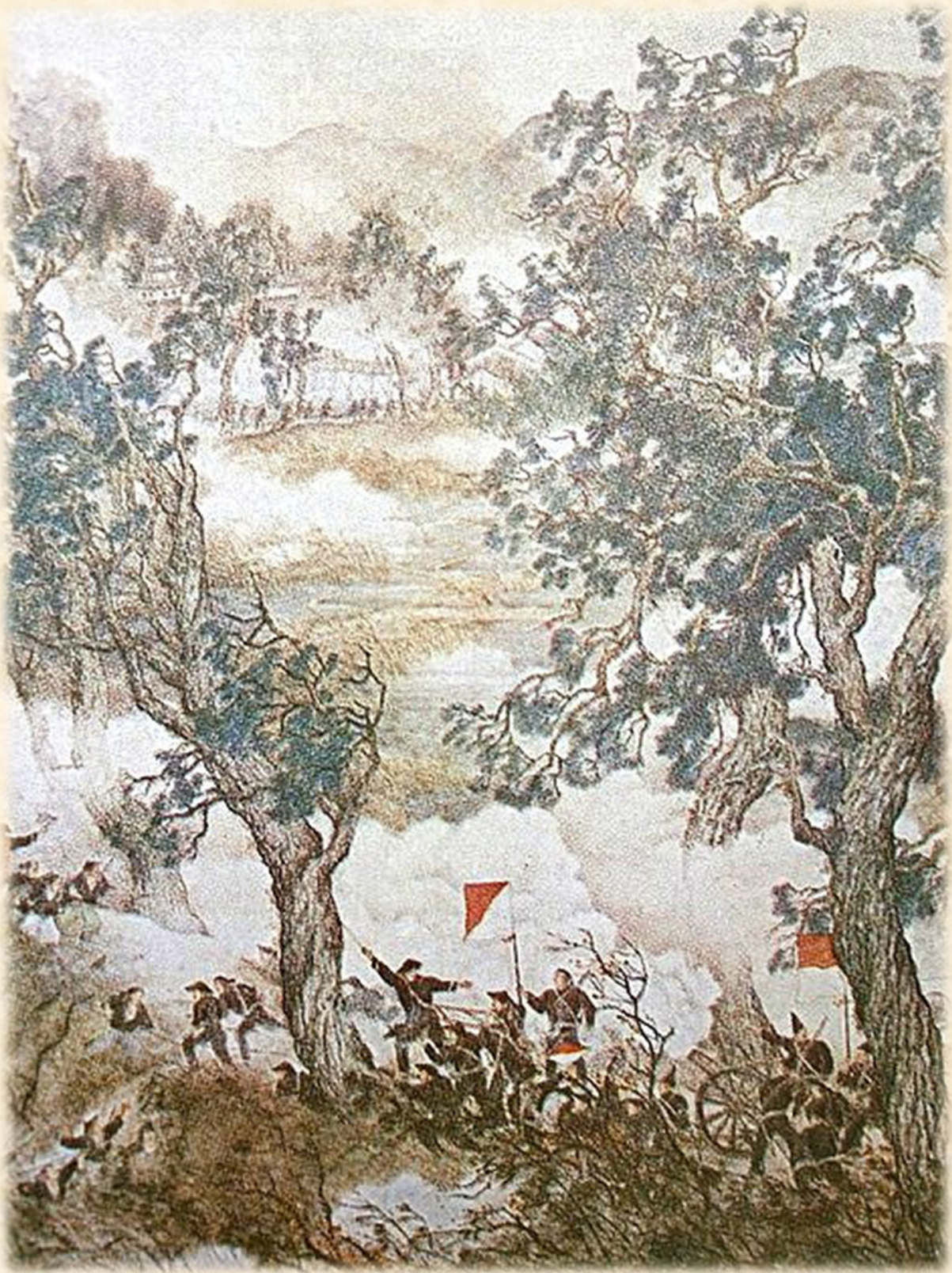


# **FALL OF THE SAMURAI**

**A T & T ARMY LIST FOR THE BOSHIN WAR (1868-69)**



**BY JOSE A. CARMENA**

Based on rules and concepts developed by Björn Reichel

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### ***They shall not pass! – Bac Ninh Miniatures***

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*Several sources have been used to write this army list, these sources are listed below:*

*Books: Bakumatsu Boshin Seinan Senso by Gakken, Japan and Korea (Armies of the Nineteenth Century) by Ian Heath, Japanese Military Uniforms 1841-1929 by Ritta Nakanishi.*

*Webpages: Samurai Archives, Wikipedia.*

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*Yolanda Cerro, Björn Reichel and Christian Steimel*

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<http://www.triumph-tragedy.de>

<http://www.perry-miniatures.com>

<http://www.samurai-archives.com>

<http://www.oshiromodelterrain.co.uk>

<http://www.johnjenkinsdesigns.com>

**TRIUMPH & TRAGEDY  
BOSHIN WAR**

# INTRODUCTION

The Boshin War (War of the Year of the Dragon) was a civil war that led to the overthrow of the Tokugawa Shogunate and the restoration of the Imperial rule in Japan.

