



6413/B

Art-of-Tactic by Konstantin Krivenko



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SAMURAI BATTLES™

Player Aid

The Course of the Battle (pages 4, 15)

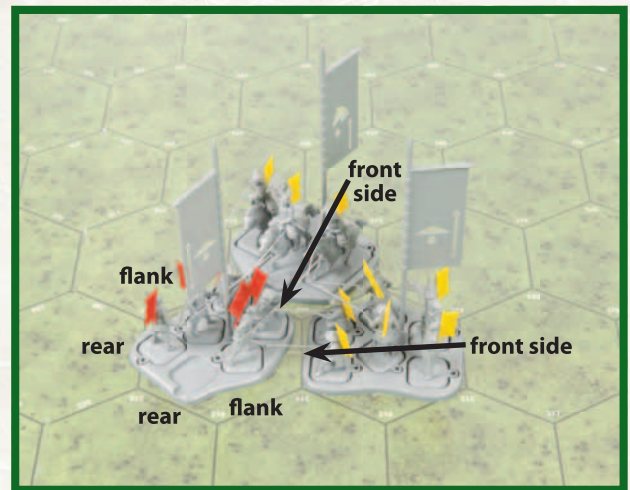
Each turn is now divided into three phases:

1. Morale Phase
2. Planning Phase
3. Execution Phase

Melee Attacks (page 7)

1. Determine Attack Value
2. Roll Attack Dice
3. Count Hits
4. Apply Damage

Flank and Rear (page 7)



Execution Phase Sequence (page 4)

The Execution Phase is divided into 5 steps. Each step must be completed before the next step begins:

1. Defensive Orders (All-Around Defense, Defend, Fire and Retreat)
2. Ranged Combat Orders (Fire Ranged Weapons)
3. Movement Orders (Assault, March, Move and Fire, Pursue, Retreat, Run)
4. Special Orders (Ambush, Join Up, Receive Supplies, Reconnaissance, Rest)
5. Melee Combat
6. Retreat Orders (Flee, Panic, Retreat)

Units Without a Commander (page 5)

Normally, a unit will not have a Commander. A unit without a Commander is limited to certain types of orders. You can only give these orders to a unit without a Commander:

- Defend
- All-Around Defense
- Rest
- March

When a unit is engaged, the model must be turned to face the enemy unit. This is called the unit's "front" side. The sides of the unit are called "flanks" and the side opposite the front is the "rear".

A unit engaged in melee combat at the beginning of a turn does not have a Zone of Control for the entire turn.

Zone of Control (page 5)



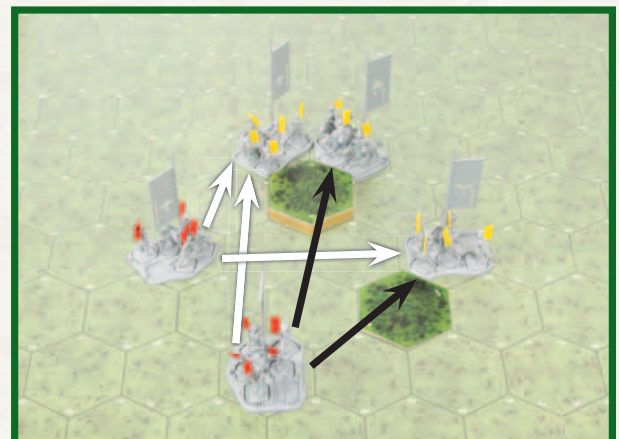
A unit threatens the area around it with its weapons, and this limits the enemy's ability to move through that area.

Defense Zone (page 6)



Only units that have been given Defend, Ambush, or Fire and Retreat orders have a Defense Zone.

Line of Sight (page 8)



- no line of sight
- line of sight

THE FRONT SIDE OF A UNIT CARD

Attack Values (page 3)

The front side of a unit card features a grid of modifiers and attack values. The top row shows a Range Chart and Firepower Value (5, 4, 3, 2, 2) and a Defense Value (2, 1, 1, 10). The middle section contains Orders Modifiers (checkmark, fan, crown, crown, star, arrow, double arrow, hand, hand) and their corresponding values. The bottom section shows Terrain Modifiers (green squares) and Fatigue modifiers (heart icons) with values. A final result row is at the bottom.

Range Chart and Firepower Value (page 3)

Unit Type and Symbol (page 3)

Orders Modifiers (page 14)

Commander (page 16)

Inspirational (page 19)

Dishonor (page 19)

Honor (page 17)

Hesitant (page 15)

Shaken (page 15)

Flank Assault (page 16)

Rear Assault (page 16)

Terrain Modifiers (page 19)

Fatigue 2 or 3 (page 20)

Fatigue 4 or more (page 20)

Defense Value (page 3)

Fortitude (page 14)

Ranged attack (page 3)

Unit abilities (page 14)

Final result

THE BACK SIDE OF A UNIT CARD

Attack Values (page 3)

The back side of a unit card features a grid of modifiers and attack values. The top row shows a Unit Type and Symbol (crown, crown, star, arrow, double arrow, hand, hand) and their corresponding values. The middle section shows Order Combat Modifiers (cross, yin-yang, shield, checkmark) and their corresponding values. The bottom section shows a final result row and a diagram of a hexagonal grid.

Order Combat Modifiers (page 18)

Unit Type and Symbol (page 3)

Defense (pages 9, 18)

All-Around Defense (pages 9, 18)

Fire and Retreat (pages 10, 18, 20)

Rest (pages 12, 19, 20)

Fire Ranged Weapons (page 10)

Assault (pages 10, 18, 20)

Run (pages 11, 18, 20)

March (pages 10, 18)

Retreat (pages 11, 19, 20)

Join Up (pages 11, 19, 20)

Ambush (pages 11, 18, 20)

Receive Supplies (pages 11, 19)

Defense Value (page 3)

Fortitude (page 14)

Mark the Order Box

Final result

All units with movement orders move one hex at a time, following the route written on their Unit Cards.

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