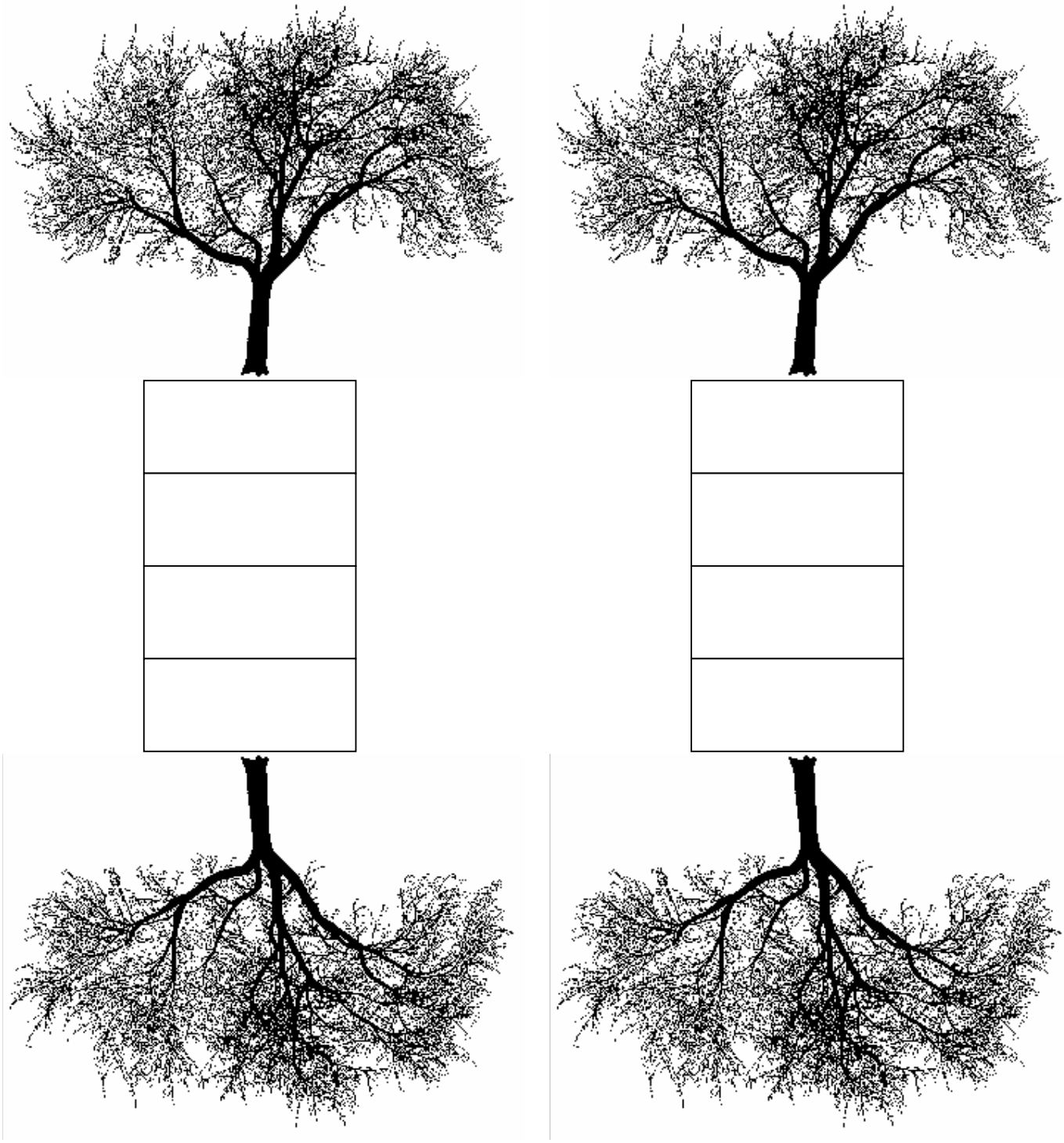
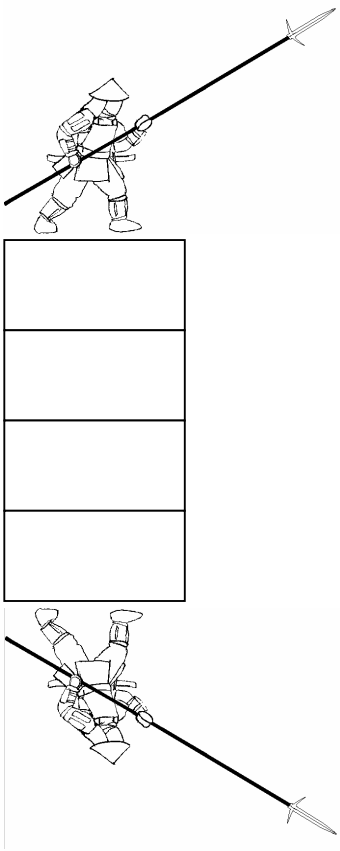
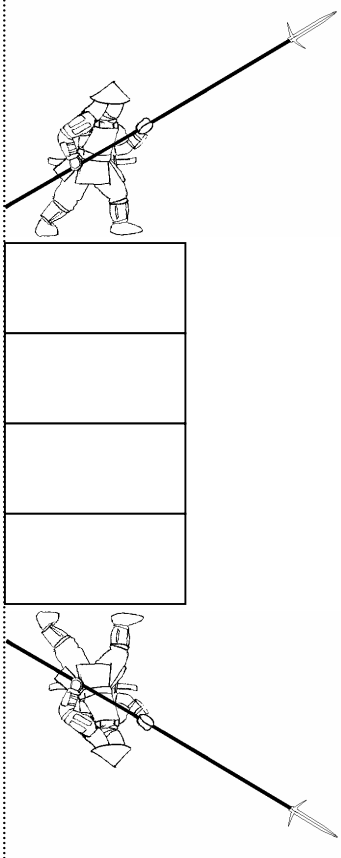
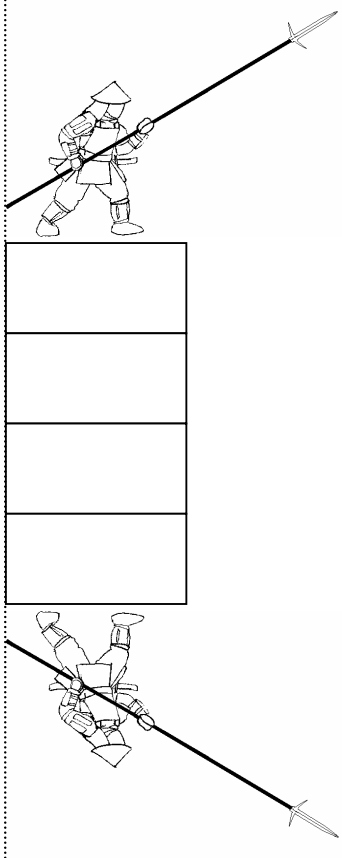
Dodatek A

