

Sengoku Japan

Movement

All moves (friends and foes) are simultaneous.

On foot in light clothing	20 cm
On foot, breastplate (armour 4) or armour 5 Sengoku	16 cm
Person on foot without physical aptitude	16 cm / 12 cm
Person carrying a heavy or encumbering object	– 4 cm
Person carrying a very heavy, encumbering object	– 8 cm

Cavalry in light clothing	40 cm
Cavalry, breastplate (armour 4) or armour 5 Sengoku	36 cm
Mounted infantry; any character mounting a draught horse	32 cm

Movement in difficult terrains

In **difficult terrain** the result of 1D6 on foot, or 2D6 for mounted characters ("*slowing dice*") is deduced from the movement (in cm).

In **very difficult terrain** the movement is halved and the result of the die (or dice) is then deduced from it.

If the slowing die (on foot) rolls 6, or if the dice (mounted) both roll 6 in difficult terrain or at least one 6 in very difficult terrain, the character or group is blocked and cannot do anything else for the whole game turn.

Close order on foot (units of at least three soldiers or more)

Close order formation is useful for pike or arquebuse units. It is formed when ordered by an officer: the unit forms one or more lines, in one game turn, shoulder to shoulder with an immobile character.

Movement in close order on foot: 16 cm in column of twos, 12 cm in larger column or in line, 8 cm sideways or backwards. Moving in difficult terrain, or crossing an obstacle, immediately breaks the formation.

Soldiers in closed order can **pivot** on their heel (*on their base*) **once per game turn**, class 2 without moving, class 3 (and more) may make a move before or after. An unit may also move two paces (one base length) or bring a rank just in front or behind the others. Pivoting, walking no more than two paces, or changing ranks, does not forbid to fire or to reload.

Yumi asymmetric bow

Yumi bow can shoot **once per game turn**.

The archer needs to be **on foot and immobile**

...but **samurais** can shoot mounted, even while moving (without movement modifier).



yumi bow	0 - 10 cm	10 - 20 cm	20 - 40 cm
one shot per game turn on foot and immobile (samurais can shoot mounted without movement modifier)	5 or +	6 or +	7 or +
	–1 at breastplate or at armour 5 Sengoku		

Shuriken & small missiles used by ninjas

A shuriken is a throwing weapon often mentioned with ninjas. Using it accurately needs training. Ninjas may also use **fukiya** throwing blades and **kunai** blowguns (*no difference in the game*).

It is advised to limit the use of these missiles to one shot per player per game turn (*it is simpler and more spectacular*).

shuriken, fukiya, kunai	0 -10 cm
one shot per player per game turn no modifier for throwing in movement	5 or + –1 at breastplate –2 at armour 5 Sengoku

Optional: characters not well trained to throw shuriken may sometimes have one in a scenario, but throw it with –1 modifier.

Optional: These weapons can also gain time in a fight: a character who receives such a missile thrown by a ninja, and is saved only by their armour, does not move nor act any more till end of game turn.

Japanese arquebus *tanegashima, teppō*

Infantry arquebusiers must be on foot and immobile to shoot.

infantry arquebus	0 - 20 cm	20 - 30 cm	30 - 40 cm
on foot, immobile reloaded in one game turn immobile	5 or +	6 or +	7 or + -1 at breastplate or armour

Shooting is more effective in salvo or rolling fire, if trained to do so, in close order and under command of an officer:

arquebus salvo	0 - 20 cm	20 - 40 cm	40 - 60 cm
on foot, immobile <i>salvo ordered by an officer, in close order at a group</i> reloaded in one game turn immobile	5 or +	6 or +	7 or + -1 at breastplate or armour

Salvoes are only considered against a group (or against characters partly protected by a solid construction). **The arquebusiers must be at least three** and stand in **close order** (or positioned in a fortress or defending a wall or behind a man-made protection intended for this). *Close order is formed in one game turn immobile, and slows movements.*

A **teppō taishō** (arquebusier officer) or a samurai knowing well these weapons must command the salvoes, **within hearshot** of all arquebusiers (≤ 20 cm) and an ammunition carrier must be in the same group. These characters cannot do anything else and must be present all the time, otherwise use the first table.

The ammunition box in a heavy object (movement reduced -4 cm).

On a same target, double natural 6 equals 6 and 7, triple natural 6 equals 6, 7, 8.

*Argad Sengoku Japan, reference cards and sheet updated September 2024
in complement of Argad Sengoku extension and Argad generic ruleset*

Short firearms

Table for the first Japanese arquebuses and for short *bajō-zutsu* cavalry arquebuses.

early arquebus, & cavalry bajō-zutsu	0 - 10 cm	10 - 20 cm	20 - 40 cm
on foot immobile, or mounted, -1 if firing in movement reloaded in one game turn immobile	5 or +	6 or +	7 or + -1 at breastplate or armour

Some rare characters may own a *tan-zutsu* matchlock pistol.

