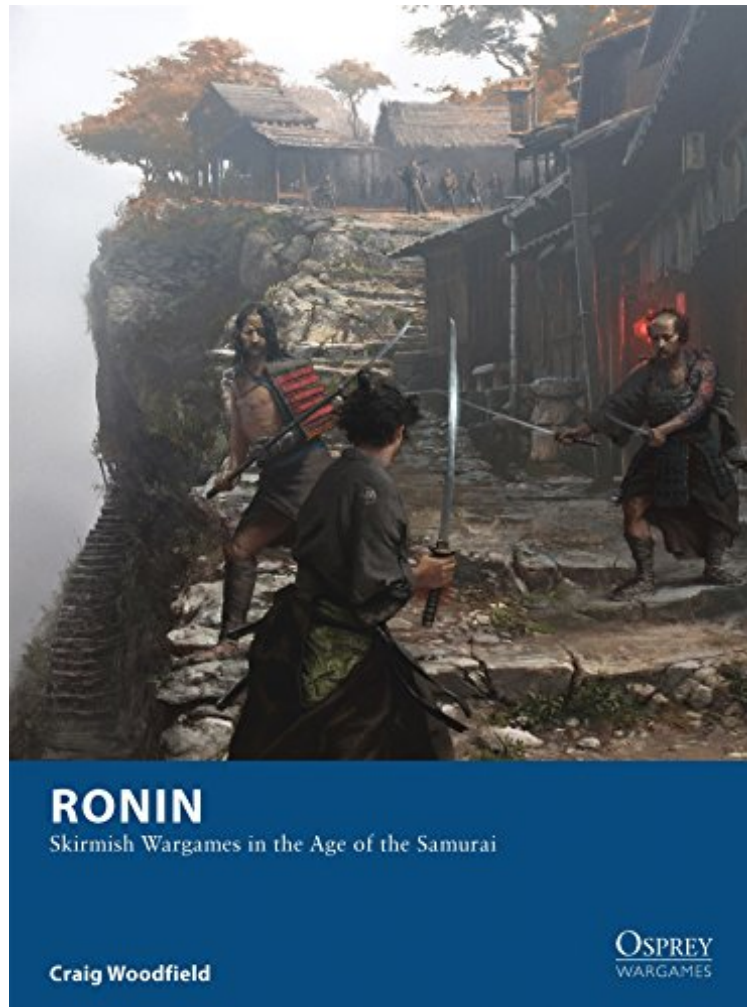


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## Ronin: Skirmish Wargames in the Age of the Samurai (Osprey Wargames)

*Craig Woodfield*

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**Craig Woodfield : Ronin: Skirmish Wargames in the Age of the Samurai (Osprey Wargames)** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Ronin: Skirmish Wargames in the Age of the Samurai (Osprey Wargames):

1 of 1 people found the following review helpful. I love this book By Fox Forrester I love this book, it's stylish and goes for historical accuracy over what's featured in the media (which for me is always extremely impressive). Even if you don't play tabletop wargames this might be good if you're studying to make a Japanese setting as it has a fairly comprehensive list of the basic military factions that would be featured in Medieval and Renaissance-era Japan. It