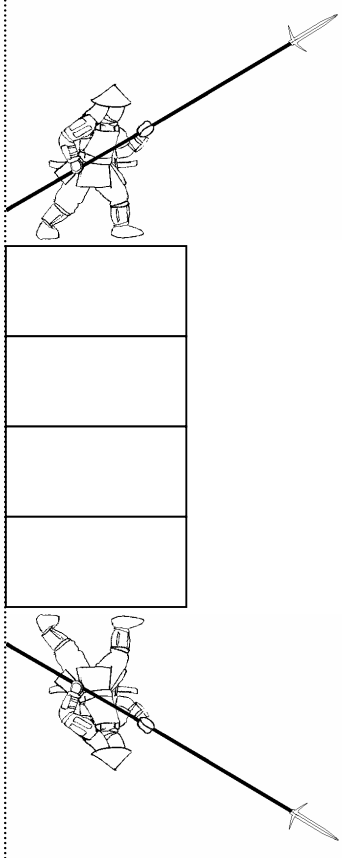
Piony

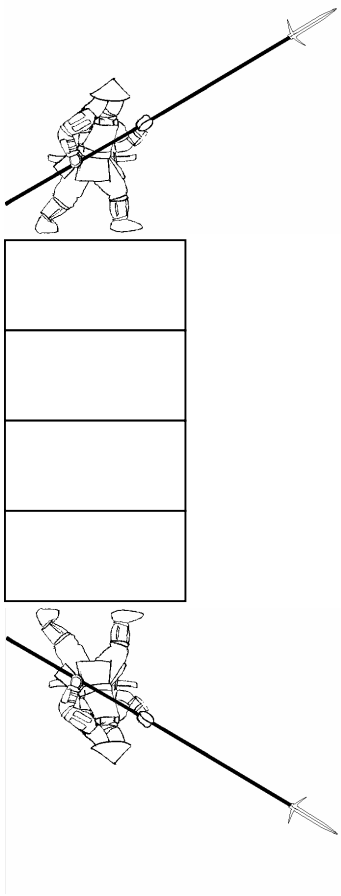


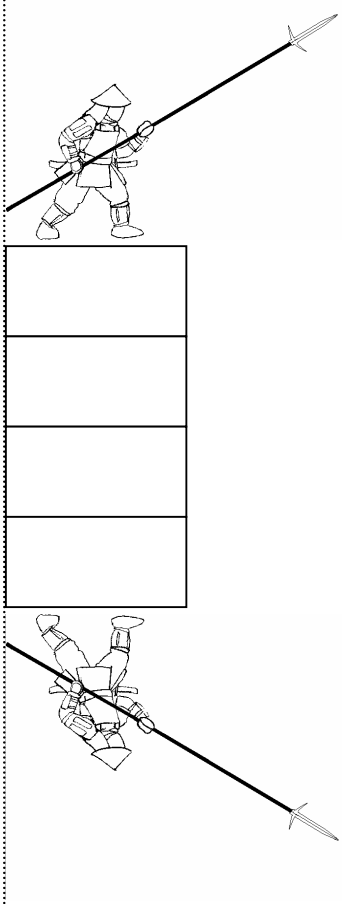


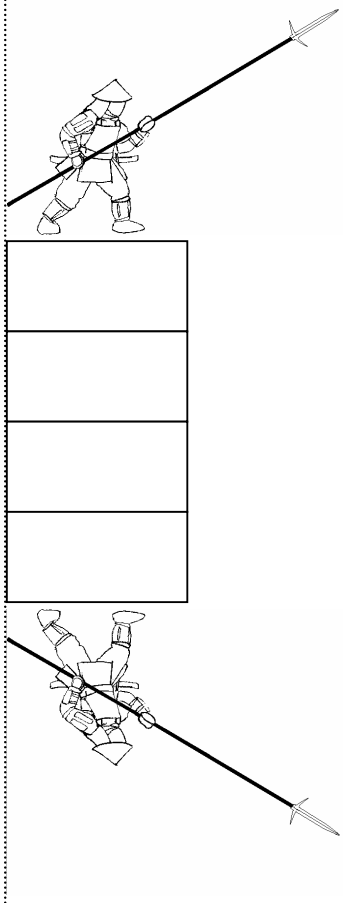


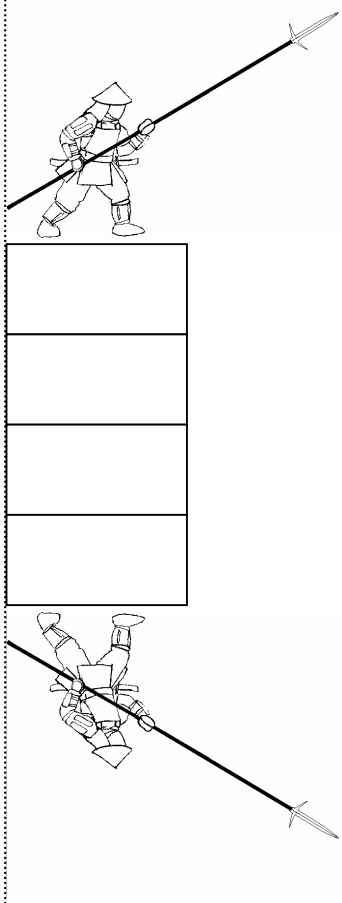


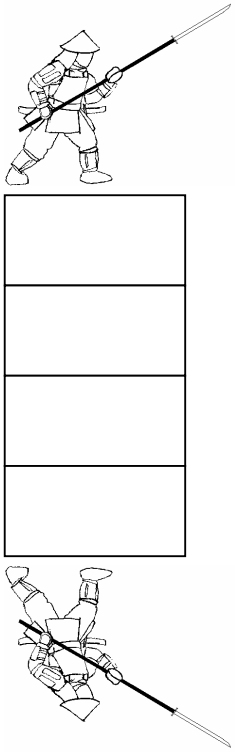


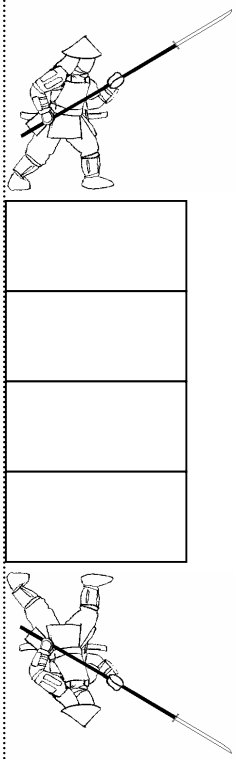


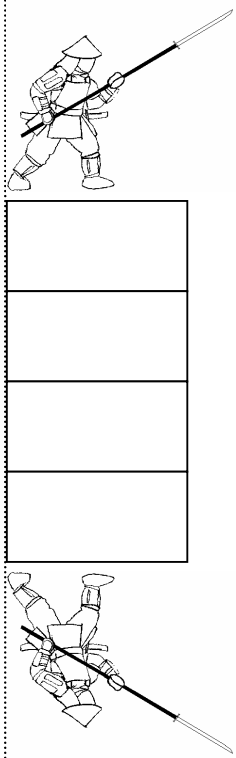


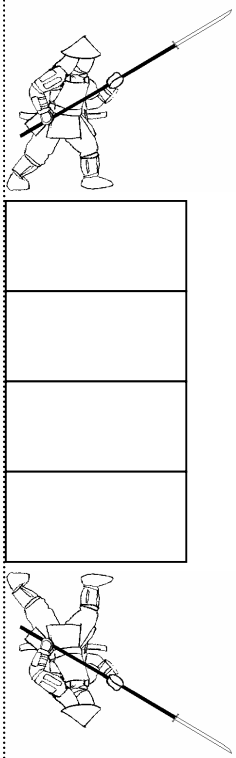


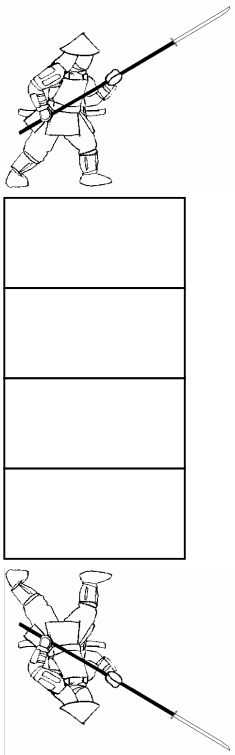


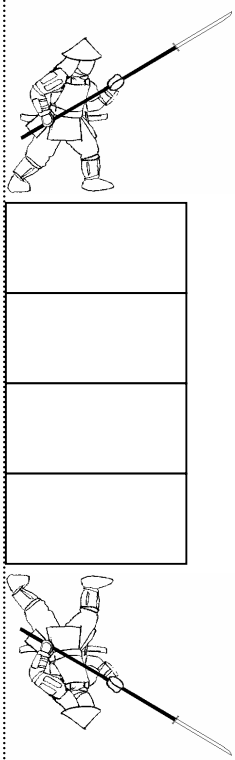


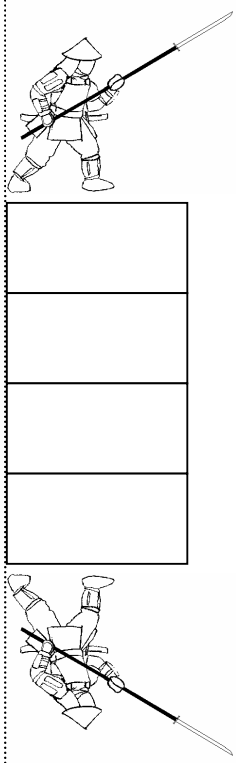


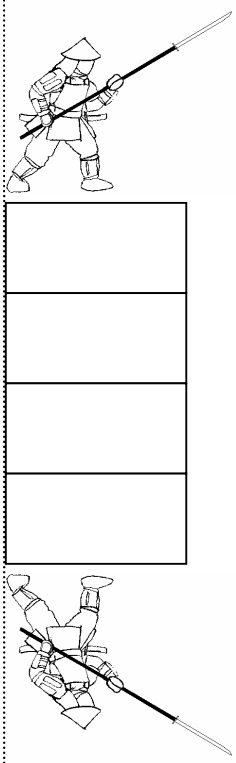


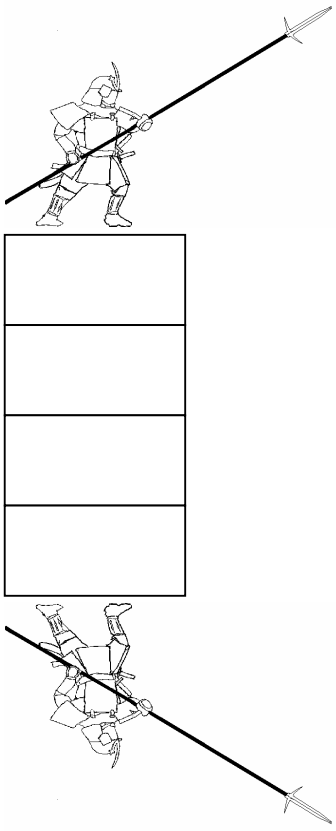


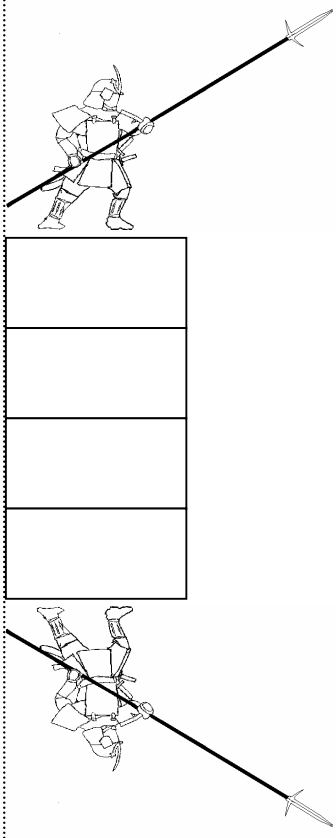


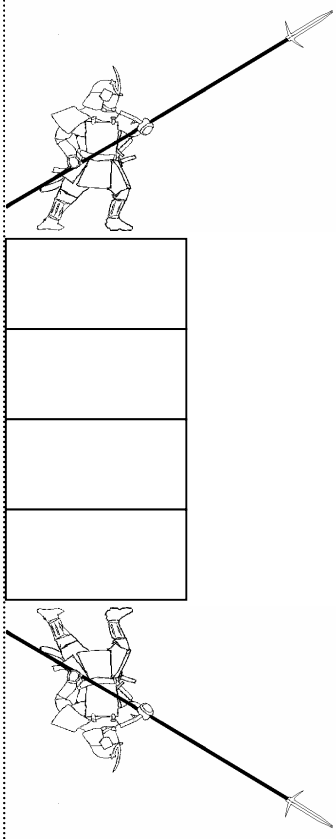


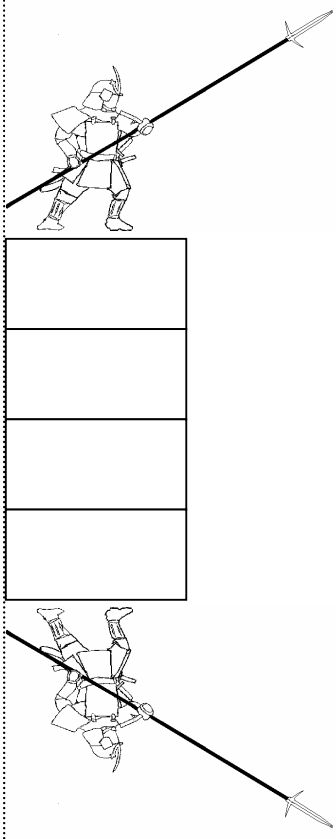


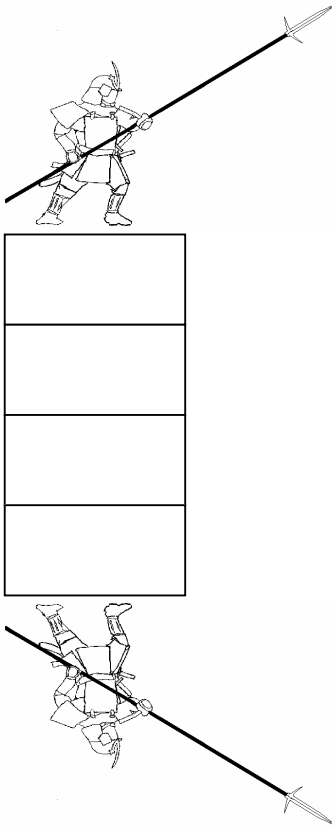


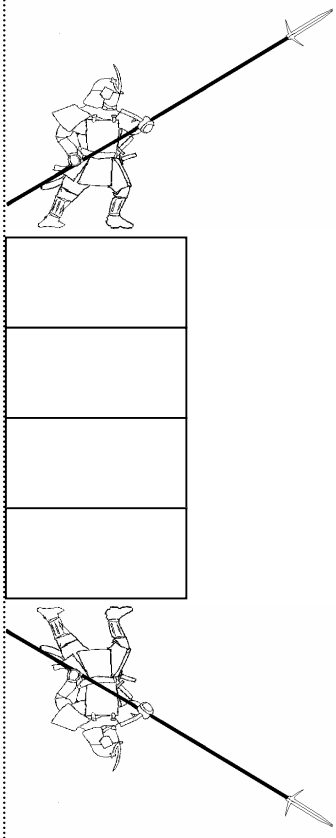


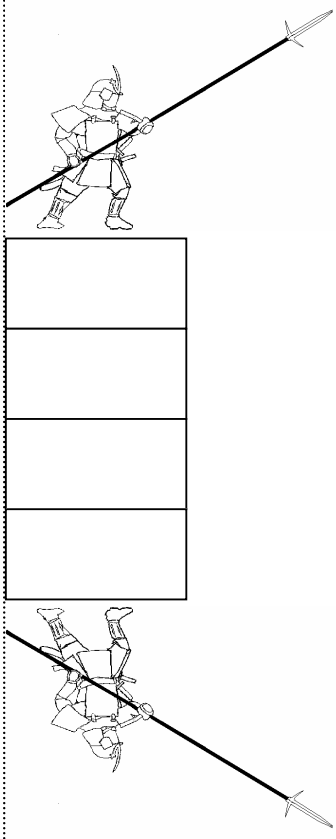


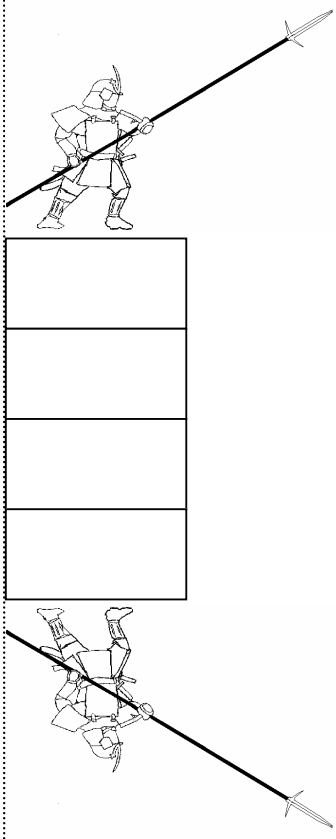


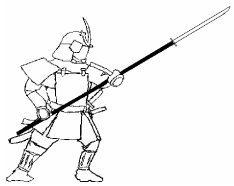


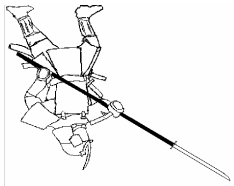


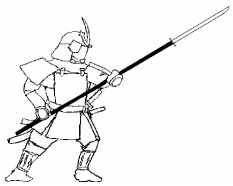


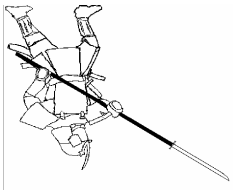


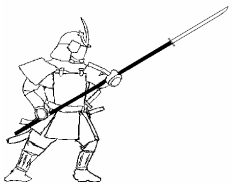


