

COMMANDS & COLORS

SAMURAI

BATTLES



RULE BOOK

GAME DESIGN BY
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INTRODUCTION

The *Commands & Colors Samurai Battles* game allows players to refight important engagements of Medieval Japanese history. The battles included in the scenario booklet focus on the historical deployment of forces and important terrain features in scale with the game system. The scale of the game is flexible and varies from battle to battle. For some scenarios, an infantry unit may represent an entire clan of soldiers, while in other scenarios a unit may represent just a few brave warriors.

The *Commands & Colors Samurai Battles* game is based on the highly successful Commands & Colors game system and by design it is not overly complex. The *Command* cards drive movement and creates a “fog of war” and presents players with many interesting challenges and opportunities, while the battle dice resolve combat quickly and efficiently. The *Honor & Fortune* game mechanic will task players to maintain a balance and in a roundabout way serves to measure an army’s discipline, honor and the fortunes of war. Using Honor & Fortune tokens to play *Dragon* cards will also add suspense and surprise that can bend the rules and instantly change the course of a battle. The battlefield tactics you will need to execute to gain victory, however, conform remarkably well to the strengths and limitations of the various Japanese unit types, their weapons, the battle’s terrain, and written history.

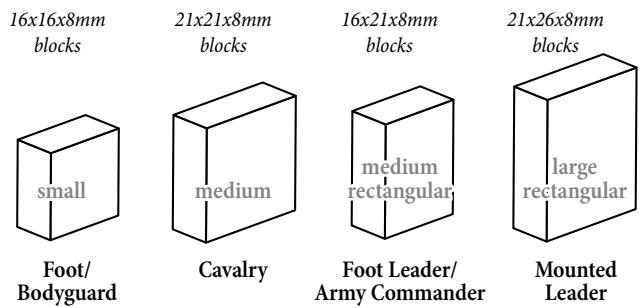
Welcome and Enjoy!

Richard Borg

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- 1 Commands & Colors Samurai Battles Rule Booklet
- 1 Commands & Colors Samurai Battles Scenario Booklet
- 1 Battlefield Game Board
- 4 Punchboards
- 45 Terrain Tiles (double-sided)
- 30 Honor & Fortune Tokens
- 18 Victory Banner Counters
- 60 Samurai Command Cards
- 40 Dragon Cards
- 12 Battle Dice (laser printed)
- 2 Unit Reference Sheets
- 5 Block Label sheets
- 316 Blocks - Red Blocks represent red Samurai Army units, Blue Blocks represent blue Samurai Army units, and Special Black Blocks represent Army Commanders and Bodyguards
 - 220 Small blocks for foot units
 - 68 Medium blocks for cavalry units
 - 10 Medium rectangular blocks for foot Leaders
 - 8 Large rectangular blocks for mounted Leaders
 - 2 Medium rectangular blocks for Army Commanders
 - 8 Small blocks for Bodyguards

Note: Some spare blocks are included.



All foot infantry unit blocks are small blocks 16x16x8mm in size.

All cavalry unit blocks are medium blocks 21x21x8mm in size.

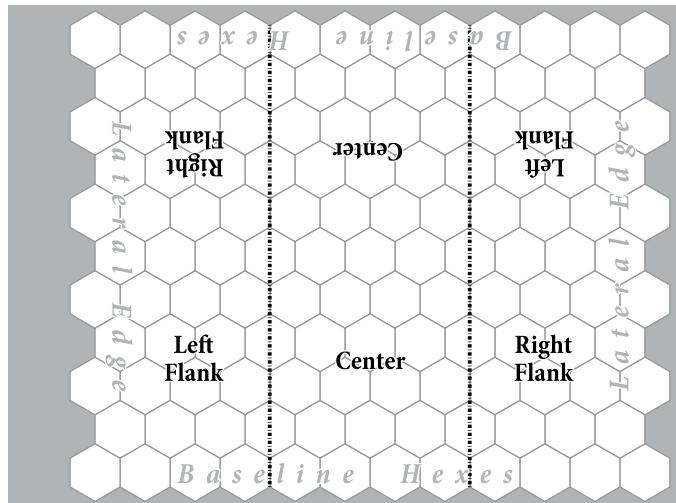
All mounted Leader (cavalry Leader) blocks are large rectangular blocks 21x26x8mm in size and are placed so the 26mm edge runs vertically.

All foot Leader (infantry Leader) are medium rectangular blocks 16x21x8mm in size and are placed so the 21mm edge runs vertically.

All Army Commanders are medium rectangular blocks 16x21x8mm in size and are placed so the 21mm edge runs vertically.

All bodyguards are small blocks 16x16x8mm in size.

Battlefield Game Board



The battlefield game board (hereafter referred to as the battlefield) is a hex grid, 12 hexes wide by 11 hexes deep. The battlefield is divided into three sections by two dotted lines, giving each player a left flank section, a center section and a right flank section. Where the dotted line cuts through a hex, the hex is considered to be part of both the flank section and the center section.

Note: Left Flank Section, Center Section and Right Flank Section will often simply be denoted as Section or Sections in these rules.

Terrain Tiles

These tiles represent a wide range of terrain features and are placed on the map board to recreate the historical battlefield for each scenario, see *Terrain* rules section.



Honor & Fortune Tokens

In terms of game play, Honor & Fortune tokens are a measurement of the strength and staying power of a player's army. These tokens will also act as the currency that fuels the play of Dragon cards.



Victory Banner Counters

The Victory Banner counters will track a player's quest for victory. When the last block of an enemy unit or enemy Leader block is eliminated, you will gain 1 Victory Banner. When a player's unit occupies an enemy's command tent hex at the start of the turn, the enemy command tent hex is removed



from the battlefield. A command tent when removed is worth 3 Victory Banners. Victory Banners are also gained when completing a scenario specific victory objective.

Command Cards

Command cards are used to order a player's troops to move, battle or do something special. Units may only move or battle when given an order. For a description of all command cards, see *Command Card* rules section.



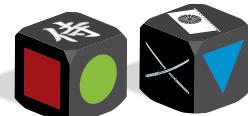
Dragon Cards



These cards represent powerful, mythical and sometimes unexplainable happenings in a battle. Dragon cards may hinder the opposition army, enhance a player's unit or may instantly change the course of a battle. For additional Dragon card details, see *Dragon Card* rules section.

Battle Dice

The battle dice are used to resolve combat and for other game functions. The Samurai core game includes 12 custom dice with 1 of the following 6 images laser-printed on each die face; Green Circle, Blue Triangle, Red Square, Flag, Honor & Fortune Symbol, Crossed Swords.



Reference Sheets

The Unit Reference Sheet summarizes the characteristics of the units and leaders.

- Unit (Artwork, type, symbol, letter code, and number of blocks)
- Movement in hexes
- Fire Range in hexes
- Ranged Combat Dice
- Close Combat Dice
- Close Combat may ignore
- Retreat details and honor loss details
- notes

Units, Leaders & Blocks

Each unit is composed of a number of blocks. Blocks grouped together on a hex form a unit.

Foot Units

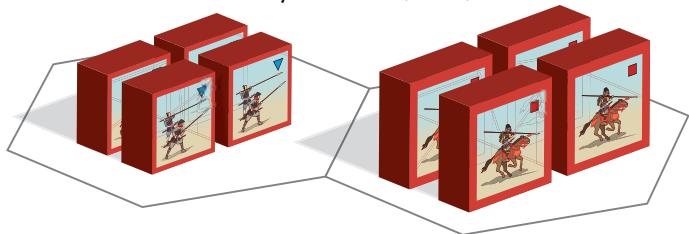
Infantry unit blocks show two soldier figures and in the core game all foot units are composed of 4 of these small blocks.

- Samurai Infantry Spearmen (Yari)
- Samurai Infantry Bowmen (Yumi)
- Ashigaru Infantry Spearmen (Yari)
- Ashigaru Infantry Bowmen (Yumi)
- Ashigaru Infantry Arquebusiers (Teppo)
- Levies Irregular Infantry (Peasants)

Mounted Units

Cavalry unit blocks show a single mounted figure and are composed of 4 medium size blocks.

- Samurai Cavalry Spearmen (Yari)
- Samurai Cavalry Bowmen (Yumi)



Leaders

A Leader is not a unit.

- A mounted (cavalry) Leader block shows a single mounted Leader figure and is represented by 1 large size rectangular block.
- A foot (infantry) Leader block shows a single foot Leader figure and is represented by 1 medium size rectangular block.
- An Army Commander block shows a commander figure and is represented by 1 medium size rectangular block.
- An Army Commander's bodyguard unit is a special 4 small block unit that is deployed along with an Army Commander's block and his command tent terrain hex.

Unit Symbols

To help further identify a unit, each block label in a unit block has a colored symbol. The colored symbol on a block (green circle, blue triangle, red square, or crossed swords) offers a visual clue as to the type of the unit and help define the unit's rank and armor.

- Green circle symbol:** Ashigaru Infantry Bowmen, Ashigaru Infantry Arquebusiers, Levy Irregular Infantry
- Blue triangle symbol:** Ashigaru Infantry Spearmen
- Red square symbol:** Samurai Spearmen Cavalry, Samurai Bowmen Cavalry, Samurai Infantry Spearmen, Samurai Infantry Bowmen
- Crossed sword symbol:** Army Commander's Bodyguard

Leader Symbols

Leader blocks have Leader symbols.

- Foot leaders have white circles
- Cavalry leaders have white stars
- Army Commanders have white diamonds

Applying the Stickers from the Label Sheets:

Apply appropriate unit stickers to the front and back of the blocks for each unit. Place the red Samurai army unit labels on the red blocks and blue Samurai army unit labels on the blue blocks. We suggest separating the blocks by color, then sort the blocks by size. Start with the red army units. Pull out 20 small red blocks. Find the red army Samurai infantry spearmen stickers on *sheets 3 and 4* of 5. Peel and place a sticker on the front and back of the 20 small red blocks. When you finish, move on to the red army Samurai infantry bowmen units. Pull out 12 small red blocks. Find the red Samurai infantry bowmen stickers on *sheets 3 and 4* of 5. Peel and place stickers on the front and back of the 12 small red blocks. When you finish, move on to the red army Ashigaru Infantry Spearmen units that need 32 small blocks. Keep going in this fashion until all the red Samurai army units are completed. Then move on to the blue Samurai army units and blue blocks. It will take a little time, but it will be worth the effort!

A few extra blocks and stickers are supplied as spares.

Note: an Army Commander and bodyguard stickers are placed on special black blocks.



RED BLOCK SAMURAI ARMY UNITS

Samurai Infantry Spearmen (SSp)	Samurai Infantry Bowmen (SB)	Ashigaru Infantry Spearmen (ASp)	Ashigaru Infantry Bowmen (AB)	Ashigaru Infantry Arquebusiers (AA)	Levy Irregular Infantry (LI)
5 units (20 blocks)	3 units (12 blocks)	8 units (32 blocks)	4 units (16 blocks)	5 units (20 blocks)	3 units (12 blocks)
Samurai Spearmen Cavalry (SSpC)	Samurai Bowmen Cavalry (SBC)	Cavalry Leader (star symbol)	Foot Leader (circle symbol)	Army Commander (diamond symbol)	Army Commander's bodyguard unit (crossed swords)
4 units (16 blocks)	4 units (16 blocks)	(4 blocks)	(5 blocks)	(1 black block)	1 unit (4 black blocks)

BLUE BLOCK SAMURAI ARMY UNITS

Samurai Infantry Spearmen (SSp)	Samurai Infantry Bowmen (SB)	Ashigaru Infantry Spearmen (ASp)	Ashigaru Infantry Bowmen (AB)	Ashigaru Infantry Arquebusiers (AA)	Levy Irregular Infantry (LI)
5 units (20 blocks)	3 units (12 blocks)	8 units (32 blocks)	4 units (16 blocks)	4 units (16 blocks)	3 units (12 blocks)
Samurai Spearmen Cavalry (SSpC)	Samurai Bowmen Cavalry (SBC)	Cavalry Leader (star symbol)	Foot Leader (circle symbol)	Army Commander (diamond symbol)	Army Commander's bodyguard unit (crossed swords)
5 units (20 blocks)	4 units (16 blocks)	(4 blocks)	(5 blocks)	(1 black block)	1 unit (4 black blocks)

SAMURAI ARMY ROSTER

Foot Units

Infantry unit blocks show 2-foot soldiers and most units are composed of 4 small blocks.

