

WAR & CONQUEST

THE SAMURAI

The following Army Organisation List (AOL) will enable you to build a Samurai army for War & Conquest.

Please refer to the introductory online Army Organisation List guide document. This is Version 5, February 2020. Feedback and observations are most welcome.

The period covered by this list starts at the end of the Onin Wars of 1467 and finishes with the fall of Osaka castle in 1615. This is known as the Sengoku jidai or Age of the Country at War.

CLAN COMPOSITION

The list has been designed with 3 variants so that players can design an army before the introduction of the arquebus, or after. By the end of the Sengoku jidai period, the arquebus had become a key component of the samurai armies.

You may select freely from within the lists, except for the restrictions noted here.

Although the term clan has been used, this is purely a characterful substitute for army. During this period field armies tended to consist of a number of clans or retinues and players should be able to use the lists to create larger forces. We will delve more into this detail in future versions of the list and within historical narrative battle scenarios and objectives.

EARLY AGE OF WAR PRE 1550

PERSONALITIES OF WAR

Up to 25% of the points value of the Clan. You must take an Army General. Strategy Intervention Points may not be pooled.

SAMURAI AND RETAINERS

Between 25% and 50% of the points value of the Clan.

Units may take naginata at 2 points per model.

ASHIGARU

Between 25% and 50% of the points value of the Clan.

May not take arquebus or nagae yari.

Ashigaru combat formations may take naginata at 2 points per model instead of yari. If at least one Ashigaru yari armed combat formation is taken, a single

formation of veterans may also be selected. Ashigaru skirmish formations may take naginata at 2 points per model instead of a bow.

ALLIES AND SUPPORTING FORMATIONS

Up to 25% of the points value of the Clan. May not take cannon. Additional Allied lists will be introduced in subsequent versions, once those lists are complete.

LEGENDS OF WAR

Assuming they are being used, an additional 25% of the points value of the army may be taken as Legends of War or you can increase the size of your army with extra formations. This section will expand as we develop the individual clans.

MID AGE OF WAR 1551- 1587

PERSONALITIES OF WAR

Up to 25% of the points value of the Clan. You must take an Army General. Strategy Intervention Points may only be pooled for Personalities from the same Clan

SAMURAI AND RETAINERS

Between 25% and 50% of the points value of the Clan. You cannot take more bow armed samurai models than non bow armed samurai.

ASHIGARU

Between 25% and 75% of the points value of the Clan.

If at least one Ashigaru yari armed combat formation is taken, up to 2 formation of veterans may also be selected.

May take two units of arquebus armed ashigaru and these must total no more than

25% of the total ashigaru models in the Clan. May not take skirmishers armed with arquebus. One Ashigaru skirmish formation may take naginata at 2 points per model instead of a bow.

ALLIES AND SUPPORTING FORMATIONS

Up to 25% of the points value of the Clan. May not take cannon. Additional Allied lists will be introduced in subsequent versions, once those lists are complete.

LEGENDS OF WAR

Assuming they are being used, an additional 25% of the points value of the army may be taken as Legends of War or you can increase the size of your army with extra formations. This section will expand as we develop the individual clans.

LATE AGE OF WAR 1588 ONWARD

PERSONALITIES OF WAR

Up to 25% of the points value of the Clan. You must take an Army General. Strategy Intervention Points may only be pooled for Personalities from the same Clan unless you upgrade one Daimyo to a *Unifier of Japan* for 20 points. This enables the Strategy Intervention Points to be used by all Personalities, but should the Unifier be killed or routed from the field of battle, any remaining Points are lost.

SAMURAI AND RETAINERS

Between 25% and 50% of the points value of the Clan. You must take twice as many non bow armed Samurai models than bow armed samurai, as by now, the bow was less frequently seen on the battlefield in the hands of Samurai.

ASHIGARU

Between 35% and 75% of the points value of the Clan. If at least one Ashigaru yari armed combat formation is taken, any number of veteran formations may also be selected.

There may not be more arquebus armed ashigaru models (including skirmishers) in the Clan than all other ashigaru.

ALLIES AND SUPPORTING FORMATIONS

Up to 25% of the points value of the Clan. May take cannon. Additional Allied lists will be introduced in subsequent versions, once those lists are complete.

LEGENDS OF WAR

Assuming they are being used, an additional 25% of the points value of the army may be taken as Legends of War or you can increase the size of your army with extra formations. This section will expand as we develop the individual clans.

FEATURE RULES

For this War & Conquest list, I have stripped out much of the historical information and flavour rules as they need changing from the rule set they were originally written for, and then play tested because of course, War & Conquest is different to 'the other game' :)

These included clan musicians, seppuku, honjin, attendants, tsukai ban and maku screens. These will return in 'Divine Wind' or in a future version of this list, as appropriate.