The war found its origins in dissatisfaction among southern domains with the Shogunate's handling of foreigners following the opening of Japan during the prior decade.

In 1866, the southern domains of Satsuma and Choshu formed an alliance against the Tokugawa Shogunate which had ruled from Edo in the Emperor's name since 1603. The Satsuma and Choshu leaders sought to overthrow the Tokugawa Shogun and place the Emperor Komei into a position of true power. Through him, they felt that they could more effectively meet the foreign threat. However, Komei died in January 1867, and his teenaged son Mutsuhito ascended to the throne as the Meiji Emperor on February 1867.

It was clear that the Shogunate could no longer hold out against the pro-imperial forces led by the Satsuma and Choshu domains and on November 1867, Tokugawa Yoshinobu resigned his post as the fifteenth Tokugawa Shogun. His resignation officially transferred power to the young Emperor, but the Shogun wouldn't give up actual control of Japan easily.

On January 4, 1868, the Satsuma and Chosu forces seized the Imperial palace in Kyoto. The following day the Emperor Meiji with the consent of the Imperial assembly declared his own restoration to full power, the abolition of the title of Shogun and the confiscation of the Shogun's lands. The Emperor was now in control, and merely 15 years old. The Shogun had no choice but to resort to arms.

On January 24, 1886, the Shogun decided to prepare an attack on Kyoto, occupied by Satsuma and Choshu forces. In the Battle of Toba-Fushimi (January 27, 1868 to January 31, 1868) Yoshinobu's army clashed with the Satsuma and Choshu troops. The better organised Imperial forces, although outnumbered, defeated to Shogun's forces easily.

The Imperial troops with their more modern weaponry and tactics had the upper hand from the start.

While losing on land, the Shogun did win at sea chiefly, the Naval Battle of Awa. This battle occurred on January 28, 1868 and was a victory for the Shogun, who soon thereafter retreated to Edo.

Having commanded the Imperial forces at the Battle of Toba-Fushimi, Saigo Takamori (Satsuma) then led the Imperial army toward Edo, where, on May 3, 1868, he accepted the surrender of Edo Castle from Katsu Kaishu the Shogun's negotiator. Katsu Kaishu followed the last Shogun into exile in Shizuoka.

The Shogun had surrendered, but the resistance continued. Domains in northern Honshu formed a league, the Northern Alliance under the leadership of the Aizu domain, all to no avail the league finally surrendered on November of 1868 after the Battle of Aizu, which had been fought since this year's late summer.

A final centre of resistance was Ezo, where Enamoto Takeaki, after fleeing with his French military advisers on eight Shogunate warships and proclaimed a republic. After heavy attack, he surrendered in June 1869. With the conclusion of hostilities, the entire country came under the control of the pro-Imperial; this marked the beginning of the Meiji era.



*Battle of Ueno*

# TIMELINE BATTLES

## Battle of Toba-Fushimi

3 January, 1868: The Bakufu troops and Satsuma-Choshu troops clashed in the suburbs of Kyoto. The Satsuma-Choshu alliance defeated the Bakufu troops and gained real power of the new government.

## Battle of Koshu-Katsunuma

In March 1868, Bakufu sent the Koyo Chinbutai (Shinsengumi) to Kofu castle. However the castle was already occupied by Imperial troops already. The Koyo Chinbutai was defeated at Katsunuma.

## Surrender of Edo

6 March, 1868: The Imperial troops planned to attack the Edo castle on March 15. Bakufu retainer Yamaoka Tesshu visited Saigo Takamori in Sunpu to negotiate the terms of capitulation. Saigo Takamori entered Edo on March 13 and had a meeting with Army minister Katsu Kaishu to negotiate the surrender of the Edo castle. As the result, the Imperial troops entered Edo without blood on April 11. On the same day, Tokugawa Yoshinobu left Edo and headed to Mito.

## Battle of Utsunomiya castle

The Bakufu retainers who refused to surrender made resistance against the Imperial troops. On 19 April, the Bakufu troops occupied -

Utsunomiya castle but were defeated by Imperial reinforcements within 4 days.

## Battle of Ueno

On 15 May, Imperial troops and Shogitai clashed at Kan-ei-ji temple.

