

Lord Shano's Gamble

A medieval Japanese wargame based on the Fire & Fury rule set

Lord Shano hatches an ambitious plan in his mountain castle. An epidemic has weakened the economic and political strength at Unzan, the local provincial capital. Shano sees an opportunity to expand his holdings and gain for his clan the rich farmlands in the plains below his mountain fastness. Lacking a large enough military organization to accomplish his goal, he bribes the local monks to stir up the peasantry in the mountain villages for a campaign to cleanse the immorality of the capital (and at the same time gain more arable land!). Soon his samurai army is expanded by hordes of armed peasants led by jaronin, mercenary samurai. When his force has grown large enough, he decides to gamble all on an attack on the plain.

The combined force easily breaks through the lightly guarded passes and descends onto the farming country, marching toward the capital town. They soon come to the first serious test, a small military garrison in the town of Shimabara, where loyal clans have hastily banded together to resist the attack and thus maintain their own holdings. Reinforcements have been requested from outlying daimyo, but their timely arrival is very uncertain. Lord Matsushita and his Loyalist Tranquility Army prepare to defend the legal government. Lord Shano carefully arranges his Mountain Virtues Army, and, as the sun rises and the mists clear, he is ready to begin. Glory or death.

Matsuhide's Loyalist Tranquility Army – Order of Battle

Unit Description	Unit Type (Fire&Fury)	Weapon	Special Type
Lord Matsuhide	Army Command (E +2)	-	3-figure command stand
Kikkawa	Hatamoto	-	1-figure bannerman
Ashina	Hatamoto	-	1-figure bannerman
Bito	Mounted Messenger	-	1-figure cavalryman
Reserve Units			
Ishida Cavalry	E-6/4/2 HC	Bow/Blade	
Kyogoku Cavalry	4/-/3	Bow/Blade	
First (Left) Tai			
Imagawa	Tai Command	-	2-figure command stand
Adachi	Sub Command	-	1-figure bannerman
Mano Ashigaru	9/7/5 Sk	Arquebus	
Hojyo Ashigaru	8/6/4 Pk	Pike	
Konishi Samurai	7/5/3	Yari	
Chubu Militia	9/8/5	Blade	
Akita Militia	7/6/4	Blade	
Second (Middle) Tai			
Tada	Tai Command	-	2-figure command stand
Nanbu	Sub Command	-	1-figure bannerman
Kato Ashigaru	11/8/6 Sk	Arquebus	
Yamana Yumi	5/4/3 Sk	Bow	
Tsuruga Peasant Levy	9/8/6	Blade	
Biwa Peasant Levy	7/6/5	Blade	
Third (Right) Tai			
Hatano	Tai Command	-	2-figure command stand
Uesugi	Sub Command	-	1-figure bannerman
Hidari Ashigaru	9/7/5 Sk	Arquebus	
Wakisaka Samurai	E-8/5/3	Yari	
Oda Ashigaru	E-8/6/4	Yari	
Hidari Samurai	8/6/5	Yari	

Abbreviations:

E = Elite

HC = Heavy Cavalry

Pk = Pike-armed infantry

Sk = Skirmish-capable infantry

Lord Shano's Mountain Virtues Army – Order of Battle

Unit Description	Unit Type (Fire&Fury)	Weapon	Special Type
Lord Shano	Army Command	-	3-figure command stand
Akamatsu	Hatamoto	-	1-figure bannerman
Matsuda	Hatamoto (E +1)	-	1-figure bannerman
Takigawa	Mounted Messenger	-	1-figure cavalryman
First (Reserve) Tai			
Kitsune	Tai Command	-	2-figure command stand
Ando	Sub Command	-	1-figure bannerman
Kutsuki Samurai	7/5/3	Yari	
Mouri Samurai	7/5/3	Yari	
Saba Samurai	7/5/3	Naginata	
Toda	Sub Command	-	1-figure bannerman
Yamanote Peasant Levy	5/-/4	Blade	
Enzan Peasant Levy	7/6/5	Blade	
Toyama Militia	8/7/5	Blade	
Second Tai			
Shimazu	Tai Command	-	2-figure command stand
So Samurai	E-7/5/2	Yari	
So Ashigaru	9/7/5 Sk	Arquebus	
Maeda	Sub Command	-	1-figure bannerman
Wajima Peasant Levy	6/-/5	Blade	
Utoro Peasant Levy	9/8/6	Blade	
Mikumo	Sub Command (E +1)	-	1-figure bannerman
Niwa Cavalry	E-5/3/2	Bow/Blade	
Third Tai			
Akita	Tai Commander	-	2-figure command stand
Date Ashigaru	E-8/6/4 Sk	Arquebus	
Date Ashigaru	E-8/6/4 Sk	Yari	
Hori Yumi	7/5/3 Sk	Bow	
Satake	Sub Commander	-	1-figure bannerman
Fukuda Peasant Levy	14/11/9	Blade	
Tanzawa Militia	6/5/4	Blade	

Abbreviations:

E = Elite

Sk = Skirmish capable infantry

These two armies were constructed by the opposing players from lists of commanders and units, using these rules:

GAME SET-UP

These rules are designed to simulate the historical organization of Japanese battles using the Fire & Fury miniature wargaming rule set.

Tai

Each side has three Tai. Each Tai has a commander, who can have units under direct command, and 1-3 subcommanders, each of whom can command one or more units. In the force allocation you are given three Tai commanders, and sub-commanders whose number varies per scenario (see the Force Allocation).

Making up Tai

Figures can be assigned to the Army commander or to a Tai commander. For political reasons, each Tai can be between 25 and 40 percent (exclusive of command figures) of the total number of figures not under the direct command of the army commander. Units can be distributed among the Tai according to the commander's tactical plans for the battle. Units from the same clan must be kept within the same Tai, but may serve under different commanders.

Reserve element.

Each side designates one Tai as the reserve element. The reserve Tai can be positioned anywhere left-to-right on the board. Its leading edge must be at least 6" behind a line drawn across the trailing edge of another Tai. After initial set-up the Tai can operate in the normal manner.

Army HQ

Army HQ consists of the army commander stand (3 figures), a variable number of hatamoto (1 figure stands), and a mounted messenger. HQs begin the game 18" behind the army set-up line, anywhere left-to-right. The HQ camp may not move, but the figures can move as a unit (see rules).

Off-board Reserves

You don't know in advance if there are reserves or when they might arrive. In this scenario, reserves enter without commanders, and move without command bonus until assigned to and in the range of a command stand. A reserve unit can be commanded by: army commander; hatamoto; messenger; Tai commander, or sub-commander. Once command control is assigned, it cannot be changed. A commander can move to the reserve unit(s) to take command.

TERRAIN EFFECTS

Stream: All infantry -3, all cavalry -6. Defender gets a +1 bonus within 1" of stream.

Woods, rice paddies: Rough. Woods block visibility 2" from edge; paddies do not.

Towns: Large town 3X4"; -1 for fire, +1 for melee.

Smaller town: 2X2"; -1 for fire, +1 for melee