



## COMMAND CARDS DEPENDING ON BATTLE SIZE

ARMY POINTS	COMMAND CARDS PER TURN
200 to 399	4 cards
400 to 599	5 cards
600 or more	6 cards

## PREPARING FOR BATTLE

### 1. Choose a scenery battle

One player roll 1D6 and select the battle scenerio depending on the roll. Both players share the main mission of the selected scenario. To learn their secondary mission each player makes a second, secret 1D6 roll and checks the result in the scenario table. The secondary mission of this scenario will be yours and it should not be revealed until the end of the game.

### 2. Strategy Roll

Each player rolls 1D6 and adds their commander level modifier.

### 3. Set up scenery elements

The players put the elements on the table in turns. The player that won the **Strategy Roll** rolls 1D6 and adds 1 to the result. This is the number of generic elements that can be placed on the table. Those generic elements that modify the ground must be placed first. Then, continue with the mission specific elements, and lastly any remaining generic elements. Besides these generic elements, each player can add some extra elements depending on his Commander Level: Hattamoto +0, Taisho +1, Daimyo +2 generic elements.

### 4. Deployment

At this point, the player who won the Strategy Roll chooses which side of the table to play on and the role to play in the battle scenario (attacker or defender). Both players places their troops in turns starting with the winner of the Strategy Roll.

### 5. First turn starts

BATTLE SCENENARIO TABLE	
1. Encounter and Annihilation	4. Supply Lines
2. Border wars	5. Village defense
3. Break the front	6. Strategic control

## TURN SEQUENCE

### 1. Maintenance

- **Army in retreat.** Check if any army is in retreat.
- **Command Cards.** Discard and draw new command cards.
- **In retreat Units.** Perform a Honour Roll for every troop with a Unit in Retreat marker.
- Remove activated unit stunned unit and unit in retreat markers.

### 2. Initiative

- Initiative roll. Each payer roll 1D6. The winner gets the initiative.

### 3. Activation

- **Command duel.** The player that does not have the initiative can try to steal it from his opponent by declaring a Command Duel.
- **Unit activation.** Both players will indicate which troops they are going to use at this moment. Those will be the active unit, the rest will be reactive units. The player with the initiative chooses which player activates his troop in first place.
- **Order roll.** Each player perform an order roll (1D6 + the iniative attribute of the active unit) to know if they have one or two activation orders.
- **Orders.** Boths players alternate in the use of the activated activation orders. The player who activated first starts. Only the active unit can receive action orders, the rest of the troops can only react.
- **Mark used units.** An Used Unit marker is placed next to any troop (of both armies) that has got any type of order.
- **End of turn checking.** At the moment in which one player has used all his troops, the other player can still carry on with one extra activation of one of his not yet used troops, if that player has any left. After that activation the turn ends.

## ORDERS

Active units can receive action orders as well as reaction orders.

Reactive units can only receive reaction orders.

A troop can only use one action combat order per activation.

TYPE	ACTION ORDERS	REACTION ORDERS
<b>Movement</b>	Move Run Regroup	Flee
<b>Combat</b>	Attack Charge Disengage Challenge to a duel Shoot	Attack Opportunity Charge Hold and shoot
<b>Support</b>	Strengthen	-
<b>Static</b>	Reload Shelter Interact	-
<b>Spiritual</b>	Absorb Ki Invoke Exorcize	-

## COMMANDER LEVEL

Hattamoto	+1 Strategy Roll
Taisho	+1 Strategy Roll +1 Command card
Daimyo	+2 Strategy Roll +2 Command card

## ORDER ROLL

1D6 + troop's INI	
1-3	1 order
4-5	2 orders
6+	2 orders + ki ability becomes activated for this turn

## REACTIONS

Each time a player declares an order (action or reaction) for one of his troops, the opponent must check if any of his troops are affected by one of next situations and act accordingly.

