

# SAMURAI

## SAMURAI WARFARE IN THE SENGOKU JIDAI

16th Century Japan

OKEHAZAMA (1560) • KAWANAKAJIMA (1561) • ANEGAWA (1570)

MIKATA-GA-HARA (1572) • NAGASHINO (1575) • SEKIGAHARA (1600)

Version 2

*a RICHARD BERG/ MARK HERMAN game*

# RULE BOOK

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## 1.0 INTRODUCTION

*SAMURAI* is the fifth volume in the Great Battles of History Series. It covers the major, important battles of the Sengoku Jidai, the Age of Warring States, in which powerful *daimyo* (Japanese feudal lords) strove to maintain and extend their power bases while seeking to attain the office of shogun, the power behind the throne of the Emperor. It features three of the greatest fighting *daimyos* in Japanese history: Oda Nobunaga, Takeda Shingen, and Tokugawa Ieyasu (the fourth great figure of the era, Toyotomi Hideoshi, although present in the game, was more a political influence than anything else). Tokugawa emerged victorious, and his family-run shogunate closed off Japan to the outside world and ruled her, in fanatically rigid isolation, for 250 years.

*Samurai* simulates the highly personal form of warfare developed by the Japanese samu-rai, wherein formal battles played out almost as backdrops to individual feats of courage, bravery, and devotion—much of it outstanding, some of it rather foolhardy, all of it very Homeric. Although political and tactical victory was the bottom line, collecting the severed heads of enemy samurai ranked a very close second in importance. In terms of tactics, this was, as in Europe, the Dawn of Modern Warfare, with the introduction of guns (arquebuses) by the Portuguese. Even with the revelatory effect of musketry, Japanese battles were still pretty much a swirling, non-linear affair between *ashigaru* (infantry with spears and lances) and *kibamusha* (cavalry with spears and lances). The *teppo* (arquebusiers) eventually replaced the *yumi* (archers).

### A Few Introductory Notes for Players:

**For Those Who Have Never Played a Historical Simulation Before:** Your main problem will be that wargaming has its own language. That language is the main barrier to enjoyment. Above all, this is supposed to be fun, so sort of flip through the rules to see what those mysterious words mean, especially as we're using a fair dollop of Japanese (the section on Terminology is most helpful in this case). We then suggest you set up one of the battles, turn to the Rules Section called Sequence of Play [3.0], and start doing what that sequence tells you to do, referring to the rules when you don't understand what to do next.

**For Those Who Have Not Played the System Before:** Even if you are quite familiar with simulation gaming, we suggest that you set up a battle and push the counters around for a turn or two before actually starting a game. This will reveal the basic tactical strategies available, how the different types of weapon systems may best be used, and how best to (try to) protect against them. The one thing to remember is that the more you know about your units and how they act/interact, the better Busho (general) you will be.

**For Those Who Have Played the GBoH System:** *SAMURAI* is rather less complex than its ancestors, but it does contain a large number of new rules. Although the biggest changes are to the command system, because of the unusual nature of Sengoku-era combat, many of the systems are quite different from their GBoH brethren.

**2nd Edition Notes:** For the 2nd edition, we did a fair amount of “dusting and cleaning” of the rules incorporating all known errata and revising certain sections for better clarity. There have been no significant rule changes from the 1st Edition.

## 2.0 COMPONENTS AND TERMS

Each game of *SAMURAI* contains the following:

- Two 22 x 33 maps, back-printed
- Five Sheets of 9/16” counters (1,140 counters)
- One Rules Book
- One Scenario Book
- 3 Charts & Tables Cards
- 2 Samurai Record Cards
- 1 ten sided die

### 2.1 THE MAPS

Each battle has its own map(s).

- Sekigahara and Okehazama have their own, full maps
- Anegawa and Kawanakajima each use the same game-map, printed on the back of the Sekigahara map
- Nagashino and Mikata-ga-hara use half-maps, each printed on the reverse of the Okehazama map

A hex grid covers each map to regulate movement and combat, and the effects of each of the different kinds of terrain are covered in the rules and charts.

### 2.2 THE PLAYING PIECES

There are four types of playing pieces, or counters:

- Combat units, representing the various types of fighting troops;
- Busho (including So-taisho and Taisho), the generals who command the troops;
- Samurai, individuals used in Individual Combat; and
- Information Markers used to note certain types of information necessary for play.

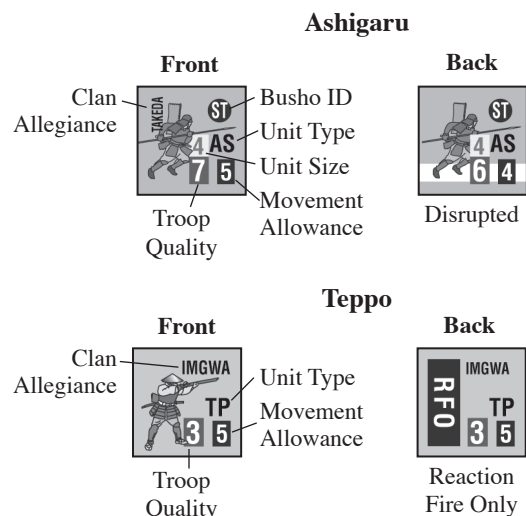
#### 2.21 Combat units come in six Types:

- Ashigaru, or Infantry [AS]
- Kibamusha, or cavalry [KB]; the personal guard of the So-taisho, the hatamoto, is identified in the rules as KBH.
- Honjin, the field camp HQs, complete with bodyguard, of the So-taisho, or commander-in-chief. Each honjin contains the mon (emblem) of the commanding clan.
- Teppo, Musket-armed foot soldiers [TP]
- Yumi, or Archers [YU]
- Ozutsu, or cannon [OZ]

The Type is used to determine certain combat results and effectiveness in relation to other types. Each combat unit is rated numerically for Size (the number of men in that unit), Troop Quality (TQ), and Movement capability. Also important is a unit's Clan of Allegiance and Busho ID#, which delineate which Busho may command that unit. Teppo and Yumi do not have Busho ID#. When an Ashigaru or Kibamusha unit is flipped to its reverse side, that side indicates it has been Disrupted. The reverse of a Teppo and Yumi units indicate that the unit has performed Ordered Fire.



## Examples of Combat Units

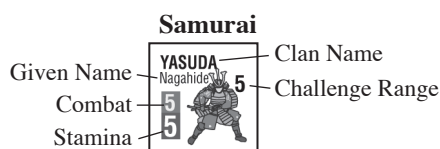


## Examples of Types of Combat Units



Type is important in determining Superiority [8.3.7]. See the Terminology notes for more information.

**2.22** Samurai counters represent individual soldiers who are used to challenge and engage other samurai and enemy Bushos in individual combat with the express purpose of killing them and severing their heads, a most prized accomplishment on the field of battle. Samurai do not lead troops. Samurai are rated for: Range, (for Challenges); Combat (for comparing and resolving combat); Stamina (rating how much punishment he can absorb); and Movement (10, which is not on the counter).



**DESIGN & HISTORICAL NOTE:** The samurai in the game are actual, historical figures, rated according to their exploits (some of which defy even the most credulous reader). However, they are not specifically historical to a single battle [10.2].

**2.23** Busho are the generals who either lead their clans, or who have been entrusted by their So-taisho to command contingents of troops. There are three levels of Busho:

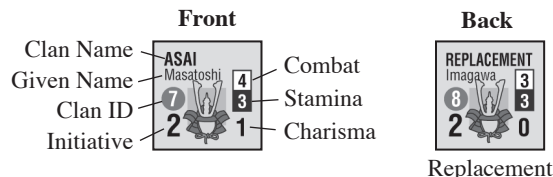
- **Busho:** Clan or contingent commander, leading a group of troops
- **So-taisho:** The commander-in-chief for the entire army
- **Taisho:** The overall commander for all the troops of one clan or arm. Taisho are used only when there are two overall commanders, as at Anegawa.

