


ARMY		DATE	ALLIES		PBS Terrain Maps		Player		Contact Details						
Late Samurai		1480AD			Mountain, Coastal										
C-in-C and Sub Generals							Set up modifiers								
General	Name	Type			Ally?	Pts	C&C Cards		PBS MAP CARDS		6 cards				
C in C		Talented Instinctive			NA	600	4		SCOUTING CARDS		2 cards				
Sub 1		Competent Instinctive			no	400	3		TuGs to Break		6				
Sub 2		Competent Instinctive			no	400	3		Points total		11971				
Sub 3		Mediocre Instinctive			no	200	2								
TuGs															
UG No	Name	Type	Training & Formation	Quality	Shooting	Protection	Weaponry		Special Characteristics			Number of bases	per base	Points Total	to break
							MELEE	SHOOTING	A	B	C				
0	CAMP	CAMP	Formed Loose	Poor	NA	NA	NA	NA	-	NA	NA	3	49	147	2
1	Takeda Samurai Cavalry	CAVALRY	Formed Loose	Superior	-	Protected	Charging Lancer	-	Melee Expert	-	-	6	224	1344	3
2	Mounted Bushi with foot followers	CAVALRY	Formed Loose	Superior	Experienced	Protected	-	Powerbow	Melee Expert	-	-	3	228	684	2
2	Ashigaru	INFANTRY	Formed Loose	Average	-	Protected	-	-	Melee Expert	-	-	3	90	270	2
3	Mounted Bushi with foot followers	CAVALRY	Formed Loose	Superior	Experienced	Protected	-	Powerbow	Melee Expert	-	-	3	228	684	2
3	Ashigaru	INFANTRY	Formed Loose	Average	-	Protected	-	-	Melee Expert	-	-	3	90	270	2
4	Red Ai	INFANTRY	Formed Loose	Superior	-	Protected	-	-	Devastating Chargers	Melee Expert	Fanatic	4	224	896	2
5	Samurai with Followers	INFANTRY	Formed Loose	Superior	Skilled	Protected	-	Powerbow	Melee Expert	-	-	3	206	618	2
5	Ashigaru	INFANTRY	Formed Loose	Average	-	Protected	-	-	Melee Expert	-	-	6	90	540	3
6	Samurai with Followers	INFANTRY	Formed Loose	Superior	Skilled	Protected	-	Powerbow	Melee Expert	-	-	3	206	618	2
6	Ashigaru	INFANTRY	Formed Loose	Average	-	Protected	-	-	Melee Expert	-	-	6	90	540	3
7	Samurai with Followers	INFANTRY	Formed Loose	Superior	Skilled	Protected	-	Powerbow	Melee Expert	-	-	3	206	618	2
7	Ashigaru	INFANTRY	Formed Loose	Average	-	Protected	-	-	Melee Expert	-	-	6	90	540	3
8	Teppo armed Ashigaru	INFANTRY	Formed Loose	Poor	Experienced	Protected	-	Firearm	Barricades	-	-	8	100	800	4
9	Teppo armed Ashigaru	INFANTRY	Formed Loose	Poor	Experienced	Protected	-	Firearm	Barricades	-	-	8	100	800	4
10	Teppo armed Ashigaru	INFANTRY	Formed Loose	Poor	Experienced	Protected	-	Firearm	Barricades	-	-	8	100	800	4
11	Peasant levy	INFANTRY	Tribal Loose	Poor	-	Unprotected	-	-	-	-	-	6	34	202	3
SuGs, Artillery and Expendables															
													0	0	0
													0	0	0
													0	0	0
Generals		1600		TuGs		10370.6		SuGs		0					
SCORING SYSTEM - minimum score is 0															
TRIUMPH			DAMAGE DONE SCORE				SURVIVAL or DESTRUCTION								
If you break your opponents army you have a Triumph			Per enemy TuG Destroyed		2 Victory Points		Max		If you live to fight another day						
15 Victory Points			Per enemy SuG destroyed		1 Victory Point		10		+2 Victory Points						