SAMURAI INFANTRY SPEARMEN (SSp)



MOVEMENT	1 hex and battle.
CLOSE COMBAT DICE	
SUPERIOR RANK/ARMOR	In close combat unit will ignore 1 sword from ▼ unit and 2 swords from ● unit.
MORALE	May ignore 1 flag, and retreat 1 hex for each flag unit does not or cannot ignore.
RETREAT	Lose 2 Honor & Fortune tokens for each hex unit retreats.

SAMURAI INFANTRY BOWMEN (SB)



MOVEMENT	1 hex and battle.
CLOSE COMBAT DICE	
RANGED COMBAT DICE	
TARGET ADJACENT	at range of 2 or 3 hexes. Reduced to  if unit moves and fires.
SUPERIOR RANK/ARMOR	In close combat unit will ignore 1 sword from ▼ unit and 2 swords from ● unit.
MORALE	May ignore 1 flag, and retreat 1 hex for each flag unit does not or cannot ignore.
RETREAT	Lose 2 Honor & Fortune tokens for each hex unit retreats.
NOTES	When an SB unit moves and engages in ranged combat, the number of dice rolled is reduced to 1 die. An SB unit will collect Honor & Fortune tokens in ranged combat.

ASHIGARU INFANTRY SPEARMEN (ASp)



MOVEMENT	1 hex and battle or 2 hexes and not battle.
CLOSE COMBAT DICE	
SUPERIOR RANK/ARMOR	In close combat unit will ignore 1 sword from ● unit.
MORALE	Retreat 1 hex for each flag unit can't ignore.
RETREAT	Lose 1 Honor & Fortune token for each hex unit retreats.

ASHIGARU INFANTRY BOWMEN (AB)



RANGE
3



MOVEMENT	Move up to 2 hexes and battle.
CLOSE COMBAT DICE	
RANGED COMBAT DICE	
TARGET ADJACENT	No ranged combat (this is close combat).
SUPERIOR RANK/ARMOR	None.
MORALE	Retreat 1 hex for each flag unit can't ignore.
RETREAT	Lose 1 Honor & Fortune token for each hex unit retreats.
NOTES	When an AB unit moves and engages in ranged combat, the number of dice rolled is reduced to 1 die. An AB unit will collect Honor & Fortune tokens in ranged combat.

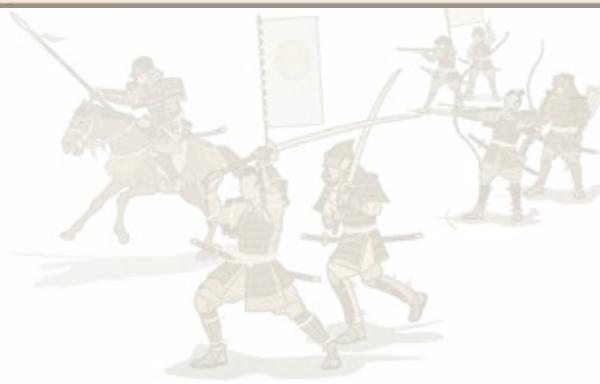
ASHIGARU INFANTRY ARQUEBUSIERS - Shot (AA)



RANGE
4



MOVEMENT	Move up to 2 hexes and if unit moves no battle.
CLOSE COMBAT DICE	
RANGED COMBAT DICE	
TARGET ADJACENT	No ranged combat (this is close combat).
SUPERIOR RANK/ARMOR	None.
MORALE	Retreat 1 hex for each flag unit can't ignore.
RETREAT	Lose 1 Honor & Fortune token for each hex unit retreats.
NOTES	When an AA unit moves it may not engage in ranged or close combat. An AA unit will also score a hit for each sword rolled in ranged combat. An AA unit will NOT collect Honor & Fortune tokens in ranged combat.



LEVIES/PEASANT IRREGULAR INFANTRY (LI)



MOVEMENT

Move up to 2 hexes and battle.

CLOSE COMBAT DICE



Levy Swarm: If two or more LI units are adjacent to the same enemy unit when ordered, they may combine their close combat attack and roll each unit's dice together at same time. The enemy unit when battling back may only choose to battle back against one of these attacking LI units. When an LI unit is attacked in close combat, the attacking unit does not collect any Honor & Fortune tokens even if Honor & Fortune symbols are rolled.

SUPERIOR RANK/ARMOR

None.

MORALE

Retreat 2 hexes for each flag unit can't ignore.

RETREAT

Only lose 2 Honor & Fortune tokens no matter the number of hexes the LI unit retreats.

Mounted Units

Cavalry unit blocks show a single mounted figure and are composed of 4 medium size blocks.

SAMURAI SPEARMEN CAVALRY (SSpC)



MOVEMENT

Move up to 2 hexes and battle.



CLOSE COMBAT DICE

In close combat unit will ignore 1 sword from ANY foot unit (■ ▼ ●).

*SUPERIOR STATURE

In close combat unit will ignore 1 sword from ▼ unit and 2 swords from ● unit.
(* cumulative with Superior Stature)

*SUPERIOR RANK/ARMOR

May ignore 1 flag, and retreat 1 hex for each flag unit does not or cannot ignore.

MORALE

Retreat 1 hex for each flag unit does not or cannot ignore.

RETREAT

Lose 2 Honor & Fortune tokens for each hex unit retreats.

NOTES

When engaged in close combat against a lower rank (▼ unit and ● unit), do not collect any Honor & Fortune tokens even if Honor & Fortune symbols are rolled.



SAMURAI BOWMEN CAVALRY (SBC)

RANGE
3

MOVEMENT	Move up to 2 hexes and battle.
CLOSE COMBAT DICE	
RANGED COMBAT DICE	
TARGET ADJACENT	No ranged combat (this is close combat).
*SUPERIOR STATURE	In close combat unit will ignore 1 sword from ANY foot unit (■ ▲ ●).
SUPERIOR RANK/ARMOR	In close combat unit will ignore 1 sword from ▲ unit and 2 swords from ● unit. (cumulative with Superior Stature)
MORALE	May ignore 1 flag, and retreat 1 hex for each flag unit does not or cannot ignore.
RETREAT	Lose 2 Honor & Fortune tokens for each hex unit retreats.
NOTES	When an SBC unit moves and engages in ranged combat, the number of dice rolled is reduced to 1 die. An SBC unit will collect Honor & Fortune tokens in ranged combat. When engaged in close combat against a lower rank, do not collect any Honor & Fortune tokens even if Honor & Fortune symbols are rolled.

Leaders

A mounted Leader block shows a single mounted figure, while a foot Leader block shows a single Leader figure on foot.

LEADERS · Foot (infantry) and Mounted (cavalry)



MOVEMENT	Move up to 2 hexes (foot) or 3 hexes (mounted).
CLOSE COMBAT DICE	A leader may not battle.
INSPIRATION	An infantry Leader may inspire an infantry unit in his hex by spending 1 Honor & Fortune to give the unit 1 additional die in close combat. A cavalry Leader may inspire a unit in his hex (infantry or cavalry) and units (infantry or cavalry) in adjacent hexes by spending 1 Honor & Fortune per unit to give the unit 1 additional die in close combat.
MORALE	A unit with an attached Leader may ignore 1 flag.
RETREAT	A lone Leader will retreat 1, 2, or 3 hexes but cannot retreat off the battlefield. Lose 3 Honor & Fortune tokens when a lone Leader retreats. A unit with an attached Leader will lose 1 additional Honor & Fortune token for each hex the unit retreats. <i>Seppuku:</i> A Leader that is alone in a hex may commit seppuku instead of retreating.

Army Commander & Bodyguards

An Army Commander and his Bodyguards are a special type of unit. This special unit is made up of the Army Commander's block, 4 Bodyguard blocks and the command tent terrain tile. The Army Commander and Bodyguard stickers are placed on special black blocks.

ARMY COMMANDER & BODYGUARDS



(Army Commander block and 4 Bodyguard blocks)



MOVEMENT

When ordered, an Army Commander with his Bodyguards may not move from the command tent hex. Their only option is to battle in close combat. So long as one or more Bodyguard blocks remain in the command tent hex, in addition, neither the Army Commander nor the Bodyguard blocks may retreat.

COMBAT

The Bodyguards when ordered or battling back, will battle in close combat with 1 die for each Bodyguard block.

- Rank and Stature do not apply to any close combat involving a Bodyguard unit.
- Bodyguards in close combat will reroll all swords one time for additional results.
- Bodyguards are only hit when attacked in close combat by rolling a sword.
- Bodyguards cannot be targeted in ranged combat.
- A casualty check on the Army Commander with 2 dice is required when 1 or more Bodyguard blocks are eliminated. When an Army Commander is hit and eliminated, gain 1 Victory Banner.
- If the Army Commander is eliminated, any remaining Bodyguard blocks surrender and are also removed from the command tent.
- When all Bodyguard blocks are eliminated or surrender, the Bodyguards do not count as a Victory Banner.

INSPIRATION

The Army Commander may inspire his Bodyguards by spending 1 Honor & Fortune to give the Bodyguard unit 1 additional battle die in a close combat. The Army Commander may inspire units (infantry or cavalry) in adjacent hexes by spending 1 Honor & Fortune per unit to give the unit 1 additional die in close combat.

MORALE

An Army Commander with his Bodyguards MUST ignore all flags, even from the play of a Dragon card.

RETREAT

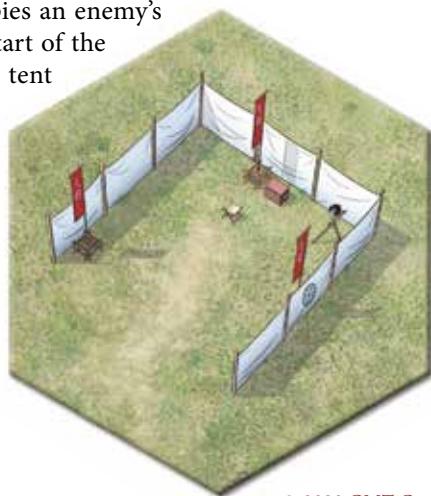
When all Bodyguard blocks are eliminated, an Army Commander (after making a successful casualty check) must retreat or commit seppuku.

Retreat: The Army Commander must lose 3 Honor & Fortune and may retreat 1, 2 or 3 hexes. After an Army Commander retreats from the command tent, it is treated as a foot Leader for the rest of the battle.

Seppuku: An Army Commander may choose to commit seppuku instead of retreating.

Enemy Command Tent

When a player's unit occupies an enemy's command tent hex at the start of the turn, the enemy command tent hex is removed from the battlefield. A command tent when removed is worth 3 victory banners, except when specifically stated otherwise in the scenario special rules or victory conditions. In addition, when the command tent is removed, one opponent's Command card is selected at random and discarded.



OBJECT OF THE GAME

The object of the game is to be the first to gain a set number of Victory Banners, depending on the selected battle scenario's victory conditions.

A Victory Banner is gained for each enemy Army Commander, Leader and enemy unit eliminated. When a Leader block, or the last block of a unit is eliminated, collect 1 Victory Banner. In some scenarios, additional Victory Banners may be gained by capturing certain terrain hexes or other battlefield objectives.

