

EPIC SAMURAI BATTLES

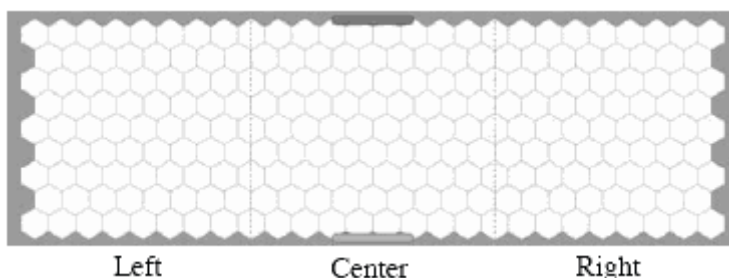


EPIC SAMURAI BATTLES

Commands & Colors: Epic Samurai Battles, allows experienced players the opportunity to fight historical Samurai Battles on an Epic scale. The Command & Colors: Epic Samurai Battles rules are not overly complex, nor do they change the way the basic game system works. The Epic game allows up to eight friends to experience the fun of an Epic Samurai Battles battle.

The Battlefield

To create an Epic size battlefield you will need two mounted battlefield gameboards from other C&C games like BattleLore, C&C Ancients or C&C Napoleonic. Together the two gameboards will form a single battlefield 26 hexes wide by 9 hexes deep, with a left, center and right section.



Number of Players

Epic Samurai Battles works best with eight players, three Field Generals and one Daimyo for each army. Each Field General will command a single section for his army, while the army's Daimyo will hold and select which Command cards and Dragon cards to play for his army each turn. The Daimyo also controls the Honor & Fortune tokens.

In the first few Epic Samurai Battles battles, the Daimyos will be under the most pressure as they explore new tactics and strategies for using and playing the Command cards. We therefore recommend that the Daimyos be the most experienced Commands & Colors: Samurai Battles players.

If you can only muster six players, play with three in each army; the center Field General will also act as the Daimyo.

With only four players we suggest one player on each side be the Field General for the left and right sections while the other is both the Field General for the center and Daimyo. If you really feel ambitious, or opponents are hard to find, you can always choose to play an Epic Samurai Battles scenario one-on-one.

Set Up

Select an Epic Samurai Battles scenario and choose sides.

- Each side selects a Daimyo who will stand behind his three Field Generals. The Field Generals should sit with the section they command directly to their front.
- Set up the terrain and unit blocks on the battlefield per the scenario map.
- Add **60 Honor & Fortune tokens** to the pool, and draw H&F tokens to each Daimyo
- Shuffle the Command cards and deal the proper number of Command cards to the Daimyos.
- Shuffle the Dragon Cards and deal the proper number of Dragon Cards to the Daimyos.
- Draw and display 3 Command cards to a common Epic Command rack
- Review any special rules and victory conditions.
- The starting side, as indicated, begins play.

A single deck of 60 Command cards is used in an Epic Samurai Battles battle.

Game Turn

The Daimyo listed in the War Council notes begins play. Daimyos then alternate taking turns.

An Epic Samurai Battles game turn sequence is as follows:

1. Daimyo play Command cards and Order units and leaders, and play a Dragon card.

- a) Play up to 2 Field Command cards. If two Section cards are played, one must come from the three Command cards visible on the Epic Command rack, and the other from the Camp's own set of Command cards. If only one Section card is played, it may come from either the Camp's own Command cards or from the cards displayed on the Epic Command rack. *Reminder: a unit ordered by a Field General's Command card cannot be re-ordered by another Field General's Command card play.*
- b) If no Field Command cards are played, play 1 Army Command card from either the Camp's own Command cards or an Army Command card displayed on the Epic Command rack. The Daimyo, when playing an Army Command card, is not restricted to any one section, and may allocate the commands on the card to Field Generals in any section.
- c) When at least one Field Command card has been played, Field Generals who have not received any orders may attempt to order one unit in their section using Field General's Initiative. When an Army Command card is played, Field Generals may not attempt to order one unit using Field General's Initiative.
- d) The Daimyo must play at least 1 Command card (Field or Army) per turn. He cannot pass without taking any action.
- e) Dragon Cards may be played by Daimyo as per the card, with a limit of 1 Dragon Card per turn. Dragon cards must follow the playing instructions. Where it says "Play alongside your Command Card" or "Play in reaction to your opponent's Command Card.", only THAT Command Card receives the Dragon Card effect. (this is relevant to White Fox Spirit, Tactical Wisdom, Fire by Rank, Fire Arrows, Move as Wind, `Brave Messenger and Ashigaru Attack)

2. Move

3. Battle

4. Draw new Command cards, either a Dragon card or 2 Honor & Fortune tokens, and replenish the Common Command card rack to 3 cards.

The Daimyo draws one new Command card to replenish his hand, except when doing so would exceed his army's original Command card number (as specified in the War Council section of the battle).

