). The two hexes to the front are called the Front Hexes; those to the side, the Flanks, and those behind, the Rear.

7.12 A unit may only move into a hex to its Front.

7.13 In order for a unit to change its facing it must pivot within its hex. All units may change facing one vertex (per hex) without any cost. All facing changes above one vertex (per hex) cost one MP per additional vertex.

7.14 Units that change facing in any type Woods or Village hex incur one (1) Cohesion Hit for so doing. Exception: this does not apply to gun and bow-armed units or units in Open Order.

7.15 A Honjin has frontal facing on all six sides.

7.16 A phasing unit that starts its movement in an enemy ZOC may change facing, if:

- it is in the ZOC of only one enemy combat unit, and
- it does not move out of that hex that Phase, and
- it is not Engaged (7.3)

7.17 Reaction Facing Change. Non-phasing units may change facing in reaction to enemy movements under certain conditions and restrictions. This facing change, when allowed, is undertaken only

- if the unit is not going to use Reaction Withdrawal (6.45), and
- it is made at the same time as the unit would choose RW

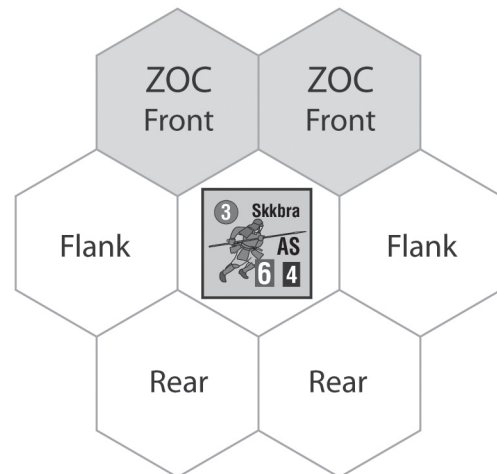
► **7.18** When undertaking a Reaction Facing change, the non-phasing unit may not be in the ZOC of an enemy unit and, if eligible, it may change its facing only one vertex ... and it may do so only once in that phase:

- if the approaching unit is infantry and the stationary unit is KB, the change is automatic
- if the approaching unit is infantry and the stationary unit is infantry, the latter may change facing only upon die roll, with the die roll requirement being the same as or lower than the unit's TQ. The same applies to KB approaching KB
- if the approaching unit is KB and the stationary unit is infantry, the latter may not change facing
- any unit receiving an H&D attack must perform a Reaction Facing Change

7.2 ZONES OF CONTROL (ZOC)

7.21 The following units exert ZOCs:

- All combat units exert a ZOC into their Front hexes (only)
- Honjin exert a ZOC into all surrounding hexes (which are all Front)
- Disrupted units, and individual Samurai, Busho, etc., do not exert ZOCs



7.22 ZOCs do not extend into a hex into which movement is prohibited. Exception: Gun and bow-armed units exert a ZOC into such a hex (because of their firepower).

► **7.23** A unit must cease movement the instant it enters an enemy ZOC (see 7.16 and 11.52 for changing facing). A unit that begins movement in an enemy ZOC can move out of the enemy ZOC only if it is not Engaged. If it does so, the first hex it enters may not be in an enemy ZOC.

7.24 Those units that are either Disrupted or Out of Command, may not voluntarily enter an enemy Zone of Control.

7.25 Units in an enemy ZOC (but not Engaged) can be given an Order to Fire. ZOCs in and of themselves do not require units to undertake Shock attacks; see 9.1.

7.26 Units voluntarily leaving a unit's ZOC during the Movement and Fire segment, as part of an Order, are subject to Reaction Fire (8.21). Note that being subject to Reaction Fire when leaving a ZOC applies only to movement in the Movement and Fire segment; it does NOT apply to advance after Shock, Retreats, or anything that occurs during the Shock Combat Segment.

7.27 If opposing units extend a ZOC into the same hex they are both considered to “control” that hex.

►7.3 ENGAGED

7.31 At the conclusion of any Shock Resolution in which any opposing units are still adjacent and have not moved (i. e. did not advance or retreat), place an “Engaged” marker atop those units. Those units:

- may not Fire, nor may they be the target of Fire until the marker is removed
- may not move or change /facing formation (but see below), unless their contingent is attempting an Active Withdrawal (6.41) or if Kibamusha are Engaged with only infantry
- must Shock if they do not Withdraw. Whenever the commander of either unit that is Engaged, whether it was the original attacker or defender, is activated and conducts an Orders Phase, that unit must Shock... even if it is Disrupted. If the unit must change facing to Shock, it may do so.

7.32 If the Busho orders his contingent to use Active Withdrawal, any Engaged units in that command must roll the die to see if those orders were effected amidst all the noise and chaos of melee. Roll one die:

- if the die roll is the same as or lower than the unit’s TQ, it Withdraws. See 6.4 for details.
- if the die roll is higher than the TQ the unit stays in place and must Shock attack.

7.33 Kibamusha Engaged with infantry may move away without Withdrawing; they simply use Movement mechanics.

7.34 The “Engaged” marker is removed the instant the units become separated.

8.0 FIRE COMBAT

A PRELIMINARY NOTE ON COMBAT

There are two kinds of Combat: Fire and Shock. Fire Occurs as part of (or instead of) movement at any point during the Movement and Fire segment of an Orders Phase. Shock combat comes in its own segment ... at the conclusion of the Movement and Fire Segment, after all orders have been issued and movement is completed.

DESIGN/HISTORICAL NOTE: The arquebus had arrived in Japan in 1542, a gift from Portuguese traders. The Japanese were, as usual, quick to recognize its benefits—Oda Nobunaga quicker than the others—and even quicker to turn out copies for their troops. The muskets had about the same range as the bow-and-arrow, but were more effective in penetrating armor. And while the fire rate of a bow was far greater than that of the arquebus (until the invention/use of cartridges), it also took far less training and skill to use a gun than a bow. By 1570, the arquebus was starting to take over the place in battle once held by yumi. Even so, because of maneuver limitations, “teppo” were used pretty much in a defensive role.

Virtually all Fire takes place in the Movement and Fire Segment, although there may be Reaction Fire by the non-phasing player in the Shock Combat Segment.

►8.1 FIRE CAPABLE UNITS

8.11 There are three types of units capable of Firing:

1. Gun-armed foot (AS-T: ‘T’ for Teppo)
2. Bow-and-arrow armed foot (AS-B and SI-B)
3. Bow-and-arrow armed Kibamusha (KB-B)

8.12 The range—number of hexes over which a unit may fire—is given as a row on the Fire Table. A unit may never fire at a distance in excess of its maximum range (except for 8.25), and the ability to fire within that range may be limited by Line of Sight (8.23).