Victory is decided the instant the last banner required is gained.

SETTING UP THE GAME

1. Select a battle from the scenario booklet. First time players should play the *First Samurai Skirmish* a non-historical scenario expressly designed to introduce players to the basics of Samurai medieval warfare using the Commands & Colors rules.
2. Each scenario specifies which army is at the top or bottom of the battlefield, and players should sit on the side closest to the army they will command.
3. Place the terrain tile hexes on the battlefield as indicated by the scenario's battle map.
4. Place the unit blocks and Leaders onto the battlefield, matching the various units' positions and Leaders to the scenario's battle map. Each unit symbol represents an entire unit. Each warring army has its own distinctive block color.
5. Shuffle the Command card deck thoroughly and deal the number of Command cards to each player as indicated by the scenario's battle notes. Keep the Command cards a secret from the opposing player. Set the remaining deck of Command cards facedown alongside the board within easy reach of the players.
6. Shuffle the Dragon card deck thoroughly and deal the number of Dragon cards to each player as indicated by the scenario's battle notes. Keep the Dragon cards a secret from the opposing player. Set the remaining deck of Dragon cards facedown alongside the board within easy reach of the players.
7. Create a common Honor & Fortune token pool alongside of the battlefield. Each player takes the number of Honor & Fortune tokens from the common pool as indicated by the scenario's battle notes and places these tokens in his own Honor & Fortune reserve pool in the area in front of him.
8. Set the Victory Banner counters alongside of the battlefield.
9. Place the battle dice within reach of both players.
10. Review any special rules and victory conditions that apply for the scenario.

11. The starting player, as indicated in the scenario's battle notes, begins play.

GAME TURN (Sequence of Play)

The battle notes state which player goes first. The active (attacking) player, on his turn, orders the forces under his control into movement and battle with the play of a Command card and its associated effects. The active player's opponent is considered the defending player during the turn. Players alternate taking turns, until one player reaches the number of Victory Banners indicated in the scenario's victory conditions.

Player's Turn

Follow the sequence shown below. Each phase must be completed before proceeding to the next phase.

Phase 1. Play a Command card

Phase 2. Order Units and Leaders

Phase 3. Movement

Phase 4. Battle

Phase 5. End of Turn

Note: Sequence of play for Dragon cards is variable. Each card has instructions for when to play.

PHASE 1 PLAY A COMMAND CARD

At the start of a turn, the player must play 1 Command card from his hand. Place it face up and read it aloud. Command cards are used to order a player's Leaders and units to move, battle, or do something special. The card played dictates in which section(s) of the battlefield orders are issued and how many units may be ordered. Hexes with dotted section lines running through them are always considered as simultaneously belonging to both the corresponding flank and center sections. Units and Leaders may only move or battle when given an order.

There are 2 types of Command cards, **section** cards and **tactic** cards:

- **Section** cards (left, center, right) are recognizable by an iconic representation of the sections of the battlefield on the lower half of the card. These cards are used to order a set number of units and/or Leaders in a section or combination of sections highlighted by an arrow(s) and a number on the card.
- **Tactic** cards feature an explicit description of the number and type of units that can be ordered by the play of the card and may allow the ordered units to move and/or battle in ways not normally allowed in the basic rules. Some tactic cards are used to order units of the same rank, i.e. units sharing the same symbol or order units of the same type, i.e. infantry, or cavalry. When the location of units is not specified on the card, the tactic card can be used to order units in any section(s) across the battlefield. Tactic cards have a black hexagon with crossed swords

in the lower left corner of the card.

If a player is ever in a situation where no unit can be ordered by the Command card just played, disregard phases 2 through 4 of the game turn and go directly to the draw phase.

PHASE 2 ORDER UNITS AND LEADERS

After playing a Command card face up, announce which eligible units or Leaders will receive orders.

- Blocks grouped together on the same hex form a unit.
- Only those units and/or Leaders that are issued an order may move, battle, or take a special action during this turn.
- Only 1 order may be given to each unit or Leader during the course of a single game turn.
- Units and lone Leaders on a hex with a dotted line running through it may be ordered from either section.
- If a section Command card allows you to issue more orders in a given section of the battlefield than a player currently has units and/or Leaders in that section, those additional orders are lost.
- If a tactic card allows a player to issue more orders than units and/or Leaders a player currently has, those additional orders are lost.

A Leader block is not a unit, but when alone in a hex and ordered, the Leader will follow the rules for the unit of its type. An infantry Leader (Leader on foot) will follow the general rules for infantry units, while a cavalry Leader (mounted Leader) will follow the general rules for cavalry units.

An infantry Leader block may only serve as a Leader for an infantry unit, while a cavalry Leader block may lead an infantry or cavalry unit.

A Leader block in the same hex as a friendly unit is considered “attached” to the unit. The Leader will behave like and is subject to the same rules and limitations as the unit he is accompanying. A Leader and the unit he is leading can be ordered together as a single unit at the cost of a single order.

- A Leader must remain with the unit he is leading unless ordered to split from the unit.
- A Leader can be ordered to split from the unit he is leading at the cost of a single order. The unit is not ordered when a Leader is given an order and splits from a unit.
- For the cost of 2 orders a Leader can be ordered to split from the unit he is leading and the unit can also be ordered separately.
- When a Leader is ordered and the Leader moves and joins another unit, the unit the Leader joins is not ordered.
- A Leader may not move, join a unit, and move again with the unit he just joined.



Section Command cards and the shogun Command card have a helmet symbol in the top right corner of the card to remind players that a Leader, when with a unit, may be ordered separately and leave the unit he is with. If a Command card does not have a helmet symbol, that card may not be used to order a Leader to split from the unit it is with.

Player's Command

A player's command is equal to the number of Command cards that player is allowed to hold as noted in the scenario's battle notes. When the number of units to be ordered is not a fixed number, but instead the Command card states “For each Command card you have, including this one” the number of units and/or Leaders a player may order is equal to the number of Command cards in the player's possession including the Command card currently being played.

The following Command cards are where the number of units and/or Leaders ordered is equal to command:

- Advance Left, Center and Right Section cards
- Troop class cards ()
- The Shogun Command card

When the number of Command cards changes in a scenario, command will increase or decrease to the new number of cards allowed to be held at the moment the card is played.

PHASE 3 MOVEMENT

Movements are announced and made sequentially, one ordered unit and/or Leader at a time, in the sequence of a player's choice. A player must complete one unit and/or Leader movement before beginning another.

Unit Movement

- A unit may only move once per turn.
- A unit that is ordered does not have to move.
- A unit that is ordered may move in any direction.
- A unit may move from one section of the battlefield into another.
- A unit may only move off the battlefield's baseline hexes when explicitly allowed to by the scenario's battle notes.
- Two units may not occupy the same hex.
- When moving a unit, the unit may not move onto or through a hex occupied by friendly units or enemy units and Leaders.
- A unit may not split off individual blocks from a unit; blocks in a unit must stay together and always move as a group.
- A unit that is reduced through casualties may not combine with another unit.

- Some terrain features impact movement and may prevent a unit from moving its full distance and/or battling.
- An infantry unit may move onto a hex containing a friendly lone Leader (infantry or cavalry), as long as the unit does not already have a Leader. Upon moving onto the lone Leader's hex, the infantry unit must stop and join the Leader.
- A cavalry unit may move onto a hex containing a friendly lone cavalry Leader, as long as the unit does not already have a Leader. Upon moving onto the lone Leader's hex, the cavalry unit must stop and join the Leader.
- A cavalry unit may not move onto a hex containing a friendly lone infantry Leader.
- An ordered unit may not move and join a Leader and move again if the Leader is also ordered to move.

Unit retreat movement rules vary slightly from ordered movement, see *Retreat* rules section.

Infantry Unit Movement

- Samurai Infantry Spearmen may move 1 hex and battle.
- Samurai Infantry Bowmen may move 1 hex and battle.
- Ashigaru Infantry Spearmen may move 1 hex and battle, or 2 hexes and not battle.
- Ashigaru Infantry Bowmen may move up to 2 hexes and battle.
- Ashigaru Infantry Arquebusiers may move up to 2 hexes, but when the unit moves it may not battle.
- Levy Irregular Infantry may move up to 2 hexes and battle.

Cavalry Unit Movement

- Samurai Spearmen Cavalry may move up to 2 hexes and battle.
- Samurai Bowmen Cavalry may move up to 2 hexes and battle.

Leader Movement

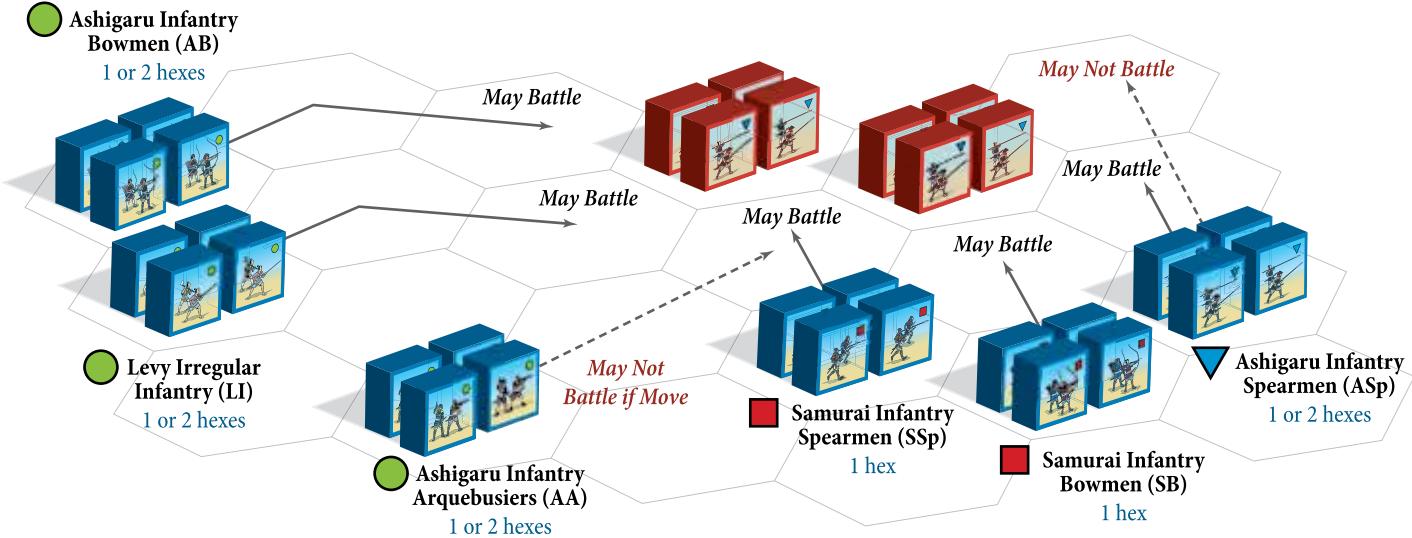
A Leader in the same hex as a friendly unit ordered to move must move with the unit as far as it moves unless the Leader also receives an order to split from a that unit.

- A Leader and the unit he is leading are ordered together at the cost of a single order.
- An ordered foot (infantry) Leader, when not with a unit, may move up to 2 hexes on his own.
- An ordered mounted (cavalry) Leader, when not with a unit, may move up to 3 hexes on his own.

A Leader, moving on his own, is subject to the same movement rules and terrain limitations as any other unit in the game.