This list will be expanded to allow for more detailed variations for the various factions at a later stage. Not least of which will be the Personalities and Clans involved as there is plenty of opportunity for interesting rules and ideas to bring the period to life.

WEAPONS, EQUIPMENT AND TERMINOLOGY

Samurai Armour is treated as heavy armour (AV 2).

The *yari* is treated as a thrusting spear.

The *nagae-yari* is treated as a long thrusting spear.

The *naginata* is treated as halberd.

The *arquebus* is treated as a hand gun

The *tate* is treated as a pavise

Katana and *wakizashi* are both treated as a hand weapon. The *wakizashi* is a shorter length katana. (The *no-datchi* is a very long katana, wielded with two hands)

Ashigaru carried a wakizashi but scrolls also show them with a wakizashi and a katana, so take your pick!

SAMURAI WEAPONS

Samurai and Retainers are equipped with a mix of weapons. This allows the collector to model their units with a mix of katana, yari and - in a few cases by the time of this period - the naginata. They also carried a dagger. To reflect this mix of weapons and the fine precision with which they are made, instead of any individual weapon rules the following rule applies during the opening round of any combat -

Samurai warriors units may reroll their 'to kill rolls' ONCE during the opening round of any combat. However, they must reroll ALL the dice, not just the misses.

Alternatively they may have an AP 1 (representing wielding a katana or no-datchi with both hands) for the opening round only.

Select your option at the start of each opening round of combat

SAMURAI

Where the term samurai is used, this applies to all samurai Personalities, samurai and samurai retainers and the following rule applies-

SUPERIOR TO THOSE AROUND THEM

Samurai were of the warrior class, and considered themselves to be of a different status to the workers and the courtiers

Samurai, and any unit led by a Samurai Personality, ignore Morale tests caused by peasants, chugen and civilians.

SAMURAI BANNERS

Daimyo, Taisho and Captains may take a Personality who carries the Samurais personal banner (*uma jirushi*). These Personalities are referred to as personal standards (or *hata sashi*). The following rules apply.

- The Personal Standard must remain within 4" of the Samurai Personality
- The Personal Standard extends the Personalities Zone of Command for using Strategy Intervention Points by 5".
- Daimyo and Taisho may have a Personal Standard and a Great Standard and the benefits are combined so with both they will have a Zone of Command of 20"

PERSONALITIES OF WAR

DAIMYO (CLAN LORD)

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	3	2	Army General Loyal	2	10"	170

Equipment: As unit

Armour Value: As unit

Options: May add up to 2 additional Strategy Intervention Points for 20 points each.

Formation: Personality

May move independently with an Armour Value of 2

May be mounted for 10 points with an Armour Value of 3

Special: If more than one Daimyo is in the army, one must be nominated Army General. If they are killed, another suitable candidate (daimyo or taisho) can take their place.

TAISHO (GENERAL)

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	2	Loyal	1	10"	110

Equipment: As unit

Armour Value: As unit

Options: May add an additional Strategy Intervention Point for 20 points.

Formation: Personality

May move independently with an Armour Value of 2

May be mounted for 10 points with an Armour Value of 3

Special: May be upgraded to Army General for 20 points and will be Army General if the Daimyo is not in the army or killed during the battle.

CAPTAIN

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	2	-	-	10"	80

Equipment: As unit

Armour Value: As unit

Formation: Personality

A Captain must be placed in a unit at the start of the battle and remain there throughout

Special: They may use Strategy Intervention Points

HATAMOTO

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	2	-	-	-	60

Equipment: As unit

Armour Value: As unit

Formation: Personality

A Hatamoto must be placed in a unit at the start of the battle and remain there throughout

Historically, there is little to distinguish between individual (members of the) hatamoto and captains. However within the game, we have made the distinction regarding their ability to command.

ARMY (OR GREAT) STANDARD (O UMA JIRUSHI)

Often a flag, but could also be an impressive three dimensional object such as a bell, the o uma jirushi located the position of the daimyo on the battlefield. They could be carried by either a Samurai or Ashigaru. Some standards required more than one attendant to carry, hence the option.

SAMURAI

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	1	Army Standard	-	-	80

ASHIGARU

Mo	L	S	Abilities	SIPS	ZOC	Pts
6	1	1	Army Standard	-	-	50

Equipment: As unit

Armour Value: As unit

Options: May add 1 Life for 10 points, this must be represented by an additional figure

Formation: Personality

A samurai Great Standard may move

independently with an Armour Value of 2

A samurai Great Standard may be mounted

for 10 points with an Armour Value of 3. A

second Life may not be added if this option is taken.