Busho, Taisho, and So-taisho have a variety of ratings [4.1].

## So-Taisho/Taisho

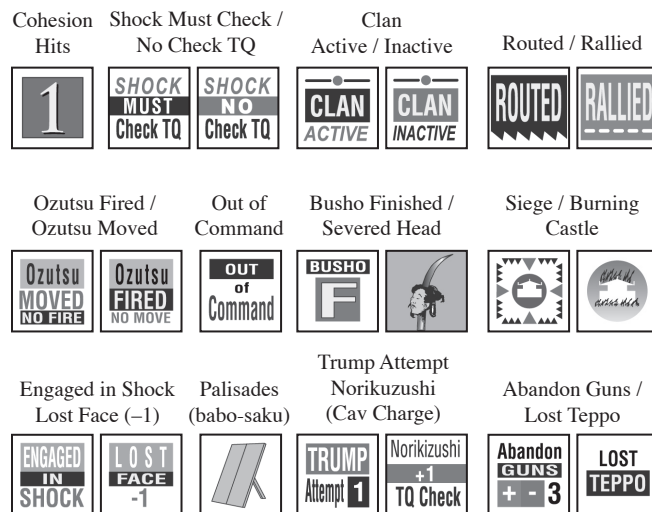


## other Busho



**2.24** All of the Busho are color-coded to the Clan of their So-taisho (and, in some cases, Taisho). They are further identified by an ID # or Letter (for the Taisho/So-taisho), all for ease in determining who belongs to whom at any given moment.

**2.25** Informational markers are used to record certain game functions. They include:



## 2.3 Charts, Tables, and Die

The use of each chart and table is explained in the rules. We have provided cards with the Charts and Tables for ease and speed of reference. The game uses a ten-sided die. The '0' is a zero (not a ten); it is less than one. Also included is a record card for each player that can be used to keep track of the Game Turn, Trump Attempts and Activation Points as well as hold eliminated/fleeing units and severed heads.

## 2.4 Terminology

Knowledge of the following terms will be useful.

**Active/Inactive:** A game term used to indicate clan status—and that of its Busho—in terms of being ready to undertake movement, combat, etc.

**Busho:** Generals. Busho were the upper-level samurai who commanded the clans and armies. Each Busho has a Clan ID# for troop identification. Taishos and So-taisho are all considered Busho for commanding the troops in their contingent

**Busho Movement Order (BMO):** An Order issued by the So-taisho (from his honjin) that allows any/all of his subordinate Busho to move, regardless of where they are.

**Clan:** All units from a single clan, or from a contingent within a single clan, who may be commanded by a Busho. In each battle, each separate clan is identified by a number that corresponds to the number on its Busho's counter. The words "clan" and "contingent" are often used interchangeably.

**Cohesion:** A unit's ability to remain in an organized, fighting formation. Certain results cause a unit to lose cohesion and become Disrupted.

**Continuity:** The mechanic by which the Player retains the Initiative, although undertaking operations with a new clan/Busho.

**DR** = Acronym for Die Roll

**DRM:** Acronym for Die Roll Modifier—a number added to or subtracted from the die roll

**Finished Busho:** A Busho whose clan has been given Orders that turn is now Finished and may not (normally) be activated again. Busho may be Finished for other reasons, such as failure to Trump, becoming a casualty, etc.

**Initiative:** The player with the Initiative is the one who may give Orders, activate clans, etc.

**MA:** Acronym for a unit's basic Movement Allowance. It also represents a unit's maneuverability in relation to the other units in the game.

**Momentum:** The mechanic by which a Busho can undertake more than one Orders Phase in a turn.

**MP:** Acronym for a Movement Points

**Orders Phase:** The period during a turn when a Busho gives Orders to the units in his clan to move and fight. Units allowed to move/fight during this phase are sometimes termed the phasing units.

**Orders:** The means by which Busho get their troops to move, fight, etc.

**Shock Combat:** Hand-to-hand fighting that uses the weight/momentum of the men involved as much as their weapons.

**Size:** The number of men in that unit, often abbreviated as SP (Size Point).

**So-Taisho:** The So-taisho is the commander-in-chief for the army.

**Superiority:** The relative capabilities and killing effectiveness of the opposing weapons/armor systems in Shock combat. Superiority, when achieved, will substantially increase an opponent's chances of being Disrupted or Routed.

**Taisho:** The overall commander for a clan, when there is more than one overall commander in the battle (Cf. Anegawa)

**TQ:** Acronym for the important Troop Quality rating. TQ is used to determine how well a unit stands up to the rigors of battle.

**Trump:** The mechanic by which a friendly So-taisho can stop an enemy Busho from undergoing an Orders Phase and transfer the phase to one of his Busho.

**Type:** General, categorical description of unit, usually used to determine combat effectiveness and results.

**Zone of Control (ZOC):** The hexes (usually directly to the front of a unit) into which that unit exerts, by its presence, enough influence to inhibit the enemy's freedom of movement.

*Knowledge of the following types of combat units/terms will be useful for play.*

**Kibamusha [KB]:** Lance-armed, heavy cavalry. They wore the famous and elaborate armor systems and, by this period, used a straight, pointed spear instead of the old, curved-blade *naginata*, as their principle weapon. Each *kiba* was accompanied by three or four *ashigaru* and was thus a mini-combined arm force. Such deployment severely reduced their movement capability and charge range.

*DESIGN NOTE: This form of usage is quite similar to that used by the German tribes in Julius Caesar's time, and it is also the method used by Gustavus Adolphus for combining his cavalry with his musketeers, although it does not appear to have worked quite as effective/v.*

**Ashigaru [AS]:** Foot soldiers, virtually all pike-armed. Most Ashigaru were the lowest-level of samurai, and, as the armies were not standing or professional, they usually worked in the fields and manors of their So-taisho. The spear of choice was usually the two to three meter-long, pike-like *yari*, although the spear with the curved blade, the *naginata*, was also in use. Oda Nobunaga's ashigaru often used *nagae*, five to six meter long pikes. Ashigaru spears came in a variety of pointed or cutting edges, but they all served the same purpose. All carried, in addition to their spear, the *katana*, the traditional fighting sword.

**Yumi [YU]:** Archers. The bow-and-arrow, as a battle weapon, was in its Last Hurrah in this era. By Sekigahara, there were hardly any Yumi in either army. The Japanese bow was originally designed for horseback, although it was a longbow. It was gripped one-third way up the shaft (not halfway), and it required great strength and skill to use.

**Teppo [TP]:** Arquebusiers. The arquebus—an early form of musket—was introduced in 1542 by Portuguese traders and quickly adopted by the armies. Its range was minimally greater than the Yumi, and its killing power similarly more effective. It was, however, far easier to learn to use.

**Ozutsu:** Cannon. The Japanese never did master the art of forging medieval-style, field-level cannon (even though they had access to them from other sources). Given the rough Japanese terrain and the few good roads available, hauling them around was a chore. As a result, they were quite rare on a battlefield; in *SAMURAI* they appear only at Sekigahara.

*DESIGN NOTE: Tokugawa appears to have commandeered several naval pieces (along with a large supply of arquebuses) from the ship of the English sea-dog, Will Adams, who arrived early in 1600. This is the incident upon which the late James Clavell based his novel Shogun.)*

## 2.5 Game Scale

Each Combat unit Size Point equals 100 men. However, Kibamusha SPs are computed rather differently because of the way Sengoku-era cavalry fought. About half of a Kibamusha's SP is mounted men; the other half is the accompanying ashigaru, who, although usually three to four times as numerous as the mounted samurai, were far less effective in that vein than normal, formation-deployed ashigaru would be. Each Ozutsu counter represents two to three guns. Each hex is approximately 100-120 yards from side to side, depending on the battle. Each game turn covers about thirty minutes of real time.