## Battle of Hokuetsu

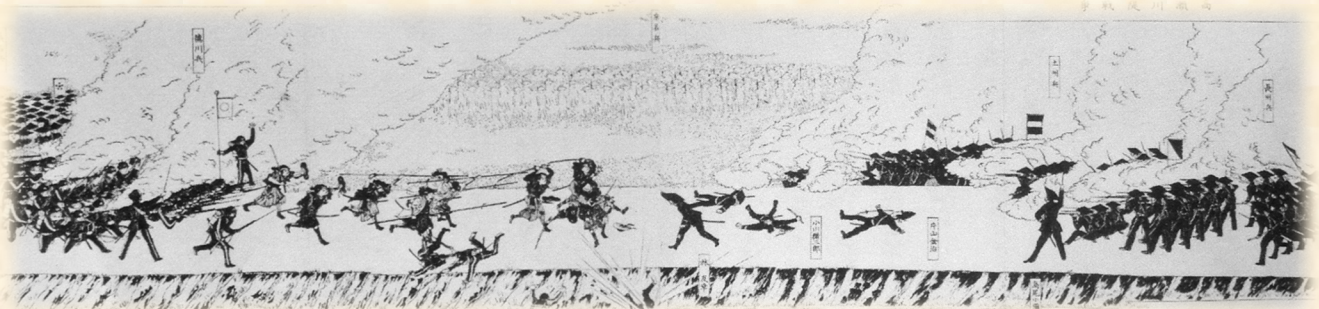
After the negotiation between the Imperial troops and Nagaoka domain had failed, Nagaoka attacked the Imperial troops in Enoki pass. But the Nagaoka castle fell on 29 July and the battle ended.

## Battle of Aizu

The struggle for Shirakawa castle took three months. The Imperial troops defeated Aizu at Bonari pass on 21 August, Aizu surrendered on 22 September.

## Battle of Hakodate

Enomoto Takeaki and former Bakufu retainers took Bakufu's fleet to Ezo, occupied Goryokaku fort on 26 October and established a local government. Engaging the Imperial forces in the naval Battle of Miyako Bay, they were defeated. On 9 April 1869 the Imperial troops made landfall at Otobe; on 18 May, the remaining Bakufu troops surrendered.



*Battle of Toba-Fushimi*

**TRIUMPH & TRAGEDY  
BOSHIN WAR**

# SPECIAL RULES

## FEROCITY

Ferocious and sweeping samurai charges are well known. Units with this special rule can re-roll failed to hit rolls in the first round of close combat.

## BRAVERY

Units with the Bravery skill ignore damage results of 3, 4, 5 and 6. These units receive suppression markers only for kill results. The Bravery skill is only applicable in close combat.

## SKILLED SWORDSMAN

Shinsengumi and Shogitai were elite swordsmen. All figures armed with a katana use a score of 6 in closed combat regardless of the unit's actual quality rating.

## BAD SHOT

Shinsengumi and Shogitai were not familiar with firearms. Shinsengumi or Shogitai firing a musket must use a score of 8 in ranged combat regardless of the unit's actual quality rating.

## FOREIGN MILITARY TRAINING

All units equipped with rifles and commanded by a Foreign Military Advisor (FMA) may use the "Volley Fire" rule as described in the Colonial supplement.

Units equipped with muskets must make a score check immediately after firing. If successful the weapon is ready the next turn; otherwise, the unit must first play a special action card to reload the weapon before they can fire the weapon.



*Satsuma infantry defending positions against traditional troops – Perry & Bac Ninh Miniatures*

## TRIUMPH & TRAGEDY BOSHIN WAR

# ARMY LISTS

## SHOGUNATE ARMY

The Tokugawa Bakufu ended in 1868. The last feudal military reign in Japan was responsible for its own decay. In 1841, the Tokugawa Bakufu imported military manuals and small arms from the Dutch in response to the Opium War in China. This marked the beginning of Japanese modernization. Many troops, especially those retained by individual domains continued to wear traditional clothing. Others began wearing more standard uniforms, influenced by European styles but made in Japan. The majority of small arms were German smoothbore percussion cap muskets called "Gewehre". Later on, both the Bakufu and the domains imported more modern Minié rifles, which still were percussion cap muzzle-loaders, but had rifled barrels. The soldiers were still samurai and ashigaru, yet armed and trained with modern weaponry.

In 1867, the Second French Empire sent a military mission to assist with modernization. Chassepot rifles, the standard small arm of France, were introduced - a very advanced weapon for its time. British Enfield muzzle-loading rifles were also popular. Uniforms were French-style, and included covered kepis like those used by the French in North Africa and Mexico.

### COMMON SPECIAL RULES

Shogunate units may use the "Formation" and Flag rules described in the Colonial supplement.

### UNIT QUALITY

An Shogunate army force may consist of "Raw", "Trained" and "Veterans" units.

### UNIT SIZE AND ORGANIZATION

Infantry units of the Shogunate Army consist of a minimum of 8 figures and may include a maximum of 12 figures per unit, with the exception of the Shinsengumi and Shogitai.

Cavalry units consist of a minimum of 6 and a maximum of 10 figures. Your force may include up to two cavalry units.

For every 10 figures in your force you may upgrade a single figure to Leader status, which is either an NCO or an Officer.



*Aizu infantry – Bac Ninh Miniature*

**TRIUMPH & TRAGEDY  
BOSHIN WAR**

## BASIC UNITS

### MODERNIZED UNITS

**Officers** are equipped with pistol and katana.

**NCOs** and **infantrymen** are equipped with rifle or musket and bayonet or katana.

**Cavalry** are equipped with carbines and katana.

**Lancers** carry additionally a lance.

**Modernized units** in your force may be of “Raw” or “Trained” quality with exception of the Denshutai which must be “Veteran”.