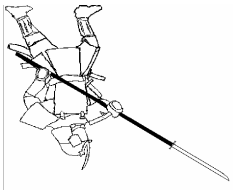


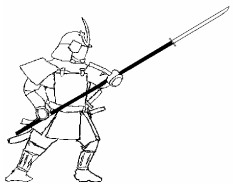


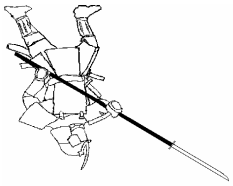


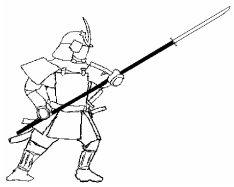


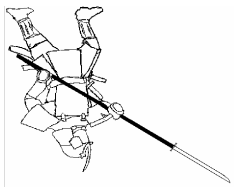


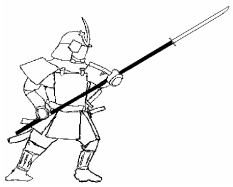


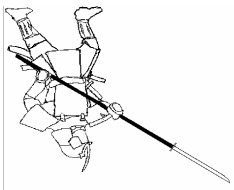


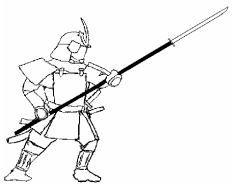


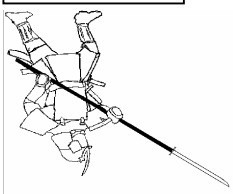


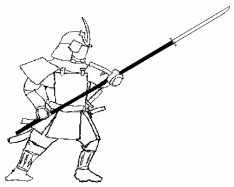


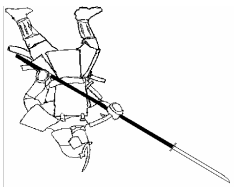


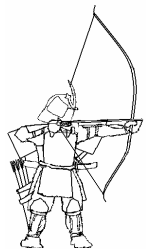
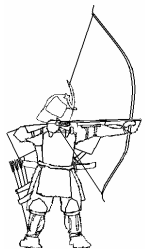
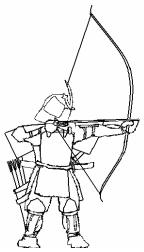
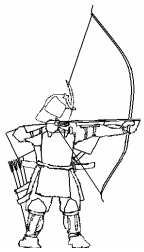


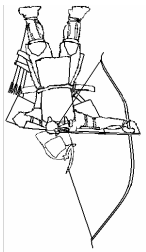
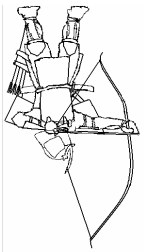
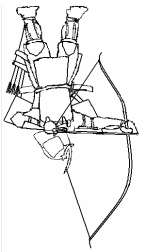
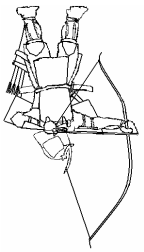


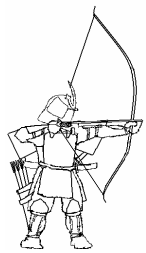
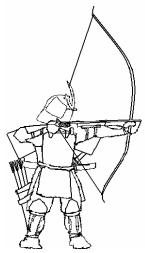
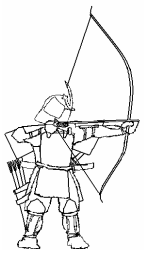
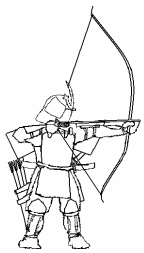


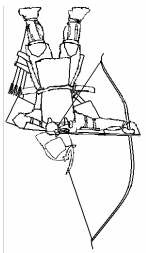
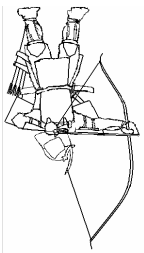
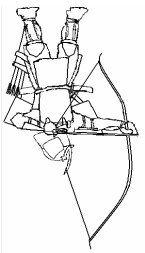
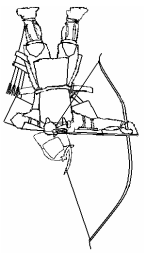