## 2.6 Game Length

A battle is fought until one side Routs—anywhere from two hours of real time to about half a day. In playing terms, a full-blown game turn, complete with lots of activation decisions, movement, and combat resolution, will take about one hour.

## 2.7 Use of Japanese

For most military units and general terms we will use the anglicized form of the Japanese word, most of which are listed in the terminology section. Consider it as a mood enhancer.

A word on Japanese names: Most sources place the family clan name first, followed by the given name. Thus, for Oda Nobunaga: the So-taisho's clan is Oda, his given name, Nobunaga. It would be as if the designers of the game were called Herman Mark and Berg Richard.

## 2.8 Questions?

Send a self addressed stamped envelope to:

GMT Games  
ATTN: Samurai Q's  
PO Box 1308  
Hanford CA 93232

You can also reach us at [www.Consimworld.com](http://www.Consimworld.com) in the various gaming sections.

# 3.0 Sequence of Play

Generally, the player with the Initiative either designates an already active clan (or activates one) and then has its Busho give Orders, which allow that clan's units that are within his Command Range to move and conduct combat. After all clans/Bushos eligible to give Orders and undertake actions are Finished, out of command units are moved. After which, the players move Routed units, replace leaders, resolve various statuses including Clan Flight. Finally, each player checks to see if his Army Routs, after which the game turn is concluded.

## The Sequence of Play

**A. Initiative Determination Phase:** The players each roll one die to determine who starts the turn with the Initiative [5.2]

**B. Activation Phase:** [Do 1, then 2 or 3]

**1. Possible Reinforcements:** If applicable, check the scenario to see whether reinforcements are available

**2. Clan Segment:** The player with Initiative

- Designates any already Active clan for Orders, or
- Activates an Inactive clan for Orders
- Proceed to Phase C

**3. Samurai Activation:** The Player may choose, instead, to activate a samurai [Go to Phase D and see 10.2]

## C. Orders Phase

**1. Movement/Fire Segment:** If the Player has chosen to Activate a Clan—or continue its Activation—the units in that Clan may undertake any action listed in 5.32. Opposing units capable of Reaction Fire [8.34] may do so throughout this segment.

**2. Shock Combat Segment:** After units of a clan have finished moving and/or firing, eligible units [9.2] engage in Shock combat, using the following sequence:

- Shock Designation; determine which units must Shock, which may, and which have to undergo Pre-Shock TQ checks
- Pre-Shock TQ Check, as required
- Determine Position Superiority and Shock column
- Resolve the Shock

## D. Samurai Challenge Phase

- Samurai Movement, including Samurai Charge
- Eligible samurai may issue Challenges
- Resolution of Individual Combat, or
- Hara-kiri

Phases C and D are mutually exclusive. You may do one or the other.

**E. Momentum Phase or Proceed to F.** The player for the Busho who was activated in the immediately preceding Orders Phase may attempt a Momentum die roll to give that Busho another Orders Phase (C) or Samurai Phase (D). If not, go to F.

**F. Continuity Phase:** The player checks to see whether he retains Initiative [5.1]

- If he does, he goes back to B/2
- If he does not, Initiative passes to his opponent, who goes back to B/1 or B/2 (whichever applies)

**G. Out of Command Phase:** Out of Command units may move, as per 5.63.

## H. The Three Rs Phase

- Remove Rallied, Busho Finished, and Out of Command markers
- Rout Movement—Routed units must undergo Rout Movement
- Replace killed leaders

## I. Status Determination Phase

- Check for Hits in burning fortifications (Okehazama only)
- Check for Clan Flight [11.62]
- Determine which clans are Active and which are Inactive

**J. Victory Determination Phase:** Each Player totals his Rout Points [12.0] to see whether his arm has left the field—and the other player has won.

At the conclusion of the Victory Determination Phase, that game turn is concluded and another game turn begins.

# 4.0 Busho (Leaders)

Combat units may not move or fire without receiving an Order from a Busho (see 5.6 and 8.3 for two exceptions). Those combat units that had received an Order during a Phase, or that are within range of that same Busho, may affect Shock

**Combat.** When a Busho has concluded giving Orders, place a Finished marker on his counter. Taisho and So-taisho, although having other, overall command duties, are still treated as Busho for their specific contingents.

## 4.1 Busho Counters

All leaders are Busho; some Busho are Taisho or So-taisho, as described below.





Each Busho possesses several ratings:

**Initiative:** Denotes his overall ability to control forces and make rapid decisions. Initiative is used to determine:

- the hex range within which units of his Clan must be to receive Orders. Thus a Busho with an Initiative of '4' has a Command range of four hexes [4.32]
- the chances of that Busho being able to use Momentum [5.4]
- the chances of that Busho being used to Continue [5.12] that player's Initiative

**Charisma:** Denotes his ability to spur his troops on to greater efforts. The rating adjusts the die roll on the Shock Combat Results Table (and for Pre-Shock TQ checks) in his favor for combat units with which he is stacked. It is also used by Busho in Recovery [11.52] attempts, Rally [11.53] attempts and to determine whether his Clan is in Flight [11.62].

**Individual Combat [IC] Ratings:** Busho (and samurai) have two IC Ratings: Combat and Stamina. These determine success in individual combat [10.1].

**Movement Allowance:** The number of Movement Points a Busho may expend in an Orders Phase. The MA, which is 9 for all Busho, is not printed on the counter [see, though, 4.6].

**Clan Identification:** The clan of that Busho's So-taisho, and an identifying number that delineates which troops are his.

So-taisho/Taisho also possess the following ratings:

**Clan Activation:** The number to the right of the Initiative on the So-taisho/Taisho's counter that delineates the number of inactive Clans he may Activate in a turn.

**Trump:** The number of Trump attempts [5.5] a So-taisho may make during a turn.

## 4.2 Clans and Contingents

Japanese armies of the Sengoku era were usually led by the daimyo of a powerful clan, often in combination with an allied daimyo/clan. These armies were not homogenous groups, but rather conglomerations of various contingents and clans commanded by trusted samurai. Thus, organization was less by weapon system (as in the West) than by allegiance.

In game terms, what this means is that each player has an army led by a So-taisho, such as Oda Nobunaga or Tokugawa Ieyasu, composed of different contingents usually from the same Clan. Command is often complicated by the fact that some armies are conglomerations of two powerful Taisho. Thus, at Anegawa (see the battle information in the Scenario book), we actually have four, separate armies:

- Oda's army consists of his troops and those of the Tokugawa. Oda's command (clan) contains seven different contingents (not including the reinforcements), and Tokugawa has four contingents from his clan. Oda is the So-taisho for the entire army; Tokugawa is the Taisho for the Tokugawa contingents, subordinate only to Oda.
- On the opposing side are the Asai contingents (five) and the Asakura contingents (three). Asai Nagamasa is So-taisho for this army.

For most rules we use the terms "clan" and "contingent" interchangeably, except in 5.7 and where otherwise specifically noted.

## 4.3 Busho Capabilities

When his clan is activated (or already active), a Busho may issue Orders to its units; his ability to gain Momentum [5.4] or to affect Continuity [5.12] is entirely dependent on his Initiative Rating.

**4.31** A Busho may issue Orders to the units of an Active clan when the player with the Initiative states that that clan will be undergoing an Orders Phase [5.2]. The ability to issue Orders is not contingent on the Busho being within Command Range of his So-taisho—as long as the So-taisho remains in his honjin. If the So-taisho is not in his honjin, the Busho must be within the So-taisho's range to issue Orders. That range is traced from the So-Taisho to the Busho, into/through any hex which the So-Taisho can enter. Count the Busho's hex, but not the So-Taisho's. The path may not be traced through enemy occupied hexes, or hexes in an enemy ZOC, unless the latter are occupied by friendly units.