- A Leader may only move once per turn.
- A Leader that is ordered does not have to move.
- A Leader that is ordered may move in any direction.
- A Leader may move from 1 section of the battlefield into another.
- Some terrain features impact movement and may prevent a Leader from moving its full distance.
- A Leader may be ordered to split from a unit and move according to the Leader's movement type.
- A Leader may move onto and through a hex occupied by a friendly unit.
- A Leader may move onto and through a hex occupied by a friendly unit with a Leader or a friendly Leader alone in a hex but cannot end its movement in that hex.
- An infantry Leader may move onto a hex with a friendly infantry unit and stop in the hex and join the unit.

The example below shows the movement rates of foot units.



- An infantry Leader may not move onto a hex with a friendly cavalry unit and stop in the hex and join the unit.
- A cavalry Leader may move onto a hex with any friendly unit (infantry or cavalry) and stop in the hex and join the unit.
- An ordered Leader may not move and join a unit and then move again if the unit is also ordered to move.
- A Leader may not stop in or move through a hex with an enemy unit or an enemy Leader.
- Only 1 Leader may occupy a hex at the end of movement.
- A Leader may never move onto any of the half-hexes that border the side of the battlefield.

Leader retreat movement rules vary slightly from ordered movement, see *Retreat* rules section.

Leader Move off the Battlefield

As part of a Leader's normal ordered movement, an unattached lone Leader may move off a baseline hex provided he has enough movement. The movement from a baseline hex off the battlefield is considered 1 hex movement. A Leader ordered to move off its army baseline hexes of the battlefield will deny the opponent the opportunity to possibly earn a Victory Banner, but 3 Honor and Fortune tokens are lost when the Leader moves off the baseline hex.

A Leader who moves off the battlefield does not give the opponent a Victory Banner, but removes the Leader from the battle for the rest of the scenario. The Leader may not return on a later turn.

PHASE 4

BATTLE

Battles are checked and resolved in the sequence of the player's choice 1 ordered unit at a time.

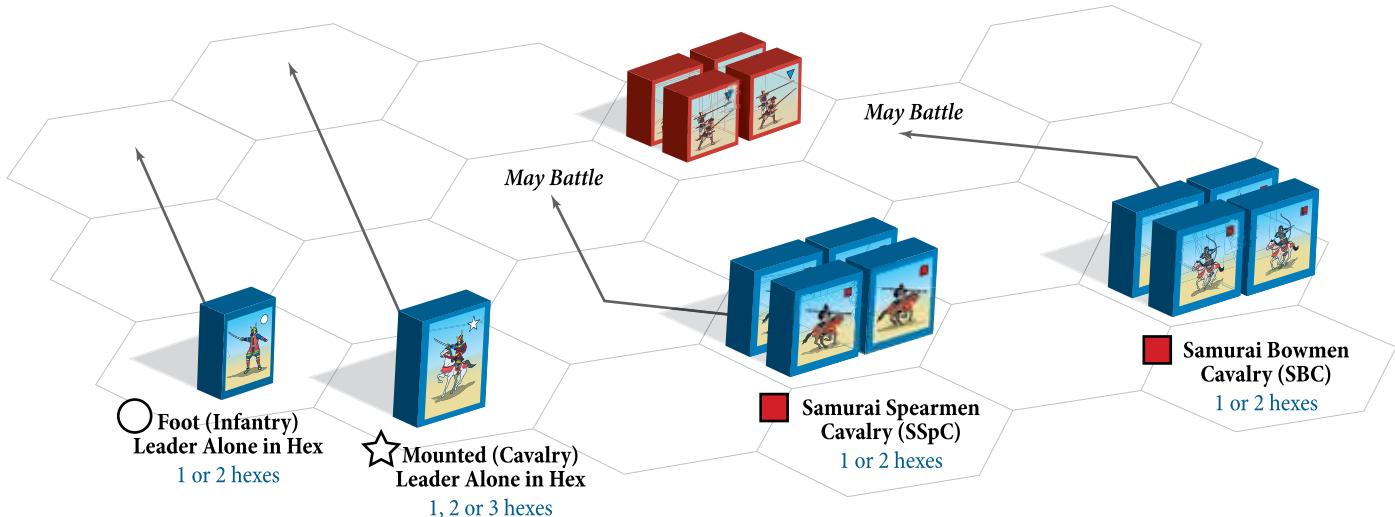
Announce and resolve one unit's battle entirely before beginning the next unit.

- A unit that is ordered does not have to battle, even when adjacent to 1 or more enemy units.
- A unit may normally battle only once per turn. However, in some situations, a unit may gain ground after a successful close combat and then make a bonus close combat attack. This advance and bonus combat must be completed before beginning another unit's battle.

- A unit may not split its battle dice between several enemy units. All battle dice apply to the unit targeted in the combat.
- The number of casualties a unit has suffered will not affect the number of battle dice the unit rolls in combat. A unit with a single block retains the same combat strength as a unit at full strength.
- An ordered unit may only engage in one type of combat when ordered, even if it is capable of both ranged and close combat.

The sequence in which ordered units will combat is purely at the owner's discretion and a player may freely switch between ranged combat and close combat from one unit to the next unit's combat.

The example below shows the movement rates of mounted units and leaders.



RANGED COMBAT (FIRE)

Only units armed with missile weapons, which are bows and arquebuses, may engage in ranged combat.

A unit with missile (ranged) weapons battling an enemy unit more than 1 hex away is said to conduct ranged combat at that enemy unit, the “target unit”.

- In ranged combat, the target unit must be within both range and line of sight of the firing unit.
- Ranged combat may not be used against an adjacent enemy unit.
- A unit with ranged weapons adjacent to an enemy unit may not target and fire on another more distant enemy unit. If the unit chooses to battle, the unit must close combat the adjacent enemy unit.
- An enemy unit targeted by a ranged combat attack may not battle back.

Ranged Combat Procedure

1. Announce Firing Unit
2. Check Range
3. Check Line of Sight
4. Determine terrain battle dice maximum
5. Determine Combat card and Dragon card dice adjustments
6. Resolve Battle (roll dice)
7. Score Hits
8. Apply Retreats

1. Announce Firing Unit:

Announce which ordered unit is going to fire and its target enemy unit. State the base number of battle dice the ordered unit is entitled to in ranged combat.

2. Check Range:

Verify that the enemy target unit is within range. The range is the distance between the firing unit and the enemy target unit,

measured in hexes. When counting the range in hexes include the target unit's hex, but not the firing units hex.

3. Check Line of Sight:

Verify that the enemy target unit is within line of sight. A unit must be able to “see” the enemy unit it wants to fire at, and this is known as having “line of sight”.

Imagine a line drawn from the center of the hex containing the firing unit to the center of the hex containing the target unit. This line of sight is blocked only if a hex (or part of a hex) between the battling unit and the target hex contains an obstruction. Obstructions include a unit or Leader, regardless if friend or foe, some terrain features and the half-hexes that border the side of the battlefield.

If the imaginary line runs along the edge of 1 or more hexes that contain obstructions, line of sight is not blocked, unless there are obstructions on both sides of the line.

The terrain in the target unit's hex does not block line of sight.

4. Determine Terrain Battle Dice Maximum:

The terrain in which the target unit is on, and in some instances, the attacking unit battles from may impact (usually reduce) the number of battle dice rolled in combat. Adjust the number of battle dice rolled for terrain, see *Terrain* rules section.

5. Determine Command Card And Dragon Card Dice Adjustments:

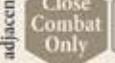
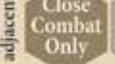
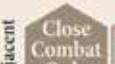
After terrain effects are applied, adjust the number of battle dice, based on any unit special abilities, Command card modifier and Dragon card modifier.

6. Resolve Battle:

Roll the adjusted number of battle dice and resolve the resulting dice roll.

7. Score Hits:

The unit firing scores 1 hit for each dice symbol rolled that matches the targeted unit's symbol.

 (SB) adjacent				An SB unit has a range of 3 hexes. At 2 or 3 hexes to target - roll 3 dice. When an SB unit moves and engages in ranged combat, the number of battle dice rolled is reduced to 1 die. <i>An SB unit will collect Honor & Fortune in ranged combat.</i>
 (AB) adjacent				An AB unit has a range of 3 hexes. At 2 or 3 hexes to target - roll 2 dice. When an AB unit moves and engages in ranged combat, the number of battle dice rolled is reduced to 1 die. <i>An AB unit will collect Honor & Fortune in ranged combat.</i>
 (AA) adjacent				An AA unit has a range of 4 hexes. In addition to the normal unit symbol hits, an AA unit scores hits on swords in ranged combat. At 2 or 3 hexes to target roll 2 dice. At 4 hexes to target roll 1 die. When an AA unit moves, it may not engage in ranged combat. <i>An AA unit will NOT collect Honor & Fortune in ranged combat.</i>
 (SBC) adjacent				An SBC unit has a range of 3 hexes. At 2 or 3 hexes to target - roll 3 dice. When an SBC unit moves and engages in ranged combat, the number of battle dice rolled is reduced to 1 die. <i>An SBC unit will collect Honor & Fortune in ranged combat.</i>

Note: no ranged combat allowed if adjacent to target (this is close combat)

- A green circle will score 1 hit on a unit with a  symbol.
- A blue triangle will score 1 hit on a unit with a  symbol.
- A red square will score 1 hit on a unit with a  symbol.
- An arquebus unit will also score 1 hit in ranged combat for each sword symbol rolled.
- A bow unit will not score a hit when a sword symbol is rolled in ranged combat.
- A flag rolled in ranged combat does not cause a hit, but may cause the unit to retreat, see *Retreat* rules section.
- A bow unit, in ranged combat, will collect 1 Honor & Fortune token for each Honor & Fortune symbol rolled.
- An arquebus unit will not collect a Honor & Fortune token when a Honor & Fortune symbol is rolled in ranged combat

Effect of Range Combat Hits

For each hit scored, 1 block is removed from the target unit. When the last block in the opponent's unit is removed, collect a Victory Banner. When more hits are rolled than the number of blocks in the enemy unit, these additional hits have no effect.

Hitting a Leader

When an enemy unit with an attached Leader, takes a hit in range combat, the attached Leader must make a Leader Casualty Check, see *Leader Casualty Check* rules section.

8. Apply Retreats:

After all hits have been resolved, casualties removed and Leader Casualty Checks made, retreats are resolved, see *Retreat* rules section.

CLOSE COMBAT

A unit, battling against an enemy unit in an adjacent hex, is said to be in close combat with the enemy unit. A unit adjacent to an enemy unit must close combat the adjacent enemy unit if it chooses to battle, it cannot use ranged combat against the adjacent enemy unit or against another enemy unit within its range.

Close Combat Procedure

1. Announce Close Combat Unit
2. Determine Terrain battle dice maximum
3. Determine Leader Inspired, Command card and Dragon card dice adjustments
4. Attacker Resolve Battle (roll dice)
5. Attacker Score Hits
6. Apply Retreats
7. Possible Gain Ground and Bonus Close Combat
8. Battle Back. The defender may battle back in some situations. If battle back occurs, the defender will battle and apply hits and resolve retreats on the original attacking unit.

1. Announce Close Combat Unit:

Announce the ordered unit you want to close combat with and

the enemy unit it is attacking.

- A unit must be in an adjacent hex to an enemy unit to engage in close combat.
- Close combat may be done in any direction.
- Each close combat attack is declared and resolved 1 ordered unit at a time, in the sequence of the player's choice.
- A player must announce and resolve 1 unit's close combat entirely, including any ground gained, bonus close combat, and opponent's unit battle back, before beginning the next combat.
- Each close combat is conducted by 1 eligible ordered unit against 1 adjacent defending enemy unit, regardless of the number of friendly and enemy units adjacent to each other.
- If more than 1 ordered unit is adjacent to the defending enemy unit, each ordered close combat attack is resolved separately. Levy Irregular Infantry units are the exception, see *Levy Infantry Swarm* rules section.

State the base number of battle dice the ordered unit is entitled to in close combat.

