



SAMURAI BATTLES™

EXPANSION #1 UNIT SUMMARY



COMMANDS & COLORS RULES BY RICHARD BORG

Samurai Infantry Bowmen

- Map ID Code:  
- Standard Symbol: Square
- Figures in Unit: 4
- Movement: Move up to 1 hex and battle.
- Close Combat: 4 dice if unit did not move or when battle back, 3 dice if unit moved.
 - When ordered by an Infantry Onslaught, per the card, range weapon units including Samurai infantry bow units may not combat.
- Ranged Combat: 3 dice if unit did not move, 1 die if unit moved.
 - A Samurai infantry bow unit has a range of 3 hexes: (adjacent no ranged dice, this is close combat) (two hexes to target 2 dice) (three hexes to target 2 dice).
 - Unit will collect Honor & Fortune in ranged combat.
- Morale: Ignore 1 flag.
- Retreat: Lose 2 Honor & Fortune tokens for each hex unit retreats.



Samurai Cavalry Bowmen

- Map ID Code:  
- Standard Symbol: Square
- Figures in Unit: 4
- Movement: Move up to 2 hexes and battle.
- Close Combat: 4 dice if unit did not move or when battle back, 3 dice if unit moved.
 - When ordered by a Cavalry Charge, a Samurai cavalry bow unit may only move 2 hexes and will not combat with 1 additional die. The unit may still bonus combat after a successful close combat.
- Ranged Combat: 3 dice if unit did not move, 1 die if unit moved.
 - A Samurai cavalry bow unit has a range of 3 hexes: (adjacent no ranged dice, this is close combat) (two hexes to target 2 dice) (three hexes to target 2 dice).
 - Unit will collect Honor & Fortune in ranged combat.
- Morale: Ignore 1 flag.
- Retreat: Lose 2 Honor & Fortune tokens for each hex unit retreats..





Ninja

A Ninja is a single figure and is not a unit. A Ninja does not have a standard and when the figure is eliminated it will not count as a Victory Banner.

- When a scenario's battle notes instruct players to deploy one or more Ninja figures, each player will deploy a single Ninja figure onto the same hex as an infantry leader figure before the start of the battle. The player that moves first will deploy his Ninja figures first.
- Once deployed, a Ninja figure must remain with the infantry leader. If a leader moves or retreats off the battlefield, the Ninja figure must move or retreat along with the leader.
- When a leader and his hired Ninja attack an enemy unit in close combat that has a leader, the attack will always force an enemy leader casualty check, even when no hits are scored against the enemy unit with a leader.
- When a leader casualty check is taken from a close combat and a hit is scored against a leader, the leader's hired Ninja figure will act as a bodyguard and step in to protect the leader. The Ninja figure is eliminated instead of losing the leader.
- When a leader is eliminated by ranged combat, or when he commits seppuku, or due to lack of honor, or during a personal challenge, the Ninja figure may not protect the leader and if the leader figure is eliminated the Ninja figure is also eliminated.
- When a Ninja figure is eliminated, it does not give the opponent a Victory Banner.
- In a personal challenge, an infantry leader with a hired Ninja is a higher status than an infantry leader without a hired Ninja.




Peasant Irregular Infantry

- Map ID Code:  
- Standard Symbol: Circle
- Figures in Unit: 6
- Movement: Move up to 2 hexes and battle.
- Close Combat: 2 dice
 - Unit does not score a hit when swords are rolled in close combat.
 - When attacking an enemy unit in close combat and the enemy unit retreats, the enemy unit must lose one additional Honor & Fortune token for each hex it retreats. An enemy leader figure when alone will not suffer the one additional Honor & Fortune penalty.
- Morale: Retreat two hexes for each flag the unit cannot ignore.
- Retreat: Lose 2 Honor & Fortune tokens no matter how many hexes the unit retreats.




Leader - Infantry Figure

- Map ID Code: 
- Standard Symbol: Samurai Helmet
- Figures in Unit: 1
- Movement: Move up to 2 hexes.
- Close Combat: A leader may not battle. An infantry leader may inspire a unit in his hex by spending 1 Honor & Fortune to give the unit one additional die in close combat.
- Morale: A unit with a leader may ignore 1 flag.
- Retreat: Lose 3 Honor & Fortune tokens and may retreat 1, 2, or 3 hexes.
- A unit with a leader will lose 1 additional Honor & Fortune token for each hex the unit retreats.
- Seppuku: A leader that is alone in a hex may commit Seppuku instead of retreating.





Leader - Cavalry Figure

- Map ID Code: 
- Standard Symbol: Samurai Helmet
- Figures in Unit: 1
- Movement: Move up to 3 hexes.
- Close Combat: A leader may not battle. A cavalry leader may inspire a unit in his hex and any units in adjacent hexes by spending 1 Honor & Fortune to give the unit one additional die in close combat.
- Morale: A unit with a leader may ignore 1 flag.
- Retreat: Lose 3 Honor & Fortune tokens and may retreat 1, 2, or 3 hexes.
- A unit with a leader will lose 1 additional Honor & Fortune token for each hex the unit retreats.
- Seppuku: A leader that is alone in a hex may commit Seppuku instead of retreating.



Samurai Infantry No-dachi

- Map ID Code:  
- Standard Symbol: Square
- Figures in Unit: 4
- Movement: Move up to 1 hex and battle.
- Close Combat: 4 dice
 - When your Samurai Infantry No-dachi unit eliminates an enemy unit in close combat, collect 2 Honor & Fortune tokens from your opponent's reserves.
 - When your Samurai Infantry No-dachi unit is eliminated in close combat, your opponent collects 2 Honor & Fortune tokens from your reserves.
- Morale: Ignore 1 flag.
- Retreat: Lose 2 Honor & Fortune tokens for each hex unit retreats.



Note that Samurai Infantry No-dachi are not included in the expansion set, but we listed here rules for them for the sake of completeness. There are currently no published Commands & Colors scenarios that deploy Samurai no-dachi units. For now, players, if they wish to add these units to a scenario, may replace any Samurai Infantry Naginata unit with a Samurai Infantry No-dachi unit.