DESIGN NOTE: The ranges in RAN are somewhat less than those in SAMURAI, especially for Teppo. This change is a result of more information concerning same.

8.13 A unit may fire through their flank hexes. However, when it does so, subtract two (–2) from the die roll.

8.14 A unit may fire at any single target hex which is within its Range—which extends from its front and flank hexsides, and is printed on the Fire Resolution Chart, through the center of the adjacent front/ flank hexes—and to which it can trace a Line of Sight.

8.15 Extended Bow Fire: When a Bow-armed unit fires at a target unit on a lower elevation, it may fire at a range of ‘4’.

8.16 Units fire individually; they may not combine fire ... even when firing at the same target (See Volley Fire, 8.22).

8.17 AS-T and AS-B units have certain restrictions relating to Shock combat: they may never Shock Attack. SI-B and KB-B units do not have these restrictions.

8.18 Out of Command AS-T may not fire in a friendly Orders Phase. They may always use Reaction Fire, when applicable, regardless of command situation.

►8.2 FIRE PROCEDURE

8.21 AS-T may fire at the following times:

1. Ordered Fire: When given an Order to Fire, or Move and Fire. They may use Ordered Fire only once per Game Turn. Flip the counter to the “Reaction Fire Only” side to so indicate usage.
2. Reaction Fire: Any time an enemy unit enters its ZOC or fires at the unit

8.22 Volley Fire: AS-T in adjacent hexes may use Volley Fire. In Volley Fire, each unit fires separately at the same target. However, the second firing unit adds one (+1) to the die roll, the third adds two (+2). The maximum number of units that may use Volley fire is three (3). Units that have moved in that Phase may not use Volley Fire.

8.23 AS-B, SI-B, and KB-B may fire under the same parameters as AS-T in 8.21. These units may also use Retire Reaction Fire (8.42). In addition, KB-B units have the ability to use H&D Reaction Fire, as per 8.44. Bow armed units cannot use Volley Fire.

8.24 A unit can fire only at an enemy target unit to which it has an unobstructed Line Of Sight (LOS). An LOS is calculated by tracing a path of hexes between the center of the hex the missile unit is in and the same for the target unit, through the firing unit’s frontal or flank hexsides. LOS is blocked by woods, tree lines, villages and combat units, unless those blocking items are in hexes at a lower elevation than the firer and the target. LOS is also blocked by a hex on an elevation level higher than both firer and target.

8.25 If the firing unit and target unit are on different levels, the basic premises are:

- if firing unit higher than target, LOS is blocked when blocking terrain is closer to target
- if firing unit lower than target, LOS is blocked when blocking terrain is closer to firer.

Exactly “halfway” is treated as blocking.

8.26 If the LOS is blocked, missiles may not be fired. If the LOS is not blocked then Fire can occur. **Exception:** Units may always fire into adjacent hexes.

PLAY NOTE: Fire LOS should be interpreted strictly. All other LOS applications should be applied loosely. And if the LOS is “down the line” dividing two hexes, one of which blocks, treat it as “Blocked”.

► 8.3 HARASSMENT AND DISPERSAL

8.31 Bow-armed Kibamusha (KB-B) may use H&D tactics. H&D comprises a unit’s entire action for that turn.

8.32 KB-B wanting to use H&D must start within three (3) hexes (but not adjacent to) the target unit. They may not start in an enemy ZOC, and they must be able to trace a path of hexes clear of enemy units. This path may not be traced through enemy ZOC unless that ZOC is adjacent to the target. Furthermore, they must have a clear LOS to their intended target (8.16 and 8.17). H&D may not be used against enemy units that are in a friendly ZOC.

8.33 The H&D path may not be through/into friendly-occupied hexes, or through any hex that costs more than 1 MP to enter (including hexside costs).

8.34 If the unit satisfies the above, it may fire against the selected target without moving (on the map that is)! The procedure is:

1. Note which unit is using H&D
2. Note the target, as above
3. Fire the arrows as if they were being fired at one hex range
4. Take return fire (8.43 and 8.53) if any (at a one-hex range)
5. If the H&D-ing unit becomes Disrupted from enemy Fire (a slight possibility), it still completes its tactic, but incurs the –2 Disrupted Fire die roll adjustment.

All of this occurs without moving the firing unit.

DESIGN NOTE: Well, it is moving (to the target and then back to whence it came). We just eliminated the micromanagement. Usual firing range was around 30 yards.

8.35 Reaction Movement: If the target is infantry, and the infantry suffers a Hit, the player for that infantry rolls the die.

- if the die roll is the same as or lower than the printed TQ, nothing happens
- if the die roll is higher than the printed TQ, that unit must move forward one hex if there is no unit in that hex. If it can’t, for any reason, move forward, it doesn’t, with no further penalty. See also 8.37.

8.36 Impetuosity and Aggression: If the target unit is KB (but not KB-B), undertake the same die roll as in 8.35. However, if the die roll is higher, that KB must immediately move a maximum of four (4) MP toward the firing unit by the most direct path and Shock Attack the firing unit (maybe). All normal movement and ZOC rules

apply. Such a reaction/charge is treated as part of the firing unit’s movement/turn, and the resultant shock (only the KB and the KB-B are considered) is resolved before anything else happens.

8.37 All units that are the target of H&D must use Reaction Facing (7.17) to turn and face the H&D units. Units using Reaction Facing may also use Return Fire (LOS permitting) whether the facing attempt is successful or not.

8.4 REACTION FIRE

Units may fire in reaction to certain enemy movements into (Entry Reaction) and out of (Retire Reaction) their ZOCs and in response enemy fire (Return/H&D Reaction).

8.41 Entry Reaction: Whenever a friendly unit enters the ZOC of an enemy fire-capable unit, including Advance after Combat, that enemy unit may fire at the entering unit (range is one hex) before any further movement occurs. All effects from this fire occur immediately.

8.42 Retire Reaction (Bow-armed units only): Whenever unit voluntarily leaves the ZOC of an enemy Bow-armed unit, the latter may fire at the moving unit prior to its leaving the ZOC. Any results are applied before the unit moves. Retire Reaction Fire is always at a range of ‘2’. This type of Fire is not available to gun-armed infantry.

8.43 Return Reaction Fire: Fire capable units may Reaction Fire against a unit if/when that unit Fires at it and the former has a LOS to the latter (a question of Facing).

