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Ronin - Skirmish Wargames in the Age of the Samurai

By Craig Woodfield

Osprey Publishing (UK). Paperback. Book Condition: New. Jose Daniel Cabrera Pena (illustrator). Paperback. 64 pages. Dimensions: 9.7in. x 7.1in. x 0.2in. 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 (172 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...



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Reviews

Comprehensive information! Its this sort of very good read through. This is certainly for all those who statte that there was not a worthy of studying. Your daily life period will likely be convert as soon as you total reading this publication.

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The book is great and fantastic. Better then never, though i am quite late in start reading this one. I realized this publication from my dad and i advised this ebook to find out.

-- **Dr. Blair Mann**