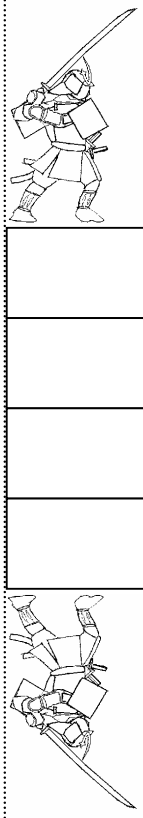


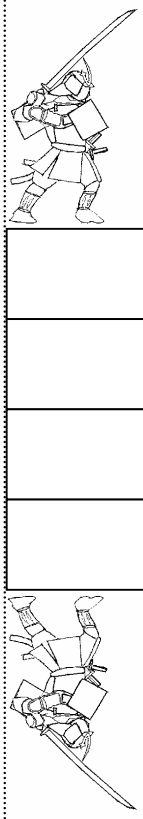





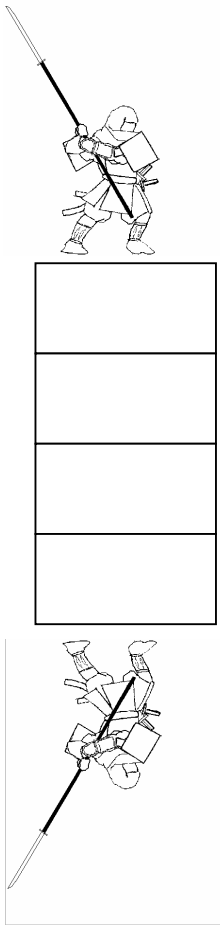





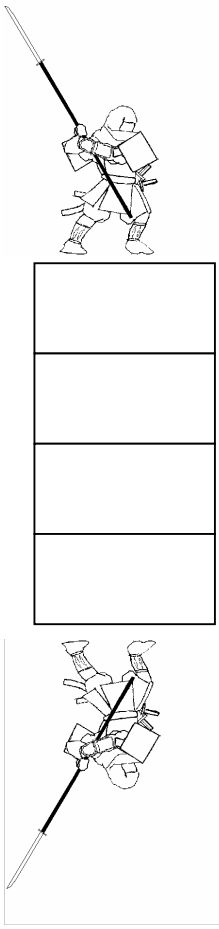





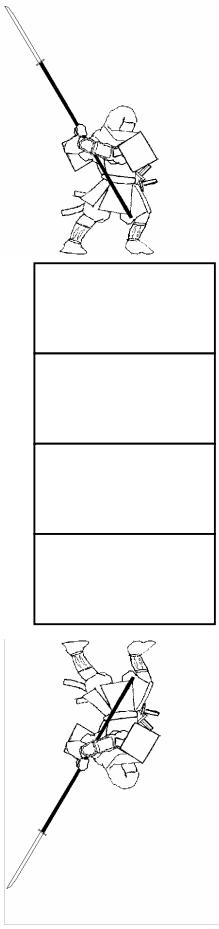





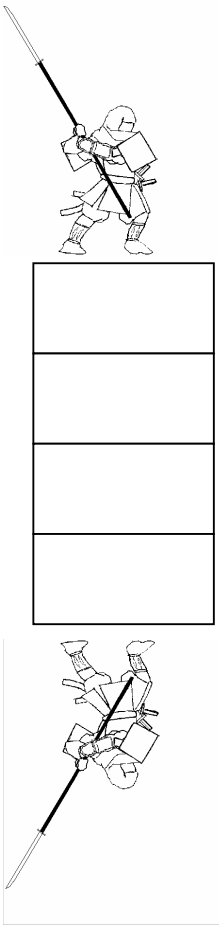


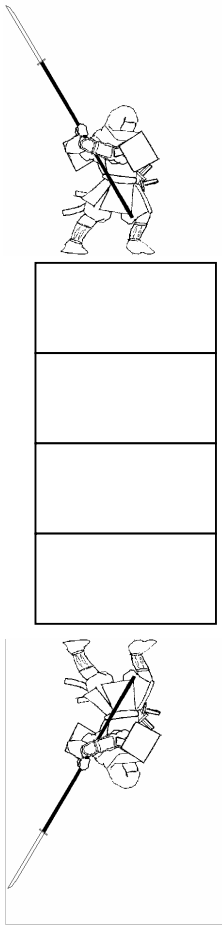


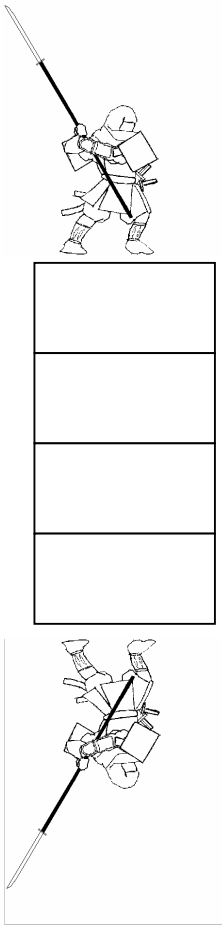


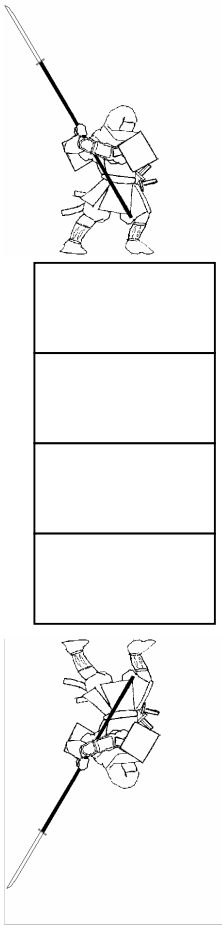


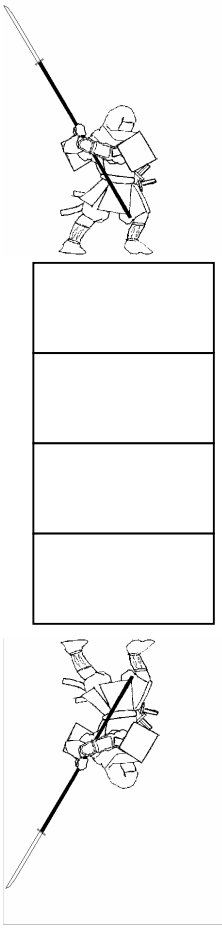


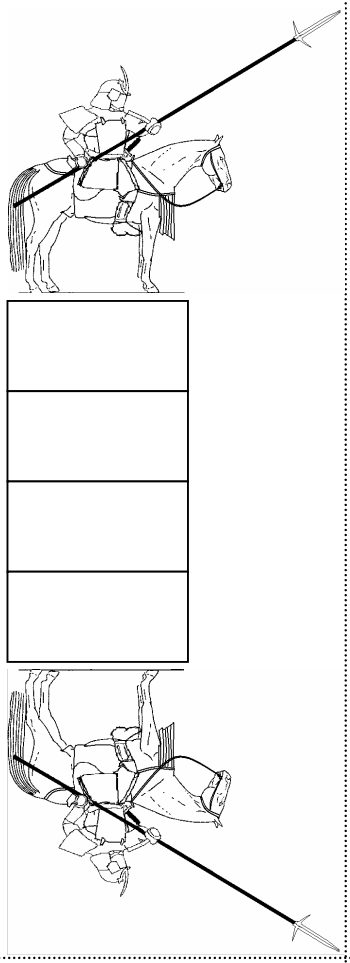


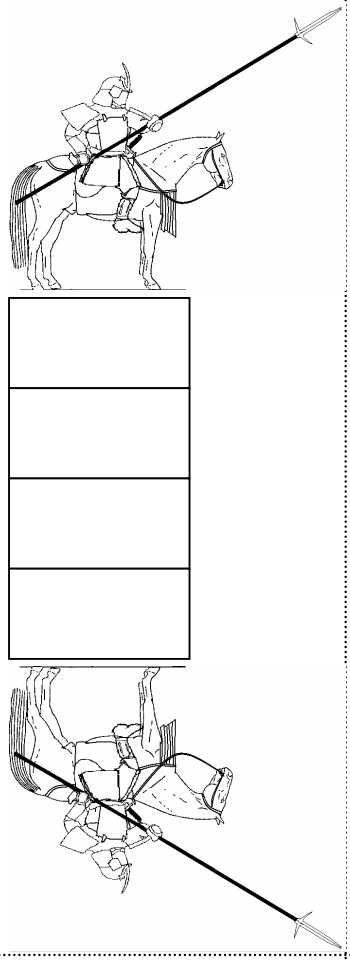


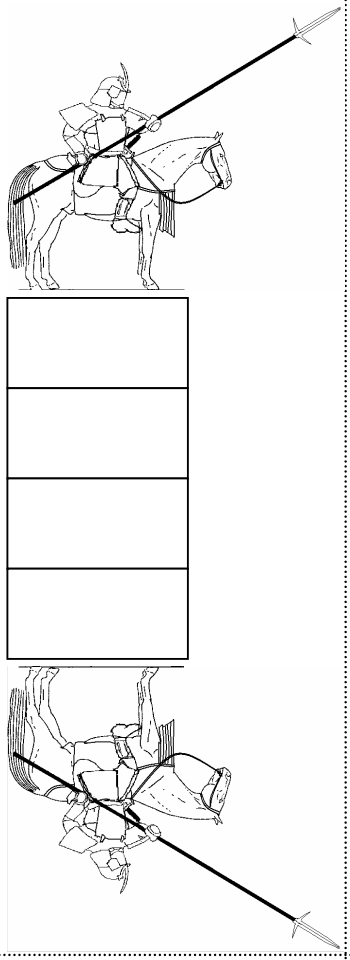


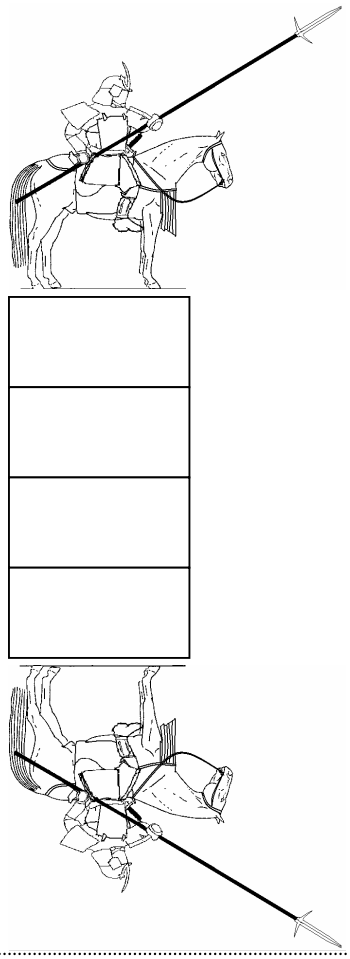


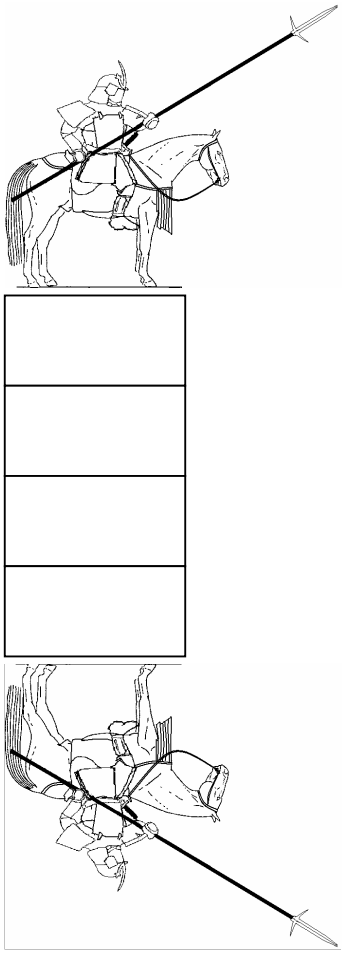


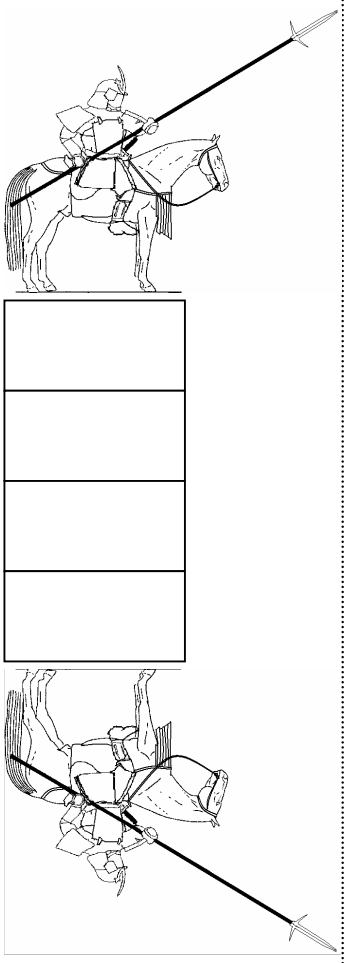


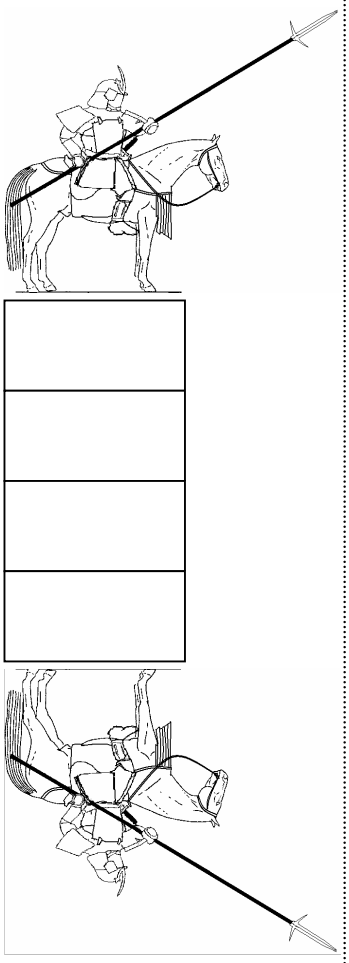


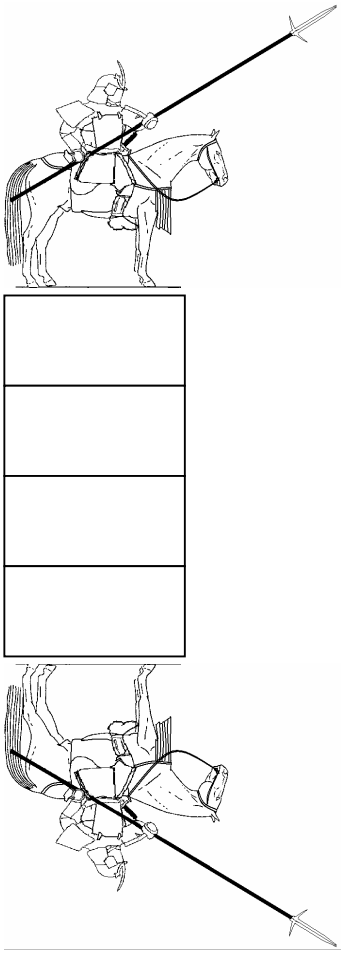


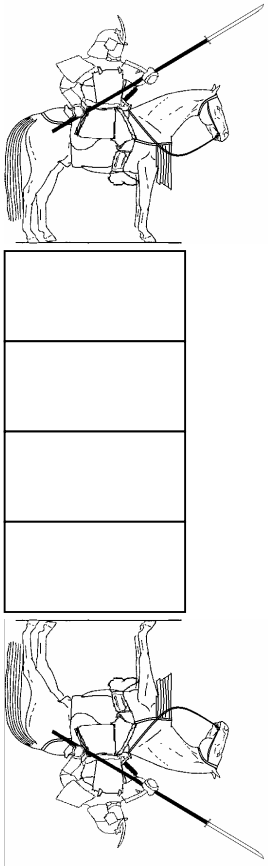


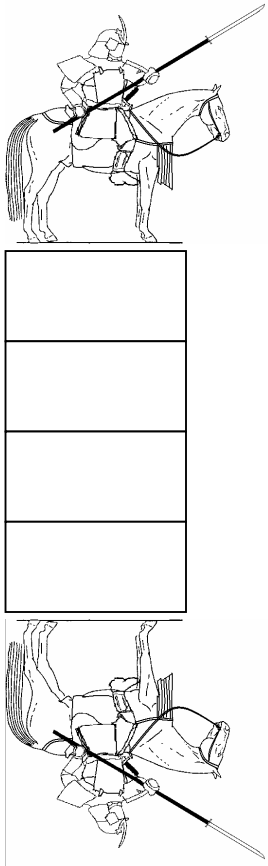


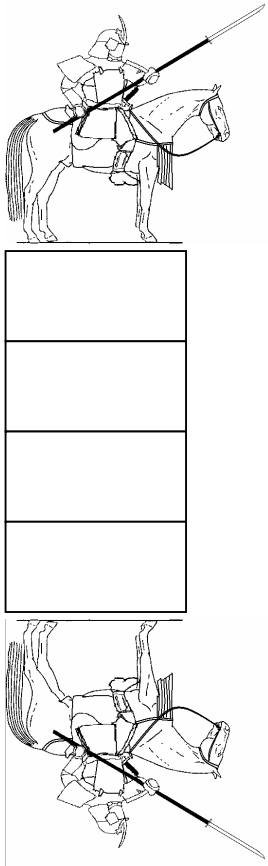


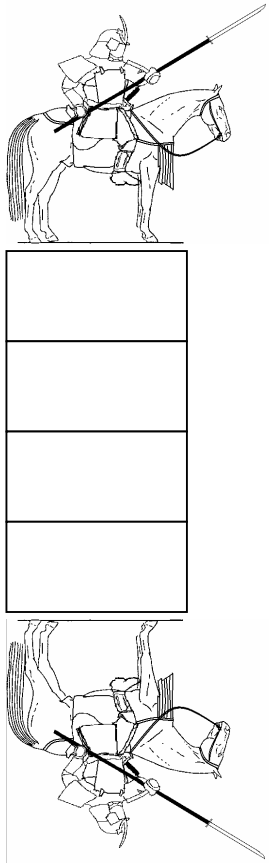


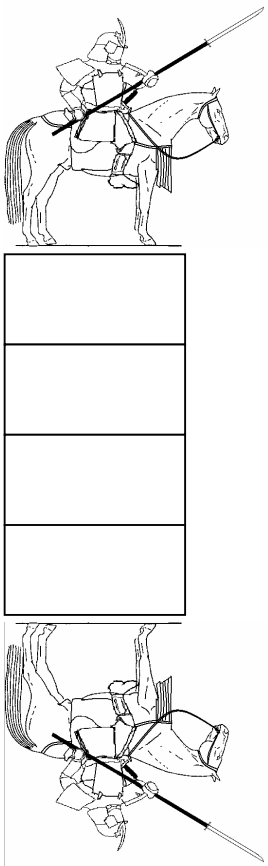


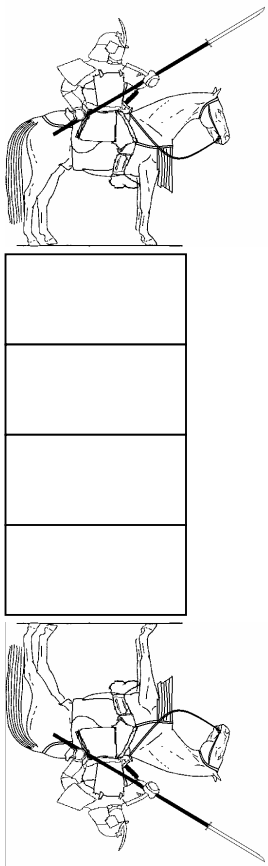


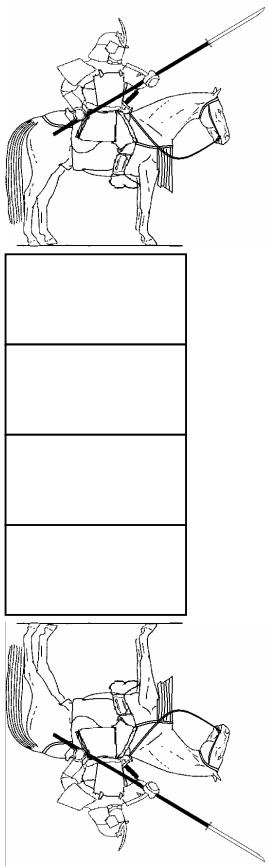


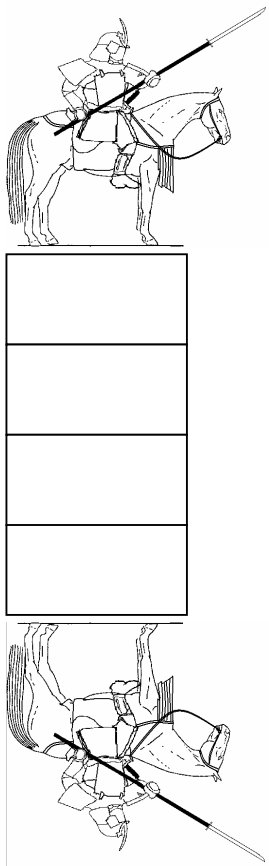


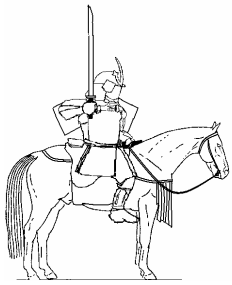


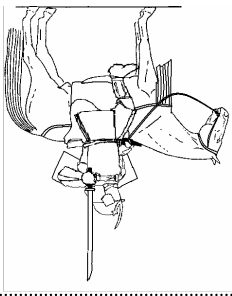


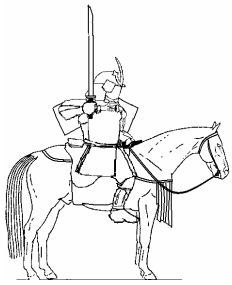


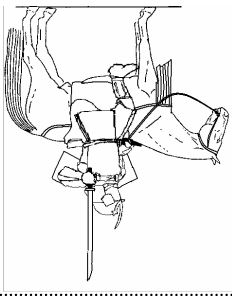


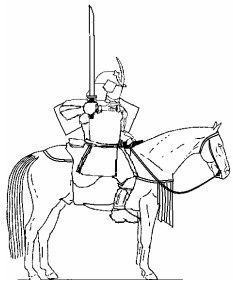


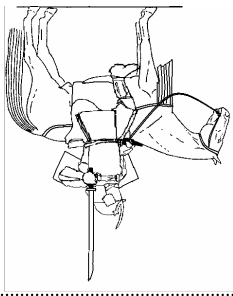


