

# PLAY SHEET

## Sequence of Play

Each player's phase of a game turn is divided into six distinct steps. In each phase the term 'all' refers to all the characters of one player or side. The sequence of play is as follows:

### First Player's Phase

1. All bowmen on foot may shoot except for those who were in combat last turn.
2. All horse archers may fire except for those who were in combat last turn.
3. All characters may move.
4. All bowmen on foot may shoot again, including those who were in combat in the previous game turn.
5. All characters next to enemy characters may engage in combat. Some may advance after combat.
6. All friendly characters stunned during the enemy phase are flipped back over.

#### End of first player/side's phase.

2nd player phase, follow the same sequence of play as for the 1st player.

## Missile Weapon Ranges

Ranges are given in hexes.	Short Range	Medium Range	Long Range
Foot Longbow	1-30	31-90	91-150
Mounted Longbow	1-20	21-40	45-100

Add one to die roll for medium range, add two for long range.

## Missile Results Table

Missiles against mounted targets

Longbow	Cover Type		
	None	Light	Medium
1	D	C	B
2	C	B	B
3	B	B	A
4	B	A	
5	A		
6			
7			
8			
9			
10			

(Heavy cover impassable to Horses)

### Key

- A - Defender retreats 4 hexes. +
- B - Horse killed - Rider wounded and dismounted.
- C - Horse unharmed - Rider wounded and dismounted.
- D - Horse killed - Rider wounded and dismounted.
- + Defender must retreat immediately.
- He may retreat through friendly characters.
- He must not retreat through hexes adjacent to enemy characters.
- If unable to retreat the full distance defender is 'wounded' instead.
- Special - Stunned and wounded characters are considered dead if they receive further injury.

## Missiles Against Infantry

Target Type Dismounted Samurai and Samurai Monks

Die roll	Longbow	Cover Type		
		None	Light	Medium
1	C	B	B	A
2	B	B	A	
3	B	A	A	
4	A	A		
5	A			
6				
7				
8				
9				
10				

Target Type Other Infantry and Monks

Die roll	Longbow	Cover Type			
		None	Light	Medium	Heavy
1	C	C	B	B	A
2	C	B	B	A	
3	B	B	A	A	
4	B	A	A		
5	A	A			
6	A				
7					
8					
9					
10					

### Key

- A - Defender retreats 2 hexes. +
- B - Wounded.
- C - Killed.
- + Defender must retreat immediately.
- He may retreat through friendly characters.
- He must not retreat through hexes adjacent to enemy characters.
- If unable to retreat the full distance defender is 'wounded' instead.
- Special - Stunned and wounded characters are considered dead if they receive further injury.

## Deflection of Missiles

Each may make only one attempt for each phase of firing. The player owning the monk character throws the ten sided die.

- 1-4 Successful deflection.
- 5-10 Unsuccessful deflection, arrow takes full effect.
- If successful: Kill results become wounds, Wound results become retreats, Retreat results have no effect.

## Appearance



## Hex Type

## Movement Point Cost Per Hex

## Cover Type

## Terrain Advantage

Bridge	1-Foot. 2-Horses. No entry from river.	Light	0
Door in building wall	1	Medium	+
House interior	1-Foot. Impassable to horses, (except door hexes).	None	+
Rice paddy	4-Foot. Impassable to horses.	None	-
River	Impassable to samurai and horses. 5-Foot.	Light	-
Scrub	2	Light	-
Tree	Impassable to horses. 2-Foot.	Light	-
Slope	2	None	-
Flat Ground	1-Foot 1 Horses.	None	0
Temple	1-Foot. Impassable to horses.	Light	+
Tori	1-Foot. Impassable to horses	Light	+
Wall	Impassable	Infinite	+
Window	4-Foot. Impassable to horses.	Medium	+
Special Equipment Barricade	4-Foot. Impassable to horses.	Medium	+

For elaboration of cover types see section 4.9 Cover (Page 8).

## The Shuriken Table

Die Roll	Range in Hexes				
	1	2	3	4	5
1	D	D	D	D	D
2	D	D	D	D	W
3	D	D	D	W	
4	D	D	W		
5	D	W			
6	W				
7					
8					
9					
10					

D = Character dead.

W = Character wounded.

Otherwise no effect. Character may raise the alarm.

Ninja add one to their die roll on the shuriken table if the target is not in an illuminated hex see 11. Lanterns (Page 18).

## Effect of Terrain on Combat

- = Disadvantage
- 0 = Neutral
- + = Advantage

Attacker in	vs	Defender in	Result
-		+	Move left 2 columns on CRT
-		0	Move left 1 column on CRT.
0		+	Move left 1 column on CRT.
0		-	Move right 1 column on CRT.
+		0	Move right 1 column on CRT.
+		-	Move right 2 columns on CRT

If both sides are in terrain that places them at a mutual advantage/disadvantage this does not affect the CRT.

## Combat Results Tables

Combat against mounted opponents

Die	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1+
1	C	C	D	D	E	E	F	F	F	G	G	H
2	B	C	C	D	D	E	E	F	F	F	G	H
3	B	B	C	C	D	D	E	E	F	F	F	G
4	A	B	B	C	C	D	D	E	E	F	F	G
5	A	A	A	B	C	C	D	D	E	E	F	F
6				A	B	C	C	D	D	E	E	F
7					A	B	C	C	D	D	E	E
8						A	B	C	C	D	D	E
9							A	B	C	C	D	D
10								A	B	D	D	C

### Key

- A - Attacker wounded.
- B - Attacker retreat 1 hex. +
- C - Defender retreat 1 hex. +
- D - Horse killed rider stunned and dismounted.
- E - Horse unharmed rider wounded.
- F - Horse killed rider wounded and dismounted.
- G - Horse unharmed rider killed and dismounted.
- H - Horse killed rider killed and dismounted.

## Combat Against Infantry

Die	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1+
1	C	D	E	E	F	F	F	F	F	F	F	F
2	B	C	D	E	E	F	F	F	F	F	F	F
3	B	C	D	E	E	F	F	F	F	F	F	F
4	A	B	C	D	D	E	E	F	F	F	F	F
5	A	B	C	D	D	E	E	F	F	F	F	F
6		A	B	C	C	D	D	E	E	F	F	F
7			A	B	C	C	D	D	E	E	F	F
8				A	B	C	C	D	D	E	E	F
9					A	B	C	C	D	D	E	E
10						A	B	C	C	D	D	E

### Key

- A - Attacker wounded.
- B - Attacker retreat 1 hex. +
- C - Defender retreat 1 hex. +
- D - Defender stunned.
- E - Defender wounded.
- F - Defender killed.

+ Retreating character may not displace other characters, nor may it move adjacent to an enemy. If unable to retreat, the character is wounded instead.