<p><b>No troops were affected</b> The player must use an action order, if the player has any left, on its active unit, thus using an activation order.</p>
<p><b>A troop with a Used Unit marker on it gets engaged in hand to hand combat</b> The defending troop is forced to use the attack reactive order to respond to the enemy's attack. This doesn't use an activation order, so immediately before entering this combat, the player must assign and execute an action order, if the player has any left, on its active unit.</p>
<p><b>An active unit is affected after using the hand to hand attack order and before performing the combat</b> No extra activation orders are spent, just resolve the possible combat. It may occur when a troop declares the attack order and gets charged upon before resolving it.</p>
<p><b>An active unit is affected and it has not used an action combat order yet</b> The player can assign either a valid action combat order or a reaction order. For example, when your active unit is charged upon, it can respond with the action attack order with no negative modifiers, or with the reaction fleeing order. The player spends an activation order at this moment.</p>
<p><b>A troop is affected that is either a reactive unit, or is the active unit but has no activation orders left or it already used a action combat order during the turn</b> The affected troop can only use a reaction order. The player spends an activation order of its active unit at this moment, if he has any left, whether the affected troop is an active unit or reactive unit.</p>

### HAND TO HAND COMBAT SEQUENCE

<b>1. Combat roll:</b> both players roll dice at same time
<b>2. Damage roll:</b> both players roll dice at same time
<b>3. Combat resolution:</b> remove the casualties, Honour roll and the melee movements by both players

### SHOOTING SEQUENCE

<b>1. Shoot roll:</b> Only the attacking player
<b>2. Damage roll:</b> Only the attacking player
<b>3. Combat resolution:</b> remove the casualties, Honour roll by the player that suffered the attack

### SHOOTING RANGES

<b>Short-range</b>	de 0 a 20 cm.
<b>Mid-range</b>	more than 20 to 40 cm.
<b>Long-range</b>	more than 40 to 60 cm.
<b>Artillery range</b>	more than 60 to 120 cm.

### COMBAT ROLL

XD6	The number of dice listed in the troop's attack attribute.
<b>+1D6</b>	For each miniature, not the unit leader or an isolated miniature, in hand to hand combat with the enemy. This applies only when you are fighting with a unit of more than one miniature.
<b>+XD6</b>	As many dice as the <b>unit leader's attack attribute</b> if there is a leader engaged in direct hand to hand combat. If the leader is engaged in a combat support role, only add +1D6, not the leader's attack attribute.
<b>+1D6</b>	If your unit uses a <b>closed formation</b> and has, at least, <b>two consecutive complete ranks</b> (front and second rank). No miniature in a rank behind the front rank can be engaged in hand to hand combat, with this or any other unit, to get this modifier.
<b>+1D6</b>	If you used a <b>strengthen</b> order.
<b>+1D6</b> <b>+2D6</b>	If your troop declares a <b>charge</b> order and begins its movement out of the enemy's control area. If it's a unit it must have started the charge in formation. The first value is applied to troops on foot, the second to mounted troops. This modifier is not applicable to skirmisher units.
<b>+1D6</b>	if your unit charges with the <b>Hata-Jurushi</b> in the front rank.
<b>-1D6</b>	If your troop has a <b>Used Unit</b> marker.
<b>-1D6</b>	If your troop is fighting using the <b>Attack reaction order</b> .
<b>-1D6</b>	If your unit is out of <b>cohesion</b> .
<b>-2D6</b>	If the troop has a <b>fleeing unit</b> marker or a <b>sheltered</b> marker.

### COMBAT ROLL MODIFIERS

Difficulty 4+. Combat Roll modifiers.	
<b>-1</b>	if the enemy troop is behind cover or sheltered.
<b>-1</b>	to the troop that receives a charge if it is a shooting troop. This applies only to the combat that occurs after the charge.
<b>+1</b>	if your troop attacks over the <b>flank</b> of a multiple miniature enemy unit.
<b>+2</b>	if your troop attacks over the <b>rearguard</b> of an enemy troop.

### DAMAGE ROLL

A base of as many dice as impacts got in the previous Combat or Shoot roll	
<b>1 on the die</b>	Is considered a fumble and the die is ignored.
<b>Less than the difficulty to wound</b>	The enemy troop receives a stunned unit marker. Two stunned unit markers are swapped for an extra wound for that unit. <b>Ignore this roll when shooting, enemy troops do not get any stunned marker when receiving a shot.</b>
<b>More or equal than the difficulty to wound</b>	The enemy troop suffers a direct wound. If you attack an individual troop, any die with this result is a direct wound for that miniature. You do not need a critical roll to wound a solitary leader.
<b>Natural 6</b>	It is a critical roll and always causes a wound, regardless of any modifiers to your roll. If your troop is attacking over a unit with a unit leader in it and he is in <b>direct combat</b> or he is a <b>visible target</b> for shooting troops, you can decide if the unit or the leader suffers the wound.