**4.32** Orders may be given to any/all units in that Busho's clan, regardless of unit type. However, to receive an Order, a unit must be:

- within Command Range of its Busho [4.1]. That range is traced from the Busho to the combat unit, into/through any hex that a Busho may enter. Count the unit's hex, but not the Busho's. It may not be traced through enemy occupied hexes, or hexes in an enemy ZOC—unless the latter are occupied by friendly units: or
- adjacent to a combat unit from that clan that is within range

Command Ranges are calculated at the instant the Order is to given.

*PLAY NOTE: The adjacency rule allows a Busho to extend his range, effectively, by one hex. Busho of the few really large clans (e. g. the Kobayakawa at Sekigahara) will need this rule to keep their units in command.*

**4.33** A Busho may move when he has issued Orders to his clan's units. He may move as far as he wishes, within his MA of nine per Orders Phase, or he may not move at all [see 4.6 for Busho movement rules, and 4.42.].

**4.34** A Busho who starts the Orders Phase in an enemy Zone of Control has his command range halved (round up) [5.35]. If his clan is Active [5.32], units that are already Engaged with an enemy unit must either continue Shock or Withdraw, whether the unit is within the Busho's range or not.

**4.35** A Busho who is Finished [5.22] may not issue Orders. However, he may move, but only when so ordered by his So-taisho [4.42].

**4.3.6** A Busho may command only those combat units from his So-taisho's clan, and with the same Clan ID#.

*EXAMPLE: At Nagashino, Baba Nobufusa may command only those Takeda clan troops with the Clan ID#*

## 4.4 Taisho and So-Taisho

The So-taisho is the leader that commands the entire army (e. g. Takeda Katsuyori at Nagashino). Taishos are those superior leaders that command one of an army's two major corps (e. g. Tokugawa at Anegawa).

**4.41** So-taisho and Taisho function like other Busho except that:

- they also determine how many of the clans in their command may be activated during a single turn (the Clan Activation Rating), which does not include those clans activated by enemy actions.
- they may move their subordinate leaders [4.42].
- So-taisho (but not Taisho) may Trump [5.5].

**4.42** A So-taisho or Taisho has the ability, when it is his turn phase, to issue a Busho Movement Order (BMO) instead of giving Orders to his own Clan. A BMO allows all of his subordinate Busho to move their full MA. However, a BMO maybe issued only if the So-Taisho/Taisho is in his *honjin* [4.5].

## 4.5 Honjin (HQs)



*Historical Note: The honjins were the So-taisho HQ, usually open spaces enclosed by jimmaku, large white sheets decorated with the mon (badge,) of the Taisho's clan and surrounded by the So-taisho's bodyguards.*

**4.51** At the start of each battle, each So-taisho and Taisho starts play in his *honjin*. As long as he remains in his *honjin* he may activate clans, attempt Trumps (So-taisho only), etc., without regard to any Command Range. Once he leaves the *honjin*, he can only activate clans of Busho that are within his range (as designated by the Initiative Rating). He may not issue a BMO [4.42] outside his *honjin*.

**4.52** *Honjin* may never move and no combat unit may stack with a *honjin*.

**4.53** Each *honjin* has built-in bodyguard troops: 2 SPs of ashigaru and 1 SP of teppo:

- the teppo may Reaction Fire only, and they are subject to whatever teppo restrictions the scenario sets
- the ashigaru may only defend against Shock; they may never attack
- *Honjin* have an all around ZOC [7.21], so no unit may gain Position Superiority against a *honjin*

**4.54** If a *honjin* is forced to retreat or rout, it is, instead, eliminated.

*PLAY NOTE: Because staying in his honjin maximizes the So-taisho's capabilities, his personal troops (usually the largest contingent at the battle) are used more as a reserve than anything else. At Sekigahara, Tokugawa 30,000 man clan saw little action.*

## 4.6 Busho Movement

**4.61** Busho may move under the following conditions:

- A Busho moves under the Order he issues to his troops
- A Busho may move when he receives a Busho Movement Order from his So-taisho, even if he is in an enemy ZOC [4.42]

**4.62** Busho have a Movement Allowance of 9 unless Wounded in which case their MA is 6. If a Busho starts movement in an enemy ZOC, the Busho's MA is 4 (and 3 if wounded).

**4.63** Busho have no facing and do not pay any cost to change facing.

**4.64** Busho must issue Orders before they move; no Orders may be issued after they move.

*PLAY NOTE: This means that all Rally is attempted before the Busho moves.*

**4.65** Busho from one clan may not use their Orders to move other Busho—even if that other Busho is stacked with a combat unit that is moving; only So-Taisho and Taisho can move other Busho [5.7].

## 4.7 Busho and Enemy Units

**4.71** Busho may enter enemy ZOCs only if stacked with a friendly combat unit or if that ZOC already contains a friendly combat unit. Like combat units, Busho, too, must cease movement for that Order upon entering an enemy ZOC [10.27].

**4.72** The instant any combat unit moves or begins a move within two hexes of a Busho not stacked with a friendly combat unit, that Busho can undertake Orderly Withdrawal [6.4]. If it does not or cannot (because of 6.43, enemy units or terrain)—one of the following happens:

- if within two hexes of enemy infantry units (only), simply place that Busho with the nearest friendly unit
- if within two hexes of an enemy kibamusha unit, roll the die. If the die roll is a 3-9, that Busho is eliminated (captured/killed); if the die roll is 0-2, place with nearest friendly unit, as above
- if the Busho cannot reach the nearest friendly unit because it is surrounded by enemy units or ZOCs through which it would have to move, it is, instead, eliminated [See also 11.6 and 10.0]

# 5.0 Clan Activation and Orders

Combat units may move and fight only if their clan is given Orders (B/2/c) by their Busho.

**Exception:** Ozutsu may fire at any time during the Orders Phase [8.43].

- Only the player with the Initiative may Activate clan contingents and give them Orders
- Clans may be given Orders only if they are Active
- Players may use the Momentum rule to give an activated clan/ Busho up to two additional Order Phases.
- So-taisho may also use the Trump capability to activate a Busho and/or allow him to give orders.

*DESIGN NOTE: Aficionados of previous volumes in the GBoH series will note a major system departure here. The abandoning of the numerical hierarchy choice mechanic was necessitated by the sheer number of Busho as well as the non-linear deployments.*

## 5.1 Initiative and Continuity

Initiative determines which player gets to give Orders and move/ fight with his units.

**5.11** Only the Player with the Initiative undertakes phases B thru F in the Sequence of play.

**5.12** In the Initiative Determination Phase at the start of a turn, players determine who will start the turn with the Initiative. Both players roll the die, to which they each add the Initiative rating of their So-taisho. High die roll wins; ties roll again.

**5.13** In the Continuity Phase, the player with the Initiative determines whether he will retain the Initiative. To do so, he designates which Busho/contingent he will either activate or, if already active, give



Orders to. If he is going to undertake a Samurai Phase, he uses the designated Busho [10.23] for Continuity. Having designated the clan, he rolls the die and compares it to the designated Busho's Initiative Rating:

- if the die roll is the same as or lower than the Busho's Initiative Rating, the player retains Initiative and proceeds to Activation Phase (B)
- if the die roll is higher than the Initiative Rating, Initiative passes to the opposing player, who then proceeds to the Activation Phase (B)

**5.14** There is no additional penalty to a failed Continuity die roll; the designated clan is still free to activate later that turn.