*Denshutai*



*FMA & Shogunate soldier – Perry & Bac Ninh Miniatures*

### DENSHUTAI

The Denshutai was a corps of elite troops of the Tokugawa Bakufu during the Bakumatsu. The corps was founded by Otori Keisuke with the help of the 1867 French Military Mission to Japan.

The corps was composed of 800 men. They were equipped with advanced guns, vastly superior to the smoothbore guns possessed by the other Shogunal troops.

The troops were trained by French officers such as Charles Chanoine and Jules Brunet.

**Denshutai units** in your force may be “Veteran” quality.

**Denshutai infantry units** are equipped with rifle and bayonet or katana.

**Denshutai cavalry units** are equipped with carbines and katana.

**Lancers** carry additionally a lance.

Your force may include up to two Denshutai units, one of infantry and another of cavalry.

**Denshutai infantry units** may use the “Formation” and “Volley Fire” rules described in the Colonial supplement.

## TRADITIONAL UNITS

Most military formations in Japan were made up of samurai retainers acting as officers and ashigaru (now technically considered low status samurai) as rank-and-file soldiers. The Tokugawa government began modernizing its forces in the 1840s, but many units, particularly those maintained by individual domains, still used weapons and tactics leftover from the Sengoku Jidai.

Armour had fallen out of use by the 1860s. Remember that Japan had seen nearly 200 years of peace and the samurai mostly served as police and ceremonial guards rather than battlefield soldiers. Once European muskets and rifles entered the scene, armour became significantly less useful. The overwhelming majority of soldiers going into battle in this period simply wore kimono and jingasa, even if they fought with traditional shock weapons such as the yari.

**Traditional infantry units** in your force may be of "Raw", "Trained" or "Veteran" quality.

**Traditional cavalry units** may be of "Raw" or "Trained" quality.

**Traditional infantry units** consist of a minimum of 8 figures and may include a maximum of 12.

**Traditional cavalry units** consist of a minimum of 6 figures and may include a maximum of 10. Your force may include a single traditional cavalry unit.

For every 10 figures in your force you may upgrade a single figure to Leader status.

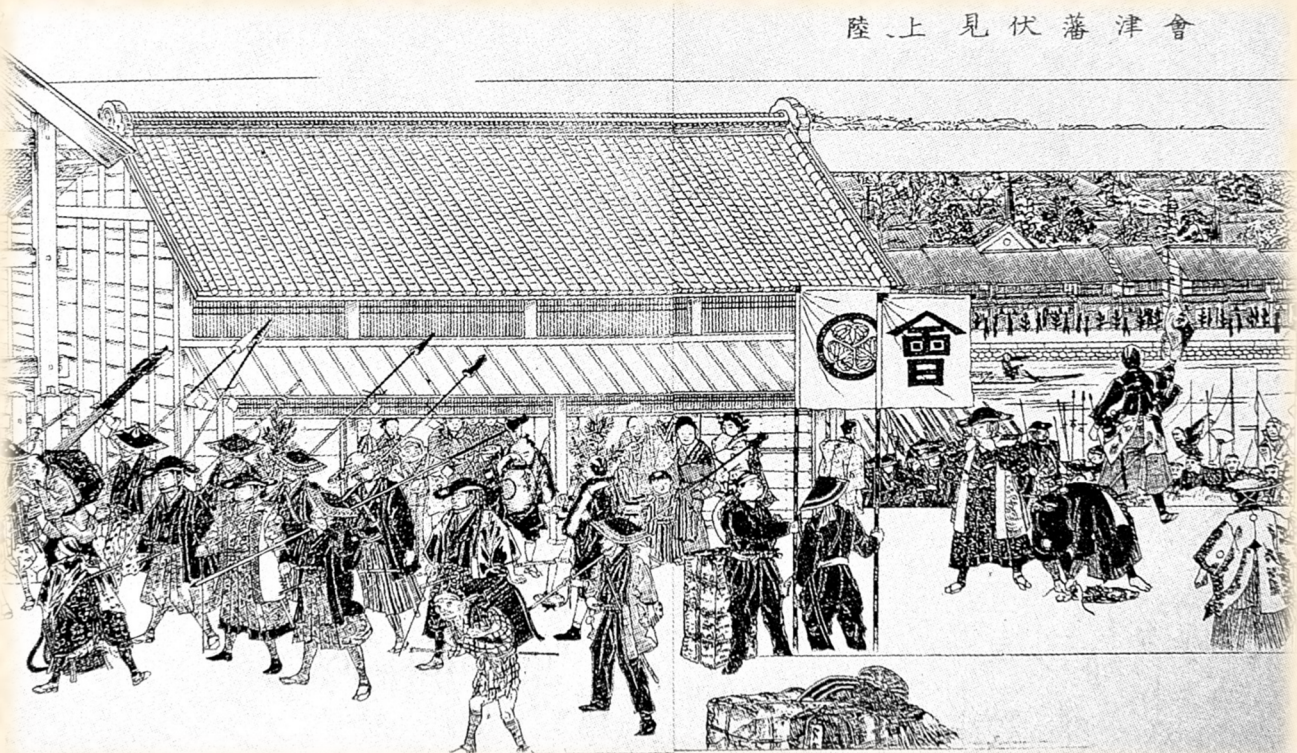
**Leaders** may be equipped with dō (armour), katana, yari, arquebus.