### HAND TO HAND COMBAT DAMAGE ROLL MODIFIERS

Difficulty 4+. Damage roll modifiers.	
<b>-1</b>	if the attacked troop is wearing an armour.
<b>-1</b>	if the attacked troop is mounted.
<b>-</b>	Additional modifiers from abilities, weapons, etcetera.

### SHOOT ROLL

XD6	The number of dice listed in the troop's ranged attack attribute.
<b>+1D6</b>	For each miniature of a multiple miniature unit placed along the outside front or flank edges of the unit, and that has <b>line of sight</b> to the target. If the unit <b>leader</b> or the <b>hata-jurushi</b> is one of these miniatures, he doesn't count.
<b>+XD6</b>	If a <b>leader</b> is among the previous miniatures, with line of sight to the target, add as many dice to the roll as the leader's ranged attack attribute.
<b>+1D6</b>	when shooting short-ranged weapons.
<b>+1D6</b>	if the <b>strengthen</b> order was used.
<b>-1D6</b>	if the unit is <b>out of formation</b> .
<b>-1D6</b>	when shooting mid-range weapons at a mid-distance.
<b>-1D6</b>	when shooting long range weapons at a long distance.
<b>-2D6</b>	if your troop has a <b>Sheltered marker</b> .

### SHOOT ROLL MODIFIERS

Difficulty 4+. Shoot roll modifiers.	
<b>-1</b>	if the target troop is behind <b>cover</b> or <b>sheltered</b> .
<b>-1</b>	if shooting at a single miniature.
<b>-1</b>	if shooting at a troop that has <b>run</b> this turn.
<b>-1</b>	when shooting firearms at a <b>long</b> distance.

### RANGED COMBAT DAMAGE ROLL MODIFIERS

Difficulty 4+. Damage roll modifiers.	
<b>-1</b>	If the target troop is wearing armour, except if a firearm or a crossbow is being shot.
<b>-1</b>	if the troop is mounted.
<b>+1</b>	if shooting a firearm. Firearms ignores the Samurai Armour.

## TROOP ATTRIBUTES

CLASS	MOV	AT	INI	HO	WO	KI
(H) Hero	10 / 15	4 / 3	3	5	3	-
(E) Elite	10 / 15	3 / 3	2	4	2	-
(W) Warrior	10 / 15	2 / 2	1	3	1	-
(P) Peasant	10 / 15	0 / 0	0	2	1	-
(O) Onmyouji	10 / 15	3 / 2	3	5	3	-
(K) Komuso	10 / 15	3 / 2	3	5	3	-
(C) Colossal Creature	15 / 20	6 / 5	4	5	4	7
(M) Major Creature	10 / 15	5 / 4	2	4	3	5
(I) Inferior Creature	10 / 15	3 / 3	1	3	2	1

## VOLUME OF THE TROOPS

VOL	DESCRIPTION	HEIGHT
v1	Small creatures and animals	3 cm
v2	Human size troops	4 cm
v3	Big creatures and mounted human troops	6 cm
v4	Colossal creatures	9 cm

## RANGED WEAPONS

TYPE	WEAPONS	RANGE
Short-range	Blowpipe, Shuriken, Grenade, Ishitsubute (sling).	up to 20 cm
Mid-range	Ozutsu*, Bo-hiya*, Arquebus*.	up to 40 cm
Long-range	Yumi, Teppo*, Musket*.	up to 60 cm

\* denotes a firearm. Firearm weapons add +1 to your Damage Roll and ignore samurai armour. When shooting, any troop equipped with firearms receives an Unloaded Marker.

## ARMOUR

TYPE	MODIFIERS
Samurai Armour	-1 to the enemy's Damage Rolls.
Cavalry Armour	-1 to the enemy's Damage Rolls. All mounted units wear this armour.
Criaturas Mayores: Aura protectora	-1 a la Tirada de Heridas del enemigo.
Criaturas Colosales: Piel de monstruo	-2 a la Tirada de Heridas del enemigo.