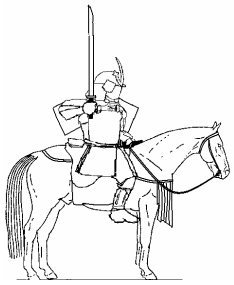


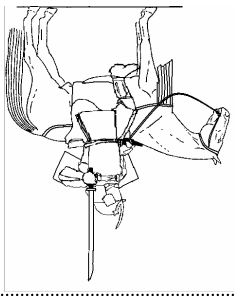


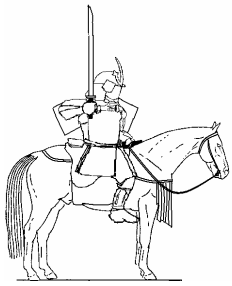


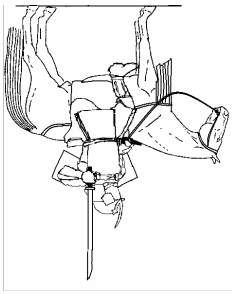


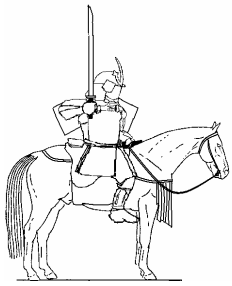


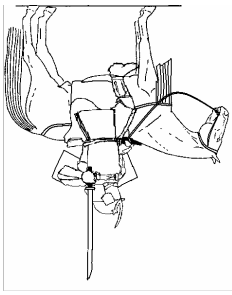


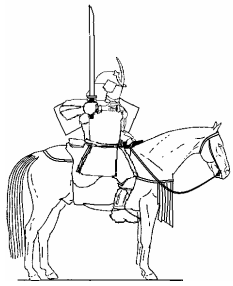


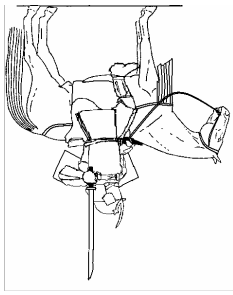


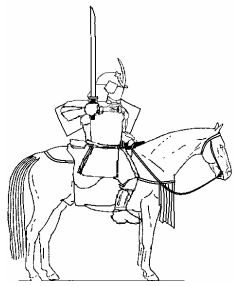


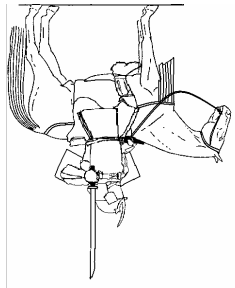


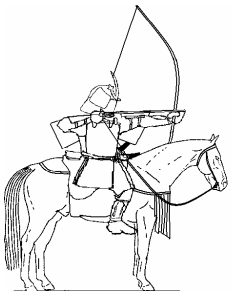


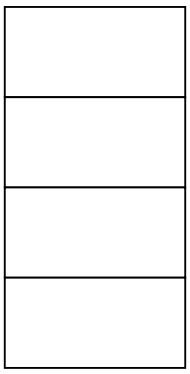


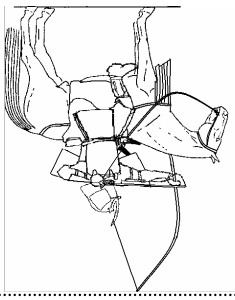


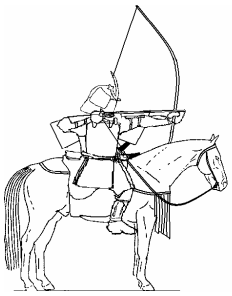


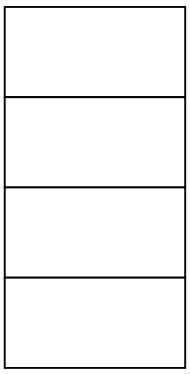


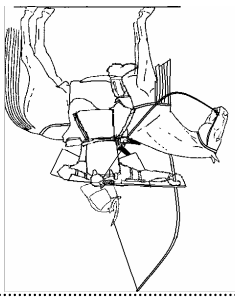


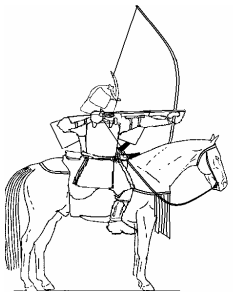


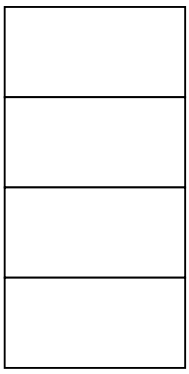


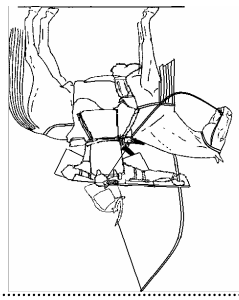


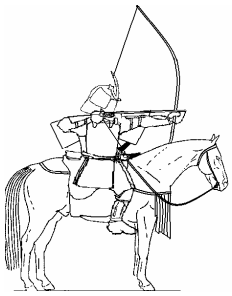


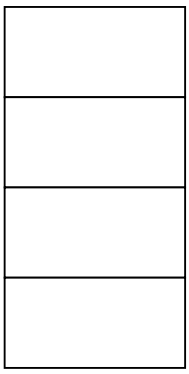


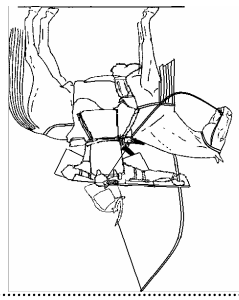


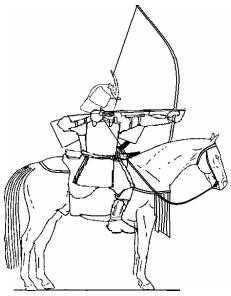


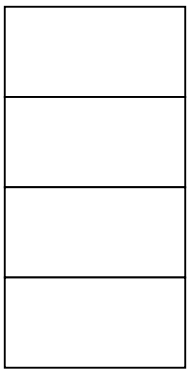


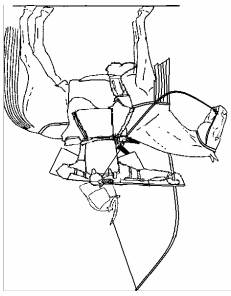


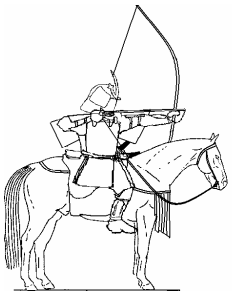


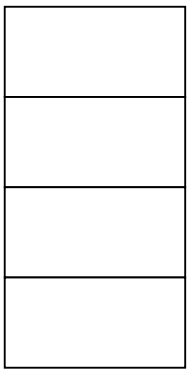


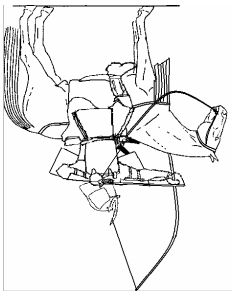


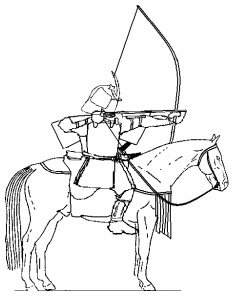


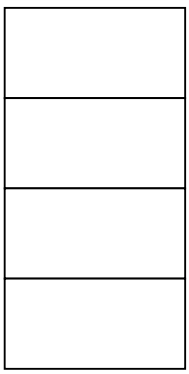


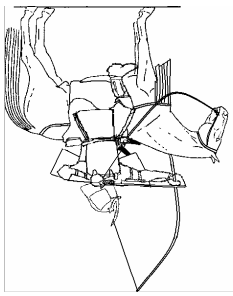


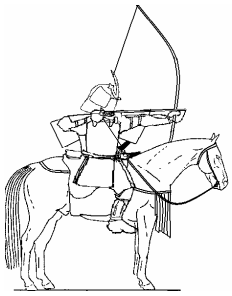


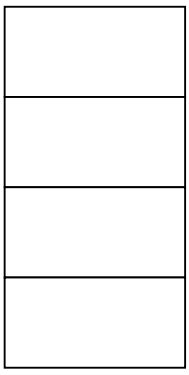