**Traditional infantry units** may be equipped with dō (armour), katana, yari, arquebus.

**Traditional cavalry units** may be equipped with dō (armour), katana, yari.

**Traditional units** "Trained" and "Veterans" may use the "Ferocity" and "Bravery" special rules.

Due to his poor training, Traditional units may NOT use the "Formation" rule.



*Aizu troops disembarking at Fushimi*

## TRIUMPH & TRAGEDY BOSHIN WAR

## SHINSENGUMI

The Shinsengumi ("Newly Selected Corps") were ronin who organized themselves to serve the Shogun's interests. They asked the Aizu domain for permission to police Kyoto, since the daimyo of Aizu was responsible for the Kyoto garrison. They received official recognition from the domain, and gained a wider reputation for the parts they played in the Ikedaya Incident and Kinmon Incident, where they killed a bunch of Ishin Shishi, mostly from Choshu. The Shinsengumi participated in the Battle of Toba-Fushimi and several other battles before being mostly wiped out or dispersed.

**Shinsengumi units** in your force may be "Trained" or "Veteran" quality.

**Shinsengumi units** consist of a minimum of 6 figures and may include a maximum of 10. Your force may include up to two Shinsengumi or Shogitai units.

For every 10 figures in your force you may upgrade a single figure to Leader status.

**Shinsengumi units** may be equipped with dō (armour), katana, yari or musket.

**Shinsengumi units** use the "Skilled Swordsman" and "Bad Shot" special rules.

Due to his poor training, Shinsengumi units may NOT use the "Formation" rule.

## SHOGITAI

The Shogitai ("League to Demonstrate Righteousness") was a self-organized samurai unit similar to the Shinsengumi. They received official recognition and even guarded the Shogun, garrisoning a temple just northwest of Edo. They took part in the Battle of Toba-Fushimi, and survived defeat there. After the peaceful surrender of Edo, they did not, and hold up in their temple. Imperialists attacked the temple in the Battle of Ueno where they were nearly exterminated.

**Shogitai units** use the same characteristic as Shinsengumi.



*Shinsengumi*



*Duel between Shogitai and Tosa Jinshotai in the Battle of Ueno*

**TRIUMPH & TRAGEDY  
BOSHIN WAR**

## SUPPORT UNITS

### ARTILLERY

You may add artillery support to any Shogunate force.

For every three infantry or cavalry units, you may purchase a single artillery piece or an automatic gun.

All artillery pieces are either field guns (cannon) and should be organized in a single unit (battery) unless defending a fixed position, in which case you may distribute the pieces as appropriate for the fortification.

Each gun must have a crew as described in the basic rules. The gun crew may be armed with katana and may be of "Trained" quality.

### AUTOMATIC WEAPONS

You may field a single Gatling with a crew of 3; the crew may be armed with katana and may be of "Trained" quality.

### SPECIAL CHARACTER

The leader of the unit can also be a foreign military advisor (FMA), he can support only modernized units but not traditional, Shinsengumi or Shogitai.

You may field up two FMA in your force.

He use the same profile as the Unit Leader described in the basic rules, but his point cost is +30.

A FMA may use the "Foreign Military Training" special rule.

FMA's are equipped with pistol and sword or sabre

## WEAPONRY

Weapon	Cost	Range / Modifiers			Special
		Short	Med.	Long	
Dō (armour)	1	-----			+1 Hit point
Yari	2	-----			+1 Score in Close Combat
Katana or Bayonet	1	-----			+1 Score in Close Combat
Lance	2	-----			+1 Score in Close Combat
Pistol	5	6/+1	12/-1	-----	2 shots
Carbine	5	12/+1	18	30/-1	-----
Rifle	6	18	24	30/-1	-----
Musket	3	15	20	25/-1	*Reload
Arquebus	3	10	15	20/-1	*Reload
Gatling	50	15/+1	30	40/-1	3 or 4 shots, see rules
Field Gun	100	Cannon; see main rule book			

\*This weapon is slow and requires a special action to reload, the weapon will be ready the next activation



*French military advisers and their Japanese allies*

## TRIUMPH & TRAGEDY BOSHIN WAR

# THE EMPEROR'S ARMY

The Imperialist army was mainly composed of the troops of the south-western domains of Satsuma, Choshu and Tosa.