► 8.44 H&D Reaction Fire: Any Bow-armed unit that is not the subject of H&D Tactics fire but could possibly fire at the incoming unit, may do so against the H&D unit, if the movement path of such unit would have brought it within 1 or 2 hexes of the Reacting unit. Such Reaction Fire is always at a range of 2 hexes, regardless of actual distance.

8.5 RESOLUTION OF FIRE

8.51 The Fire Table is used to determine the effect of Fire. For each firing attempt, a die is rolled and cross-referenced with the range (in hexes) the target is from the firing unit(s). The die roll may be adjusted by any one (or more; they are cumulative) of the factors listed beneath the table. The result is the number of Cohesion Hits the unit takes.

8.52 If there is a “D”, the player rolls the die to see if that unit is Disrupted if it is not already so. The player compares the die roll to the unit’s TQ. If the die roll is higher than the printed TQ, the unit is Disrupted. Flip the unit to its Disrupted side and remove all hits—there are no carryover hits. If the affected unit is already Disrupted, treat that result as an additional Hit. The Disruption check is made after applying the Hits.

EXAMPLE: A TQ 6 unit with 5 hits receives a 2D result. The hits are applied first which will Disrupt the unit and leave it with one hit. Since the unit is now Disrupted, a failure on the TQ check will cause another hit.

8.53 All effects from Fire are immediate and occur before any other unit is moved.

► 8.54 If there is a Busho in a hex fired at, and the unadjusted Fire die roll was a ‘9’, there is a possibility that the Busho has been hit. See 9.26 for Casualty resolution.

8.6 GUNFIRE-INDUCED AGGRESSION

8.61 Any time that an AS-T causes a targeted enemy AS or SI to incur more than one Hit, the targeted unit must attempt to charge the firing unit. This applies whether the Fire was during an Orders Phase or was Reaction Fire!! Roll the die:

- if the die roll was higher than the target's TQ Rating, nothing happens ... the unit stays in place.
- if the die roll was the same as or lower than the TQ, the targeted unit immediately moves adjacent to the firing unit and is designated for Shock (Must Shock)—ignores enemy ZOC and all terrain/movement costs. However, the attacking unit does NOT undergo a Pre-Shock Commitment Check (9.21). The Shock is resolved in the next Shock Segment ... even if it is the other player's Phase! If the charging unit cannot reach the firing unit due to impassible terrain, the unit stays in place.

8.62 A targeted Kibamusha (KB) automatically charges, using Norikuzushi (9.3); no die roll needed. KB-B must check using 8.61, and does not use Norikuzushi.

8.63 Disrupted units, including Kibamusha, may not use Gunfire-Induced Aggression.

8.64 This rule does not apply to bow-armed fire.

DESIGN NOTE: This rule covers a tactic that developed when the Japanese saw how effective arquebuses could be. It will have its greatest effect in Reaction Fire, allowing the non-phasing unit to actually shock attack out of turn

9.0 SHOCK COMBAT

9.1 SHOCK REQUIREMENTS

The requirement that a unit must attack an enemy unit usually depends both on unit Type as well as whether it moved or not, Shock being a question of inertia more than weaponry.

9.11 Must Shock: In the Shock Combat segment, combat units, other than those listed in 9.13 but including Disrupted units, that moved during the current Orders Phase—this includes changing facing, as per 7.16—must undertake a Shock Attack against all enemy units in their ZOC... unless other, friendly units are also attacking the enemy units.

EXAMPLE: Thus, if two friendly units moved into the ZOC of a single enemy unit, only one of the moving units would have to attack.

► **9.12** All Engaged units, other than AS-T and AS-B units, must Shock attack. Engaged Disrupted units also must Shock; however, before doing so they undertake a TQ check.

- if the die roll is higher than their printed TQ they suffer a Hit and Retreat one hex away from the defending unit. If they cannot so retreat—presence of other units or an enemy ZOC—they suffer an additional hit but do not have to Shock. They are still Engaged.
- if the die roll is the same as or lower than the TQ they Shock Attack but do so with a 2L column adjustment.

► **9.13** Gun and bow-armed AS may never Shock Attack. They will defend, however. Bow-armed SI and KB may Shock attack, but they never Must unless Engaged.

9.14 May Choose to Shock: Any non-Disrupted unit that is within its Busho's command range may choose to attack all enemy combat units in their (friendly) ZOCs. This, of course, applies to units that

are not Engaged and did not move. Disrupted units that are not Engaged may not shock attack.

9.2 SHOCK PROCEDURE

General Principles: After the completion of the Movement and Fire Segment of an Orders Phase, Shock combat occurs. Shock is part of a Busho's Orders Phase, and all Shock engendered by that Busho is resolved before the next Busho/contingent may be activated (or momentum attempted).

IMPORTANT: *Each Shock combat is conducted as a series of steps performed in order for all units participating in Shock combat—before the next step of Shock combat is conducted. Thus, Step '9.23' is completed, followed by Step '9.24' for all involved units, etc.*

We suggest undertaking each separate step from left to right, across the map. Players may use any system they wish to note what has happened up-and-down the lines of attack.

DESIGN NOTE: It would be easier to resolve each separate combat as one "piece". However, to do so creates a "blitzkrieg" type of effect, wherein the attacker gets to choose which attacks he wants to do first so that he can achieve "breakthroughs". Despite its simplicity, this would be so far from reality as to render the system—and the game—inaccurate. However, isolated shocks can certainly be resolved as a piece, if doing so would not affect other attacks. The method you choose should keep this intent in mind.

Shock Designation Segment

The attacker states which of his units are going to Shock attack and then which of them (and/or their targets) must make Pre-Shock Commitment die rolls to determine whether or not they will actually Shock attack.

Who Can Attack Whom?

Units that attack by Shock must attack all units in their ZOCs, unless that defending unit is being attacked by another, friendly unit in that Shock Segment. The attacker determines which units will be involved in each, individual combat resolution, within the restrictions that follow:

- a friendly unit may attack more than one unit, as long as the targeted defenders are all in the attacking unit's ZOC
- an attacking unit may not split its attack capabilities, although two (or more) units may combine to attack one defender
- each unit may attack only once per Shock Combat Segment
- a defending unit may be shock attacked only once per Shock Combat Segment

Other than the above restrictions, the attacking player may divide his attacks amongst his units as he sees fit.

► **9.21** The following units are given "Shock—No Check" markers to indicate they are going to Shock Attack but do not have to make a Pre-Shock Commitment die roll:

- units that moved (9.11)
- non-Disrupted Engaged units
- units attacking under the Gunfire-Induced Aggression rule (8.6)
- Kibamusha using Norikuzushi (9.3)

DESIGN NOTE: This is a change from Samurai, in that units that Must Shock do not check TQ now. There are many "No Checks" because the Japanese military mindset often made attacking a "done deal".