- Samurai Spearmen Cavalry, may stay in position or move 1 or 2 hexes and close combat an adjacent enemy unit with 4 battle dice.
- Samurai Bowmen Cavalry, may stay in position, may move 1 or 2 hexes and close combat an adjacent enemy unit with 3 battle dice.
- Samurai Infantry Spearmen may stay in position or move 1 hex and close combat an adjacent enemy unit with 4 battle dice.
- Samurai Infantry Bowmen may stay in position or move 1 hex and close combat an adjacent enemy unit with 3 battle dice.
- Ashigaru Infantry Spearmen may stay in position or move 1 hex and close combat an adjacent enemy unit with 3 battle dice. Ashigaru Infantry Spearmen may move 2 hexes but may not close combat.
- Ashigaru Infantry Bowmen may stay in position or move 1 or 2 hexes and close combat an adjacent enemy unit with 2 battle dice.
- Ashigaru Infantry Arquebusiers may stay in position and close combat an adjacent enemy unit with 2 dice. Ashigaru Infantry Arquebusiers may not close combat when the unit moves.
- Levy Irregular Infantry may stay in position or move 1 or 2 hexes and close combat an adjacent enemy unit with 2 battle dice.

Levy Infantry Swarm - When 2 or more ordered levy units are adjacent to the same enemy unit and close combat that unit, all the levy units in the swarm close combat may combine their attack and roll all their close combat dice at the same time.

2. Determine Terrain Battle Dice Maximum:

The terrain in which the target unit is on and in some instances, the attacking unit battles from, may impact (usually reduce) the number of battle dice rolled in close combat. Adjust the number

of battle dice rolled for terrain, see *Terrain* rules section.

3. Determine Inspired Leader, Command Card And Dragon Card Dice Adjustments:

After terrain effects are applied, adjust the number of battle dice, based on any unit special abilities, Command card modifier, Dragon card modifier and inspired Leader close combat modifier

Leader Inspired Close Combat

A Leader, when alone in a hex may not battle. When a Leader is attached to a unit, he will follow the combat rules of the unit he is accompanying, including retreats and special actions.

Although a Leader may not battle, a Leader may still impact a unit's close combat by inspiring a unit. A player may choose to spend 1 Honor & Fortune token to have a Leader inspire a unit. A Leader inspired unit will add 1 die to a unit's close combat dice roll. The Honor & Fortune token spent is returned to the common pool.

An infantry Leader (a Leader on foot) must be in the same hex as the unit he is going to inspire. A cavalry Leader (a mounted Leader) can inspire a unit in his hex and may also inspire friendly units in adjacent hexes. Each unit inspired by a cavalry Leader costs 1 Honor and Fortune token.

- A maximum of 1 Honor & Fortune may be spent to inspire a unit during a close combat, therefore a maximum of only 1 battle die may be gained when a unit is inspired.
- A unit may be inspired when it is attacking in close combat and when the unit is battling back.
- A cavalry Leader does not have to be ordered to inspire an adjacent unit.
- When a player's unit was inspired and rolls the 1 additional dice in its close combat, collect 1 less Honor & Fortune token than the number of Honor & Fortune symbols rolled.

4. Attacker Resolve Battle:

Roll the adjusted number of battle dice and resolve the resulting dice roll.

5. Attacker Score Hits:

In close combat, the unit attacking scores 1 hit for each dice symbol rolled that matches the targeted unit symbol.

- A green circle will score 1 hit on a unit with a ● symbol.
- A blue triangle will score 1 hit on a unit with a ▲ symbol.
- A red square will score 1 hit on a unit with a ■ symbol.
- A sword rolled will normally score 1 hit in close combat with the following exceptions:
 - Because of its superior stature, a cavalry unit will ignore 1 sword rolled against it when attacked in close combat by an infantry unit.
 - Because of superior rank, a unit with a square symbol will ignore 1 sword rolled against it when attacked in close combat by a unit with a ▲ symbol.
 - Because of superior rank, a unit with a square symbol

will ignore 2 swords rolled against it when attacked in close combat by a unit with a ● symbol.

- Because of superior rank, a unit with a triangle symbol will ignore 1 sword rolled against it when attacked in close combat by a unit with a ● symbol.

Note: Superior rank and stature are cumulative and will only apply to close combat, not ranged combat.

- A flag rolled in close combat does not cause a hit, but may cause the unit to retreat, see *Retreat* rules section.

Effect of Close Combat Hits

For each hit scored, 1 block is removed from the target unit. When the last block in the opponent's unit is removed, collect a Victory Banner (does not apply to Army Commander's Bodyguard unit blocks). When more hits are rolled than the number of blocks in the enemy unit, these additional hits have no effect.

Hitting a Leader

When an enemy unit, with an attached Leader, takes a hit in close combat, the attached Leader must make a Leader Casualty Check, see *Leader Casualty Check* rules section.

Honor & Fortune

For each Honor & Fortune symbol rolled in close combat collect 1 Honor & Fortune token with the following exceptions:

- When a player's unit was inspired and rolls the 1 additional dice in its close combat, collect 1 less Honor & Fortune token than the number of Honor & Fortune symbols rolled.
- When any Samurai Cavalry unit engages in close combat against a lower rank unit (blue triangle or green circle), do not collect any Honor & Fortune tokens even if Honor & Fortune symbols are rolled.
- When attacking a levy irregular infantry, no attacking unit will collect any Honor & Fortune tokens when Honor & Fortune symbols are rolled.

6. Apply Retreats:

After all hits have been resolved, casualties removed and Leader Casualty Checks made, retreats are resolved, see *Retreat* rules section.

7. Possible Gain Ground and Bonus Close Combat:

See *Special Action* rules section.

8. Battle Back:

In a close combat, the defending enemy unit may battle back against the attacking unit when 1 or more of the defending unit's blocks survived the close combat attack and the defending unit did not retreat from its original hex.

The battle back procedure will follow the same rules as an attacker's close combat. During a battle back, the defending unit therefore determines the proper number of dice to roll, including any terrain battle dice reduction, inspired Leader and Dragon card dice adjustments. The unit's battling back is resolved, hits are applied and retreats determined in the same manner as if the unit were attacking.

- A defending unit may not battle back when it is forced to retreat out of its original hex, even if the retreat move leaves the retreating defending unit in a hex that is still adjacent to the unit that originally attacked.
- A defending unit may still battle back when it is unable to fulfill a required retreat because its retreat path is occupied and prevents the unit from retreating. A defending unit may still battle back as long as the unit still has 1 or more blocks remaining after taking losses for not being able to complete its retreat movement, see *Retreat* rules section.
- No further battle back is possible after the defending unit's battle back. The close combat will stop immediately after the non-active player unit's battle back.
- A unit battling back may not gain ground or a bonus close combat attack.
- The target unit of a ranged attack is never eligible to battle back. Only units engaged in a close combat may battle back.

LEADER CASUALTY CHECK

Whenever a Leader is involved in a combat, there is a chance that the Leader may become a casualty. If a casualty check is required your opponent will roll to determine whether your Leader is hit and removed from the battlefield or survives.

When a Leader is with a unit and the unit loses 1 or more blocks in ranged or close combat, there is a chance that the Leader may also be hit and a Leader Casualty Check must be rolled against the Leader.

Note 1: When a unit with a Leader loses 1 or more blocks because it fails to complete a retreat movement, or due to a Dragon card, or during a Lack of Honor roll, these situations will not cause a Leader Casualty Check. A Leader Casualty Check is only made when a Leader is with a unit and the unit loses 1 or more blocks in combat.

Note 2: When an Army Commander's four Bodyguard blocks are eliminated, if the Commander survives the Leader Casualty Check the Army Commander becomes a foot Leader in all respects and retreats.

Ranged Combat Leader Casualty Check Procedure

During a ranged combat attack, when a Leader is with a unit, if the unit loses 1 or more blocks but the unit is not eliminated, the Leader Casualty Check is made with 2 battle dice. To hit and eliminate the Leader, 2 sword symbols must be rolled. When 2 sword symbols are rolled the owning player removes the Leader block from the battlefield and the opposing player will collect a Victory Banner. If 2 sword symbols are not rolled, the Leader will survive the casualty check and remains with the unit.

When a Leader is with a unit and all the blocks in the unit are eliminated during a ranged combat attack leaving the Leader block alone in the hex, the Leader Casualty Check is made with 1 battle die. To hit and eliminate the Leader a sword symbol must be rolled. When a sword symbol is rolled the owning player removes the Leader block from the battlefield and the opposing player will collect a Victory Banner. If the Leader is not hit, the Leader must

retreat 1, 2, or 3 hexes, or commit seppuku.

Note: The Army Commander's Bodyguard blocks cannot be targeted by ranged combat.

Close Combat Leader Casualty Check Procedure

During a close combat attack, when a Leader is with a unit and the unit loses 1 or more blocks and the unit is not eliminated, the Leader Casualty Check is made with ONE battle die. To hit and eliminate the Leader, a sword symbol must be rolled. When a sword symbol is rolled the owning player removes the Leader block from the battlefield and the opposing player will collect a Victory Banner. If a sword symbol is not rolled, the Leader will survive the casualty check and remains with the unit.

Important Note: Rolling one die instead of two is a departure from similar Leader casualty check rules in other C&C games like Ancients, C&C Napoleons and C&C Medieval. Japanese leaders traditionally fought from the front and suffered a higher casualty rate.

When a unit with an attached leader loses its last block during a close combat attack, the lone leader remaining in the hex makes a Leader Casualty Check with one battle die. To hit the lone Leader a sword symbol must be rolled. When a sword symbol is rolled the owning player removes the Leader block from the battlefield and the opposing player will collect a Victory Banner. If the lone Leader is not hit, the lone Leader must then retreat 1, 2, or 3 hexes, or commit seppuku.

- When a unit is eliminated, any flags rolled during the combat will have no effect on the lone Leader. After the Leader Casualty Check the Leader must retreat 1, 2, or 3 hexes, or commit seppuku.
- If a lone Leader cannot retreat at least 1 hex, the Leader must commit seppuku.
- When a lone Leader is on its friendly baseline hex and has to retreat, the Leader must commit seppuku.
- After a Leader retreats, is eliminated, or commits seppuku, the unit that was attacking the Leader in close combat may gain ground onto the vacated hex.

Combat Against a Leader Alone in a Hex

When an enemy Leader is alone in a hex and is being attacked, in ranged or close combat, the attacking unit determines the number of battle dice to roll against the lone Leader. When one or more sword symbols are rolled, the Leader is hit and eliminated. Bow units normally do not score a hit in ranged combat, but when attacking a lone leader will score a hit against a lone leader. No Leader Casualty Check is needed. The owning player removes the Leader block from the battlefield and the opposing player will collect a Victory Banner.

- Any flags rolled during the combat will have no effect on the lone Leader. Instead the lone Leader must retreat 1, 2, or 3 hexes, or commit seppuku.
- If a lone Leader cannot retreat at least 1 hex, the Leader must commit seppuku.

- When a lone Leader is on its friendly baseline hex and has to retreat, the Leader must commit seppuku.
- After a Leader retreats, is eliminated, or commits seppuku, the unit that was attacking the lone Leader in close combat may gain ground onto the vacated hex.

RETREATS

During a ranged or close combat, after all hits have been resolved, casualties removed and Leader Casualty Checks made, retreats are resolved. Each retreat flag rolled against a unit that cannot be ignored will require the unit to retreat 1 retreat movement back toward its own side of the battlefield. 2 flags, against a unit that cannot be ignored, will push the unit back 2 retreat movements, etc.

All Samurai and Ashigaru infantry and cavalry units retreat 1 hex for each flag rolled against the unit that cannot be ignored, while levy irregular infantry units must retreat 2 hexes for each flag rolled against the unit that cannot be ignored.