**5.15** If a player has no clans/contingents to which he can give Orders, the opposing player automatically has the Initiative for the rest of the turn. No die rolls are necessary.

**5.16** A player may choose not to undertake Continuity, thus passing the Initiative to his opponent. Consecutive passes by both players ends that section of the Sequence of Play, and play goes to the Out of Command Phase (G).

**5.17** There are no adjustments to the Continuity die roll, and it does not matter whether the designated Busho is in range of his So-taisho. A Busho's Continuity capability is independent of his So-taisho as long as the Busho is active.

## 5.2 How to Activate Clans

All clans start the game Inactive, unless otherwise indicated in the scenario. As the game progresses they (may) become Active by a variety of mechanics, and they may remain Active by their actions. Only Active clans may be given Orders to move, fight, etc. Use Clan Active/Inactive markers to help identify their status, as needed.



**5.21** A Clan becomes Active under one of the following circumstances:

- **Enemy Attack:** If any unit in a Clan that is within range of its Busho is Shock Attacked by an enemy unit (Fired at does not count) the entire clan is immediately Active.
- **So-Taisho/Taisho Activation:** It is activated by the clan's So-Taisho/Taisho. If that leader is in his *honjin*, he may make Active any of his clans. If not, he may make Active only those clans whose Busho is within range.

**5.22** During the Activation Phase, the Player with the Initiative [5.1] designates any contingent he wishes to (possibly) be given Orders by its Busho. If the clan is Inactive, the So-Taisho/Taisho must first expend one of his Clan Activation points to make the clan Active. If the clan is already, it may be given Orders.

**5.23** Clans are activated by their commanding So-taisho/Taisho, as indicated by color.

**5.24** During the game turn, a So-taisho/Taisho may not make Active more contingents than his Clan Activation rating. Thus, in a single turn, Oda may Activate up to three clans. Other clans may have been activated by enemy actions, or be still Active because of the presence of the enemy [5.26]; these do not count against the Clan Activation limit.

**5.25** Only Clans whose Busho are not Finished can be made Active or given Orders, with the exception of 5.43 1st Bullet; see, also, the Momentum Rule [5.4].

**5.26** Once Active, a contingent remains active for the remainder of the turn. In the Status Determination Phase (I/3), the status of each clan is re-assessed:

- all clans with at least one AS or KB unit adjacent to an enemy combat unit remain (or become) Active; then
- all clans with at least one AS or KB unit within two hexes of an Active enemy combat unit, regardless of terrain or unit presence, remain (or become) Active
- if the neither of the above two conditions are met, the clan becomes (remains) Inactive regardless of its state earlier in the turn.

## 5.3 Giving Orders

Orders is the term used to move, attack and rally the units in an individual clan. Only one clan may be given Orders at any one time [except for 5.7].

**5.31** Once a clan/contingent is Active and has been selected [5.22], its Busho can give Orders to all of the clan's units that are in range [4.32] regardless of unit type. He may give Orders only to units from his clan.

**5.32** An Order allows each unit to do one of the following:

1. Move [6.14] and/or Fire with any unit capable of doing so; or
2. Remove Hits [11.51]; or
3. Attempt to Recover from Disruption [11.52]; or
4. Attempt to Rally a Routed unit [11.53]; or
5. Conduct Siege Operations

*PLAY NOTE: Units from the clan may each undertake different actions, unless undergoing Active Withdrawal [6.41].*

**5.33** Although a combat unit may be ordered to move, etc., more than once per game turn (Momentum), it may not move more than once per Order Phase.

**5.34** Orders are not used to directly precipitate Shock combat, which occurs in a subsequent Segment. Orders are used for Fire, however [8.21]. Reaction Fire [8.3] does not require orders; only non-phasing players may use it.

**5.35 ZOC Restrictions:** A Busho who starts an Orders Phase in an enemy ZOC may issue orders, but only to those units who are within one-half (rounding up) of his range [4.62]. He may still use his full range to designate units to engage in Shock Combat in that segment of the Orders Phase [9.2.1]. His Charisma Rating is unaffected.

**5.36** After Shock combat has been completed, that Orders Phase is finished. Three things may now happen:

- the player may attempt to gain a Momentum Orders Phase [5.4, and subject to Trumping] for the Busho who just finished the Orders Phase; or
- the player rolls for Continuity [5.12, subject to Trumping]; or
- the player Passes [5.15]

**5.37** A Busho may issue Orders a maximum of three times in succession in a single game turn, using Momentum for the last two times (see 5.43 #1 for an important exception). Any Orders Phase

that is generated by a Momentum die roll is called a “Momentum-generated Orders Phase”; all others, including a phase resulting directly from a Trump, is an Initial Orders Phase. Momentum Phases do not need Continuity.

**5.38** A Busho is Finished when one of the following occurs:

- the Busho has completed an Orders Phase and does not (or cannot) make a Momentum attempt; or
- the Busho has been Trumped; or
- the Busho fails a Momentum attempt; or
- the Busho’s clan has Withdrawn and/or becomes Inactive

When a Busho is Finished, place a Finished marker on his counter to so indicate. A Finished Busho cannot undertake any further Orders Phases that turn (Exception: [5.43[1]]).



**5.39** When all Busho are Finished or when there are no Active clans remaining and the So-taisho/Taisho has used all his Clan Activation points, the players proceed to the Out of Command Phase (G).

## 5.4 Momentum

*PLAYER’S NOTE: Momentum (and Trumping, below,) are highly useful and powerful game-oriented gambits, especially for the Player with superior leadership. Only a player with Initiative can attempt Momentum.*

**5.41** At the conclusion of an Orders Phase, if the Busho who had issued Orders for that Phase is not Finished [5.38], and was not previously Trumped [5.54], the player may attempt to undertake an additional Orders Phase with that same Busho. To do so, that Busho must pass a Momentum die roll.

**5.42** To gain Momentum, the Initiative player rolls the die and compares the result to the Busho’s Initiative Rating:

- if the die roll is the same or less than the rating, that Busho starts another Orders Phase;
- if higher than the rating, that Busho is Finished for the turn. Proceed to Continuity Phase (F).

*EXAMPLE: At Mikata-ga-hara, Honda Tadakatsu would need a die roll of 0-5 to gain Momentum; a 6-9 would Finish him.*

**5.43 The Die roll of Doom:** If the Momentum die roll is a 9, the die is immediately rolled again.

- if the second die roll is a 0 or 1, the Initiative immediately transfers to the opposing player, who may use any Busho of an Active clan, regardless of whether or not they are Finished. A Busho who was previously Finished may not use Momentum, but a Busho who is not Finished and is activated by this rule may use Momentum.
- if the second die roll is 2-8, the Busho attempting Momentum is Finished. Proceed to the Continuity Phase (F).
- if the second die roll is a 9, the Busho has suffered a Crisis of Faith in his allegiance and he issues an automatic Active Withdrawal Order [6.41]

**5.44** Momentum die rolls apply only to the Busho who has just finished an Orders Phase. You may not apply Momentum to a Busho who Finished several phases ago or who was Finished and then activated by 5.43 #1.

**5.45** A Busho is allowed only two Momentum-generated Orders Phases per game turn. A Busho who manages to undertake three Orders Phases in succession (one Initial and two Momentum-generated) is automatically Finished.

*PLAY NOTE: It is important to differentiate between Continuity and Momentum. Momentum applies to getting the same Busho to activate again. Continuity allows another leader to activate.*

## 5.5 The Trump Option

Trumping is an out-of-turn attempt to grab the Initiative. It is a play mechanic available only to the So-taisho of the army.