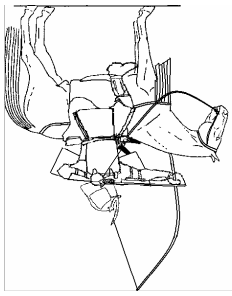


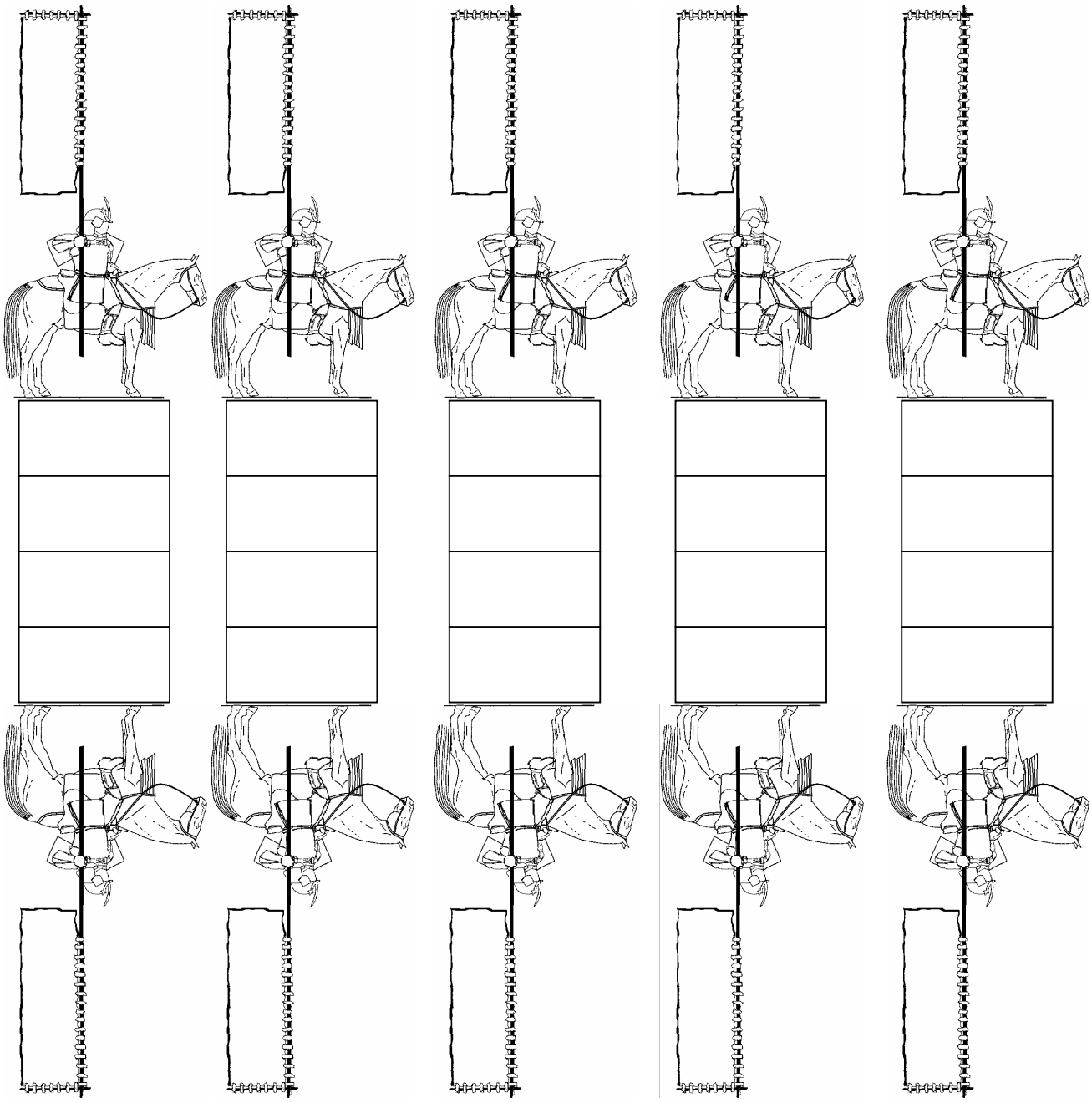


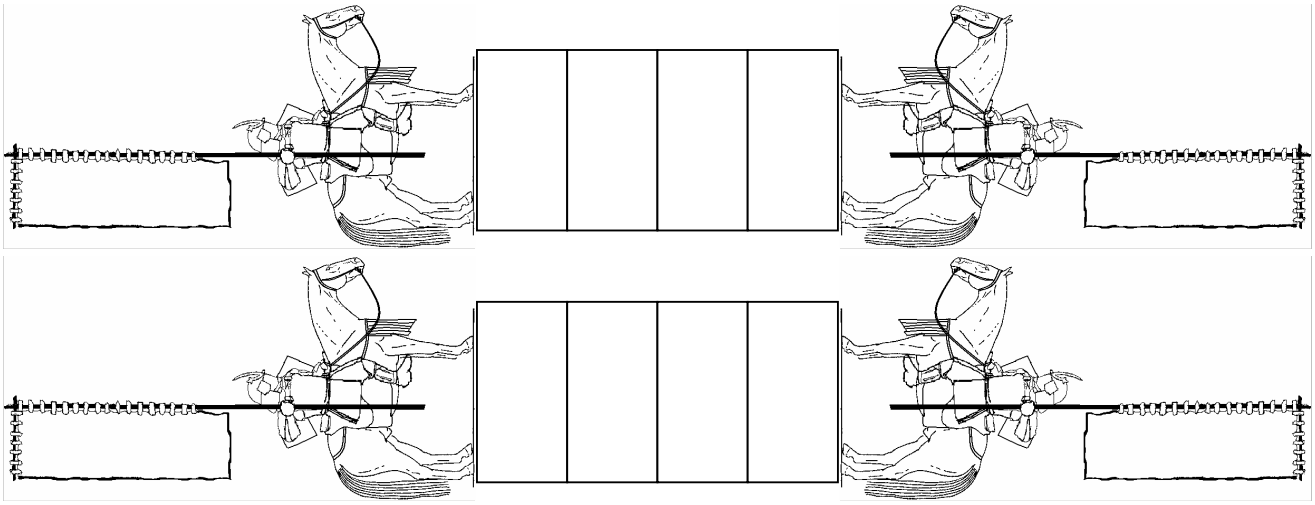


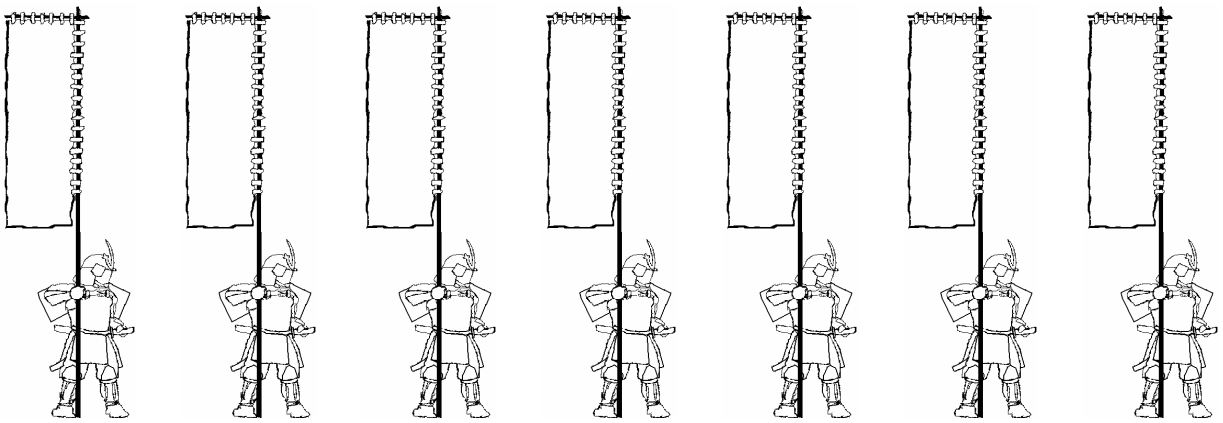


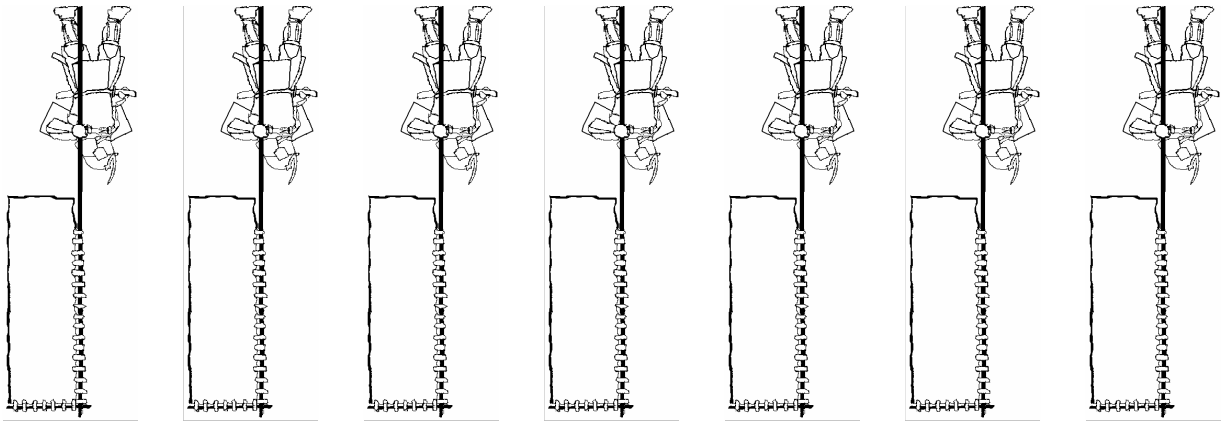


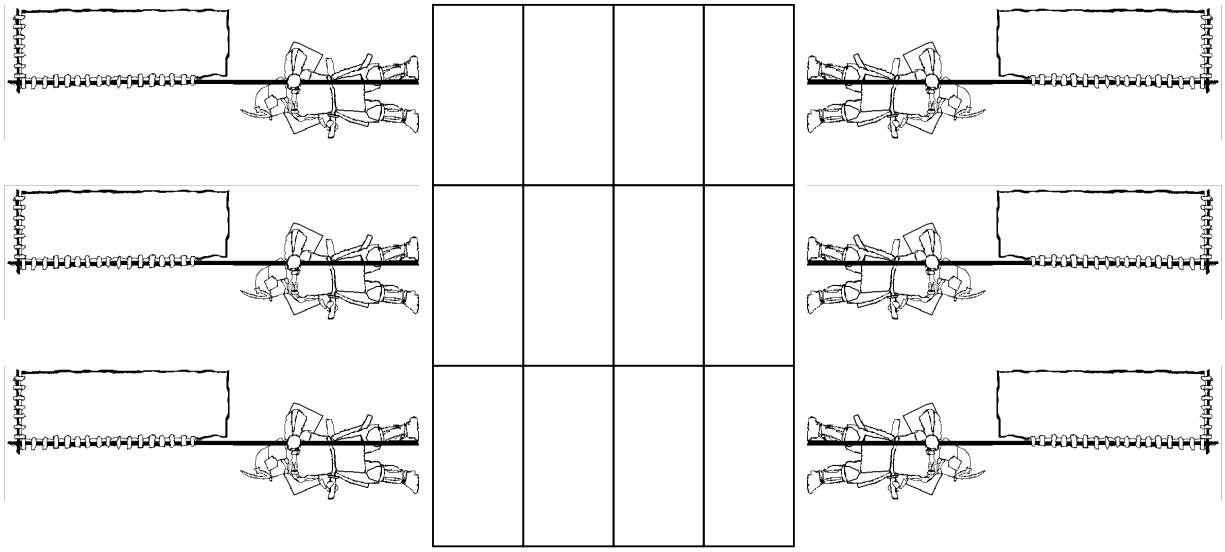


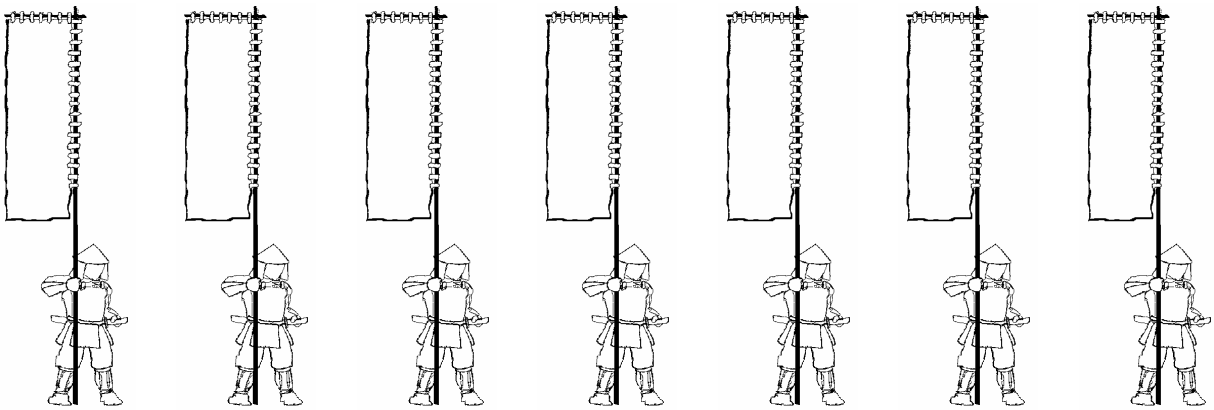


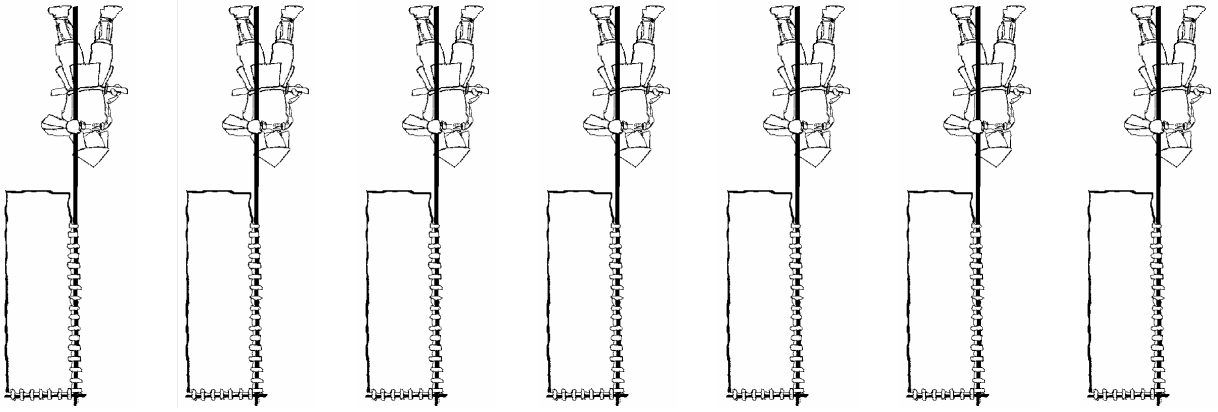


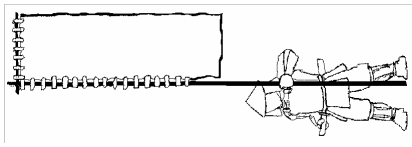


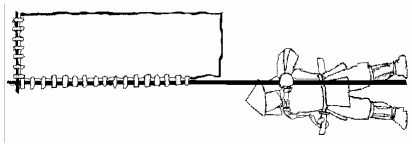


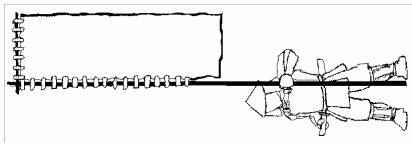


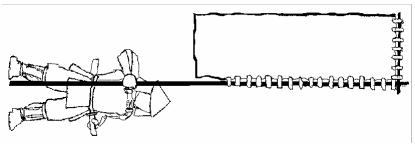


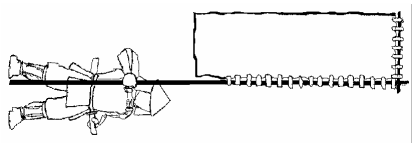


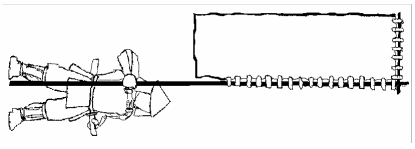


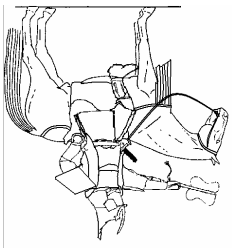


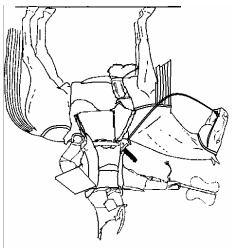


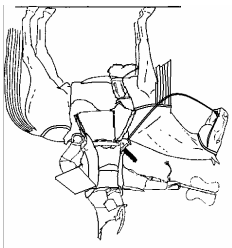


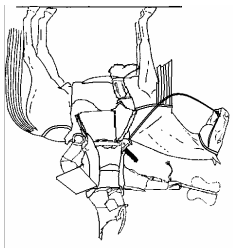


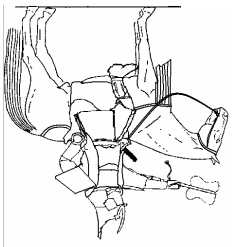


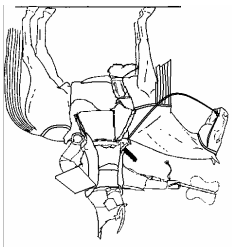


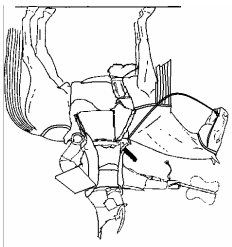


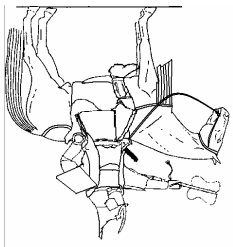












Dodatek B

Karta dowódcy

Karta dowódcy:

Karta dowódcy

Klan: _____
Imię: _____

Dowodzenie: ○○○○○○○○○○○○○○○
Inicjatywa: ○○○○○○○○○○○○○○○
Doświadczenie: ○○○○○○○○○○○○○○○

Statystyki na karcie dowódcy oznacza się zapełniając tyle pól obok nazwy statystyki ile wynosi jego wartość.

Jak tworzyć imiona dowódców? Japońskie imiona zaczynały się od nazwisk czyli nazw rodowych plus miano którym oznacza się daną osobę. Poniżej zamieszczono najpopularniejsze sylaby języka japońskiego po połączeniu, których można stworzyć interesująco brzmiące imiona.