## HAND TO HAND WEAPONS

TYPE	CATEGORY	MODIFIERS
0	<b>Basic Weapons</b> Farming equipment, Bo, Jingama, Tanto.	-1 to your Damage Roll
1	<b>Polearms</b> Jumonji Yari, Omi Yari, Yari, Lance.	+1D6 to your Combat Roll vs Cavalry +1D6 to your Combat Roll when charging, except against weapon types 1 and 2
2	<b>Bladed Polearms</b> Mitsudogu, Naginata.	+1D6 to your Combat Roll if any of the miniatures of the troop is in hand to hand direct combat against multiple opponents +1D6 to your Combat Roll if this troop is targeted by a charge, except against weapon types 1, 2 and 6
3	<b>Katanas</b> Katana.	+1D6 to your Combat Roll vs type 1 weapons, except when charging +1 to your Damage Roll
4	<b>Swords</b> Shinobigatana, Wakizashi.	+1D6 to your Combat Roll vs Type 1 weapons, except when charging
5	<b>Blunt Weapons</b> Kanabo-tetsubo.	-1 to your Combat Roll +1 to your Damage Roll
6	<b>Long Swords</b> Dai katana, Nagamaki, No-Dachi.	+1D6 to your Combat Roll vs weapon types 3 and 4, except when charging)
7	<b>Short Weapons</b> Jitte, Kama, Sais.	-1 to your Combat Roll when you are charged upon (except vs weapon types 1 and 7) +1 to your Combat Roll against type 3 Weapons, except when charging

## SPECIAL CLAN RULES

A player can use one of these special abilities of its clan once per game.

<b>Kuge</b>	<b>Examine the terrain:</b> The player may choose which side of the field he wants to deploy no matter the result of the Strategic Roll. <b>Hire spies:</b> At the moment of deployment, before any unit has been deployed, the enemy is forced to deploy two of his units immediately.
<b>Buke</b>	<b>Bushido Law:</b> All army units will get +2 to their INI and 2 to their WO for the whole turn in which this ability is activated. <b>Perfect Planning:</b> The player can use a free move order on two of his units. It must be declared after deployment and before the beginning of the first turn.
<b>Sohei</b>	<b>The Dharma Wheel:</b> A general's death does not inflict any negative modifiers on your army. This special action must be activated immediately after the general's death and will remain active for the rest of the battle. <b>Divine Winds:</b> All units add +5 cm to their charge movements during the turn in which this is activated.
<b>Otokodate</b>	<b>Buy the Enemy:</b> Choose a not used enemy unit and not in hand to hand combat: the chosen unit cannot be activated for this turn. <b>Hunt down the leader:</b> This ability must be assigned to one of your army units equipped with hand to hand weapons, just before its activation. All wounds on the hand to hand Damage Roll must be assigned to the target unit's leader.
<b>Kuroi-Te</b>	<b>Death fog:</b> All enemy units shooting this turn get a -3D6 to the shooting roll. It can be activated at any moment and only once per battle. <b>From the Depths:</b> A warrior class unit of your choice is not deployed during the regular deployment phase. Instead, the unit is hidden from your enemy and will appear from the second turn on.
<b>Hattori</b>	<b>Clandestine practises:</b> The commander with this ability can hide one of its multiple miniature units and deploy at the beginning of the second turn. The unit must be deployed next to any side of the table and its rearguard must touch the edge of the play area. <b>Poison:</b> All the enemy troops will start the game with a Stunned Unit marker which will not be removed during the maintenance phase.

