

15MM SAMURAI WARFARE RULES by R. Camicia 2012.6

Rules Outline (Refer to the appropriate section of Ral Partha Rules for explanation)

Event I - Personal Challenges

Leader vs. Leader, 6" range. Offensive mode (attacker or defender): 5 or 6 on 1D6 hits, save is 5 & 6 on 1D6. Defensive mode (defender only): 6 on 1D6 hits, save is 3 through 6 on 1D6. One round of challenge always occurs when two opposing leaders are fighting in the same melee. Hit leaders are removed from battle. Leaders involved in melee can be challenged only joining the same melee. Leaders involved in melee can't have a command radius until fighting. Leaders that refuses a challenge can't be with a single unit in that turn, and can't join a unit involved in melee.

Event II - Yumi (Archery) & Teppo (Arquebus) Fire

Direct fire at closest enemy unit. 12 inch range Arc of fire 22,5° from centre of firers. Roll 2D6.

Each infantry casualty	- 1	Mounted firers	- 4
Each cavalry casualty	- 2	All firers which shots at 6" or more	- 2
Firers with bow	- 1	Target cavalry	+ 1
Firers with arquebus	- 2	Target is behind soft/medium/hard cover.	- 1 / - 2 / - 3

Fire Casualties

The modified die roll is divided by 3 for **all** arquebus targets and *Peasant, Militia, Ashigaru, Ronin* and *Monk* archery targets, divide by 5 for *Samurai* archery targets (round fractions down). Resolve any yumi (bow) or teppo (arquebus) fire morale immediately.

Event III - Movement

Command radius of leaders is 12", all units in the clan/army wing must be in that radius to move freely, otherwise can't charge or move toward enemy.

Roll move – countermove, high roll decides which side moves first. Turn units per wheeling or change face 90°/180° in one full move. Cavalry faces 180° in only one half move. Shifts are not allowed.

Leaders = 12"

All Cavalry = 10"

All Infantry = 8"

- 2" for climbing hills, crossing walls or hedges, passing a bridge (- 6" for cavalry)

- 4" for moving through rough terrains, light woods or paddy fields (- 8" for cavalry)

Routed units, units locked in melee, or units which fired in Event II cannot voluntarily move that turn.

River crossing = The unit stops at the river bank, next turn moves across the river and stops on the opposite bank. Thereafter it moves normally.

Event IV - Melee

Opposing units are in melee when they touch. Arc of charge 22,5° from centre of chargers at the start of the move. The first 2 units must face off. Additional units will have flank and/or rear attacks. Units fighting two melees simultaneously roll 1D6 in each one. Otherwise roll 2D6, but only 1D6 if the unit is fighting in flank or rear or is 50% or less of initial strength (in this case do not apply modifies for casualties till 50%)

Peasants - 2	Attacking from flank + 2
Ikko-ikki & Militia – 1	Attacking from rear + 4
Ashigaru Spear, Naginata & Katana 0	Each casualty on an infantry unit - 1
Ronin & Monks + 1	Each casualty on a cavalry unit - 2
Samurai + 2	Infantry attacking enemy behind obstacle - 1
Shooters (Bows & Arquebus) - 2	Cavalry attacking enemy behind obstacle - 3
Veteran or bodyguard (hatamoto) unit + 1	Cavalry vs. standing infantry (not shooters) – 2
Leader commanding unit + 1	Attacking uphill – 2
Cavalry that fired in this move – 2	Attacked in flank or rear - 2 (not vs. frontal enemy)
Cavalry + 2 (Thus, mounted Samurai are +4)	Unit previously routed in this battle – 1 (Optional)

Melee Casualties

The modified die roll is divided by 3 on *Peasant, Militia, Ashigaru* targets, divided by 4 on *Ronin* or *Monk* targets and divided by 5 on *Samurai* targets (round all fractions to the nearest whole number. I.e. 1,50 is 1 and 1,51 is 2). Melee continues in the next turns until one or both units are eliminated or forced to run away. There is a risk for leaders in units that suffer 3 or more casualties from melees. 1 kill less for a 1D6 shot, 5 or 6 kills the leader (killing player choice).