<i>tan-zutsu</i> matchlock pistol	0 - 10 cm	10 - 20 cm
on foot immobile, or mounted, <i>malus</i> -1 if firing in movement reloaded in one game turn immobile	5 or +	7 or + -1 at breastplate or armour

Ōzutsu heavy arquebus

Heavy weapon, reduces movement -4 cm when carrying it.

One red die and one white die. Hits only if the red die succeeds. *A double natural 6 equals 6 and 7. See Argad Sengoku document for effects.*

heavy arquebus	0 - 20 cm	20 - 40 cm	40 - 60 cm
on foot, immobile reloaded in two game turns immobile (or one with help) -1 at lone character +1 at unit in close order	5 or +	6 or +	7 or +

bo-hiya incendiary arrow	0 - 10 cm	10 - 20 cm	20 - 80 cm
on foot, immobile reloaded in two game turns immobile (or one with help) -1 at lone character +1 at large size target	5 or +	6 or +	7 or +

Yari *thrusting spear*

Light thrusting spears are **long weapons**, wielded on foot of mounted. *They have no length advantage inside a building nor to attack a door or narrow opening.*

On foot it can be used by a second rank above the shoulders of the first rank, *except if the person in the first rank wants to use the advantages of a two-handed weapon (naginata, ōdachi, kanabō, heavy tool).*

An unit in close order may, if trained to, use spears three ranks deep *(same restrictions as above).*

A fighter on foot and immobile can use the spear to receive a cavalry charge, with +1 modifier in melee *(it nullifies the -1 modifier of foot vs cavalry) except if this fighter was in contact with an enemy at the beginning of the game turn (because they could not be really ready).*

Naginata

Naginas are **long weapons** held with both hands.

They have a +1 modifier on foot to strike in melee, except if used mounted, or on foot in close order *(in which cases they are similar to thrusting spears).*

This two-handed weapon prevents friends in a second rank to hit above the person using it, and cannot be wielded from a second rank (but it may be used as a thrusting spear). It has no advantages inside buildings nor to attack an oopening in a building.

On foot vs a cavalry charge the +1 modifier does not count, except if the fighter stays immobile to use the weapon as a spear to receive cavalry *(it nullifies the -1 modifier of foot vs cavalry) except if this fighter was in contact with an enemy at the beginning of the game turn.*

Nagae Yari *long pike*

Pikes are **very long weapons** used by infantry units in close order.

They strike before all other melee weapons. Pikemen not in close order, or alone, have this advantage of length for the first game turn of melee only, after that they fight with their short weapon *(avoiding contact for one game turn regains their length advantage).*

An unit in close order fights with all its ranks of pikes, striking above each other against enemies in contact with their first rank.

Immobile pikemen can receive a cavalry charge with a +1 modifier in melee *(it nullifies the -1 modifier of foot vs cavalry) except if they were in contact with an enemy at the beginning of the game turn.*

Beware of flank attacks: pikemen in close order can face flank, or about-face, only once in a game turn (see close order rules). If they are not able to face an attack from the side or rear they must use their short weapon.

The same rules apply to European pikes of the same period.

Ōdachi & kanabō

The ōdachi is a **half-long** sword wielded with both hands. It is used by a few characters, often of large size, well trained for it. Its advantage is to strike before short weapons *(but it's not heavy enough to get a weighth bonus).*

The kanabō is a mace; longer ones are **half-long weapons**, and if wielded with both hands they have +1 modifier as heavy weapons.

These two-handed weapon have no length advantage (and no weighth bonus for the kanabō) in a building nor to attack a small door or window, nor in close order, nor if climbing or clutching something else. The friends in a second rank cannot strike with a spear above a person wielding them with both hands.



MOVEMENT	light clothing	breastplate “armour 4” or Sengoku complete “armour 5”	“slowing dice”	<i>In difficult terrain , 1D6 cm (on foot), or 2D6 cm (mounted), also called the "slowing dice", is deduced from the movement. In very difficult terrain movement is halved and the result of the die (or dice) is then deduced from it. If the slowing die (on foot) rolls 6, or if the dice (mounted) both roll 6 in difficult terrain or at least one 6 in very difficult terrain, the character or group is blocked for the whole game turn.</i>
foot	20 cm	16 cm	1D6 cm	
cavalry	40 cm	36 cm	2D6 cm	
mounted foot (on horse)	32 cm	32 cm	2D6 cm	

Max. movement in **close order** (lancers or pikemen): 16 cm forward in column of twos, 12 cm larger column or line(s), 8 cm sideways or backwards, cannot move in difficult terrain.

