

The Foot Soldier

You're the front-line fighter of the Warring States period—serving in the army of one of the great lords, or fighting against them.

LOOK

EYES	☐ dead	☐ haunted	☐ wandering	☒ wild	☒ sad	☒ flashing
STANCE	☐ orthodox	☐ ready	☐ closed-off	☒ heavy	☒ easy	☒ rigid
DRESS	☐ mournful	☐ ragged	☐ traveler's	☒ colorful	☒ plain	☒ strange
WEAPON	☐ bloodstained	☐ polished	☐ battered	☒ repaired	☒ stolen	☒ personalized

RINGS

Add one to Earth and Water. Subtract one from Earth, Water, Fire, Wind, or Void.

MATÉRIEL: choose either these, or those from your allegiance

You wield an arquebus, bow and arrows, glaive, or spear; plus either a long or short sword. You wear armor with your lord's blazon on it, and a conical metal or leather hat called a jingasa which smells faintly of cooked rice, since it doubles as a bowl. If your boss wants, you carry a wooden tower shield. You wear hardy peasant's clothing, each piece taken from a different place, just like your arms and armor.

SECTION: choose either these, or those from your allegiance

100 Grunts Arquebuses, bows & arrows, glaives, or spears. Short swords. Armor. At your option, they're genuinely your friends, loyal and dedicated.

ATTACHMENTS: +1 Bond with whoever answers

- ➔ Who exceeds my station, yet heeds my counsel?
- ➔ Who underestimates me and mine?
- ➔ Whose orders do I follow?

ROLE SPECIAL MOVES

Choose One to Start

Scavenger



When you pick over the field after a battle or forage in the wilderness to **KIT THEM OUT**, you always find one of the following, even on a miss:

- ➔ enough shoddy arms and armor to equip a section
- ➔ a single forgotten object of such exceptional quality or rarity that others will covet it if they find out
- ➔ evidence or information of great value to your plans or your war effort
- ➔ a person of interest in disguise

Talk with the GM to agree on what it is.

The Better Part of Valor



When you cut and run, roll with Water. On a hit, you escape with your section and any allies attached to it. On a 7-9, the GM gives you a choice between two of these:

- ➔ Someone inconvenient sees your show of cowardice
- ➔ You take something bad with you
- ➔ You leave someone or something valuable behind
- ➔ You run into different trouble

On a miss, you're caught half in and half out, or else they're on your tail riding you down.

Formation Fighter



When you **ORDER THE TROOPS** with Water shoulder-to-shoulder with similarly armed soldiers, on a hit you inflict a troublesome circumstance on your foe per your armament. On a 7-9, your section also incurs an additional bad thing. On a miss, pick two.

Arquebus: pinned or intimidated, misfired or out of ammo

Bow & Arrow: pinned or out of formation, dragged into melee or out of ammo

Glaive: flanked or intimidated, out of formation or damaged arms

Spear: kept at bay or wounded, flanked or damaged arms

Improvise based on the examples above for less common infantry weapons like swords.

Thousand Arrows

RULES QUICK REFERENCE

- Roles, p.155
- Allegiances, p.102
- Common moves, p.234
- Attachments, p.80
- Weapon moves, p.70

GAME TERM QUICK REFERENCE

- Advantage: roll three dice and ignore the single lowest result
- Disadvantage: roll three dice and ignore the single highest result
- Hold #: Receive a number of points you can expend to do something particular.
- +1 Forward: Receive a one-time bonus to a single specific kind of roll made in the future.
- +1 Ongoing: receive a permanent bonus when acting according to the specified circumstance.
- Mark XP: fill in one of the experience circles. If you fill in the fifth circle, erase them all and take an advancement

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足輕 ASHIGARU