The player controlling the unit that is retreating decides onto which hex the unit retreats using the following rules:

- A unit must always retreat toward its controlling player's baseline side of the battlefield regardless of what direction the attack came from. There are usually 2 hexes of choice when retreating to a player's side of the battlefield, except near the side of the battlefield. The retreating player may choose either of these 2 hexes, but must choose 1 that is not occupied, or impassable.
- A unit may never retreat sideways.
- A unit may not retreat onto, or through, a hex containing another unit regardless if friend or foe.
- A unit may not retreat onto, or through, a hex containing an enemy Leader.
- Terrain has no effect on a unit's retreat movement, therefore a retreating unit may retreat through, for example, a forest terrain or fordable stream without stopping. However, impassable terrain may not be retreated onto or through during a retreat move.
- An infantry unit may retreat onto a hex containing a friendly lone foot or mounted Leader. When moving onto the lone Leader's hex, the infantry unit must stop and join the Leader, even if the unit has not fulfilled its entire retreat movement. The unit will ignore any additional retreat movement.
- A cavalry unit may retreat onto a hex containing a friendly lone mounted Leader. Upon moving onto the lone Leader's hex, the cavalry unit must stop and join the Leader, even if the unit has not fulfilled its entire retreat movement. The unit will ignore any additional retreat movement.
- When a unit cannot retreat, because the unit's retreat path is occupied, by units, Leaders or impassable terrain, 1 hit is scored on the unit and 1 block is removed from the unit for each retreat hex of movement that cannot be completed.
- When a unit cannot retreat because it is at its army's baseline, 1 hit is scored on the unit and 1 block is removed from unit for each retreat hex of movement that cannot be completed.

- When a unit can retreat legally, toward its controlling player's baseline, without taking block losses, it must take this retreat path instead of a retreat path where a block loss would occur.
- Anytime a unit retreats, the retreat will cause the controlling player to lose Honor & Fortune, see *Retreat & Loss of Honor* rules section.

Leader Retreat

A Leader attached to a unit must stay with the unit through the unit's entire retreat movement.

A Leader not with a unit (lone Leader) must retreat after being attacked and surviving the Leader Casualty Check. A retreating Leader is subject to the same retreat rules and terrain limitations as other units with the following exceptions:

- A Leader's retreat movement is 1, 2, or 3 hexes back towards his side of the battlefield the owing player's choice. The controlling player determines the number of hexes the Leader will move and which path the Leader will take as he retreats.
- A Leader may retreat through a hex that contains a friendly unit, a friendly unit with a Leader or another friendly Leader. A unit or Leader is not affected when a Leader retreats through its hex.
- A retreating Leader may not retreat through a hex with enemy unit or enemy Leader.
- A Leader may not end his retreat movement in a hex that contains another friendly Leader, impassable terrain, an enemy unit or enemy Leader.
- An infantry Leader may retreat onto a hex with a friendly infantry unit that does not have a Leader and stop in the hex and join the unit.
- An infantry Leader may not retreat onto a hex with a friendly cavalry unit.
- A cavalry Leader may retreat onto a hex with any friendly unit, infantry or cavalry that does not have a Leader and stop in the hex and join the unit.
- If a Leader cannot retreat at least one hex, the Leader must commit seppuku.
- A Leader cannot retreat off a friendly baseline hex. The Leader may end its retreat on a friendly baseline hex.
- A lone Leader attacked on its friendly baseline hex after it survives the Leader Casualty Check, must commit seppuku.

Leader Seppuku

Instead of retreating, the controlling player may choose to have a lone Leader commit seppuku (honorable suicide) even if that Leader has a clear path for retreat.

When a Leader commits seppuku, the owning player removes the Leader block from the battlefield and gains 5 Honor & Fortune tokens, but the player must lose 1 Command card from his hand of cards, selected at random by his opponent. The selected Command card is discarded. The loss of this card reduces the owning player's command by one.

A Leader that commits seppuku will not give the opponent a Victory Banner, but the opposition player does draw 1 Dragon card and adds it to his hand of Dragon cards.

Bolster Morale

Some situations will allow a unit to disregard 1 or more flags rolled against it. A unit may disregard 1 or more flags each time it is attacked. Disregarding a flag result when eligible is purely a matter of choice. When 2 flag results can be ignored, the owning player can choose to ignore 1 and accept 1. All flags rolled against a unit, above and beyond those that can be ignored, automatically will trigger a retreat and must be taken.

Important Note: A unit may only ignore a maximum of 2 flags during a combat roll.

A unit may disregard 1 flag:

- When supported by 2 friendly units. Support units may be in any 2 hexes that are adjacent to the unit. A unit must determine if it is in support for each attack made against a unit.
- Support is reciprocal. Units in 3 adjacent hexes support each other.
- A Leader block, when alone in a hex, may act as an adjacent hex of support and will provide the same support as a unit in a hex.
- A unit with a red square symbol may ignore 1 flag.
- The effect of certain Dragon cards may also give a unit the ability to ignore 1 or more flags.
- A Leader with a unit will allow a unit to ignore 1 flag.

Note: A Leader Casualty Check takes place prior to determining if a unit must retreat. Therefore, when a Leader is eliminated by the Leader Casualty Check, the unit may not be able to ignore a flag because a Leader is no longer with the unit.

Retreat & Loss of Honor

Anytime a unit or Leader must retreat, the retreat will cause the controlling player to lose Honor & Fortune tokens.

- A unit, with a green circle, must lose 1 Honor & Fortune token for each hex it retreats. *Note: Levy infantry (LI) retreat differently (see below).*
- △ A unit, with a blue triangle, must lose 1 Honor & Fortune token for each hex it retreats.
- A unit, with a red square, must lose 2 Honor & Fortune tokens for each hex it retreats.
- Levies/Peasant Irregular Infantry - Only lose 2 Honor & Fortune tokens no matter the number of hexes the levy unit retreats.
- A unit, with an attached Leader that retreats, will lose 1 additional Honor & Fortune token for each hex the unit together with the Leader retreats. For example, a retreating unit with a triangle symbol with a Leader will lose 2 Honor & Fortune tokens for each hex the unit with a Leader retreats (1 token for the unit and 1 token for the Leader being with the unit).
- A Leader that is alone in a hex when he retreats 1, 2 or 3 hexes

must lose 3 Honor & Fortune tokens. A Leader does not lose Honor & Fortune for each hex he retreats.

- A Leader that is alone in a hex may commit seppuku instead of retreating.
- A unit that cannot retreat, which results in blocks lost, will not lose Honor & Fortune tokens since it did not make a retreat movement from its original hex.

LACK OF HONOR

When a player does not have enough Honor & Fortune tokens in his reserve to cover the loss of honor due to a unit's retreat or caused by the action of a Dragon card, the player must lose what Honor & Fortune tokens he has in his reserve pool and must make a *Lack of Honor* roll.

The *Lack of Honor* roll is equal to 4 dice, plus 1 additional die for each Honor & Fortune token that could not be paid.

Example: A player only has 1 Honor & Fortune token in his reserve pool, but the Samurai unit must retreat 1 hex, which requires a loss of 2 Honor & Fortune tokens. The Lack of Honor roll therefore would be 4 dice, plus 1 die. The 1 die additional because the player only had 1 token in his Honor & Fortune reserve pool, but had to pay 2 Honor & Fortune tokens for the Samurai unit's retreat.

Lack of Honor when Unit Retreats

After the unit has completed its retreat movement, the player will make the *Lack of Honor* roll.

- Each symbol rolled, that matches the symbol on the retreating unit, will eliminate 1 block in the unit that retreated. When the last block in the unit is removed, the opposition player collects a Victory Banner.
- Each symbol rolled, that does not match the retreating unit, will cause 1 block loss to the nearest unit in the army with a matching symbol. The controlling player will choose which unit will lose blocks, when 2 or more units are the same distance in hexes from where the retreating unit ended its retreat. Should the last block in a unit be removed, the opposition player collects a Victory Banner.
- A sword, flag or an Honor & Fortune symbol rolled during a *Lack of Honor* roll will not have any effect.

Note 1: When a unit with a Leader loses a block, there is no Leader Casualty Check.

Note 2: When a unit with a Leader is eliminated in a Lack of Honor roll, there is no Leader Casualty Check. The leader will remain in the hex wondering why his unit lost heart and left the battle.

Lack of Honor when Lone Leader Retreats

After a lone Leader has completed its retreat movement, the player will make the *Lack of Honor* roll.

- 1 or more sword symbols rolled on the *Lack of Honor* roll will eliminate the Leader and the opposition player collects a Victory Banner.
- Each symbol rolled will cause 1 block loss to the nearest unit

in the army with a matching symbol. The controlling player will choose which unit will lose blocks, when 2 or more units are the same distance in hexes from where the retreating unit ended its retreat. Should the last block in a unit be removed, the opposition player collects a Victory Banner.

- A sword only takes effect against a lone Leader, while a flag or an Honor & Fortune symbol rolled during a *Lack of Honor* roll will not have any effect.

Lack of Honor from Dragon Card Play

When a player does not have honor tokens to cover an honor loss from a Dragon card played against the player, each symbol rolled on the *Lack of Honor* roll will cause 1 block loss to a unit in his army with a matching symbol of the controlling player's choice. A sword, flag or an Honor & Fortune symbol rolled during a Dragon card *Lack of Honor* roll will not have any effect.

SPECIAL ACTIONS

Gaining Ground

When an active player's ordered unit attacks in close combat and eliminates or forces the defending enemy unit to retreat from the hex it occupies, the attacking unit has conducted a successful close combat. The attacking unit may advance (move) onto that vacated hex. This is referred to as gaining ground.

Gaining ground, after a successful close combat is not mandatory. However, if the unit does not gain ground, the victorious attacking unit forfeits the possible opportunity to make a bonus close combat, even if it is adjacent to another enemy unit.

The following situations do not allow a unit to gain ground:

- A defending unit that is battling back is not eligible to gain ground.
- A defending unit that plays a *First Strike* Command card is not eligible to gain ground.

Bonus Close Combat

After a successful close combat, a cavalry unit or an infantry unit with an attached Leader that gains ground is eligible to battle in close combat a second time. This bonus close combat is optional and gaining ground does not require an eligible unit to attack in close combat again.

- A bonus close combat is figured and conducted the same as a close combat, see *Close Combat* rules section.
- A unit that gains ground after a successful combat onto a terrain hex that prohibits combat upon entry cannot make a bonus close combat.
- A unit that qualifies for a bonus close combat attack after gaining ground may choose to battle any enemy unit in any adjacent hex. It does not have to battle the enemy unit that just retreated from the hex.
- When a unit's bonus close combat is successful, it may advance onto the vacated hex, but may not battle again this turn.

PHASE 5 END OF TURN

After all units' movements and combat have been resolved, the active player discards the Command card just played face up next to the Command card deck and draws a new Command card.

The active player now also has the choice of drawing 1 Dragon card or gaining 2 Honor & Fortune tokens.

- The active player always has the choice of drawing 1 Dragon card or gaining 2 Honor & Fortune tokens regardless of whether a Dragon card was played during the turn.
- In addition, if the active player did not play a Dragon card during his turn, 1 Dragon card may be discarded from his hand and 1 Honor & Fortune token can be collected.
- No more than 1 Dragon card may be drawn or discarded at the end of a player's game turn.
- A Dragon card drawn at the end of a player's turn cannot be discarded in the turn it was drawn.

If the Command card deck or Dragon card deck runs out of cards, shuffle the discarded cards to form a new draw deck.

Once the active player's Command card is drawn and Dragon card or Honor & Fortune is replenished, the active player's turn is over.