*DESIGN NOTE #1: Trumping portrays the effect of superiority in the area of Overall Command.*

*DESIGN NOTE #2: Players familiar with the GBoH system games will please note that this rule—a staple of all previous games—has changed somewhat.*

**5.51 The Basic Trumping Procedure:** Before looking at what Trumping is and how it affects play, here is how you go about doing it.



1. Designate the Busho/clan who will be the beneficiary of the Trump. This Busho must have an Initiative Rating the same as or higher than the Busho being Trumped. You cannot designate an Inactive clan if the So-taisho has no remaining Clan Activation points.

2. The player attempting the Trump rolls the die and compares it to the Initiative Rating of his army’s So-taisho.

3. If the die roll is higher than the rating, the Trump attempt fails. There is no penalty to the rolling So-taisho. He has simply wasted one of his Trump attempts. The original Busho proceeds with his Orders Phase.

4. If the die roll is the same as or lower than the So-taisho’s Initiative Rating, the Trump attempt is successful, and Initiative passes to the Trumping player. The trumped Busho is Finished.

5. If the designated clan is Inactive, the Busho’s So-taisho (or Taisho) must expend one of his Clan Activation points to make that clan Active.

*PLAY NOTE: GBoH veterans will see the big change immediately: all Trumping resides with the So-taisho, and he is not penalized if he fails. However, each So-taisho has a maximum number of Trump attempts he may make per turn. Also, note that while the So-taisho is doing the Trumping, if the clan is Inactive and there is a Taisho in addition to the So-taisho, the Activation (and expenditure of the Clan Activation point) is undertaken by the Taisho for that clan.*

**5.52** The opposing player has two Trump options, each usable under different circumstances.

**1. Trumping Continuity:** If—and only if—the Initiative player is successful with his Continuity attempt [5.12], the opposing player has the option of attempting to trump that Continuity using one of his own Busho—if that Busho is eligible, and his clan is Active or can be made Active. See 5.51 for the procedure.

*EXAMPLE: Anegawa: Asai has just undertaken an Orders Phase with Atsugi Sadahide. He wants to continue his turn, this time designating Isono Kazumasa (Initiative rating of 5) for Continuity.*

The Asai Player rolls a 4, so he has achieved Continuity. However, Oda attempts to Trump, designating Shibata Katsue. He rolls for Trumping, getting a 3, which is lower than Oda Initiative rating. Therefore, the Trump attempt is successful, Initiative passes to Oda, and Shibata's clan (which was Active,) may be given Orders.

**2. Momentum Trump:** If the Initiative player is successful attempting a Momentum die roll [5.4], the non-Initiative player may attempt to trump in the same fashion as 5.52 above.

*EXAMPLE: Following the previous example, Shibata (Initiative of 5), after undertaking his initial Orders Phase, goes for Momentum. The Oda player rolls a 3, so Shibata has achieved Momentum. However, the Asai player announces a Trump attempt with Maeba Shinpichirou. He rolls a 7, the Trump fails (because it is higher than Asai's Initiative), Maeba is Finished, and Shibata activates.*

**>>5.53** There are two further restrictions to Trump ability:

- A So-taisho may attempt to Trump only as many times per game turn as his Trump Rating
- Each So-taisho is allowed only one Trump attempt per Orders Phase
- A So-Taisho may Trump outside his *honjin*, however, halve (round down) his Initiative Rating when determining the outcome (5.51 #2-4).

**5.54** A Busho who has been trumped is Finished. There is no additional effect on him or on any other leader.

*PLAY NOTE: GBoH aficionados will note that the Trumped/No Momentum rule is not used in this game.*

**5.55** A Busho that successfully Trumps cannot do nothing. He must issue an order to at least one unit to move, fight, rally, etc., or he must use his range to have units Shock attack.

*PLAY NOTE: No, you cannot move your units one hex back and then one hex forward (sort of jogging in place). You must either fire, attack, or move at least one unit so that it ends in a different hex.*

## 5.6 Out-of-Command Units



**5.61** When an Active clan is given Orders, it is possible that one/some of the units in that clan may not be within the Busho's range. Such units are Out of Command; place an Out of Command marker on that unit to so indicate. Routed units are not automatically treated as Out of Command units simply because they are routed.

**5.62** Out of Command units may not be given Orders. They may Reaction Fire, and they do Withdraw when eligible [6.41]. They may not use Rally or Recovery.

**5.63** Out of Command units may move, without Orders, in the Out of Command Phase (G). Kibamusha may use a maximum of 2 MP; all other units may use a maximum of 1 MP. Units moving in this phase must end their movement closer to, or the same distance away from, their Busho. They may not enter enemy ZOCs (6.33 applies).

**5.64** Out of Command units may not Shock attack unless they are Engaged [9.12]. They may use Active Withdrawal—even without an Order, but only if they are Engaged—and, in doing so, the unit

suffers an automatic Disruption at the conclusion of Withdrawal.

**5.65** When determining what to do with Out-of-Command units, the lowest-rated TQ units go first. In case of ties, roll a die to see who goes first and then alternate.

## 5.7 Coordination

Coordination between troops from different clans/contingents was an iffy proposition in this era, even when those troops were from the same clan but under different Busho. The competitive personalities of the highly individualistic samurai Busho often got in the way of cogent action. For this rule it is important to distinguish between a Clan (all combat units with the same name) and the Contingent (units with different Contingent numbers from the same clan). Only one attempt at Coordination is allowed per Orders Phase.

**5.71** A player may attempt to activate two (never more) Contingents (or, at Sekigahara, two Clans) at the same time. To do so, the player announces a Clan Coordination attempt when it is his turn [5.24], and then he designates which two contingents will attempt coordination. The So-taisho or Taisho [5.72] may expend Clan Activation Points [5.21].

**5.72** To effect the Coordination, the player rolls the die and compares it to the Initiative rating of both selected Busho:

- If the die roll is the same as or lower than both Busho's Initiative, Coordination is successful
- If the die roll is higher than either Busho's Initiative, Coordination is unsuccessful. There is no penalty to either clan, but the player must now use Continuation if he wishes to do anything else.

**5.73** Clans/contingents that are successful in Coordinating now undertake the Orders Phase using all normal rules, except for Shock. When units from different contingents or clans are involved in the same Shock Segment—not just the same attack, the same Segment—the attacking player must roll a die to see whether the attacks for that segment can take place as planned. The possible results of that adjusted die roll are as follows, and they apply to all the attacks in the segment as a whole;

## CLAN COORDINATION SHOCK TABLE

Dieroll	Result
0-3	attack takes place as planned
4-5	only those units from the contingent/clan with the higher-rated Busho attack. If tied, player's choice
6	only those units from the contingent/clan with the lower-rated Busho attack. If tied, player's choice
7	the player chooses which clan/contingent's units will attack. Only one clan or contingent may be chosen
8-9	the Busho are so busy arguing about who should attack that no shock attack takes place. Ignore Must Shock requirements

**5.74** Coordinated clans may roll for Momentum, using the Initiative Rating of the lower-rated Busho and adding one (+1) to the die roll. If Momentum is achieved, go back to 5.73.



## 6.0 Movement

### 6.1 Movement Allowances

*DESIGN NOTE: Movement Allowances simulate not only the time it takes a unit to move from point to point, but also its maneuverability relative to other, different-type units.*

**6.11** A combat unit's printed Movement Allowance (MA) is the basic allowance for a single Order. A combat unit receiving an Order may move up to its printed MA, unless it is Out of Command (see 5.63 for the maximum allowances). Units may always move less than the printed MA. Disrupted units have lower MAs.

**6.12** There is no limit to the number of times a combat unit may move in a single turn. However, it may move only once per Orders Phase. Thus, a Kibamusha ordered by a Busho to move in that Busho's initial Orders phase may move again; but, to do so, it must wait for that Busho's Order given in a subsequent, Momentum Phase.

