



The Boshin War

Version 0.1 © 2014 Dadi&Piombo

Compiled by Alberto Jube

This set includes lists and additional rules that allow you to play with Smooth&Rifled the Boshin War with Smooth&Rifled skirmish rules. You can purchase Smooth&Rifled at <http://www.dadiepiombo.com/smooth.html> Follow the updates on Smooth&Rifled at <http://smooth-and-rifled.blogspot.com>

Special rules

Armour

A figure with Armour add 1 to the difficulty to get an hit in melee (example, a miniature with C=4 get an hit at 5+)

Katana and bayonets

A katana works the same as a normal melee weapon (like a sword). Every figure can be provided with a katana at +2pts per figure. Bayonets can be given to any musketeers at +2pts per figure.

Gatling

Each Gatling requires 3-4 crew and the cost is 30 pts per model.

Cost of the crew: Regular AV 1/2/3; 10 pts each; Irregulars AV 2/3/4; 5 pts each.

A Machine Gun fires in a similar way to the Group fire. Count 7 dice and add as many dice as the crew. The player can also decide to reduce the dice (rate of fire) to avoid jamming.

A Gatling fires at 30/0. If you roll at least three "1" or three "2" the machine gun is jammed (or is temporary out of ammunition etc). To fix the weapon 3 actions (not 3 Action Points) are required. These actions are taken by the crew. Mind that one of the crew, the gunner, already spends actions when firing. The gunner can also spend actions for aiming. A Gatling can be moved by 2.5 cm (per action) for every crewman.

All figures in this supplement are 28mm Bac Ninh Miniatures. Photos Bac Ninh Miniatures. <http://bacninhminiatures.blogspot.com>

Army Lists



Traditional Samurai Armies

(Usually pro-imperial clans)

0-2 Musketeers

0-1 Bowmen

1-3 Spearmen

0-1 Shock troops



Partially Modernized Armies

Usually pro-shogunate daymo and rarely some pro-imperial daymo

0-2 Musketeers

0-1 Bowmen

0-2 Spearmen

0-1 Shock troops (you need to field at least one unit of Spearmen to field also Shock-troops)

1-2 Westernized troops

Westernized Armies

Most of Tokugawa armies and the Imperial armies of Chosu, Satsuma and Saga.

0-2 Westernized troops

1-4 Well trained westernized troops

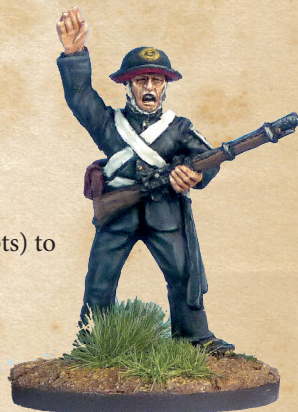
0-1 Elite westernized troops

Tokugawa army can provide horse (+5pts each) and lance (+2pts) to its Elite troops

Western Armies

1-6 Line troops

0-1 Elite troops



TROOP TYPES

Musketeers

AV 2/2/3; C3

0-1 Officer (leader), musket (20/2), katana, 22 pts

1 NOC (leader), musket (20/2), katana, 17 pts

6-20 Samurai, musket (20/2), 10 pts

Notes and options

You can upgrade C from 3 to 4 to all Unit at +2pts per figure

You can provide one or more miniatures with Armour (+2pts) and/or katana (+2pts).

You can upgrade one figure to Scout at +2pts



Spearmen

AV 2/2/3; C3; Impetuous, Fast Mob

0-1 Officer (leader), katana, 21 pts

1 NCO (leader), spear, 16 pts

0-1 Standard-bearer, standard, (katana) 14 pts

6-20 Samurai, spear, 11 pts

Notes and options

You can upgrade C from 3 to 4 to all Unit at +2pts per figure

You can provide one or more miniatures with Armour at +2pts per figure

You can upgrade one figure to Scout at +2pts

Bowmen

AV 2/2/3; C3

0-1 Officer (leader), katana, bow (16/0), 26 pts

1 NCO (leader), bow (16/0), 14 pts

6-20 Samurai, bow (16/0), 9 pts

Notes and options

You can provide one or more miniatures with Armour (+2pts) and/or katana (+2pts). You can upgrade one figure to Scout at +2pts

Shock Troops (Shinsengumi etc)

AV 2/2/3; C4; Impetuous, Ferocious, Fast Mob

0-1 Officer (leader) katana, 26 pts

1 NCO (leader) katana, 21 pts

0-1 Standard-bearer, standard, (katana), 19 pts

6-20 Samurai, katana, 16 pts

Notes and options

You can upgrade C from 4 to 5 to all Unit at +2pts per figure

You can provide one or more miniatures with Armour(+2pts)

You can upgrade one figure to Scout at +2pts

Westernized troops

AV=2/2/3; C=4

0-1 Officer (leader), katana and revolver (10/0), 21 pts

1 NCO (leader), muzzle-loading musket (30/2), bayonet, 22 pts

0-1 Standard-bearer, standard, katana 11 pts

0-1 Drummer (musician), katana, 10 pts

6-20 Privates, muzzle-loading musket (30/2), bayonet, 17 pts

Notes and options

You can swap all muzzle-loading muskets with breech-loading muskets (30/1) at +5pts per figure (bayonet can stay fixed during while loading).

Western line troops or Japanese westernized and well trained troops

AV=1/2/3; C=4

0-1 Officer (leader), sabre/katana and revolver (10/0), 23 pts

1 NCO (leader), muzzle-loading musket (30/2), bayonet, 24 pts

0-1 Standard-bearer, standard, (katana), 13 pts

0-1 Drummer (musician), katana, 12 pts

6-20 Privates, muzzle-loading musket (30/2), bayonet, 19 pts

Notes and options

You can upgrade the whole Unit to Veteran at +3 pts per figure.

You can upgrade one figure to marksman at +5 pts per figure.

You can swap all muzzle-loading muskets with breech-loading muskets (30/1) at +5pts per figure (bayonet can stay fixed during while loading).

Elite Western troops or Japanese westernized and highly trained troops

AV=1/2/2; C=5; Veterans

0-1 Officer (leader), sabre and revolver (10/0), 29 pts

1 NCO (leader), muzzle-loading musket (30/2), bayonet, 30 pts

0-1 Standard-bearer, standard, (katana), 19 pts

0-1 Drummer (musician), katana, 18 pts

6-20 Privates, muzzle-loading musket (30/2), bayonet, 25 pts

Notes and options

You can upgrade one figure to marksman at +5 pts per figure.

You can give to the whole Unit the characteristic Impetus at +3 pts per figure.

You can swap all muzzle-loading muskets with breech-loading muskets (30/1) at +5pts per figure (bayonet can stay fixed during while loading).

Bac Ninh

Miniatures



We are a small company specialized on the 19th century in Japan, the last years of Tokuwaga Shogunate, also known as Bakumatsu and especially during the Boshin War (1867-68). Our figures are 28mm and they are sculpted by the very talented Paul Hicks.

<http://bacninhminiatures.blogspot.com>