Satsuma began to modernize its military with Britain's help and soon took the lead in introducing Western technology and employing Western advisors to teach them how to apply it. They had access to advanced rifles like the British Snider-Enfield, which was a breech-loading rifle.

The Choshu domain was particularly zealous in developing a modern military force with in terms of training and doctrine. This ambition resulted in a good fighting force, even without French backers.

The Kiheitai or "Irregular Militia" was the primary military formation of the Choshu domain. Its members included samurai, but also peasants and almost everybody who wanted to join.

The principal reason for the enlistment of peasants appears to have been resistance to the adoption of firearms, which in Japan had become traditionally associated with the very lowest stratum of soldier.

The first unit to actually incorporate commoners and samurai side by side were the Mimpei or "People's Militia" organised by the Tosa domain of Shikoku in September 1854, to guard its coast.

Like Satsuma and Choshu, the other south-western domains were also quick to recognise the military advantages of western technology. Amongst the quickest was Hizen, which, because it included the Dutch trading station off Nagasaki, became the centre of Dutch learning in Japan. All Hizen samurai were required to train with firearms after 1857, as were all Satsuma samurai after 1854.



*Satsuma infantry defending a Temple – Bac Ninh Miniatures*

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BOSHIN WAR**



*Choshu infantry – Bac Ninh Miniatures*

## COMMON SPECIAL RULES

Emperor army units may use the “Formation”, \* “Volley Fire” and Flag rules described in the Colonial supplement.

\* Obviously units equipped with Musket may NOT use the “Volley Fire” rule.

## UNIT QUALITY

All Imperial infantry units in your force may be “Trained” or “Veteran” quality. Cavalry units may be of “Raw” or “Trained” quality.

## UNIT SIZE AND ORGANIZATION

Infantry units of the Emperor Army consist of a minimum of 8 figures and may include a maximum of 12 figures per unit.

Cavalry units consist of a minimum of 6 and a maximum of 10 figures. Your force may include up to two cavalry units.

For every 10 figures in your force you may upgrade a single figure to Leader status, which is either an NCO or an Officer.

## BASIC UNITS

### REGULAR ARMY UNITS

**Officers** are equipped with pistol and katana.

**NCOs** and **infantrymen** are equipped with rifle or musket and bayonet or katana.

**Cavalry** are equipped with carbines and katana.

**Lancers** carry additionally a lance.

### KIHEITAI

Founded in 1863 by Takasugi Shinsaku, and avid student of “Dutch learning”, the Kiheитай or “shock troops” consisted of 300 men, who came from all social classes, including farmers, merchants, samurai and others. Most were from Choshu, but a few volunteers were from other domains. The Kiheитай was known for its discipline, and use of western-style weapons and military techniques.

Your force may include a single Kiheитай infantry unit of Veteran quality.

**Kiheитай units** are equipped with rifle and bayonet or katana.

**Kiheитай units** may use the “Expert Marksmen” and “Fanatics” special rules described in the Colonial supplement.

## SUPPORT UNITS

### ARTILLERY

You may add artillery support to any Shogunate force.

For every three infantry or cavalry units, you may purchase a single artillery piece or an automatic gun.

All artillery pieces are either field guns (cannon) and should be organized in a single unit (battery) unless defending a fixed position, in which case you may distribute the pieces as appropriate for the fortification.

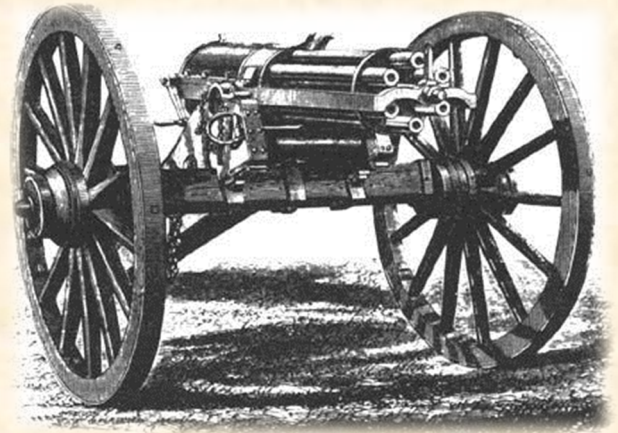
Each gun must have a crew as described in the basic rules. The gun crew may be armed with katana and may be of "Trained" quality.



*Firearms traders*

### AUTOMATIC WEAPONS

You may field a single Gatling with a crew of 3; the crew may be armed with katana and may be of "Trained" quality.



*Gatling gun*

### WEAPONRY

Weapon	Cost	Range / Modifiers			Special
		Short	Med.	Long	
Pistol	5	6/+1	12/-1	-----	2 shots
Carbine	5	12/+1	18	30/-1	-----
Rifle	6	18	24	30/-1	-----
Musket	3	15	20	25/-1	*Reload
Katana or Bayonet	1	-----			+1 Score in Close Combat
Lance	2	-----			+1 Score in Close Combat
Gatling	50	15/+1	30	40/-1	3 or 4 shots, see rules
Field Gun	100	Cannon; see main rule book			

\*This weapon is slow and requires a special action to reload, the weapon will be ready the next activation.