features factions that non-historians might be surprised to hear about, and honestly I had nearly forgotten by the time I picked up this title. One could argue the weapon's list could be bigger, but upon looking at the title and considering Medieval Japan, I think that what's listed is an excellent representation for what you'd expect for most forces of the time. Finally, do keep in mind this game is set for smaller skirmishes. If you want more personal, small-scale fights this is a good option. But you're going to be a bit disappointed if you want massive-scale battles. Still, I can't wait to play Seven Samurai on tabletop. :) 1 of 1 people found the following review helpful. Ronin: Skirmish Wargames is AWESOME! By Hunter Coleman Ronin: Skirmish Wargames in the Age of Japan is the first Osprey Wargaming ruleset I purchased and it captivated me! The ruleset covers the age of Samurai in the Sengoku Jidai period. There's brief mention of the Edo period, as well as the Satsuma Rebellion at the edge of the book. Don't let that deceive you. The main focus is all about Samurai, not the end of their way of life and practices. Ronin delivers a fast-paced game-play with a unique approach to personally customizing your own buntai (team or squad) with the benefits or losses of different weapons, armor, and optional features. Not only that, the ruleset offers you six factions with specialized units, and seven types of basic scenarios to start you and your friends with. It also includes a concise but small section explaining progression of your buntai in a campaign a la Necromunda. When I mentioned Necromunda, it was about the basis of "gaining experience points and then investing them into your gangers"; except the experience points are invested into the buntai's rank progression system, further improving and strengthening the selected samurai in the buntai roster. Lastly, if you are looking for an excellent resource pool to gather the Buntai roster list, counters, and a campaign supplement called the Kenshin Ryu Scrolls, you are in great luck: [https://ospreypublishing.com/gaming-resources/Huzzah for Osprey Publishing!](https://ospreypublishing.com/gaming-resources/Huzzah%20for%20Osprey%20Publishing!) To sum it up, this book got me intrigued. I plan on browsing Wargames Factory and Perry Miniatures to find me two different factions with one buntai and start playing! On a unrelated note, you should check out YouTube where there's some coverage of Ronin by players to show how fast-paced and brutal the game can be. 4 of 4 people found the following review helpful. Excellent small feudal Japanese wargame - lots of fun and easily playable By Erik W Centner Ronin is a very well written, feudal Japanese skirmish war-game, that allows players to maximize fun and playability rather than bog play in a mire of rules. The simple d6 mode of play speeds along player turns. Game size is determined by points of sides with the idea the game plays at skirmish level rather than large platoon or larger levels. Players can select numerous factions to play, Samari, Ronin, soldiers, monks, religious zealots, Koreans, etc. Weapons mixes are also available without going too deep into the weapon characteristics and becoming overwhelming. Overall, the game is a welcome to any gamers shelf, allows quick play and fun.

Ronin is a set of skirmish wargame rules set in late 16th century feudal Japan. Players build small warbands of models and battle each other as well as non-player factions in duels and skirmishes. Ronin is historically accurate, but also pays tribute to the films of Akira Kurosawa such as Seven Samurai and Yojimbo. Despite the enduring popularity of this period, there are very few widely available historical samurai skirmish wargames rules sets. Figures for the period are increasingly available, particularly from Perry Miniatures (very high quality 28mm metal), Wargames Factory (plastic 28mm box sets) and Zvezda (1/72 plastic). Ronin seeks to fill this void with an enjoyable system that is easy and cheap to take up. Gameplay is based upon a d6 system that forces players to make tactical decisions about attack and defence, simulating the cut and thrust of hand-to-hand combat. There are numerous player factions, from Samurai and Ashigaru, the professional soldiers of the period, to Buddhist warrior monks, martial arts schools, and bandits. There are also swords for hire such as Ronin and ninja that players can hire to augment their warband. Players design their warband using a points system, and assign each model weapons, armour and martial skills. Weapons include the yari (pike/spear), naginata (pole arm), yumi (bow), arquebus and of course the katana and its variants. Specialist skills allow a model to undertake various special actions (for example, arrow-cutter provides additional defence against bow fire) or increases the proficiency of the model with a specific weapon. As well as straight warband-on-warband battles, there are specific scenarios, some of them linked to provide a loose narrative. Gameplay is based upon a d6 system that forces players to make tactical decisions about attack and defence, simulating the cut and thrust of hand-to-hand combat. One scenario features the warband defending a notable person from attack by ninjas, another the defence of a village against bandits. There are also campaign rules that allow for the development of a warband in terms of gaining new skills and equipment and planning on-going battles against other players. Finally, very simple guidelines for running a tournament are included.

About the Author Craig Woodfield is a 42 year old Defence Analyst from Canberra, Australia. He has previously written for magazines such as Slingshot and Wargames, Soldiers and Strategy. He is the author of 3 wargaming supplements: Legion (for Warhammer Ancient Battles), Imperium (for Crusader) and Trajan's Dacian Wars (for Hail Caesar). He has a long-standing interest in martial arts and military history.