**6.13** See 4.6 for Busho movement.

**6.14** The act of Firing [8.2] costs phasing units Movement Points. It costs:

- Teppo (and Ashigaru at Sekigahara), 2 Movement Points, and
- Yumi, 1 Movement Point to Fire.

Those units must have the MPs to expend, and they may still only fire once per Orders Phase.

**6.15** Out of Command Teppo/Yumi may not fire in a friendly Orders Phase. They may always use Reaction Fire, when applicable, regardless of command situation.

### 6.2 Movement and Terrain

*DESIGN NOTE: One of the major areas of difference between Japan and the West—especially in terms of combat in this era—is the terrain. Japan is a relatively hilly, even mountainous, country in which most of the mountains were covered with heavy woods. Few are the flat, featureless plains so sought after by western generals. As a result, formations were not as dense as in the West, giving the Japanese ashigaru a bit more flexibility. Still, commanders did prefer the flat ground, as can be seen from the battle maps.*

**6.21** A unit expends Movement Points for each hex it enters. MP costs do not depend on unit type; all units pay the same MP cost. Units also pay movement point costs (and possible cohesion penalties) to change facing [7.1] (and remember 6.14).

**6.22** Units pay costs to move into a higher elevation. However, they only pay the cost of moving into the second, additional such change, not the first.

*EXAMPLE: A unit on the Nagashino map in hex 2015 would expend only 1 MP to move into 1914 but 2 MPs to move from 1914 to 1913, one for the clear hex and one more for the higher elevation change, because it is the second elevation change it entered that turn.*

**6.23** Certain units (determined by Type; see 6.2.5 incur a Cohesion penalty (Hit) whenever they enter or change facing in a village and/or change elevation [6.22]. The Hit cost to enter or cross different types of terrain depends on the unit moving. Thus, although it will cost Ashigaru 1 Hit to change an additional elevation level, it will cost Yumi none. All Cohesion penalties for movement (including all advances after combat) and facing changes are applied

the instant they occur. However, a Disrupted unit may not enter a hex whose Cohesion penalty would cause it to Rout. Busho never suffer Cohesion penalties.

*DESIGN NOTE: Cohesion penalties for movement have to do with the disruption of a unit's formation. Japanese units were rather more amorphous than their European counterparts, and formation was far less important to them, which is why Movement Cohesion penalties are rare in this game.*

**6.24** Certain hexsides are impassable to certain units: no unit may enter/cross such a hex(side). The Terrain Chart delineates these restrictions.

**6.25** The Movement Costs Chart gives the Movement and Cohesion penalty costs for each type of unit moving (or changing facing in) into/across a specific type of terrain.

### 6.3 Movement Restrictions

**6.31** As a unit moves it traces a path of contiguous hexes through the hex grid, paying the cost of each hex entered. One unit's movement must be completed before another can begin.

**6.32** A unit may be moved in any direction or combination of directions, provided that the hex it enters is located to its front [7.11]. For a unit to change direction it must first change facing [7.13].

**6.3.3** A moving unit must have enough MPs to pay the terrain cost of entering a hex; if it doesn't, it may not enter that hex.

**6.34 Important:** A unit may not use its last, remaining MP to move adjacent to an enemy unit. *Exception:* Kibamusha using Norikuzushi [9.34].

### 6.4 Withdrawal

Withdrawal is a voluntary retreat. There are two types of Withdrawal: Active Withdrawal and Reactive Withdrawal. Their use and application depends on whether it is that player's Phase. Routed units and Ozutsu are not eligible to Withdraw—either AW or RW—regardless of their situation.

**6.41** Active Withdrawal is an Order given to all units in a clan by the Busho in his Orders Phase. They may not do anything else. A Busho:

- may order Active Withdrawal at any time during his Phase
- must order Active Withdrawal if there are units in his Clan that are Engaged [9.12] and he does not wish to Shock Attack with those units
- must order Active Withdrawal if he rolls a 9 after the Dieroll of Doom [5.43]

**6.42** When given an AW Order, all units so ordered must try to move so that they are not within two hexes of any Active enemy unit. Units so moving do not pay costs for Changing Facing either before the start such movement or when they finish AW; they do pay face-changing costs while moving. Moreover, units may not:

- exceed their Movement Allowance
- withdraw into an enemy ZOC or into any hex (or across a hexside) into across which movement would be prohibited
- fire during either kind of Withdrawal

If a unit is not capable of so Withdrawing it must remain in place. After Withdrawing, the Busho is Finished.

**Exception:** The player may use Rally or Recovery for units that started the Orders Phase more than two hexes from an enemy unit and were not required to move as part of the AW Order.

*PLAYNOTE: The object is to try to move all units so that the Clan meets the Inactive criteria when movement is completed.*

**6.43** Reaction Withdrawal is a form of retreat carried out by the unit of a non-phasing player during an enemy Movement/Fire Segment in the face of an approaching enemy Ashigaru. RW is not available if the approaching enemy unit is Kibamusha. RW does not require an Order [7.17].

**6.44** During an enemy Movement Segment or immediately after any enemy Advance After Combat [9.4], a unit may avoid possible contact with oncoming enemy Ashigaru units by having the unit Withdraw, moving one hex so that it maintains the two hex distance [6.48]. The decision to Withdraw must be made either when an enemy unit moves within two hexes or when an enemy unit starts the Phase within two hexes. A unit already in an enemy ZOC or without a LOS to the active enemy unit cannot RW.

*PLAYNOTE: Yes, it says two hexes. Thus the inactive player must make his decision to withdraw before the moving player makes his intentions clear.*

**6.45** Units that undergo RW must, at the conclusion of their Withdrawal, make a TQ Check. If the unit was approached from a rear or flank hex (i. e. the hex the moving unit intended to enter was a rear/flank hex), add one (+1) to the die roll. If the die roll is greater than the withdrawing unit's TQ, the unit incurs a number of hits equal to the difference between the die roll and its TQ. A unit may Reaction Withdraw an unlimited number of times during a game turn, undergoing the preceding TQ Check each such time.

*PLAYNOTE: Units approached from the rear may withdraw forward—as long as there are hexes into which they may move.*

**6.46** Disrupted units may use Reaction Withdraw, as may units in a clan whose Busho is Finished. Units that are Engaged may not use RW.

**6.47** A unit undergoing RW maintains its original facing throughout withdrawal. At the completion of withdrawal, if it wishes to change facing it may do so, but change may only be a maximum of one vertex [7.1].

**6.48** A unit may RW an unlimited number of times during a game turn, undergoing the TQ check [6.45] each time.

**6.49** RW takes place during the opposing player's Movement or Advance after combat. A unit may not Withdraw in the Shock Combat segment. The attacking/moving unit may continue to complete its movement in the face of RW.

*DESIGN NOTE: The allowance for the psychology and code of bushido is built into the differences between a planned Withdrawal (AW) and one which is a gut decision (RW).*

## 6.5 Stacking

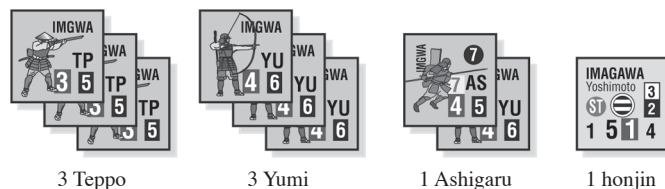
**6.51** Stacking refers to having more than one unit in a hex at a time. The Basic rule is one combat unit per hex. The Exceptions:

- Up to three Teppo or three Yumi of the same clan, may stack in any one hex. Teppo may not stack with Yumi
- One Teppo or one Yumi may stack with one Ashigaru or one

Kibamusha from the same clan

- No combat units may be in the same hex as a *honjin* [4.52]
- Ozutsu may stack with any one non-Kibamusha combat unit

*Some examples of legal stacking:*



**6.52** Busho and informational markers do not count for stacking purposes. A hex may contain any number of Busho or markers.