9.22 The phasing player places a “SHOCK—Must Check” marker on top of each unit that May Choose to Shock attack (9.14) except for those situations noted in 9.21 above. Disrupted units that can Shock per 9.11/9.12 are also given a “SHOCK—Must Check” (regardless of 9.21). Units so marked must undergo a Pre-Shock Commitment die roll.

An Overview of the Shock Combat Resolution Procedure

Sections 9.23 through 9.28 are descriptions of the sequence and procedure used to resolve Shock Combat. While extensive in narrative terms, players will soon realize that these steps are:

1. Pre-Shock Commitment Check: Units with MUST CHECK markers see if troops will actually attack [see 9.23].
2. Defender Reaction Check: Units defending against Shock check to see what effect, if any, the anticipation of the attack will have on its Cohesion (9.24)
3. Undertake any non-Samurai Individual Combat (9.25)
4. Check for Shock-induced Busho Casualties (9.26)
5. Use Clash of Arms Chart to determine which column on the Shock CRT will be used [see 9.27];
6. Determine whether terrain, Bushos, Position Superiority, and/or comparative strengths will have any effect;
7. Determine results using the Shock Results Table [see 9.28];

Pre-Shock Commitment Check

► **9.23** This section applies only to units that must undergo Pre-Shock Commitment Checks, as per 9.21.

All units with a “MUST CHECK” marker undergo a Commitment check by rolling one die for each unit, all such checks being simultaneous. If the die roll is higher than a unit’s TQ, the unit does not Shock Attack.

Defender Reaction Check

► **9.24** All non-Engaged targets of Shock now undertake a reaction Check by rolling one die for each unit. In all Norikuzushi (charges by Kibamusha; 9.3) defending foot units (only) add one (+1) to their Reaction Check die roll. If the adjusted die roll is higher than a unit’s TQ, the unit suffers Hits equal to the difference. The targets of attackers who failed their Pre-Shock Commitment and all already Engaged targets do not make this check.

Non-Samurai Individual Combat

9.25 If there are Bushos from both sides involved in the same Shock Resolution (stacked with an attacking/defending unit), Individual Combat takes place before proceeding with Shock Resolution. See 10.1 for how this is resolved.

PLAY NOTE: This is not a Samurai Challenge.

Busho Casualties

► **9.26** Casualties to Busho during Shock occur when only one player has a Busho stacked with a unit involved in Shock (...and thus there is no Individual Combat). Roll a die. If the die roll is a ‘0–8’, nothing has happened. If the die roll is a ‘9’, a casualty has occurred. Roll again and consult the Busho Casualty Table to determine the result.

PLAY NOTE: The Individual Combat rating is not used to resolve Fire or Shock casualties.

The Clash of Arms

► **9.27** The Clash of Arms Chart—which compares the relative effectiveness of the unit Types and their weapon systems and armament—is now consulted to determine under which column of the Shock CRT the combat will occur (prior to any adjustments. If there is more than one type of defending unit, defender chooses which Type will be used for determination. However, if the attacker is attacking with more than one unit, and such attack is coming from more than one “angle”, the attacker chooses the angle of attack most advantageous to him. If there are more than one attacking unit, the attacker determines the Type he will use (but see 9.28). If a unit is being attacked through the vertex between different facings, that defender gets the benefit of the most advantageous facing.

EXAMPLE: At Nagakute, a Tokugawa Samurai Infantry (SI) and Ashigaru (AS) attack an Ikeda Ashigaru (AS). The Tokugawa player can use the “9” column (SI vs. AS)—the usual choice or the “7” column (AS vs. AS). In the reverse case, if the Ikeda AS attacks both Tokugawa units, the Shock Column would be “5” if the Tokugawa player chooses the SI, “7” if he picks the AS. See 11.22 as to why the lower column may be desirable.

Resolving the Attack

9.28 Players now determine the effect of any advantages either side has and then resolve the Shock combat:

1. **DETERMINE POSITION SUPERIORITY:** If a friendly unit is attacking an enemy through its Flank or Rear it is considered Position Superior (PS) to the defender. However, whichever unit the attacker uses to determine Position Superiority must also be used to determine Shock Column on the Clash of Arms Chart.

Exception: Regardless of angle of attack, no unit may gain Position Superiority if its Flank or Rear is in the ZOC of another enemy unit that is not being Shock Attacked in that same phase.

► **2. DETERMINE NUMERICAL SUPERIORITY:** Compare the number of attacking unit(s) to the number of those defending. For each unit that one side has greater than the other, that side gets a Shock Results Table Column Adjustment of two (2) in its favor (the attacker adjusts to the right, the defender to the left).

EXAMPLE: 3 units attacking 1 unit would get a 4R column shift. 1 unit attacking 2 units would incur a 2L shift.

3. **TERRAIN:** Look at the terrain Chart to see if the hex the defender is in and/or the hexside the attacker is crossing to attack has any effect on the column being used. Use best position available to defender.

4. **DISRUPTION:** If any attacker is Disrupted, there is a 2L Column adjustment. There is no column adjustment for Disrupted defenders.

PLAY NOTE: Usually, Disrupted units may not attack. However, at certain times they can.

5. **ADJUST COLUMNS AND RESOLVE:** To resolve the Shock, the Attacker consults the Shock Table, determines the column, as above, and then rolls the die, modifying the die roll by one (+ or –1) for Busho stacked with the units of either side. For example, a Busho stacked with the defender would adjust the die roll by –1 ... if he hadn’t been killed back in 9.25 or 9.26.

6. **APPLY RESULTS:** Results on the Shock CRT are Cohesion hits for both attacker and defender—the # in parentheses is for the defender. If the attacker was Position superior (PS), then double the defender’s result. If more than one unit (of the same player) was

involved in that combat, cohesion hits are distributed as per 11.22. And see 11.4.

7. DETERMINE RESULTS OF SHOCK

- non AS-T and -B units that have Cohesion Hits equal to or greater than their TQ are immediately Disrupted. Flip the unit to its Disrupted side (see 11.33)... but see the next entry. AS-T units and any -B units are eliminated.
- if the Disruption is caused by the cohesion hits incurred resulted from Position Superiority, the unit is Routed instead.
- all Disrupted units that have Cohesion Hits equal to or greater than their TQ automatically Rout.

See 11.0. for descriptions of combat results.

