

# REFERENCE SHEET

## TURN SEQUENCE

1. Priority Phase
2. Move Phase
3. Combat Phase
4. Action Phase
5. End Phase

## PRIORITY PHASE

1. Determine Priority
2. Test Morale

## TEST MORALE

Check when:

- The Buntai's Morale is currently Wavering
- At least 25% of the starting strength of the Buntai suffered a Critical wound in the previous turn (for example, if a Buntai that started the game with 10 models loses 3 to critical wounds in any one turn, it must test the following turn).
- The Leader of the Buntai suffers a Critical wound.

Roll 2d6 +/- modifiers (A natural roll of 2 is always a success and a natural roll of 12 is always a failure):

- The Buntai is at less than half strength: +1
- The Buntai's Morale is currently Wavering: +1
- The Buntai has at least one model with the Commander ability: -1
- The Buntai has a banner: you may choose to reroll the Morale Test

If the result is equal to or less than the Buntai's Morale Rating:

- If the Buntai's Morale is currently Steady, then nothing will happen
- If the Buntai's Morale is currently Wavering, it will change to Steady

If the result exceeds the Buntai's Morale Rating:

- If the Buntai's Morale is currently Steady, it will change to Wavering
- If the Buntai's Morale is currently Wavering, it will change to Routing

Once a Buntai's Morale changes to Routing, it will remain so for the rest of the game.

## MOVE PHASE

- Models may move or use a missile weapon
- Normal move = 6"
- Run = up to 9" (may not engage) if it does not pass within 1" of an enemy model during any part of its movement
- Move halved if Stunned, Grievously wounded, Encumbered, or moving through Difficult Terrain
- May Withdraw 2" if in base-to-base combat with an enemy
- Mounted models move 12" or Gallop 18" or make Ride-by-attack (9" now, 9" in Action Phase)

## SHOOTING ATTACKS

- Attacker Rolls 2d6 +/- modifiers
- Defender adds modifiers to a base of 6

Modifiers to Shooting Attack Roll	
Target is less than 6" away	+1
Target is 12–24" away	-1
Target is 24–36" away	-2 (-3 if shooting with a teppo)
Target is more than 36" away	-3 (-4 if shooting with a teppo)
Target is engaged in combat	-1 (plus see special rules for shooting into combat)
Shooting Model made a normal move this turn	-1
Shooting Model made a Run or Gallop move this turn	-2
Shooting Model previously fired this turn	-1
Shooting Model is shooting in the Move Phase	-1
Shooting Model has a Grievous wound	-1
All modifiers are cumulative.	

Modifiers to Shooting Defence Score	
Target has light armour	+1
Target has medium armour	+2
Target has heavy armour	+3
Target is in Light cover	+1
Target is in Heavy cover	+2
All modifiers are cumulative.	

Weapon	Maximum Range	Wound Modifier	Special
Shuriken (throwing star)	6"	-2	There is no penalty for moving and using a shuriken.
Teppo (arquebus)	48"	Special	The teppo, or arquebus, must be reloaded before it can be fired again (see Action Phase, below). Whenever a teppo is fired, it is helpful to place a small ball of cotton wool or similar next to the model to signify this. A teppo is inaccurate at long ranges, and so all shots of more than 24" incur an additional -1 penalty. Models that are fired at with a teppo do not gain any benefits from light or medium armour, and heavy armour is considered to be light armour.
Yumi (bow)	48"		

# COMBAT PHASE

## COMBAT PROCESS

1. Draw counters equal to Combat Pool
2. Determine Initiative
3. First model attacks – rolls 2d6 (3d6 if Enhanced) and adds Fight and any modifiers. Defender rolls 1d6 (2d6 if Enhanced) and adds modifiers

Weapon	Initiative Modifier	Attack Roll Modifier	Special
Katana (sword)			
Wakizashi (short sword)	-1		
Nodachi (two-handed sword)	-1	+1	
Tanto (dagger)	-1	-1	
Naginata (halberd)	+1	+1	
Yari (spear)	+2		+1 Attack Roll Modifier if mounted and making a ride-by attack.
Nagae-yari (pike)	+3/-2		This weapon provides a +3 Initiative bonus in the first round of combat. However, if this same combat continues for another turn, the wielder suffers a -2 Initiative penalty for each subsequent turn.
Jo (short staff)	+1		
Bo (quarterstaff)			
Tetsubo (long club)	-1	+1	
Kasurigama (sickle and chain)	+1/-		This weapon provides a +1 Initiative bonus in the first round of combat and +1 to any Subdue attempt.
Weaponless	-1	-1	This represents fighting without a weapon, using punches, kicks and grappling techniques. Such attacks suffer an additional -1 penalty when directed against models equipped with heavy armour.
Improvised weapon	-1		

Modifiers to Defence Roll	
Target has light armour	+1
Target has medium armour	+2
Target has heavy armour	+3
Target is engaged by 3 or more enemy models	-1

## ENHANCING

- When you Enhance an Initiative Roll, you roll 2 dice and discard 1.
- When you Enhance an Attack Roll, you roll 3 dice and discard 1.
- When you Enhance a Defence Roll, you roll 2 dice and keep both.

## WOUNDS

Wound Score	Result	Effect
1	Stunned	-1 to Initiative
2-3	Light wound	-1 to Initiative, -1 to Fight
4-5	Grievous wound	-2 to Initiative, -1 to Fight, -1 to Combat Pool, -1 to Shoot
6	Critical wound	This model has been killed

## ACTION PHASE

Models may:

- Use a missile weapon
- Reload a teppo
- Loot a body or collect a head
- Pick up an object
- Mount or dismount
- Rest

## END PHASE

### REMOVE STUNNED COUNTERS

Roll a d6 for each model that has one or more Stunned counters and apply the result shown in the table below. Apply a -1 modifier to this roll if the model is engaged in combat, and a +1 modifier if the model rested in the Action Phase.

1-2	No effect.
3-5	Remove one Stunned Counter
6	Remove up to two Stunned Counters

## VICTORY CONDITIONS

Check to see if the Victory Conditions of the scenario have been met.