Note: A player who plays a Dragon card during the opponent's turn does not immediately replenish his Dragon card or the Honor & Fortune tokens spent. Replenishment of a Dragon card or Honor & Fortune tokens is only done at the end of an active player's turn.

HONOR & FORTUNE

An army commander had to bring some measure of order to the chaos that constantly hung over a fighting Samurai army. The fighting force that maintained some measure of control and discipline was likely to be the army that won the day. Honor & Fortune in a roundabout way serves to measure an army's discipline, its honor and the fortunes of war.

Players will be challenged to maintain a balance between exploiting the use of these tokens to impact the army's fortunes when using Dragon cards and a Leader inspired close combat actions, while at the same time retaining enough honor to prevent chaos in the ranks when morale fails and a unit must retreat.

Honor & Fortune tokens are initially placed in a common Honor & Fortune pool, alongside the game board within easy access of all players. During the course of the game, the Honor & Fortune a player earns is placed in his Honor & Fortune reserve in his play area. The number of Honor & Fortune tokens a player holds is public information throughout the game.

Managing and Replenishing Honor & Fortune Reserves

Just as important as managing his hand of Command cards and Dragon cards, a player must carefully watch his Honor & Fortune



token reserve, and make sure to keep adequate reserves if he is to launch his own Dragon card actions at the most opportune time and prevent army block losses because of a Lack of Honor.

The following are some of the ways a player may gain Honor & Fortune.

- A number of Honor & Fortune tokens are taken at the game's start as indicated by the scenario's battle notes.
- At the end of the active player's turn, the player opts to pick 2 Honor & Fortune tokens instead of drawing a Dragon card.
- At the end of the active player's game turn, when active player has not played a Dragon card, the player may discard 1 of his Dragon cards and gain 1 Honor & Fortune token.
- As a result of playing certain Dragon cards.
- Honor & Fortune tokens are gained for each honor & token symbol rolled in a close combat battle.
- Honor & Fortune tokens are gained for each honor & token symbol rolled by some units with ranged weapons when battling.

Rolling an Honor & Fortune symbol during other times during play, for example, a Leader Casualty Check, Lack of Honor roll, etc. will not gain Honor & Fortune tokens for a player.

There is no limit to the number of Honor & Fortune tokens a player may have in his reserve. However, should the common Honor & Fortune token pool run out, no further Honor & Fortune tokens can be gained until the common pool is replenished. Actions that normally grant Honor & Fortune tokens when the common pool is empty will grant nothing for a player.

END GAME & VICTORY

Players will alternate taking turns, until one player reaches the number of Victory Banners indicated by the scenario's victory conditions.

Players can accumulate Victory Banners in a number of ways. Eliminating enemy units and Leaders is the most common. While accomplishing scenario specific objectives, like capturing certain terrain hexes, or occupying and removing the enemy's command tent are a couple of other ways. Such other victory conditions will be explicitly spelled out in the scenario's battle notes.

A game ends the very moment a player reaches his required number of Victory Banners regardless of when this occurs during the game turn. This means that a game might even end on a successful battle back, with the victory going to the active player's opponent.

If a player's hand of Command cards is ever reduced to a single Command card at the start of a player's turn, the player must surrender and victory goes to his opponent.

DRAGON CARDS (40 cards)

Dragon cards and Honor & Fortune tokens are some of a player's most precious assets. There are 40 Dragon cards in the core game. Dragon cards in terms of game play are the gateway to legendary and mythical actions on the battlefield. There is no limit to the number of Dragon cards a player may hold.

Each Dragon card, bears the following information:

- a) **Title:** The name of the Dragon card.
- b) **Cost:** The cost in Honor & Fortune tokens a player must pay from his Honor & Fortune reserve pool for the Dragon card to take effect. Honor & Fortune tokens quite literally fuel the action and special powers of a Dragon card, and Dragon cards cannot be played if there are insufficient Honor and Fortune tokens present in the player's reserve pool. *Note: Some Dragon cards have a zero Honor & Fortune cost to play.*
- c) **Phase of Play:** This text explains when in a game turn the Dragon card must be played.
- d) **Target:** Text detailing the Dragon card target, subject, beneficiary, or area of effect of the Dragon card action.
- e) **Effect:** A description of the Dragon card effect and the special rules governing it.



Players must observe a number of simple, but critically important rules when bringing a Dragon card into play.

- When playing a Dragon card, place it in front of you during the appropriate phase of play and read it aloud.
- A Dragon card must always be played during its indicated phase of play. Some Dragon cards may be played out of turn, during the opponent's game turn, or in reaction to one of the opposition player's actions or Dragon card play.
- To play a Dragon card the player must be able to immediately pay its corresponding Honor & Fortune cost out of the Honor & Fortune tokens already in his possession prior to the card's effect coming into play.
- Remove the required number of Honor & Fortune tokens out of your Honor & Fortune reserve, temporarily placing those tokens on the Dragon card.
- At the end of the game turn, return the tokens on the Dragon card back to the common Honor & Fortune pool and discard the Dragon card onto the discard pile next to the Dragon card deck.
- The active player may only play 1 Dragon card during the active player's turn.
- The defending player may only play 1 Dragon card during the active player's game turn.

- As a result, during the course of any single game turn, there can only be a maximum of 2 Dragon cards coming into play, 1 from each player.
- In case of contradiction between the effects of 2 Dragon cards played in succession, the second card trumps the effect of the first 1.
- In case of conflict between the basic rules in this book and Dragon card the rules of the Dragon card take precedence, but terrain movement and battle restrictions will always apply unless stated otherwise on the Dragon card.

COMMAND CARDS (60 cards)

Command cards are used to order a player's units to move, battle or perform other essential actions. Units may only move or battle when given an order.



SECTION CARDS (39 cards)

Section cards are used to order a number of units and/or Leaders in a specific section of the battlefield to move and/or battle.

Section Command cards that have a Samurai helmet symbol on the top of the card help remind players that a Leader with a unit may be ordered to detach and move separately for the cost of 1 order when the card is played.

- Order One Unit Left:** Issue an order to 1 unit or Leader in the left section. When drawing a new Command card, draw 2, choose 1 and discard the other. (2 cards)
- Order One Unit Center:** Issue an order to 1 unit or Leader in the center section. When drawing a new Command card, draw 2, choose 1 and discard the other. (2 cards)
- Order One Unit Right:** Issue an order to 1 unit or Leader in the right section. When drawing a new Command card, draw 2, choose 1 and discard the other. (2 cards)
- Order Two Units Left:** Issue an order to 2 units and/or Leaders in the left section. (3 cards)
- Order Two Units Center:** Issue an order to 2 units and/or Leaders in the center section. (4 cards)
- Order Two Units Right:** Issue an order to 2 units and/or Leaders in the right section. (3 cards)
- Order Three Units Left:** Issue an order to 3 units and/or Leaders in the left section. (3 cards)
- Order Three Units Center:** Issue an order to 3 units and/or Leaders in the center section. (3 cards)
- Order Three Units Right:** Issue an order to 3 units and/or Leaders in the right section. (3 cards)

- Advance Left:** For each Command card you have, including this one, issue an order to 1 unit and/or Leader in the left section. (2 cards)
- Advance Center:** For each Command card you have, including this one, issue an order to 1 unit and/or Leader in the center section. (2 cards)
- Advance Right:** For each Command card you have, including this one, issue an order to 1 unit and/or Leader in the right section. (2 cards)
- Crane's Wing:** Issue an order to 1 unit and/or Leader in each section. (2 cards)
- Flying Geese:** Issue an order to 2 units and/or Leaders in each section. (2 cards)
- Out Flanked:** Issue an order to 2 units and/or Leaders in both the left and right sections. (2 cards)
- Tiger Tail Left:** Issue an order to 2 units and/or Leaders in the center section and 1 unit or Leader in the left section. (1 card)
- Tiger Tail Right:** Issue an order to 2 units and/or Leaders in the center section and 1 unit or Leader in the right section. (1 card).

TACTIC CARDS (21 cards)

Tactic cards often allow ordered units to move and/or battle in ways not normally allowed in the basic rules or to activate without regard to section. Terrain movement and battle restrictions still apply to units activated by a Tactic card.

- Order Units with ● Symbol:** For each Command card you have, including this one, issue an order to 1 unit with a ● symbol. If you do not have any units with a ● symbol, issue an order to 1 unit of your choice. (2 cards)
- Order Units with ▽ Symbol:** For each Command card you have, including this one, issue an order to 1 unit with a ▽ symbol. If you do not have any units with a ▽ symbol issue an order to 1 unit of your choice. (2 cards)
- Order Units with ■ Symbol:** For each Command card you have, including this one, issue an order to 1 unit with a ■ symbol. If you do not have any units with a ■ symbol, issue an order to 1 unit of your choice. (2 cards)
- Cavalry Charge:** Issue an order to 4 or less cavalry units. Ordered units battle in close combat with 1 additional die for the entire turn. Cavalry units with a ■ symbol may move 3 hexes and battle. Ordered units may not do ranged combat. If you do not have any cavalry units, order 1 unit of your choice. (2 cards)
- Counter Attack:** When you play this card, it becomes a copy of the Command card your opponent played on his last turn. Follow the instructions on that card as though you were actually



playing it, except reverse any section references made on the card (left section becomes right section and vice versa). (2 cards)

- **First Strike:** Play this card after your opponent declares a close combat, but before he rolls his dice. Your defending unit will battle first. If the opponent's unit is not eliminated or retreats, it may then battle as originally ordered. Your unit will not battle back after the opponent's battle. At the end of the turn, you draw a replacement Command card first. (2 cards)
- **Hold and Shoot:** Issue an order to 4 or fewer units with ranged weapons. Ordered units may fire twice. Ordered units may not be in an adjacent hex to an enemy unit or Leader. Units may not move before or after combat. If you do not have any ranged weapon units, order 1 unit of your choice. (2 cards)
- **Infantry Onslaught:** Issue an order to 4 or less infantry units in a group (adjacent, linked, contiguous hexes). All ordered units, with a ▼ and/or ■ symbol, may move 2 hexes and still engage in close combat. Units with a ● symbol may be ordered, but ordered ranged weapon units may not engage in close or ranged combat. If you do not have any infantry units, order 1 unit of your choice. (2 cards)
- **Leadership:** Issue an order to units under one Leader's command including the Leader hex and up to 4 adjacent, linked, contiguous hexes, or order 1 unit of your choice. (2 cards)

Note: A Leader that is alone in a hex under the ordered Leader command, may be issued an order. A Leader with an ordered unit may not be ordered to split from the unit.

- **Serpent Command:** Issue an order to a group of units. The group is formed by units that are in adjacent, linked, contiguous hexes without a limit to the number of hexes. Units in the group may only move 1 hex. After movement, a unit may engage in either ranged or close combat if eligible. A unit may gain ground after a successful close combat and may make a bonus close combat if eligible. (2 cards)

Note: A Leader alone in a hex may be part of the group and be issued an order. A Leader with an ordered unit may not be ordered to split from the unit.

- **Shogun:** For each Command card you have, including this one, roll 1 die. For each unit symbol rolled, 1 unit with this symbol is ordered. One unit or a Leader of your choice is ordered for each flag symbol rolled. Units may be ordered in any sections. Collect 1 Honor & Fortune for each honor symbol rolled. Ordered units battle with 1 additional die for the entire turn. Reshuffle the Command card deck and discard pile, also reshuffle the Dragon card deck and discard pile. (1 card)

Note: A flag symbol may be used to order a Leader alone in a hex, order a Leader with a unit to split from the unit, or order an attached Leader along with the unit he is leading.

