

## Daimyo – Quick Reference Sheet

## Side A

### Initiative Test

At beginning of each turn, both sides roll 1d6 + General's Command Rating (+1 if seated), highest has initiative.

### Sequence of Play

<i>Sequence of Play</i>	
<b>A</b>	<b>Start of Turn</b>
1	Weather Test (optional)
2	Initiative Test
<b>B</b>	<b>Clan Activation</b>
1	Clan activation test (2d6 + leader rating + Seated General)
2	Rally attempts by Frenzied and Routing troops (optional).
3	Move / Manoeuvre.
4	Firing.
5	Melee.
<b>C</b>	<b>End of Turn</b>
1	Morale Tests
2	Check Victory Conditions
3	Remove Disorder markers from reformed or rallied units
4	Unactivated leader movement
5	Roll for Random Event (optional)

### Movement

<i>Movement Table</i>	Normal, Retire & Retreat	Charge & Counter-charge	Rout & Pursuit					
			<i>Die Throw</i>					
Troop Type			1	2	3	4	5	6
Mounted Leader	20	-	-	-	-	-	-	-
Foot Leader	12	-	-	-	-	-	-	-
Heavy Armoured Cavalry	15	20	15	16	17	17	18	19
Medium Armoured Cavalry	18	22	18	18	19	20	21	22
Heavy Armoured Infantry	8	12	8	8	9	10	10	11
Medium Armoured Infantry	10	14	10	11	11	12	13	14
Light Armoured Infantry	11	15	11	12	13	13	14	15

Column +3cm on good terrain, double on roads.

### Obedience Test

Command Radius = 20cm. Leader Command Rating + 1d6. 6+ may move, < 6 must halt.

### Disorder

	<i>Causes of Disorder</i>
1	Result of a morale test.
2	Movement through difficult terrain or crossing obstacles.
3	Unable to be pushed back in melee because of blocking troops or terrain.
4	Charged on flank or rear, or failed to complete a turn to face chargers.
5	Interpenetration.
6	At conclusion of a melee that lasted more than 1 turn.

### Morale

	<i>Reasons for Morale Test</i>
1	The unit loses a stand
2	Ashigaru or Peasants charged by any troops
3	Infantry (except elite or frenzied), charged by Cavalry
4	Ashigaru missile troops or Peasants initiating a charge
5	General or own Daimyo is killed or routed within 15cm*
6	Friendly unit routing within 15cm*. Cavalry and Samurai ignore all but other Cavalry and Samurai
7	Interpenetrated by routing friendly unit
8	Rally attempt by routing unit (optional)

*Procedure* – Roll 2d6 + Modifiers. Score equal to or greater than Pass Score to pass test. Consult result table for permitted actions.

<i>Quality Level</i>	<i>Pass Score</i>
<i>Elite</i>	4+
<i>Veteran</i>	5+
<i>Seasoned</i>	6+
<i>Raw</i>	7+

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## Side B

<i>Die Roll Modifiers</i>			
+#	Add Command Rating of Leader attached to unit	-1	Disordered
		-1	Out of Command range
+2	Pursuing	-1	Infantry being charged by cavalry
		-1	Each friendly unit of equal or higher quality routing within 15cm*
+1	Uphill of all enemy within 15cm* or in cover		
+1	General within 15cm*	-2	Each stand lost from unit
+1	Long Spear infantry in good order being charged frontally by cavalry	-2	Non-routing enemy facing to unit's flank or rear within 15cm*
+1	Any enemy units routing within 15cm*	-2	Leader killed this turn within 15cm*
+1	Hatamoto testing	-2	Routing

\* = 5cm for unit in melee.

<i>Morale Table</i>	<i>Reason for Testing</i>				
Morale Score	1 Stand Loss	2 and 3 Being Charged	4 Initiate Charge	5, 6 and 7 Critical Event	8 Rally from Rout
Pass	No Effect	Stand or Retire, C-Ch	Charge	No Effect	Rally
Fail by 1	Halt	Retire	Halt	Retire	Dispersed
Fail by 2	Retire	Retreat	Halt	Retreat	Dispersed
Fail by 3	Retreat	Retreat	Halt	Rout	Dispersed
Fail by 4+	Rout	Rout	Retire	Rout	Dispersed

### Firing

#### *Ranges*

Effective Range: 0cm-8cm

Long Range: 8cm-15cm

Range in woods is reduced to 3cm unless firing out from the edge at a target not in the woods.

Line of Sight – Stands cannot fire over other units. Stands must have at least a 4cm gap to fire through.

#### *Procedure*

2d6 are rolled for each stand firing. To each dice score, add the following Firing Factors. For each result of **8 or more**, a hit is scored on the target.

<i>Firing Factors</i>			
+2	1 <sup>st</sup> volley in game (good order only)	-2	Target occupying a building
+1	Target in Light armour	-1	Firing Bow vs. Heavy armour
+1	Arquebus vs. Cavalry	-1	Firing unit is disordered
+1	Firing at Effective Range	-1	Firing unit is Raw
+1	Target in column or flanked	-1	Firing unit is being charged
		-1	Firing unit moved/manoeuvred this turn
		-1	Target behind cover

### Melee

*Eligibility* – 1<sup>st</sup> Round:- Long-Shafted Spears 2 ranks, all others 1 rank. Subsequent rounds:- All weapons 2 ranks. Disordered troops 1 rank.

*Procedure* – Roll 2d6 per stand eligible to fight + Weapon and Melee factors. 8+ to hit.

<i>Weapon Table</i>		
<i>Weapon</i>	<i>Vs Foot</i>	<i>Vs Mounted</i>
Long-shafted Spear	+1	+2
Pole Arm	+2	+2
Improvised Melee Weapons	+1	+0
Lance	+1	+1

<i>Melee Modifiers</i>	
+2 Cavalry Charging	-2 Enemy has Heavy armour
+2 General with unit	-2 Enemy fighting to flank/rear
	-2 Enemy occupying a building
+2 Frenzied	
+2 Pursuing	-1 Enemy has Medium armour
+2 Good order long spear / lance on 1 <sup>st</sup> round	-1 Enemy has higher quality status
	-1 Disordered
+1 Daimyo with unit	-1 Enemy uphill or behind obstacle
+1 Good order pole arm on 1 <sup>st</sup> round	
+1 Infantry charging	
+1 Following Up	

*Result* – Side receiving most hits loses and is pushed back 3cm. Units receiving 3 more hits than inflicted are routed instead. Equal hits is a stand-off, continue melee next turn.

### Artillery

<i>Artillery Range Table</i>	<i>Effective Range</i>	<i>Long Range</i>
Light Artillery	0cm – 20cm	20cm – 40cm
Heavy Artillery	0cm – 30cm	30cm – 60cm

<i>Artillery Firing Factors</i>			
+1	Target is Cavalry	-1	Long Range
		-1	Target behind cover