A	HA	NE	SHU
BA	HE	NI	SO
BE	HI	NO	SU
BI	HO	NU	TSU
BO	I	O	TA
BU	JA	PA	TE
CHA	JI	PE	TO
CHI	JO	PI	TU
CHO	JU	PO	U
CHU	KA	PU	WA
DA	KE	RA	YA
DE	KI	RE	YO
DO	KO	RI	YU
E	KU	RO	ZA
FU	MA	RU	ZE
GA	ME	SA	ZO
GE	MI	SE	ZU
GI	MO	SHA	
GO	MU	SHI	
GU	NA	SHO	

Przykład imienia dowódcy klanu Shimazu: *Dajmio (tytuł) Shimazu (klan) Takahisa (imię)*

Karta dowódcy

Klan: _____
Imię: _____

Dowodzenie: ○○○○○○○○○○○○○○○
Inicjatywa: ○○○○○○○○○○○○○○○
Doświadczenie: ○○○○○○○○○○○○○○○

Karta dowódcy

Klan: _____
Imię: _____

Dowodzenie: ○○○○○○○○○○○○○○○
Inicjatywa: ○○○○○○○○○○○○○○○
Doświadczenie: ○○○○○○○○○○○○○○○

Karta dowódcy

Klan: _____
Imię: _____

Dowodzenie: ○○○○○○○○○○○○○○○
Inicjatywa: ○○○○○○○○○○○○○○○
Doświadczenie: ○○○○○○○○○○○○○○○

Karta dowódcy

Klan: _____
Imię: _____

Dowodzenie: ○○○○○○○○○○○○○○○
Inicjatywa: ○○○○○○○○○○○○○○○
Doświadczenie: ○○○○○○○○○○○○○○○

Dodatek C

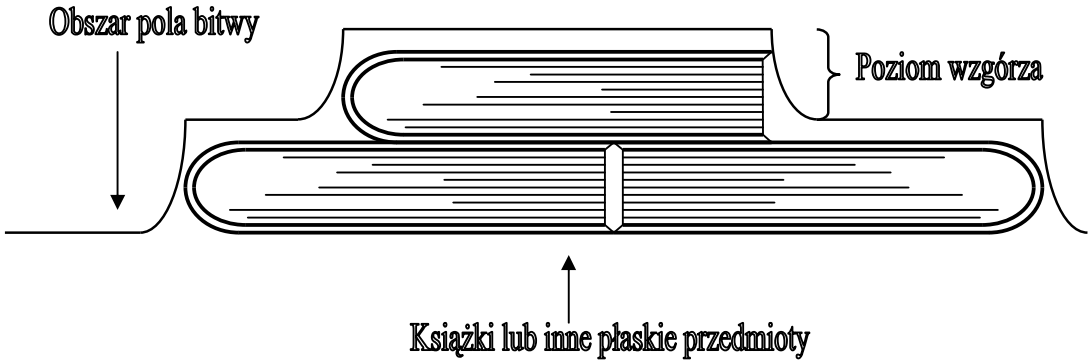
Jak stworzyć własne pole bitwy

Jak stworzyć własną makietę pola bitwy? Poniżej przedstawiono kilka łatwych technik do utworzenia własnego prowizorycznego pola bitwy, w których można wykorzystać materiały dostępne w większości domów.

Obszar pola bitwy: możemy okryć białym (jeżeli bitwa toczy się w zimę) lub zielonym kawałkiem materiału. Może do tego celu posłużyć nam obrus, prześcieradło lub jednolicie kolorowe firanki.