An Example of Shock

At Suriagehara, Hirata Shubou's contingent (1 AS 7-4, 2 AS 6-4, 1 AS 5-4, 1 AS-T 5-4) is hotly engaged with Katakura Kagetsuna's Samurai contingent (2 SI 7-4, 1 SI-B 5-5). The AS 7-4(1) and an AS 5-3(2) (Disrupted 6-4) are both Engaged frontally with one of the SI 7-4(a). The other AS 6-4(3) has moved to attack the other SI 7-4(b) from the Flank. The AS 5-4(4) has moved into the frontal hexes of both the aforementioned SI 7-4(b) and the adjacent SI-B(c). The AS-T(5) unit cannot Shock so stays out of harms way. No units have Hits.

AS(1) must Shock, but gets a Shock No-Check marker since it Engaged.

AS(2) must roll a die to see if it can Shock. The die roll is "7", so AS(2) receives 1 Hit and must retreat one hex. If the die roll would have been "5" or less, the unit would have received a Shock—Must Check marker.

AS(3) and AS(4) have both moved so they Must Shock, but get a Shock—No Check marker.

None of the attackers need to make a Pre-Commitment Check. For the defenders SI(a) does not make a Defender Reaction Check because the unit is Engaged. The SI (b) and the SI-B (c) must make a roll. Those rolls are "5" and "7" respectively. The SI(b) is unaffected, but the SI-B takes two hits.

No Bushos are involved so the Individual Combat/Busho Casualty steps are skipped.

AS(1) attacks SI(a). There is no Position or Numerical Superiority, nor is the Terrain or Disruption a factor. The Shock Column is '5' with no adjustment. The Shubou player rolls a '6', so both units receive two hits and remain Engaged.

AS(3) attacks SI(b). AS(3) has Position Superiority, no other adjustments apply. The Shock Column is '5' with no adjustments. The Shubou player rolls a '9'. AS(3) receives two hits, while the SI(b) receives 6 hits (3 doubled for Positional Superiority). Since SI(b) received twice as many hits as the AS(3), the SI(b) unit must retreat one hex(11.4). AS(3) must advance into the vacated hex(11.5). Neither are Engaged even though they are still adjacent.

AS(4) attacks SI-B(c). No adjustments apply. The Shock Column is '8'. The Shubou player rolls a '7'. The AS(4) unit take two hits and the SI-B(c) three hits. Those three hits along with the two are enough to eliminate the SI-B(c) unit—missile unit do not have a Disrupted side. AS(4) must now advance into the vacated hex(11.5).

9.3 NORIKUZUSHI [CAVALRY CHARGES]

Cavalry charges—as we know them, here in the West—were somewhat different in Sengoku Japan (Kurosawa notwithstanding). Each Kibamusha was accompanied by 3 or 4 ashigaru, acting like a screen. This severely restricted mobility, and made anything except a close-range charge impossible. However, such charges—Norikuzushi—did occur.

9.31 Prior to designating the target in the Shock Combat segment, the attacking player must decide whether his Kibamusha (KB/KBH) are going to use Norikuzushi or not. No die roll is involved; simply a decision. Kibamusha using Norikuzushi, however, do not make a pre-Shock Commitment check. Kibamusha that start adjacent to a target unit may not use Norikuzushi.

9.32 Norikuzushi Kibamusha use the appropriate column on the Clash of Arms Chart. At the conclusion of the Shock combat, any Kibamusha using Norikuzushi is automatically Disrupted. If already Disrupted, there is no further effect.

► **9.33** Norikuzushi does not apply to defending Kibamusha. There is no "counter-charge".

9.34 Kibamusha using Norikuzushi may ignore the No Last MP restriction in 6.34.

► **9.35** Bow-armed KB may not use Norikuzushi.

10.0 INDIVIDUAL COMBAT

Despite the emergence of large, semi-professional armies at this time, Japanese warfare still placed a remarkably high emphasis on individuality. And while victory was, ultimately, measured by the winner of the battle, much importance was also placed on how many severed enemy heads a So-Taisho's samurai could bring him. The post-battle debriefing was always highlighted by a showing of these trophies.

DESIGN NOTE: Because of the importance of this form of combat, we have made this section somewhat detailed ... although resolution of Individual Combat is not exactly a Brain Buster. Well, we hope it's not.

10.1 COMBAT BETWEEN BUSHO

PLAY NOTE: Though the following section is written from the Busho vs Busho perspective, the same procedures are used for combat between Busho and Samurai (see 10.2) and Samurai and other Samurai.

10.11 Combat between Busho takes place in one of the following circumstances:

- as part of a Shock Attack, when both sides each have a Busho involved in that combat (stacked with one of the units in that attack/defense); or
- as a result of a Samurai Challenge/Charge, in the Samurai Combat Resolution Phase; see 10.2.

10.12 Busho are rated for two aspects of Individual Combat:

- Combat, or their skill at fighting; and
- Stamina, or how many "hits" they can take before they are killed.

PLAY NOTE: The above ratings do not apply to determination of casualties incurred during Shock or from Fire.

10.13 To resolve Individual Combat—see 9.25 and 10.2—each player rolls a die, to which he adds his Busho's Combat Rating.

- The Busho with the lower adjusted die roll incurs one Individual hit.
- If the lower adjusted die roll is one-half or less than the higher, the Busho takes two Individual hits.
- If the lower adjusted die roll is one-third or less than the higher, the Busho takes three Individual hits.

PLAY NOTE: The above results are not cumulative, thus the losing Busho will receive between one and three Individual hits depending on the difference between the die rolls.

► **10.14** After any IC die roll, if both Bushos have the same number of IC hits, the combat automatically continues with another die roll. If, however, one Busho has more hits than the other, that Busho may do one of 2 things:

- Continue to fight [repeat 10.13]; or
- Withdraw. Bushos who choose this option are removed from play—treat the Busho as if he had been Killed (he was “dead” socially anyway). No “head” is awarded.

The fight thus continues until one Busho is killed or one has Withdrawn.

10.15 A Busho who has incurred Hits equal to, or greater than, his Stamina Rating is Dead. If both incur such hits, they are both dead (...and no “heads” are awarded). See 10.3 and 10.5.

10.16 The victorious Busho/Samurai always removes all incurred hits (10.13) except one; he always retains one incurred hit from each individual combat. Thus if a Busho entered IC with one hit and received two hits in that IC, he would retain one of the two new hits and would have now two total hits.

PLAY NOTE: Samurai engage in individual combat only in a Samurai Challenge Phase. They may not stand in for a Busho during individual combat engendered by Shock.