## TITLES

<b>Samurai</b>
<ul style="list-style-type: none"> <li>• If a samurai fails an <b>Honour Rolls</b>, he may decide to stay in combat (earning an extra wound, regardless of whether there is a unit leader in a samurai unit) or to withdraw, performing a flee movement in the opposite direction of the combat but remaining facing his opponent. If a samurai decides to withdraw, he receives a <b>Dishonoured Unit</b> marker. That unit must apply a penalty of -1 to its Honour and Initiative attributes until the end of the game. This marker is not cumulative.</li> <li>• A samurai can decide to automatically fail any Honour Roll. If that happens it withdraws and receives the Dishonoured Unit marker as described before.</li> </ul>
<b>Ashigaru</b>
<ul style="list-style-type: none"> <li>• Ashigaru roll 3D6 to calculate their movement when fleeing or retreating. When they flee they can pass through friendly units if they can finish their movement in a valid position. Otherwise the general rule is applied.</li> </ul>
<b>Ninja</b>
<ul style="list-style-type: none"> <li>• Ninjas automatically have the abilities Adaptable (PA) and In the Shadows (PA).</li> <li>• They ignore any penalty during vertical movement when climbing (so, for example, they can climb 4 cm spending only 4 cm of movement).</li> </ul>
<b>Monk</b>
<ul style="list-style-type: none"> <li>• Monks are immune to fear and terror. Their faith protects them from all evil.</li> </ul>
<b>Undead (including Undead Samurai and Undead Ashigaru)</b>
<ul style="list-style-type: none"> <li>• These troops must suffer 3 Stunned Unit markers (instead of the normal 2) before receiving an extra wound.</li> <li>• They are immune to fear, terror, panic, and poison.</li> <li>• If they fail an Honour Roll they cannot withdraw or retreat. Instead, they receive an additional wound.</li> <li>• They cannot use Run, Flee or Disengage orders.</li> <li>• During a charge, they do not add +1D6 to movement.</li> <li>• Blunt Weapons receive +1 per die to the Damage Roll versus the Undead.</li> <li>• <b>Regeneration:</b> During the maintenance phase roll 1D6 for each unit. If a Natural 6 is rolled, the troop regenerates one casualty suffered during the previous turn. Any wounded markers are maintained. A regenerated unit leader comes back with only 1 wound left.</li> </ul>
<b>Spectre</b>
<ul style="list-style-type: none"> <li>• Spectres automatically get the Adaptable (PA) and Agile (PA) abilities.</li> <li>• They are immune to fear, terror, panic, and poison.</li> <li>• If they fail an Honour Roll they cannot withdraw or retreat. Instead, they receive an additional wound.</li> <li>• They can pass through terrain pieces (walls, rocks, trees, etcetera) as well as enemy and friendly troops with one miniature or more during their movement (they have to completely pass through that element).</li> <li>• They cannot use the Flee order.</li> <li>• Only other spiritual troops can declare a reaction order against them if they are carrying out a movement order.</li> <li>• They ignore the vertical movement penalty when climbing.</li> </ul>
<b>Peasant, Undead peasant</b>
<ul style="list-style-type: none"> <li>• Peasants aren't warriors and are not prepared for battle. When they lose a combat, remove a number of peasants equal to the result by which they lost.</li> <li>• Undead Peasants also gain the characteristics of the Undead title.</li> </ul>
<b>Senshi</b>
<ul style="list-style-type: none"> <li>• These are warriors from Hymukai. This title does not confer any special rules.</li> </ul>
<b>Komuso</b>
<ul style="list-style-type: none"> <li>• All Komuso automatically acquire the permanent ability <b>Tao</b>: If a Onmyouji uses an invoke order at 20 cm or less from a Komuso, the Onmyouji must use 1 extra Ki point to perform the invocation.</li> </ul>
<b>Creatures</b>
<p>These titles provide additional permanent abilities to those shown on their profiles.</p> <ul style="list-style-type: none"> <li>• <b>Celestial:</b> Spiritual Fascination (PA), Terror Immunity (PA)</li> <li>• <b>Celestial:</b> Igneous (PA), Terror Immunity (PA)</li> <li>• <b>Earthy:</b> Fortitude (PA), Terror Immunity (PA)</li> <li>• <b>Death:</b> Putrefaction (PA), Terror Immunity (PA)</li> <li>• <b>Colossal:</b> Terror (PA), Terror Immunity (PA)</li> </ul>

## WAR MACHINES

### WAR MACHINE ATTRIBUTES

NAME	AT	IA	DIS
Oo-Dzutsu	6	20 / 15	Mid - Long
Shibatsuji	6	20 / 15	Long - Artillery
Furanki	4	20 / 15	Long - Artillery
Taiho	3	15 / 10	Short - Mid - Long
Morutaru	3	- / 10	Short - Mid
Toseki-Ki	3	- / 5	Mid - Long
Hiya Taiho	3	- / 5	Short - Mid

### ARTILLERY SHOOT ROLL SEQUENCE

1. Place the Impact marker.
2. Check if it is inside the Shooting area and within the machine's shooting range. Determine what range band the marker is in.
3. Calculate the number of dice to use and perform the Shoot Roll.
4. Move the Impact marker to the final position.