The Daimyo draws a Dragon card or 2 Honor & Fortune tokens as normal.

Replenish the common Command card rack to 3 cards.

1. Play a Command Card and Order units and leaders

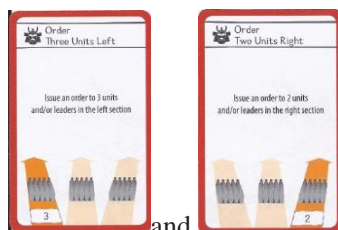
In Epic Samurai Battles, the Command card deck is divided into two classes of cards: *Field Command cards* and *Army Command cards*. However, all Command Cards are shuffled together as one deck regardless of whether they are Field or Army Command cards.


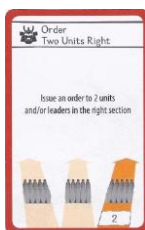
Field Command Cards

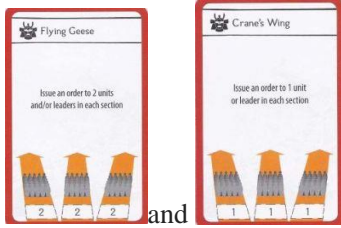
The Daimyo may play up to 2 Field Command cards on a turn. The play of some Field Command cards may limit the number of other Field Command cards that can be played on a turn. Crane's Wing, Tiger Tail Left or Right, Flying Geese, Outflanked, Serpent Command, Leadership, and Infantry Onslaught play are cards that can or may involve units in more than one section of the battlefield.

The Daimyo is never required to play the maximum number of Field Command cards. Each turn the Daimyo may elect to play one, or a maximum of two Field Command cards or elect to play one Army Command card instead of any Field Command cards.

When playing two Section cards, the orders on both section cards are carried out. Some examples of possible Section card combinations include:



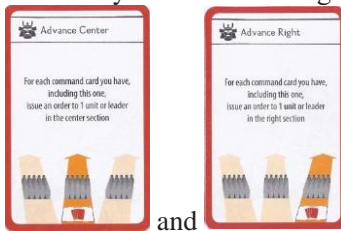
1.  and , to order 3 units on the Left Wing and order 2 units on the Right Wing.



2. , to order 3 units on the Left Wing, 3 units in the Center and 3 units on the Right Wing.



3. , to order units in the Center equal to Command, plus 1 additional unit ordered by the Crane's Wing card and 1 unit on the Left Wing and 1 unit on the Right Wing.



4. , to order units equal to Command in the Center and order units equal to Command on the Right Wing.



5. , to order 1 unit in the Center and 3 units on the Left Wing. In addition when drawing a new Command card for your hand, you draw two, choose one and discard the other.



6. , to order 1 unit in the Center and 1 unit on the Left Wing. In addition when drawing a new Command card for your hand, you draw two, choose one and discard the other. Your card action does not double up: You still only draw two cards, even though you played two cards that allow the choice of two cards.

After issuing order amounts to Generals, the Daimyo may talk in detail about the current battle situation, tactics and future strategy with one (and only one) of his Field Generals. This conversation should be out of hearing range of the other Field Commanders. The Daimyo may not show—nor should he state—what other Command or Dragon cards he holds. Once the discussion is complete, the Field General carries out the orders on the Command card. The Field General, however, does not have to follow the Daimyo's advice or wishes.

The Daimyo may not talk with these Field Generals on this turn. They order units as they see fit.

Field generals may discuss tactics with adjacent Field Generals at any time, but the Daimyo must limit his input to the time he is visiting the front and talking with one Field General.

Field Command Card List

The following Field Command cards apply to specific **sections** of the battlefield:

SECTION CARDS

- **Order 1 Units Left, Center and Right**
- **Order 2 Units Left, Center and Right**
- **Order 3 Units Left, Center and Right**
- **Advance Left, Center and Right**
- **Crane's Wing & Flying Geese**
- **Tiger Tail or Out Flanked**

Special Field Command Cards

The following Field Command cards are Special Field Command cards;

- **Leadership**

A Leadership card is a special Field Command card.

When the Daimyo plays a Leadership card and another Field Command card on his turn, the Leadership card is given to a specific Leader by the Daimyo.

- **Infantry Onslaught:** An Infantry Onslaught card is a special Field Command card.

When the Daimyo plays an Infantry Onslaught card and another Field Command card on his turn, the Infantry Onslaught card may only order units in one section.

- **Serpent Command:** A Serpent Command card is a special Field Command card.

A Serpent Command card, when played by the Daimyo, may count as one Field Command card played when it only orders units in one section.

It will count as one Field Command card played when the Daimyo gives the card to two Field Generals in adjacent sections to order qualifying units in a group positioned in their two sections of the battlefield. A Serpent Command card that orders units in two sections will involve the center Field General and either the right or the left Field General. In addition to the Serpent Command card played that orders units in two sections, the Daimyo has the option to issue another Field Command card (making two Field Commands issued) for the Field General that did not have units ordered by the Serpent Command card.