10.2 SAMURAI

DESIGN NOTE: Much of what you read, below, may seem rather “gamey” ... but it was an integral and omnipresent factor in battles of the Sengoku era.

Designer Recommendation

Because of the nature of Samurai combat, we recommend that players adopt the following restrictions:

- Only one Samurai Challenge Phase is allowed per Busho activation.
- Only two Samurai Challenge Phases are allowed per player, per turn.

10.21 Samurai (in game terms) are individuals who are used solely for Individual Combat. They have the usual Individual Combat Ratings, but they also have the following additional ratings:

- Their Movement Allowance is ten (10)
- They have a Challenge Range, the number of hexes over which an issued Challenge must be answered; see 10.25.

10.22 The scenario instructions will list the available Samurai for the Clan. Each player's available Samurai counters are placed in an opaque cup at the start of the battle. In some scenarios, the players will draw from a single pool. Whenever a player desires to use a Samurai he pulls one—randomly and blindly—from the cup. This Samurai remains his for the remainder of the battle. If he is killed,

he is placed aside.

The maximum number of Samurai that may be used by one player in a given battle is five (5). In addition, no Busho may have more than two (2) Samurai in play at any one time.

DESIGN NOTE: Yes, we know this is rather generic of us. However, although specific samurai names—and abilities—were available for some of the battles, they were totally missing from others.

► **10.23** To put a Samurai into play, a Busho must use his ability to issue Orders. Instead of Ordering his troops to move, etc., he—or rather the player—selects (blindly) one of his clan's Samurai (as noted in the scenario), or, if he has none, one from the Pool and places that Samurai in the same hex as the Busho and declares a Samurai Challenge Phase, which takes the place instead of the usual Orders Phase. A Samurai Challenge Phase may be initiated either in a Busho's Initial Orders Phase or in a Momentum-generated Phase, and a player may, through the use of Momentum, have one Samurai undertake up to three Challenge Phases in a single turn (Theoretically; not something we recommend, as noted above.) Remember, though, that that Samurai is a retainer of the contingent Busho and is considered one of his troops; he may not be used by any other Busho ... including the So-Taisho!

10.24 In a Samurai Challenge Phase, the individual Samurai may do the following, in order:

1. Move (4.3). This includes a Samurai Charge, 10.28.
2. Issue a Challenge (10.25).
3. Resolve the Individual Combat brought about by the Challenge (as per 10.13 et seq.).
4. Instead of the above, commit Hara-kiri (10.4).

10.25 When a Samurai issues a Challenge, it effects any/all enemy Busho and Samurai within that Samurai's Challenge Range and Line of Sight (LOS). Exception: So-Taishos in a Honjin are not affected by a Challenge and do not have to respond. The opposing player must do one of the following:

- accept the Challenge with any one of his Busho or Samurai that are within the Challenge range and that have a LOS to the Samurai issuing the Challenge. Such Busho does not have to be active—he can even be Finished—to so accept the Challenge; OR
- if the Busho is from an Active contingent and is not Finished, he may, instead of going himself, select a new Samurai from those available but not in play, and send him off to accept the Challenge. If the Busho does this, he is now Finished; OR
- ignore the Challenge. In this case, all challenged Busho and Samurai within range and LOS of the challenging Samurai have now Lost Face (see below); OR
- a Finished Busho, if challenged, may select a samurai to defend in his place. To do so, he must get a die roll that is the same or lower than his Momentum (or Initiative) rating. If that die roll is higher, he has Lost Face.

10.26 The Busho/Samurai who accepts the challenge is moved to the same hex as the challenging Samurai; just pick him up and place him in the challenger's hex. After that, the Individual Combat is resolved as per 10.13 et seq.

10.27 Busho or Samurai who have Lost Face are automatically “Finished”, if they are not already so. Place a “Lost Face” marker on that individual, noting that the player subtracts one (–1) from all his ratings. In addition, an individual who has Lost Face who is within range (and LOS) of a Challenge (10.25) must accept the challenge. If he does not, he has been ordered to commit seppuku and is con-

sidered eliminated. If there is more than one such individual within range of a challenge, only one need react... and the other(s) is not punished. An individual may regain his stature—remove his “Lost Face” marker—only by engaging in Individual Combat, at which point the marker is immediately removed, or committing Hara-Kiri (10.4), at which point the leader is removed.

10.28 Samurai Charge: Alternately, a Samurai may “charge” an enemy Busho. If he reaches the hex and enters it, Individual Combat then takes place as per 10.13 *et seq.* A Samurai Charge:

- ignores enemy ZOC for movement purposes, but
- incurs all normal Reaction Fire (see 8.54 and 9.26);
- he may not enter enemy occupied hexes; however
- if the target hex contains any Samurai, the owning player may have a Samurai fight instead of the target Busho, and
- he may enter the “target” hex even if it is occupied by enemy combat units—and this includes Honjin—but such an occupied hex costs +2 MPs to so enter. In addition, to see if he reaches the enemy leader in an occupied hex, roll a die. If the die roll is the same as or lower than the Samurai’s Stamina Rating, he reaches the enemy leader and begins IC either with that leader (or his Samurai surrogate). If not, he is killed in the attempt.

10.29 At the conclusion of the Individual Combat, all Samurai remaining are returned to the same hex as the phasing Busho and the Samurai Challenge Phase is over.

10.3 ‘SYUKYU O AGERO!’ THE BUNDORI (SEVERED HEAD) RULE

The survivor of any Individual Combat is “awarded” a Severed Head—Bundori—marker (assume it’s from his dead opponent). Place the marker in the Honjin of that Samurai/Busho’s So-Taisho. If there is no Honjin in play place it with the So-Taisho for that army.

Bundori are used to decrease the number of Rout Points an army has accumulated, as per 12.0.

If the Honjin is eliminated, the captured Bundori are returned to their owner (well, sort of) ... and removed from the game.

PLAY NOTE: Bundori are awarded only for individual combat. Death by any other means, including a samurai killed during a samurai charge, does not produce bundori.

DESIGN NOTE: “Syukyu o Agero” is the battle cry, “Get the Head!” The number of bundori that will accumulate is far less than one would see in a normal battle.

10.4 HARA-KIRI

The Samurai way of life is interwoven with death, and, for the samurai, self-inflicted death was often used as a statement, as a recognition of fealty, or as a way of maintaining honor/dignity in the face of adverse conditions ... among many other applications.

