

Samurai Supplement for OMOK © 2017 T. Sheil and A. Sheil All Rights Reserved

The OMOK rules carry the basics of Samurai combat. In Japan as elsewhere, warriors carried the weapons they preferred.

The Japanese Yari equals a spear

The Katana equals a sword

The Gusari Kama equals a chain mace

The Naginata, though a pole arm, is more defensive in nature. It does not get a + value when charging.

The Japanese musket fires like the small crossbow. It can only fire every other turn provided the shooter has not moved for one turn before firing. He needs 1 turn to reload. Armor offers no protection against a musket. All targets are treated as unarmored.

The Japanese bow fires as a longbow.

The pistol or carbine fires only 1 move (6). Ranges are close 1-2, medium 2-3, and long 4-6. At close range, 3, 4, 5,6 is a hit Medium 4, 5. 6, long 5, 6 As with a musket, a pistol carbine can fire every other turn but the shooter must stop for one turn before firing.



Shooting example: musketeer fires and moves next turn. He cannot fire the turn afterward. He must stop one turn and do nothing. If the soldier is caught in close combat on the turn he is stopped, he cannot reload. If a soldier shoot, moves a turn, stops one turn and then moves the next, he can shoot because he did not move one turn in between shots

Samurai get +1 against non-Samurai opponents in close combat.

Archers and gunners are considered to have a short sword or equivalent backup weapon. In close combat, they fight at -1

Ninja (optional)

In this game, Ninja are ambushers. Each side gets three. Each side makes six markers to place anywhere on his side of the board. Three are for specific ninja, three are blank.



If an enemy comes within a part move (4) of the Ninja, the marker is revealed. If blank, nothing happens. If a Ninja, then that Ninja has the option to run or fight.

A ninja can be activated at any time by its commander. The marker is removed and the ninja starts from that point.

Once revealed, a Ninja remains on the board. He cannot go back into hiding.

A Ninja can try to escape a fight. He rolls a die. on a 1, he moves a full move (6) away. On a 2, he moves a part move (4) away. On a 3, he moves a short move (2) away. A ninja can only use the escape trick once per game.

Ninja markers must indicate the weapons that particular ninja is using.

Optional Spy rule from Shambattle may be used.

You can get a free copy of OMOK here <http://www.thortrains.net/armymen/OMOKnights.pdf> and here <http://www.thortrains.net/downloads/OMOKnights.pdf>