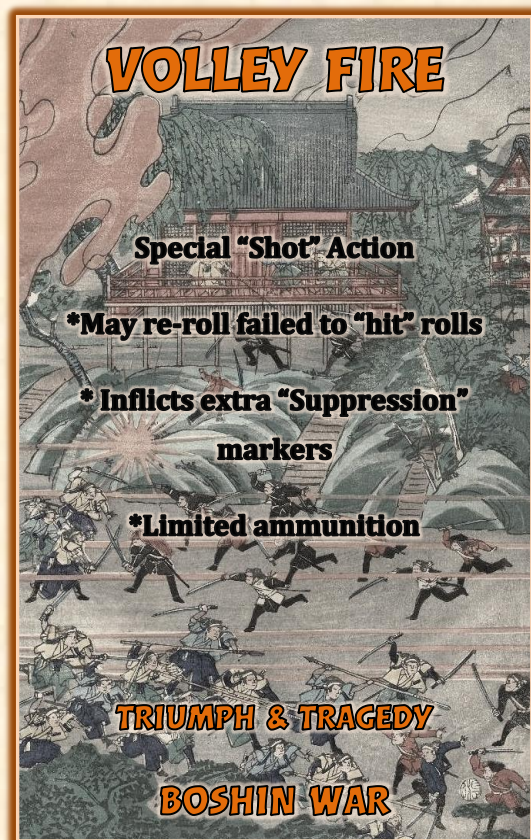
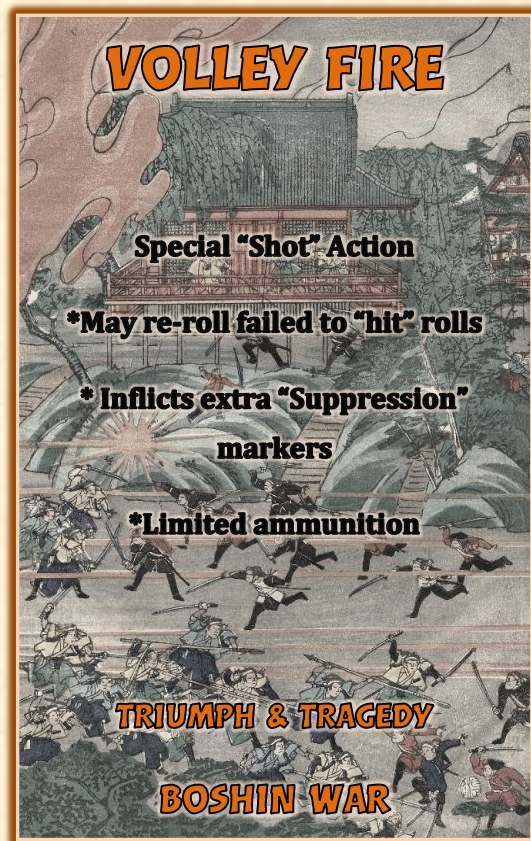
## TRIUMPH & TRAGEDY BOSHIN WAR