In this rule we concern ourselves not with the highly ritualistic seppuku (for which see 10.27), but with the rather amazing instances of self-inflicted death committed on the spot, in the midst of battle. Perhaps the most famous of these concerns one Miura Yoshimoto who, during a siege in 1516, appears to have cut off his own head! (we will not even start to consider if this is actually possible.) Once can only wonder—nay, marvel—at his rationale for such an act.

Whatever ... it makes for an interesting rule.

A Samurai or Busho may, during a Samurai Challenge Phase, choose to commit suicide—hara-kiri—on the field in the hopes of inspiring his fellow men (one is hard-pressed to think of any other reason to so indulge oneself that would work in this game). The player simply announces the act of hara-kiri and removes the Samurai or Busho from the game.

As a result of which:

- the player may Remove 1 Cohesion Hit (11.72) from all friendly combat units—regardless of their status or position in an enemy ZOC—within the Samurai’s Challenge, or Busho’s Command, Range; OR
- the player may automatically Recover (see 11.72) any two Disrupted units that are within that Samurai’s Challenge, or Busho’s Command, Range;

AND

- For TQ checks for any units from contingents whose Busho were within that Samurai’s Challenge range, subtract one (–1) for the remainder of that game turn.

However, that Player may not draw any new Samurai for the remainder of that game turn. Eliminated Busho are replaced as per 10.5.

10.5 REPLACING KILLED BUSHOS

In reality, replacing fallen Busho was a problem fraught with political intrigue, the “chain of command” being rather different from what one sees in Western warfare. However, if his contingent doesn’t leave the field when the loss occurs, someone has to take over, so ...

► **10.51** Whenever a Busho is killed, his contingent must immediately check for Flight; see 11.8. If that doesn’t happen, proceed with replacing the Busho, as follows.

10.52 Dead Busho may be replaced, but only in the Recovery Phase (G/2) of the Game Turn. Contingents without a Busho are automatically Inactive, regardless of their position on the field. They may not be Activated, under any circumstances, until they have a new Busho.

10.53 The reverse side of each Busho is his Replacement. In the Recovery Phase, the player flips the removed Busho to his replacement side and places him with any counter from that contingent. If a Replacement is killed, simply return the Replacement.

10.54 So-Taisho also have Replacements, although the loss of the So-Taisho could be devastating to his army. These work in the same fashion as replacing Busho. Again see 11.8.

11.0 THE EFFECTS OF COMBAT

Units suffer cohesion penalties (“Hits”) from combat, failing a TQ check, and sometimes when making facing changes. Too many cohesion hits Disrupt a unit, and Disrupted units that incur Hits equal to or greater than their TQ, Rout.

11.1 THE COMBAT TABLES

The way in which these tables and charts are used are discussed above. The effect of the actual combat results, and how they are applied, is discussed below.

The Fire Table: This table is used to determine the results, usually in Cohesion Hits, of a unit firing at a given range.

Clash of Arms Chart: This chart is used to determine which Column will be used on the Shock Table (subject to adjustments).

Shock Table: This Table is used to resolve shock combat in terms of Cohesion “hits” to both attacker and defender.

11.2 COHESION

Cohesion is a measure of how long a combat unit can remain effective.

(11.21) Each time that a unit suffers a cohesion Hit place a Cohesion Hit # Marker—representing the total number of hits taken—on/under the unit.

11.22 If there are multiple units involved in a single combat resolution, hits must be divided as equally as possible amongst these units, with any extra hits being given to the unit that was

1st: used to determine Position Superiority

2nd: used to determine the Shock CRT column

3rd: Player’s Choice

11.23 When an individual full-strength unit has absorbed cohesion hits equal to, or more than, its TQ Rating it becomes Disrupted. Fire capable (-T and -B) units are instead Eliminated. Remove hits equal to the unit’s TQ and the flip the unit over to its Disrupted side carrying over any excess hits.

EXAMPLE: a ‘6’ TQ unit with 5 hits, receives 3 more hits. It is now Disrupted, with 2 hits. Units that are automatically Disrupted, or receive a Disrupted result (Fire, TQ check, etc.) remove all cohesion hits—there is no carryover.

11.24 A Disrupted unit that incurs hits equal to or more than its (Disrupted) TQ Rating automatically Routs (11.6).

11.25 As noted in 9.28, if a unit incurs enough hits to cause it to be Disrupted, but such Hits were the result of the enemy’s Position Superiority, the former is Routed, instead.

11.26 Hits do not affect a unit’s combat strength or capabilities in any way, other than to show how close it is to falling apart. Thus, a unit with a TQ of 6 and 4 hits has the same combat capabilities as one with no hits.

11.3 DISRUPTION

11.31 A unit becomes Disrupted when it is on its full-strength side and it incurs TQ hits equal to or greater than its TQ Rating.

11.32 When a unit equals or exceeds its TQ defending against a Shock attack where the enemy had Position Superiority it Routs. If the Disruption results from a Defender Reaction check, however, treat it normally, i.e. Position Superiority is not relevant.

11.33 A Disrupted unit is flipped to its reverse/Disrupted side. The TQ and Movement Allowance of a Disrupted unit are lower than its normal status. If a Disrupted unit is, again, Disrupted incurring Hits equal to or greater than its TQ, it is, instead, Routed (see 11.6).

11.34 A Disrupted unit:

- may not enter an enemy ZOC
- can Shock Attack only if it Must—this will usually happen when an attacking unit is Engaged (9.12) or Disrupted immediately prior to Shock by enemy fire.
- may not Advance after Shock

In addition:

- If a Disrupted unit Shock Attacks, there is a 2L adjustment to the Shock Table Column. There is no adjustment for defending Disrupted units.
- Disrupted units have no Zone of Control

11.35 Disrupted units may use Active and Reactive Withdrawal; see 6.4.

11.36 Units that become Disrupted during Movement continue to move, applying MPs used to their (now lower) Disrupted Movement Allowance. Disrupted units may not change facing in a hex whose hit penalty would cause them to rout.

► 11.4 MANDATED RETREATS

Any unit that receives at least twice as many Cohesion Hits as his opponent from Shock Combat—regardless who is attacking or defending—must Retreat one hex away from the opposing unit. The unit may not retreat into an occupied hex or an enemy ZOC. If the unit cannot so retreat it incurs an additional Hit. A Retreat causes removal of any Engaged markers; the units are no longer Engaged.

11.5 ADVANCE AFTER COMBAT

11.51 Attacking units that are not Disrupted must advance into any hex vacated by enemy units as a result of Shock. This does not require an Order. See 6.49 for continuing movement in the face of enemy Reactive Withdrawal. Victorious defenders and Disrupted Attackers, may not advance.