Event V – Morale

Any unit which sees a leader hit or a friend unit in rout within 12" or suffers a casualty in Event II or IV must check a morale test (at the moment it occurs) as follows. Melee losers check first, the winner check only if the losers pass their test. Both test if it's a draw. Roll 1D6 and modify the score with the following modifiers. The unit passes the morale test if the modified score is equal or more the following

ENEMY UNIT OR MORALE CAUSES	YOUR UNIT						
	Mounted Samurai	Foot Samurai	All Monks	Ronin	All Ashigaru	Militia Ikko-Ikki	Peasants
Mounted Samurai	2	2	3	4	4	5	6
Foot Samurai	1	2	2	3	3	4	5
All Monks	0	1	2	2	2	3	4
Ronin	0	0	1	2	2	3	4
Ashigaru spears-naginata-katana	X	0	1	1	2	3	4
Ashigaru Bows-Arquebus	X	X	1	1	2	3	3
Peasants – Ikko-Ikki - Militia	X	X	0	0	1	2	3
Test for leader hit or friend in rout	- 1	0	1	1	2	3	3

X= Need not check morale against this type of attacker. But read as "0" if involved in a melee test

Morale Modifiers

Commanded by leader	+ 1	Attacked in rear	- 2
Veteran or bodyguard (hatamoto) unit	+ 1	Lost 25% or more men in the unit	- 1
Unit loses a melee in the current turn	- 1	Lost 50% or more men in the unit	- 2
Attacked in flank	- 1	Lost 75% or more men in the unit	- 4
Lost commanding leader that turn	- 2	Unit previously routed in this battle*	- 1
Each friendly unit in rout within 12" (only with same figure point value or more)			- 1

Any unit which fails morale test only fall back half move face to enemy if under bow or arquebus fire immediately. Otherwise it routs: it is turned face away from its enemy and must be moved one full move away from opposing unit in the next Unit rally phase. Unit involved with more enemies uses the higher kind of enemy involved as cause of morale. All friendly units that see a rout must check morale (only units with same figure point value or more).

Optional: Morale is done per clan. So a friendly unit in rout or a killed leader not of the same clan don't affect morale. * = OPTIONAL!!

Event VI –Rally & Rout

Unit Rally

Routing units attacked by enemy don't fight, simply take 2 more hits (only 1 if it's a cavalry unit) and make another full move away immediately

To regain control of a routed unit its owner must rally it. Players can try to rally units in two different ways

1) A leader can always rally a unit. To do so he moves to touch the unit in the next Movement Event. In the first following Morale Event the unit rallies and turns around to face the enemy. It is now a normal unit.

2) To rally a unit without a leader roll 1D6: 4, 5 or 6 rallies a *Ashigaru*, *Ronin* or *Monk* unit; 3, 4, 5 or 6 a *Samurai* unit. If the player fails his die roll, remove the routed unit from the game at once. If he succeeds, the unit is rallied and it can turn to face the enemy in the first Morale Event following the next Movement Event.

A peasant, militia or Ikko-Ikki unit cannot be rallied without a leader.

Now all the units that are still in rout move a full move ignoring all terrain penalties and avoiding any enemy or friend unit. They move to own baseline or camp if present on the battlefield.

Units in rout with 75% or more men in the unit lost are removed from field in the next Movement Event.

Figure Point Values

Samurai = 4 Monk = 3 Ronin = 2.5 Ashigaru = 2 Militia = 1,5 Ikko-Ikki = 1,5
 Peasant = 1 Veteran or Bodyguard = +1 Horse = +2 Yumi (Bows) = +1 Teppo (Arquebus) = +1