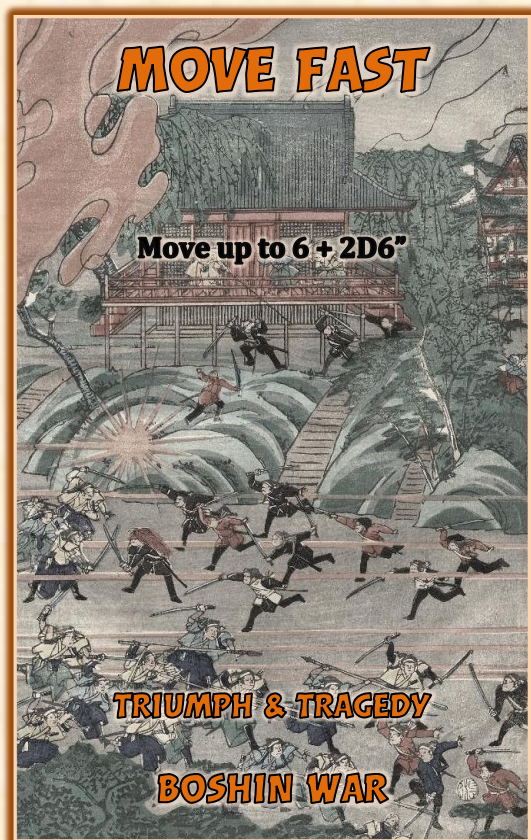
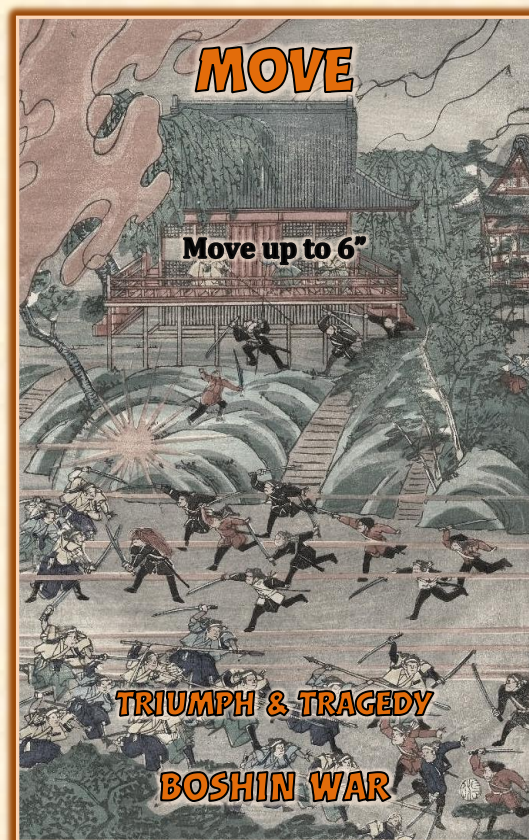
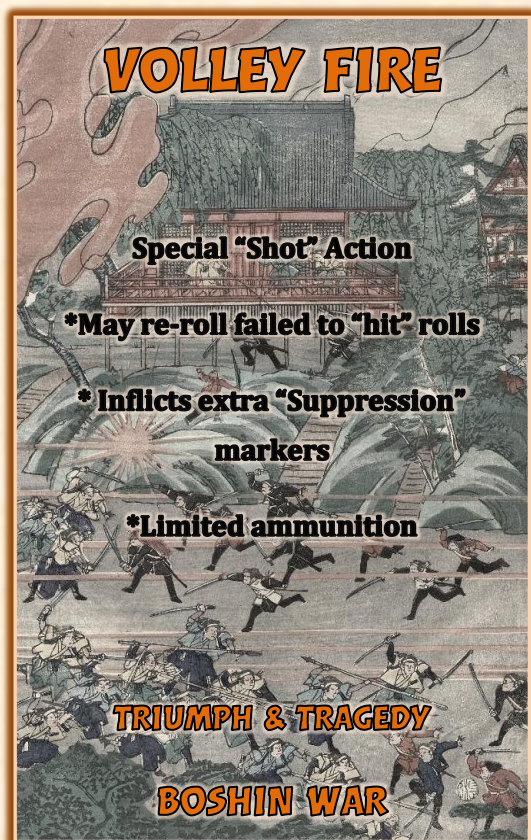
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BOSHIN WAR**



**TRIUMPH & TRAGEDY  
BOSHIN WAR**



**TRIUMPH & TRAGEDY  
BOSHIN WAR**



**TRIUMPH & TRAGEDY**  
**BOSHIN WAR**

## MOVE AND LEADER ACTION

May move up to 6"; leader may  
perform one leader action

TRIUMPH & TRAGEDY

BOSHIN WAR

## RECOVER

MUST be played to remove pinned  
status

MAY be played to remove  
"Suppression" markers

TRIUMPH & TRAGEDY

BOSHIN WAR

## SHOOT

May fire all ranged weapons

TRIUMPH & TRAGEDY

BOSHIN WAR

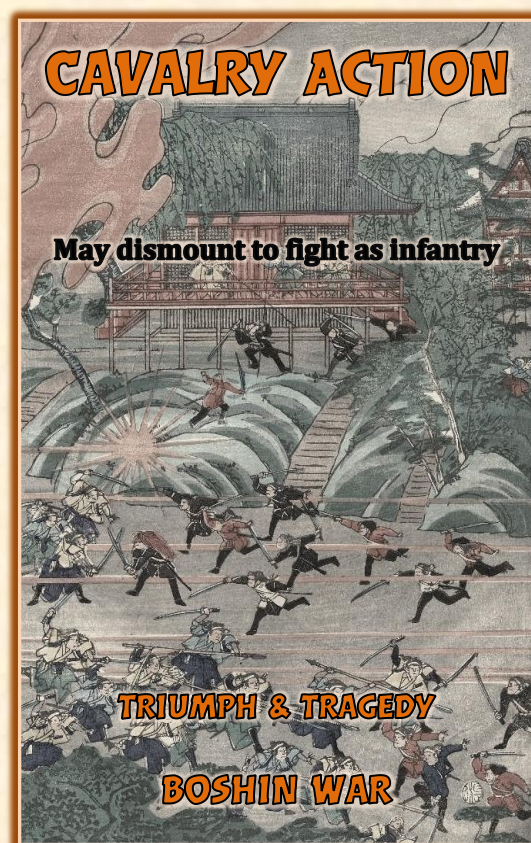
## CHARGE/MELEE

May move up to 6" plus higher  
result of 2D6 ; may fight in melee

TRIUMPH & TRAGEDY

BOSHIN WAR

TRIUMPH & TRAGEDY  
BOSHIN WAR



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