BATTLEFIELD TERRAIN

Each terrain hex description includes the following details:

- **Movement:** Any effect on moving onto a hex of this terrain type is noted here. Retreat moves are not subject to stated terrain movement restrictions.
- **Combat:** Any effect on a combat involving a unit in this type of terrain feature is noted here. Terrain battle limitations impose a cap on the default number of battle dice a unit attacking into or from this terrain type will normally roll. Usually, the rougher the terrain, the lower the limit. For example, units with a square symbol, weighed down by their superior armor and weapons, usually suffer the worst in difficult terrain, while units with a circle symbol fare comparatively better. This limit on the number of dice rolled in any particular terrain only applies to the base number of dice rolled by that particular unit type. Dice bonuses gained from Command cards, Dragon cards or inspired by a Leader are not subject to this limit and will still add to the combat dice, so that the actual number of dice rolled by a unit in difficult terrain may still exceed the maximum for that terrain type.
- **Line of Sight:** Whether the terrain blocks line of sight is detailed here.



COUNTRYSIDE

Countryside open terrain is the default type of all the hexes on the board. This open ground terrain has no movement, battle or line of sight restrictions.



FOREST

Movement: A unit or Leader that enters a forest terrain hex must stop and may move no further this turn.

Combat:

- A unit that moves onto a forest terrain hex, may still battle this turn.
- A unit on a forest terrain hex, battles with a maximum of 2 dice.
- A unit attacking an enemy unit on a forest terrain hex battles with a maximum of 2 dice.
- A unit attacking an enemy unit on a forest terrain hex with ranged combat, battles with a maximum of 1 die.

Line of Sight: A forest terrain hex blocks line of sight.



HILL

Movement: No movement restrictions.

Combat:

- A unit on a hill terrain hex, battles in close combat with a maximum of 3 dice.
- A unit not on a hill terrain hex attacking an enemy unit on a hill terrain hex, battles in close combat with a maximum of 2 dice.
- A unit's ranged combat is unaffected by a hill.

Line of Sight:

- A hill hex blocks line of sight to units behind a hill hex.
- A unit on a lower level has line of sight onto the first hill hex and vice versa.
- A unit on a lower level does not have line of sight through 1 hill hex onto a second hill hex with a unit and vice versa (i.e. a unit at a lower level is not able to see, or be seen, if at least 1 other hill hex is in between the 2 units).
- Line of sight is not blocked between units on the same hill grouping, adjacent hill hexes all at the same level. These hill hexes are considered to be a plateau.



RIVER

Movement: Rivers are impassable terrain except at fords and bridges.

Combat: No battle.

Line of Sight: A river hex does not block line of sight.



FORDABLE RIVER (STREAM)

Movement: A unit or Leader entering a fordable waterway must stop. Gaining ground remains possible.

Combat:

- A unit that moves onto a fordable terrain hex, may still battle this turn.
- A unit on a fordable hex, battles with a maximum of 2 dice.
- A unit on a fordable hex, battles with a maximum of 1 die in ranged combat.
- A unit attacking an enemy unit on a fordable hex battles with a maximum of 2 dice.

Line of Sight: A fordable terrain hex does not block line of sight.



Note: When the battle notes state an entire river (stream) is fordable, apply rules for fords to all hexes that form the fordable river (stream). In addition, any ford hexes that are a part of the fordable stream are considered very shallow and do not have any battle or movement restrictions.

BRIDGE

Movement: No movement restrictions.

Combat: No battle restrictions

- A unit on a bridge hex may ignore 1 flag.

Line of Sight: A bridge terrain hex does not block line of sight.

BUILDING

Movement: A unit or Leader that enters a building hex must stop and may move no further this turn.

Combat:

- A unit entering a building hex may not battle this turn.
- An infantry unit on a building hex, battles in close combat with a maximum of 2 dice.
- An infantry unit on a building hex, battles in ranged combat with a maximum of 1 die.
- A cavalry unit on a building hex, battles with a maximum of 1 die.
- A unit attacking an enemy unit on a building hex battles in close combat with a maximum of 2 dice.
- A unit attacking an enemy unit on a building hex, battles in ranged combat with a maximum of 1 die.
- A Leader may not impact a unit's close combat by inspiring the unit when the unit is on a building hex.

Line of Sight: A building terrain hex blocks line of sight.



FIELD

Movement: A unit or Leader that enters a field terrain hex must stop and may move no further this turn.

Combat:

- A unit that moves onto a field terrain hex may still battle this turn.

- An infantry unit on a field terrain hex has no battle restrictions.
- A cavalry unit on a field terrain hex battles with a maximum of 2 dice.
- A cavalry unit attacking an enemy unit on a field terrain hex battles with a maximum of 2 dice.

Line of Sight: A field terrain hex does not block line of sight.



RAVINE

Movement: A unit or Leader that enters a ravine hex must stop and may move no further this turn.

Combat:

- A unit entering a ravine hex may not battle this turn.
- A unit on a ravine hex battles in close combat with a maximum of 1 die.
- A unit on a ravine hex battles with a maximum of 1 die in ranged combat.
- An infantry unit attacking an enemy unit on a ravine hex battles in close combat with a maximum of 2 dice.
- A cavalry unit attacking an enemy unit on a ravine hex battles in close combat with a maximum of 1 die.
- A unit attacking an enemy unit on a ravine hex battles in ranged combat with a maximum of 1 die.

Line of Sight: A ravine terrain hex does not block line of sight.

Note: a unit on a ravine hex would block line of sight.



COMMAND TENT

Movement: A command tent hex is normally occupied by the Army Commander and his Bodyguard unit. However, when the command tent is not occupied, a unit or Leader that enters a command tent hex must stop and may move no further this turn.

Combat:

- A unit that moves onto a command tent hex may still battle this turn.
- No combat restrictions.

Line of Sight: A command tent terrain hex blocks line of sight.



FENCE / PALISADES

Movement: A unit or Leader that moves onto a hex with a fence or palisade must stop and may move no further on that turn.

- An infantry unit that moves onto a hex with fence or palisade, may still battle this turn.
- A cavalry unit that moves onto a hex with fence or palisade, may not battle.

Combat: A fence or palisade provides protection all around.

- A unit on a fence or palisade terrain hex, battles with a maximum of 2 dice.
- A unit attacking an enemy unit on a fence or palisade terrain hex battles with a maximum of 2 dice.
- An infantry unit on a fence terrain hex may ignore 1 flag when attacked by an enemy cavalry unit.
- An infantry unit on a palisade terrain hex may ignore 1 flag when attacked by any enemy unit.

Line of Sight: A fence or palisade terrain hex does not block line of sight.

Note: Fences and palisades use a common terrain tile. Scenario instructions will specify which type of terrain is present.



CASTLE

Movement: A unit or Leader that enters a castle hex must stop and may move no further this turn.

Combat:

- A unit entering a castle hex may not battle this turn.
- An infantry unit on a castle hex, battles in close combat with a maximum of 3 dice.
- An infantry unit on a castle hex, battles in ranged combat with a maximum of 3 dice.
- A cavalry unit on a castle hex may not combat.
- An infantry unit attacking an enemy unit on a castle hex, will battle in close combat with a maximum of 2 dice.
- A unit attacking an enemy unit on a castle hex, will battle in ranged combat with a maximum of 1 die.

- A cavalry unit may not attack an enemy unit on a castle hex in close combat.
- An infantry unit on castle hex will ignore 1 flag.
- A unit on a castle hex will not retreat and will take hit for each flag it cannot ignore.

Line of Sight: A castle terrain hex blocks line of sight.



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COMMAND CARDS



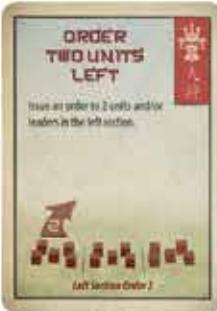
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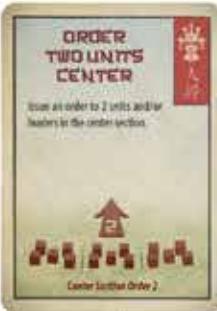
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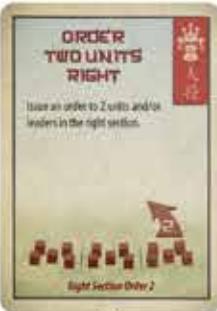
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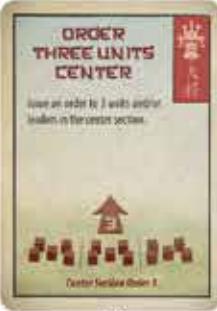
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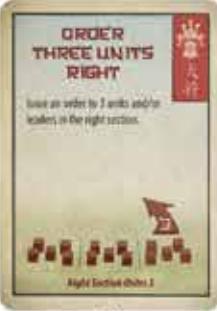
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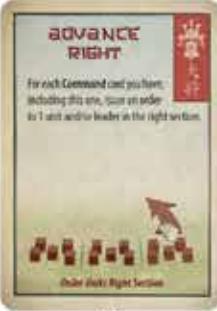
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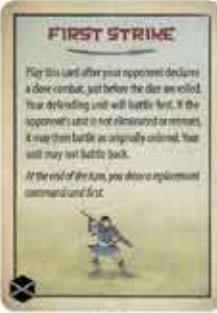
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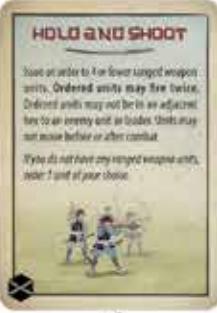
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x 1

RANGED COMBAT (Die Result for each Ranged Combat Die Rolled)¹

TARGET TYPE						
DIE ROLL	(LI/AB/AA)	(ASp)	(SB/SSp/SBC/SSpC)	(Leader with unit)	(Leader alone) ³	(Army Cdr/Bodyguard)
	Apply 1 Hit	-	-	Possible Casualty ²	-	Not Allowed
	-	Apply 1 Hit	-	Possible Casualty ²	-	Not Allowed
	-	-	Apply 1 Hit	Possible Casualty ²	-	Not Allowed
	Apply 1 Hit (AA Only)	Apply 1 Hit (AA Only)	Apply 1 Hit (AA Only)	Possible Casualty ² (AA Only)	Leader Eliminated ²	Not Allowed
	Possible Retreat ³	Possible Retreat ³	Possible Retreat ³	May ignore 1 flag ³	-	Not Allowed
	Collect 1 H&F Token (Bow Only)	Collect 1 H&F Token (Bow Only)	Collect 1 H&F Token (Bow Only)	-	-	Not Allowed

1) Other factors (unit type and special abilities, terrain, Command and Dragon card play) may modify the total number of dice rolled.

2) See Leader Casualty Check rules section.

3) See Retreat rules section.

CLOSE COMBAT (Die Result for each Close Combat Die Rolled)¹

TARGET TYPE						
DIE ROLL	(LI/AB/AA)	(ASp)	(SB/SSp/SBC/SSpC)	(Leader with unit)	(Leader alone) ⁴	(Army Cdr/Bodyguard)
	Apply 1 Hit	-	-	Possible Casualty ²	-	-
	-	Apply 1 Hit	-	Possible Casualty ²	-	-
	-	-	Apply 1 Hit	Possible Casualty ²	-	-
	Apply 1 Hit	Possible Hit ³	Possible Hit ³	Possible Casualty ²	Leader Eliminated ²	Apply 1 Hit
	Possible Retreat ⁴	Possible Retreat ⁴	Possible Retreat ⁴	May ignore 1 flag ⁴	-	MUST ignore all flags
	Collect 1 H&F Token	Collect 1 H&F Token	Collect 1 H&F Token	-	-	Collect 1 H&F Token

1) Other factors (unit type and special abilities, terrain, Command and Dragon card play) may modify the total number of dice rolled.

2) See Leader Casualty Check rules section.

3) See Close Combat rules section (Superior Stature and Rank may apply).

4) See Retreat rules section.



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