

Blood and Honor Samurai Tables

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ATTRIBUTE GENERATION:

Before a game begins, the GM should assign each player the ratings of his figures. Make one die roll (with 1d20) for each attribute. Also roll for hit points.

Die Roll	Meijin	Samurai	Bushi	Ashigaru
1	11	9	7	5
2, 3	12	10	8	6
4 - 6	13	11	9	7
7 - 10	14	12	10	8
11 - 14	15	13	11	9
15 - 17	16	14	12	10
18, 19	17	15	13	11
20	18	16	14	12
Hit Points	6 + 4d6	6 + 3d6	6 + 2d6	6 + 1d6

Name									
Rating									
Appearance									
Slug									
Shoot									
Sword									
Saddle									
Save									
Hit Points									
Weapon									
Skill									

When a card is drawn, allowable actions are move, reload, ready a weapon, or anything on the Attack Table. One figure performs one action per card drawn.

Attack Table

Weapon or Event	Attack	Defend	Damage
Tanto	Sword	Sword*	1d6
Katana	Sword	Sword*	2d6
No-dachi	Sword	Sword*	3d6
Shuriken	Shoot	Save	1d6
Knife (thrown)	Shoot	Save	1d6
Club	Slug	Slug	1d6+2
Thrown Objects (e.g., mugs, plates, stones)	Shoot	Save	short range (≤ 6 inches) 1d6 long range (≤ 12 inches) 1d6
Wakazashi	Sword	Sword*	1d6+2
Bow	Shoot	Save	short range (≤ 24 inches) 2d6 long range (≤ 48 inches) 1d6
Tetubu	Slug	Slug	3d6
Yari	Sword	Sword*	1d6+2, pole arm
Shoving Attack	Slug	Slug	back up 2 inches
Punch	Slug	Slug	1d6 ($\frac{1}{2}$ vs. Armor)
Martial Arts Strike	Slug	Slug	1d6+2 ($\frac{1}{2}$ vs. Armor)
Martial Arts Throw	Slug	Slug	1" any direction and fall
Martial Arts Disarm	$\frac{1}{2}$ Slug	Sword	Take opponent's weapon
Naginata	Sword	Sword*	2d6, pole arm
Jumping on Someone	Save	Save	1d6 and fall

* Can also save with $\frac{1}{2}$ Save number if you do not have a sword or knife.

Armor Chart

Die Roll	Location	Partial Laced	Full Laced	Plate
1	Head	1	2	3
2	Right Arm	2	3	4
3	Left Arm	2	3	4
4	Body	3	4	5
5	Body	3	4	4
6	Legs	2	3	4

Samurai Skills:

Meijin roll twice (re-roll repeats).
Samurai roll once.

d20 Roll	Skill	Effect
1,11	Arrow Cutting	May use sword to defend against bot hits to front.
2,12	Iajustu	May ready sword and attack with same card.
3,13	Jujitsu	May make Martial Arts Attacks.
5,15	Ukemi	Whenever would fall, move back 1" instead.
6,16	Called Strike	May make ½ normal weapon attack to hit desired body part.
7,17	Kiai	Once each time through deck may make Kiai shout. If hit add +d6 damage.
8,18	Noble Weapon	Add +2 to all damage rolls for chosen weapon.
9,19	Sixth Sense	If attacked from rear may turn to face attacker and make ½ normal defend.
10,20	Favored by the Gods	Once each time through the deck, may re-roll one die. Must accept result of new roll.

Optional Rules

Extra Actions: Each time a face card is drawn the player has two actions instead of one, but each action must be on a different figure that the player controls.

Horse Actions: These are expansions of the original horse rules.

A horse can do up to a 90 degree turn and make a normal move or may make a complete turn with a card instead of moving.

Horsemen may make moving attacks, moving through their target and making an attack. They continue their full movement, not stopping at contact. This attack may be with a weapon or be a trample attack (as above). The target of a horseman's moving attack may attempt to either defend himself (with the appropriate defense roll) or may attack the horseman instead. If he attacks, the defending player makes an immediate half attack roll. If he hits, damage is immediately inflicted (the horseman is busy trying to ride down/hack the foot soldier). If the horseman survives and is not unhorsed (in the case of hits by polearms) he makes his attack (at half) and rides through.

Horsemen may also make conventional attacks, moving into contact and then waiting for another card to attack. He may make a trample attack to knock down his opponent (at full saddle value) or make a weapon attack (full value).

In either case, the horsemen gets the +d6 damage to all weapons attacks.