PLAY NOTE: Advancing units do not receive an Engaged marker.

11.52 Advancing units may change their facing one vertex upon finishing the advance, even in an enemy ZOC. This may cause the unit to incur a cohesion hit per 7.14.

11.53 If there was more than one attacking unit, the unit that had Position Superiority (if any) must advance. If no such unit, the one with the highest TQ must advance. Tie? Player chooses.

11.54 Units advancing after Shock are subject to Entry Reaction Fire from enemy units—other than the one that just vacated the hex—if the advancing units enter the latter’s ZOC, and the non-phasing enemy is not in the ZOC of a unit other than the advancing one. Advancing units are not subject to Retire Reaction Fire. See 8.42.

► 11.6 ROUT

11.61 Combat units Rout under the following circumstances:

- Disrupted Samurai Infantry, Ashigaru, and Kibamusha Rout when they incur hits equal to or greater than their Disrupted TQ
- Undisrupted Samurai Infantry, Ashigaru and Kibamusha Rout when they incur hits equal to or greater than their TQ as a result of a Position Superiority Shock Attack (by the enemy); see 11.32.
- AS-T, AS-B, SI-B, and KB-B units never rout; they are simply eliminated.

11.62 A unit that has routed is immediately placed in that player’s Routed Unit Box, unless it is totally surrounded by enemy units, ZOC and/or impassable terrain. In that case, the unit is not Routed, it is Eliminated.

11.63 If a Busho is stacked with a routed unit, place him with the nearest unit in his contingent still on the board. If none are on the board, place the Busho on the nearest friendly unit.

► 11.7 REMOVAL, RECOVERY, RALLY

Players may Remove hits from those units that have incurred same, and attempt to get units to Recover from Disruption.

11.71 Hit Removal: During an Orders Phase, any active unit with cohesion hits that is not in an enemy ZOC nor within range of any enemy missile unit (which has a LOS) and is in “clear” terrain may remove two cohesion hits, even if it is out of Command. A unit may not remove more than two cohesion hits per Order Phase. A unit that undergoes Hit Removal may not do anything else that Orders Phase, and *vice versa*. See, also, 10.4.

11.72 Getting units to Recover from their Disrupted status requires the unit be In Command. The Disrupted unit may not be in an enemy ZOC, nor within range and LOS of any enemy Fire unit. The range may not be traced through impassable terrain or enemy occupied or controlled hexes.

- if the Busho is stacked with or adjacent to that unit, simply flip it to its normal status side and give it 1 TQ Hit ... in addition to any other Hits it may have
- if the Busho is two or more hexes away, but within Command Range, flip it to its normal status side and give it 2 TQ Hits ... in addition to any other Hits it may have. Disrupted units with Hits one less than their Disrupted TQ cannot Recover
- See 10.4

PLAY NOTE: Thus, once a unit has become Disrupted, when it returns to its original, untarnished state, it will always have at least 1 Hit.

11.73 During an Orders Phase a player may, as the only Orders that Busho (regardless where he is) attempt to Rally all routed units from his contingent that are in the Routed Box. Roll the die for each unit:

- if the die roll is the lower than the Routed Unit’s Disrupted TQ, the unit is Rallied (11.74)
- if the die roll is the same as the Routed Unit’s Disrupted TQ, the unit remains Routed
- if the die roll is higher than the Routed Unit’s Disrupted TQ, the unit is Eliminated

11.74 A successful Rally allows the player to place that Rallied unit back on the map within 3 hexes of its Busho but at least 3 hexes distant from any enemy combat unit. If that cannot be done, the unit remains Routed.

11.75 Rallied units return Disrupted, with no TQ Hits.

11.8 CONTINGENT FLIGHT

11.81 In the Contingent Flight Phase, each player checks to see whether any of his individual contingents have Fled. Moreover, whenever a contingent’s Busho is killed (10.5), that player must immediately check to see if that contingent has Fled.

► **11.82** To determine Contingent Flight, the player compares the number of combat units in that contingent that are Disrupted, Routed, or Eliminated to the total number of combat units in that contingent (given in the scenario set up) and consults the Contingent Flight Determination Table. He then rolls the die.

- if the contingent’s original Busho is still alive, add to that die roll one-half of his Momentum, rounding down
- if the contingent’s Busho (original or replacement) has been killed that Game Turn, subtract half his Momentum Rating, rounded up, from that die roll.

- if the clan’s So-Taisho has been killed that Game Turn, subtract his Initiative Rating from that die roll (in addition to any of the above two).

11.83 If the die roll is the same as or lower than the number cross-referenced on the table, that Contingent has Fled. If it is higher, nothing has happened. Yet.

EXAMPLE: At Mimasetoge, Yamagata Masakage’s contingent starts with 15 units. Five are Disrupted and five are Routed. During the Contingent Flight Phase, the Takeda player rolls to see if Yamagata’s contingent Flees. Cross referencing the 15 column with row 10 (total Routed/Disrupted units), gives a 4. The Takeda player rolls a 7. Yamagata is still alive, so the player adds ‘2’ (half Yamagata’s Momentum), for a final result of ‘9’. This is greater than 4, so Yamagata and his troops stay around for another turn.

11.84 When a contingent Flees all of its units—including Busho and retainer Samurai—are immediately removed from the game and considered Eliminated.

PLAY NOTE: The Player Record card has a holding box for Eliminated units.

► 12.0 VICTORY

Victory is determined by which player’s army Routs first.

A Player’s Army Routs when it accumulates Rout Points equal to or greater than the Rout Point Level it is given in each scenario. Rout Points are incurred for each Routed and Eliminated unit. Disrupted units are not counted. Units from contingents that have Fled are considered Eliminated. RP are determined and totaled in the Victory Determination Phase.

Rout Points are determined based on the unit type:

Unit	Result
KB	6
KB-B, SI	5
SI-B	4
AS	3
AS-T, AS-B	2

These are the only units that incur RPs, unless the individual scenario states differently.

Subtract from the total RP 3 Rout Points for each Severed Head that player has. If the Bundori is of a So-Taisho, it is worth 10 RP subtracted.

If both sides reach/exceed their Rout Level at the same time, the army with the most Severed Heads accumulated wins. Otherwise, it’s a draw.

NUNOBEYAMA

TENNOII

0703-1

RAN Countersheet 2 of 5 (Front Side)

SURIAGEHARA

MIMASETOGE

0703-2

[illegible]

TENNOU

TENNOU0703-3

MIMIGAWA

NAGAKUTE0703-4