An Ashigaru Great Standard may move

independently with an Armour Value of 1

Special: Any Daimyo or Taisho may take a Great Standard. These act exactly like an Army Standard for each Personality and extend their Zone of Command for using Strategy Intervention Points by 5".

Ashigaru carrying an o uma jirushi do not have a mounted option, and so, if accompanying mounted samurai, will really need to live up to their name of "light feet" when attempting to keep up with their lord

PERSONAL STANDARD (UMA JIRUSHI)

Most daimyo, generals and high-ranking samurai had their own personal standards known as *uma jirushi* (lesser or horse standard). Either retainers, or ashigaru carried these, but in either case, by carrying the lords personal standard, this warrior would rarely be far from his masters side.

SAMURAI

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	1	-	-	-	80

ASHIGARU

Mo	L	S	Abilities	SIPS	ZOC	Pts
6	1	1	-	-	-	50

Equipment: As unit

Armour Value: As unit

Options: May add an additional Strategy Intervention Point for 20 points.

Formation: Personality

A samurai Personal Standard may move independently with an Armour Value of 2

A samurai Personal Standard may be mounted for 10 points with an Armour Value of 3

An Ashigaru Personal Standard may move independently with an Armour Value of 1

Special: Any Daimyo, Taisho, Captain or Hatamoto may take a Personal Standard. A Personal Standard uses the rule for Samurai Banners.

A Personal standard may move independently and should attempt to remain with their lord throughout the battle.

Ashigaru carrying a *uma jirushi* do not have a mounted option, and so, if accompanying mounted samurai, will really need to live up to their name of "light feet" when attempting to keep up with their lord.

SAMURAI AND RETAINERS

0-2 SAMURAI GUARD (HATAMOTO)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	4	3	8	3	Regular	Loyal	23

Equipment: Horse, samurai armour. Katana and a mix of weapons

Options: May take a bow at 2 points per model (note army composition restrictions). The formation may be drilled at 4 points per model

Special: You must have at least twice as many Samurai Retainer models as Guard models. The Guard formations must be deployed within 6" of the Army General at the start of the battle, although they may subsequently move away.

Although a Regular formation, they may skirmish and gain +1 AV from shooting attacks when doing so.

The Guard were known as the Hatamoto, and individual Hatamoto could assume commands. They also fought together and whilst most Lords had one Hatamoto, some had more.

MOUNTED SAMURAI RETAINERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	8	3	Regular	-	21

Equipment: Horse, samurai armour, katana and a mix of weapons.

Options: May take a bow at 2 points per model (note army composition restrictions). The formation may be drilled at 4 points per model.

Special: Although a Regular formation, they may skirmish and gain +1 AV from shooting attacks when doing so.

SAMURAI RETAINERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	8	2	Regular	-	15

Equipment: Samurai armour. Katana and a mix of weapons

Options: The formation take a bow at 2 points per model (note army composition restrictions).

Special: Although a Regular formation, they may skirmish and gain +1 AV from shooting attacks when doing so.

The formation may be drilled at 4 points per model.

You will note Samurai have the 'drilled' option. Using this rule enables the formation to manoeuvre and move rapidly, as well as have some benefits in combat.

ASHIGARU

ASHIGARU COMBAT TROOPS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Light	-	7

Equipment: wakizashi and light armour.
Options: Must be armed with one of the following: yari (2 points) or nagae-yari (3 points).

Special: Must include at least one unit in the army.

VETERAN ASHIGARU

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Light	Drilled	10

Equipment: wakizashi and light armour.
Options: Must be armed with one of the following: yari (2 points) or nagae-yari (3 points)

Special: See Clan Composition for restrictions.

ASHIGARU SKIRMISHERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Skirmish	-	7

Equipment: wakizashi and light armour
Options: Must be armed with one of the following: bow (2 points) or arquebus (4 points).

Special: May not take more skirmish units than ashigaru missile battle formations.

ASHIGARU MISSILE TROOPS

BOW ARMED

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	6	1	Light	-	8

Equipment: Bow, wakizashi and light armour.

Options: May have tate at 20 points per formation

ARQUEBUS ARMED

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	2	3	6	1	Light	-	10

Equipment: Arquebus, wakizashi and light armour

Options: May have tate at 20 points per formation

ASHIGARU COMBINED FORMATION RULES:

A unit of Ashigaru arquebus may consist of both types of missile-armed troops with up to 50% being bow armed. The bow armed troops are placed in the rear ranks. Up to 33% missile armed ashigaru may be combined in a formation with ashigaru combat troops and are placed in the front rank. They may also be combined in the same manner with veteran ashigaru at +2 points, which raises their Morale Value to 7 and CA to 3.