It will count as two Field Command cards played when the Daimyo uses the card to order units across all three sections. The Daimyo can issue no additional Field Command cards in this case.

No section can have units ordered by more than one Serpent Command card.







The Daimyo can play two Serpent Command cards on his turn so long as both cards only order units in one section each, or one card orders units in one section and the other orders units in the other two sections.

Field Generals may certainly discuss how they will jointly implement Leadership, Infantry Onslaught and Serpent Command cards for more than one section, but cooperation is not mandatory.

Field General's Initiative

If the Daimyo has played at least one Field Command card in the turn, any Field General that has not had any of his units ordered by a Field Command card may decide to act on his own initiative and attempt to order one unit in his section.

The Field general rolls one die with the following effect:

	Green Circle	one light unit (Ashigaru Bowman, Ashigaru Arquebus or Peasant Militia) of the Field General's choice is ordered.
	Blue Triangle	one medium unit (Ashigaru Yari) of the Field General's choice is ordered.
	Red square	one heavy unit (Mounted Samurai Yari or Bowman, Samurai Naginata, Samurai No-Dachi or Samurai Archers) of the Field General's choice is ordered.
	Honor & Fortune	Any unit of the Field General's choice is ordered. In lieu of a unit, an attached leader may be detached and ordered, or an unattached leader may be ordered.
	Banner	One unit of the Field General's choice must retreat its movement. The unit may not battle. If the unit cannot retreat its full movement, standard block loss for each unused movement point applies.
	Crossed Swords	One unit of the Field General's choice in his section must lose 1 block. The unit may not battle.

If the symbol rolled does not correspond to any unit under the command of the Field General making the initiative roll, no unit is ordered. The roll has no effect.

Army Command Cards

The Daimyo may only play one Army Command card on a turn. An Army Command card may not be played if any Field Command cards were played in the turn.

Conversely, Field Command cards may not be played on the turn an Army Command card is played. When an Army Command card is played, the Daimyo plays the card and must allocate orders to his Field Generals. Army Command is determined at the moment the Army Command card is played by counting the number of Command cards in the Daimyo's hand, including the card being played. The number of cards counted equals the number of units that may be ordered by the card being played.

After orders are allocated to each Field General the Daimyo may talk in detail about the current battle situation, tactics and future strategy with all of his Field Generals, but he may not show—nor should he state—what other

Command cards he holds. Once the discussion is complete, each Field General executes the number of orders he was allocated, but the Field Generals do not have to follow the Daimyo's advice or wishes.

Army Command Cards List

(army command cards have the text—equal to command)

- **Order Light Troops**
- **Order Medium Troops**
- **Order Heavy Troops**
- **Shogun**
- **Mounted Charge**
- **Hold and Shoot**

Special Army Command Cards

- **Counter Attack:** May be used to counter one Field Command card that was played or counter an Army Command card played by the opposition.
- **First Strike:** The First Strike card is a reaction card that is played by the Daimyo out of his hand during the opponent's battle phase.

2. Move

As in standard Commands & Colors: Samurai Battles game, all unit movement must be completed before any battling. Field Generals should make sure all movement is completed for all sections of the battlefield before any battling starts. The Daimyo cannot comment - if a Field General neglects to move a unit in his section, it is just the fortunes of war.

A unit may only be given one order in a turn. A unit in a section may cross over into another section under the command of a different Field General, and it may battle if movement or terrain restrictions do not prevent it from doing so. However, it may not be immediately ordered again in this new section on the same turn.

Unit and Leader movement is governed by the Movement rule section in the core rules.

3. Battle

As in standard Commands & Colors: Samurai Battles game, each unit in Epic battles are checked and resolved one ordered unit at a time, in the sequence of each Field General's choice. Each Field General must announce and resolve one unit's battle entirely, before beginning the next one. Field Generals are advised to conduct unit battles simultaneously, if feasible, to speed play.

When units in two sections are ordered to battle the same enemy unit, the Field Commanders must coordinate to determine the order of attacks.

The Daimyo normally does not resolve any battles (he will resolve battles if he commands one or more sections on the battlefield).

How a unit battles is governed by the Battle section in the core rules.

4. Draw new Command cards

Once all the actions (movement and battle) of the Command cards played are completed, the cards are collected and discarded.

The Daimyo then draws a new Command card, unless doing so would give him more cards than his original Command Card number.

The Daimyo draws Dragon cards and Honor & Fortune tokens as per the normal rules. (*Note double size H&F Pool*)

The Daimyo then replenishes the Common Command Card rack if it has less than 3 cards displayed.

Epic Victory

The object of an Epic Samurai Battles battle like a standard Samurai Battles battle is to be the first player to capture a set number of Victory Banners.

Field Command Cards

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- **Order 2 Units Left, Center and Right**
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- **Advance Left, Center and Right**
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