TERRAIN	on foot	cavalry	mounted foot	protect. from shooting	cannot be shot at, if:
bushes, high crops	difficult (– 1D6 cm)	difficult (– 2D6 cm)		–1 at target on foot	hidden (crouched immobile, doing nothing)
woods, dense forest	difficult (– 1D6 cm)	very difficult ($\frac{1}{2}$ move – 2D6 cm)		–1 if less than 10 cm	if 10 cm or more of forest width
hard slope	difficult (– 1D6 cm)	difficult (– 2D6 cm)	very difficult ($\frac{1}{2}$ move – 2D6 cm) Δ	—	—

SHOOTING		shooting at armour 4	at Sengoku armour 5	0 - 10 cm	10 - 20 cm	20 - 40 cm
yumi bow	on foot and immobile / one shot per game turn samurais can shoot mounted, without penalty for movement	–1	–1	5 - 6	6	7 ext.
shuriken & ninja missiles	can be thrown moving without penalty / one per turn per player	–1	–2	5 - 6	—	—

A double natural 6 on same target is a 6 and a 7, a triple natural 6 means 6, 7, 8.

“ext.” exterior only (not at long range from a window or arrow-slit)

		modifier against armour 4 or 5	0 - 20 cm	20 - 30 cm	30 - 40 cm	40 - 60 cm
infantry arquebus tanegashima, teppō	shoots on foot and immobile reloaded in one turn immobile	–1 farthest than 30 cm (long range)	5 - 6	6	7 –1 at armour 4, 5	—
	unit salvo in close order against a group	–1 farthest than 40 cm (long range)	5 - 6	6		7 –1 at armour 4, 5

In **MELEE** the **longest weapon** strikes before its opponents: **pike > long weapon > half-long weapon > short weapon > very short weapon > bare hands**
Result (die + modifiers) **exceeds class** of opponent: hit (= killed). **Equals class of opponent**: opponent recoils. **Smaller than class of opponent**: missed.

If the **armour of the opponent is higher than their class**, the result must also exceed this armour to hit; if not, opponent recoils.

Natural 1 die roll: always miss (even if positive modifiers). **Double natural 6 equals 6 and 7** (except in disorder). **Triple natural 6** in Melee: always hits.

When two opponents **simultaneously roll** a "hit" result (or "recoil" result) only the **higher class** one kills their enemy (or forces enemy to recoil). If same class, the **highest armour**. If same class and armour, the **highest natural die** rolled for this fight. If it was also the same, the **highest total of modifiers**.

SHOOTING MODIFIERS

Caused by terrain

Shooting modifiers "caused by terrain" do not add up together

target on foot can be seen behind cover : wall, earthen bank, bushes, large opening in a wall, window, battlement, etc and/or target swimming in water, or target behind 0-10 cm of (rather dense) forest (except mounted characters in forest edge)	- 1 (except if target is a slinger shooting in the same game turn)
or target on foot behind a narrow opening in a strong wall or very hard protection	- 2

Caused by target

Total of shooting modifiers "caused by terrain" and "caused by target" cannot be worse than -2

yumi bow, shuriken, sling , at target in armour 4 or yumi bow at target in armour 5 Sengoku	- 1
shuriken, sling , at target in armour 5 Sengoku	- 2
any projectile (except firearms) shooting from behind at a horo in movement mounted	- 1
arquebus shooting at long range (see shooting table) at a target in armour 4 or armour 5 Sengoku	- 1
"furtive" target (moving target, hidden or in contact with friends of the shooter at the beginning AND at the end of movement)	- 1

Caused by shooter

"furtive" shooter (= who only appears a short moment to shoot in movement) with any weapon	- 1
shooter class 1 or 2 (except stones throwing which is already included in the tables, when mentioned)	- 1

MELEE MODIFIERS

naginata used with both hands, on foot (not inside a building or in close order; and not vs charging cavalry, see last line below)	+ 1	
improvised weapon , tool, big stick and/or character class 2 (villager peasant, armed labourer, untrained recruit...)	- 1	heavy tool wielded with both hands: -1+1=0
heavy two-handed weapon (on foot) (except inside a building or in close order)	+ 1	
foot against opponent attacking across a linear obstacle (earthen bank, low wall, door, line of stakes, battlements, etc.)	+ 1	
character against a foe who is on higher ground (hard slope, earthen bank, stairs, battlements, etc. or if he/she had to climb)	- 1	
cavalry vs character on foot , or versus mounted foot (except in difficult or very difficult terrain for cavalry)	+ 1	
foot vs cavalry (except in very difficult terrain for cavalry); or mounted foot vs cavalry	- 1	
cavalry "charging" any enemy (cavalry cannot "charge" in difficult terrains)	+ 1	
immobile fighter on foot (needs soldier training) receiving "charging" cavalry on his yari or naginata or pike except if this fighter was in contact with an enemy at the beginning of the game turn	+ 1	Embannadurioù « Argad ! » Éditions