Rzeki, brody i mosty: w zależności od długości i szerokości wycinamy lub układamy niebieską folię na obszarze gdzie rzeka ma przepływać. Brody można oznaczyć zmywalnym flamastrem. (na przykład kropkując obszar brodu) Za most na rzece może nam posłużyć dowolny plaski przedmiot w kształcie prostokąta położonego wszerz rzeki.

Wzgórza: składające się z kilku poziomów wzniesienia możemy stworzyć wkładając pod materiał imitujący obszar pola bitwy kilka płaskich przedmiotów (na przykład książek) jednego na drugim tak aby można było na nich ustawić oddziały. Przykładem konstrukcji wzgórza pokazuje poniższy rysunek.



Bagna i lasy: można oznaczyć na mapie rozkładając kawałek materiału w kształcie odpowiadającym obszarowi lasu lub bagna w kolorze brązu lub ciemnej zieleni. Teren taki jak bagna dobrze może odwzorowywać materiał taki jak sztruks czy inny materiał o falistej teksturze. Lasy natomiast można oznaczyć rozkładając na jego obszarze piony drzew, które przygotowane zostały w **Dodatku A**.

Pola ryżowe: mogą być oznaczone materiałem o jasnych kolorach jak np. żółty.

Urwiska: mogą być przedstawione jako wzgórza o zerowej ilości poziomów ale o dużej wysokości. (można na przykład pod obszar pola bitwy włożyć wysoki przedmiot o stromych ścianach)

Budowle: przykładowe budowle do samodzielnego złożenia znajdują się w **Dodatku E**.