The combined formation may take tate at 20 points per formation.

This combined formation represents reference to missile troops in front of the combat formations, and as it is not clear if this was a separate unit or part of the formation, I have included this option.

ALLIES AND SUPPORTING FORMATIONS

Using this list You may select another Clan as allies. Any formations and Personalities should come from the Allied percentage. This will include the Ikko Ikki and warrior monks once those lists are ready but as neither force were superior to the samurai forces, you can easily use the models now in replacement for samurai or ashigaru as you see fit.

LIGHT ARTILLERY (0-1 per 2500 Points)

CA	SA	KA	Mo	AV	Lives	Strikes	Durability	Pts
2	3	3	7	2	3	2	8	70

Equipment: Hand weapon and light armour

Special: The rules are as per the bombard on page 146 of the War & Conquest rulebook

Only available to Late War armies unless you are playing a particular scenario where you both agree in advance.

Whilst cannon arrived in Japan before 1588, they were not really used in open warfare, and are rarely noted, hence their restriction. They were used at Osaka in 1614 to pound the defenders into submission.

BAGGAGE CARRIERS (chugen)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	2	3	5	-	Light	Undisciplined	3

Equipment: Hand weapon.

Special: Should not outnumber the smallest Ashigaru combat or missile troop formation.

FEATURE RULES

CHALLENGES AND HEAD TAKERS

Warfare is littered with tales of personal glory and martial prowess. The spirit of the Samurai and medieval knight embodies that philosophy although of course, the tale of the Trojan War is perhaps one of the first.

To take the head of an enemy was considered a great feat. Fighting was often the fiercest around the lords and higher ranked Samurai Personalities. We assume Samurai Personalities of War will challenge or seek out enemy Personalities with whom they are in the same combat. Therefore when Personalities from both sides are in the same combat the following rules apply -

- Should casualties be caused during the combat, either Personality may lose a life on a D6 roll of 5 or more rather than the normal roll of a 6.
- The Divine Intervention roll for any enemy Personality with whom they are in the same combat applies on a 4+ when the formation is over half strength and 5+ when at or below half strength as opposed to 3 and 4+ respectively.

With both of these rules, do remember Combat is simultaneous, and so Personalities from both sides may be slain in the same round of combat. Although this rule is only designed for 'in period' use there is no reason why, if both players agree, it cannot be used in out of period games.

MY LIFE FOR YOURS

There are countless tales of samurai giving their life to save their Lord and so to represent this we use the following rule providing the Army General accompanies the Hatamoto. When the Army General loses his last life roll a D6 (by failing his Divine Intervention Roll), on a roll of 3+ remove a Hatamoto model instead. If the roll is a 1 or 2, remove the Army General and a Hatamoto model (as the shame of failing to protect his Lord means the Hatamoto will commit seppuku).

LOYAL

A Personality with the Loyal ability who is placed with a Loyal formation must remain with it through the battle. Should the formation flee, it may use the Personalities Morale Value (if higher than its own) when attempting to Rally. You should advise your opponent when placing the Personality.

NINJAS

The masters of disguise and stealth are well hidden in this version of the Army Organisation List, and you won't find them in subsequent versions either! You may however find them in some War & Conquest narrative battles and scenarios. Ninja battle field use that can be transferred to regular game play is speculative at the least.

CLAN TRAITS (LEGENDS OF WAR)

Remember, Legends of War are an additional selection and can only be used if both players have agreed before the game begins. Players should always respect the decision of the other player.

Refer to the Online Army List Introduction found on the Scarab Forum in the Resources section. Although Clan traits make reference to specific clans, you can select any that you wish to use although once I finish this version there will be a fixed maximum

TAKEDA CAVALRY

All your cavalry made upgrade to Shock Charge 1 for 2 points per model

The Takeda clan were known for their impetuous cavalry charges and this rule should encourage that

SHARP SHOOTERS - SANADA CLAN (AMONG OTHERS)

You may upgrade up to 2 models in a formation to Sharpshooters for +10 points each.

- These have a +1 to their Shooting Ability so roll separate dice for each shot.
- If a Personality is in the target formation and it is successfully hit they may lose a life on a roll of 5 or 6 rather than the usual 6.
- The Divine Intervention roll for the enemy Personality applies on a 4+ when the formation is over half strength and 5+ when at or below half strength as opposed to 3 and 4+ respectively.

This rule gives you a great opportunity to use some of the characterful models made by several companies, or convert your own. Sharpshooters and snipers are well recorded in the Japanese records.

MORE OF THESE TO BE ADDED SO IDEAS WELCOME!!!

POOL SIPs

superior general - may take additional SIP or reroll if using for SA (aka hannibal or alex)



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