### DAMAGE ROLL MODIFIERS

<b>XD6</b>	The number of dice is equal to the ammunition's Power attribute.
<b>+1D6</b>	for each miniature affected by the impact area.
<b>+1</b>	to each die result if you are using explosive, devastating or Shrapnel ammunition.
<b>-1</b>	to each die result if the target troops are in cover.
<b>Devastating ammunition</b> ignores all types of armour.	

### ENGINEERS

If there is an engineer leading the crew you can do one of the following actions after making the Shoot Roll:

- Ignore the result of one die.
- Reroll one of the dice.

### TYPES OF IMPACTS

<b>Explosive and Shrapnel</b>	Each successful Impact Roll (4+) adds <b>5 cm to the diameter</b> of the impact area.
<b>Devastating</b>	Each success on the Impact Roll adds <b>5 cm to the advance of the ball</b> from the Impact marker, continuing in a straight line drawn from the machine to the Impact marker.
<b>Fire and infectious</b>	If you get at least one success in the Impact Roll, place a <b>5 cm diameter circular</b> impact area over the centre of the Impact marker. If using <b>fire</b> ammo, the template remains in that position until the end of the turn. If a unit miniature touches the fire template, perform a Damage roll applying a -1 to this roll. If using <b>infectious</b> ammunition, the template does not remain on the table. Any enemy troop that suffers at least one wound of this type of ammo must pass an Honor Roll for Terror.

### WAR MACHINE CLAN SPECIAL RULES

<b>Kuge</b>	Kuge can add engineers (one per machine) at no cost.
<b>Buke</b>	War machines will cost the Buke 10 army points more than the indicated cost in the profile of the machine. At the same time, all the miniatures of the Buke machine's crew have the samurai title and wear armor.
<b>Sohei</b>	You can reroll one die of your choice in your Shooting Roll.
<b>Otokodate</b>	A war machine costs the Otokodate 10 points less than indicated in its profile.
<b>Kuroi-Te</b>	They can use the infectious ammunition in any of their war machines in addition to the ammunition indicated in the machine's profile.
<b>Hattori</b>	The Hattori can deploy their war machines at the end of the Deployment Phase, when all units from both players have been deployed on the battlefield.

### TYPES OF AMMUNITION

NAME	PO	TP
<b>Solid shot</b> Solid Metallic balls	4	Devastating
<b>Explosive ball</b> Hollow metallic balls loaded with explosives	3	Explosive
<b>Grenade</b> Bags loaded with explosive and shrapnel	2	Explosive
<b>Infectious</b> Acid balls and human remains	1	Infectious
<b>Shrapnel</b> Shrapnel bags or cans	1	Shrapnel
<b>Incendiary projectiles or balls</b> Balls and big arrows that burn on impact	1	Fire

**Shrapnel** can only be shot within the short range distance.

### ARTILLERY SHOOT ROLL TABLE

<b>-2D6</b>	<b>Base.</b>
<b>+1D6</b>	For every <b>Gunpowder Bag</b> used. (2 maximum)
<b>+1D6</b>	If you shoot from a elevated position in comparison with the impact point.
<b>+1D6</b>	If you use the <b>Strengthen</b> order.
<b>+1D6</b>	If there is an <b>engineer</b> in the artillery crew.
<b>-1D6</b>	for every enemy unit formed by more than 1 miniature at 20 cm or less from the initial vertex of the Shooting Area template.
<b>-1D6</b>	If your target is within the maximum shoot range of the machine.
<b>-1D6</b>	If only 1 miniature is left in the machine crew.
<b>-1D6</b>	If the machine has received any shot from the enemy during this turn.
<b>-2D6</b>	If your target is not within your line of sight (only allowed for a machine with the Parabolic shot ability).