**6.53** All combat units stacked in a hex must have the same facing. If one unit has to change facing to comply, it must. If a unit wishes to enter a hex and stack with a unit in that hex, it must have enough MPs to adjust to that same facing; if it doesn't, it may not enter that hex until it does. This does not apply to a unit passing through an occupied hex [6.55]. All units in a stack may fire (but not together), and all units are affected by any results [8.23 and 9.22]

**6.54** A unit may never move into or through a hex containing an enemy combat unit.

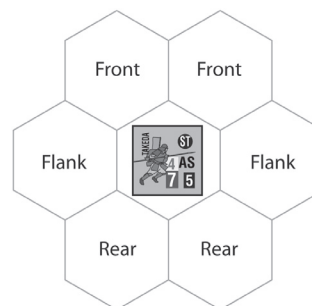
**6.55** A unit may move through a hex occupied by a friendly combat unit in violation of stacking restrictions, as long as it does not end its movement in that hex. However,

- the stationary unit always incurs one Cohesion hit
- the moving unit pays a movement cost of +1 MP
- if a routing unit's retreat would force it to stop in a friendly-occupied hex, the routing unit, instead, continues to move one more hex, through the friendly unit, if possible—and the one Cohesion hit penalty applies. If it cannot move that extra hex because of terrain or enemy presence, it is, instead, eliminated.
- if a routing unit is forced to move into or through an already Routed unit, the latter is immediately eliminated

## 7.0 Facing and ZOCs

### 7.1 Facing

**7.11** All units must be faced as shown below. All units in a hex must be faced the same way. The two hexes to the front are called the Front Hexes; those to the side, the Flanks; and those behind, the Rear.



**7.12** A unit may only move into a hex to its Front.

**7.13** For a unit to change its facing, it must pivot within its hex. All units may change facing one vertex per hex without any cost.



All facing changes above one vertex per hex) cost 1 MP per additional vertex.

**Exception:** Teppo and Yumi may change facing any number of vertices at a total cost of 1 MP.

**7.14** Units (except Teppo and Yumi) that change facing in a Woods or Village hex incur 1 Cohesion Hit.

**7.15** Routed units have no facing. A *honjin* has frontal facing on all six sides.

**7.16** A unit that starts its movement in an enemy ZOC may change facing if:

- it is in the ZOC of only one enemy combat unit, and
- it does not move out of that hex that phase

**7.17 Reaction Facing Change.** Non-phasing units may change facing in reaction to enemy movements under certain conditions and restrictions. This facing change, when allowed, is undertaken only if:

- the unit is not going to use Reaction Withdrawal [6.43], and
- the change is made at the same time as the unit would choose RW [6.44]

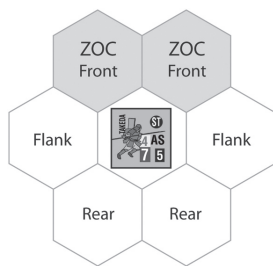
**7.18** When undertaking a Reaction Facing change, the non-phasing unit may not be in the ZOC of an enemy unit; and, if eligible, it may change its facing only one vertex, and it may do so only once in that phase:

- if the approaching unit is Ashigaru, Teppo, or Yumi and the stationary unit is Kibamusha, the change is automatic
- if the approaching unit is Ashigaru, Teppo, or Yumi, and the stationary unit is any of these types, the stationary unit may change facing only upon die roll. The die roll must be the same as or lower than the unit's TQ for the unit to change facing. If higher, it can't and there are no other effects. The same die roll check applies to Kibamusha approaching other Kibamusha
- if the approaching unit is a Kibamusha and the stationary unit is Ashigaru, Teppo, or Yumi, the stationary unit may not change facing.

## 7.2 Zones of Control (ZOCs)

**7.21** The following units exert ZOCs:

- all combat units, except Ozutsu, exert a ZOC into their Front hexes (only)
- *honjin* exert a ZOC into all surrounding hexes (which are all considered Front)
- Ozutsu do not exert any ZOC.
- Disrupted and Routed units, and individual Samurai, Busho, etc., do not exert ZOCs



**7.22** ZOCs do not extend into a hex into which movement is prohibited.

**Exception:** Teppo (and fire capable Ashigaru) and Yumi do exert a ZOC into such a hex (because of their firepower).

**7.23** A unit must cease movement the instant it enters an enemy ZOC [See 7.1.6 and 9.4.2 for changing facing]. A unit that begins movement in an enemy ZOC can move out of the enemy ZOC only if it is given an Active Withdrawal Order [6.4].

**7.24** Teppo, Yumi, and Ozutsu units may not voluntarily enter an enemy ZOC, unless that hex is occupied by a friendly combat unit. This does not apply to undisrupted fire capable Ashigaru units. Disrupted and Routed units may not enter an enemy ZOC even if that hex is friendly occupied.

**7.25** Units in an enemy ZOC can be given an Order to Fire. ZOCs in and of themselves do not require units to undertake Shock attacks [9.1].

**7.26** Units voluntarily leaving a unit's ZOC during the Movement/Fire segment, as part of an Order, are subject to Reaction Fire [8.32]. Note that being subject to Reaction Fire when leaving a ZOC applies only to movement in the Movement segment; it does apply to advance after Shock, Retreats, or anything that occurs during the Shock Combat Segment.

**7.27** If opposing units exert a ZOC into the same hex, they are both considered to control that hex.

*A Preliminary Note on Combat: There are two kinds of Combat—Fire and Shock. Fire occurs as part of (or instead of) movement at any point during the Movement segment of an Orders Phase. Shock combat comes in its own segment (at the conclusion of the Movement Segment), after all orders have been issued and movement is completed.*

## 8.0 Fire Combat

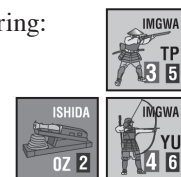
*DESIGN/HISTORICAL NOTE: The arquebus had arrived in Japan in 1542, a gift from Portuguese traders. The Japanese were, as usual, quick to recognize its benefits—Oda Nobunaga quicker than the others—and even quicker to turn out copies for their troops. The muskets had a slightly greater range than the bow-and-arrow, but a much more effective killing field. It also took far less training and skill to use. By 1570, the arquebus was starting to take over the place in battle once held by yumi. At Nagashino, its full range of capabilities was seen for the first time. Even so, because of maneuver limitations, teppo were used mostly in a defensive role until Sekigahara, where, as you shall see, the teppo were integrated into the armies.*

Virtually all Fire occurs in the Movement/Fire Segment, although there may be Reaction Fire by the non-phasing player in the Shock Segment. Ozutsu Fire is treated somewhat differently [see Sekigahara scenario].

### 8.1 Fire-Capable Units

**8.11** There are four types of units capable of Firing:

- Teppo, or arquebus-armed foot
- Yumi, bow-and-arrow armed foot
- fire-capable Ashigaru
- Ozutsu



*Note: Engaged units [9.12] may not Fire.*

Teppo and Yumi do not have any Size Rating [8.17]. Their reverse side is not for Disrupted status, because they never become Disrupted [11.31], but represents the fact that they have completed Ordered Fire for that turn [8.16]. Fire capable Ashigaru are treated according to the scenario rules.

*PLAY NOTE: All rules concerning the use of teppo also apply to the teppo-armed ashigaru units, unless otherwise noted.*

**8.12** Each Yumi unit fires individually; they may not combine fire. Teppo fire separately unless stacked, in which case they can combine fire [8.23].

**8.13** The range-number of hexes over which a unit may fire is given as a row on the Fire Table. A unit may never fire at a distance in excess of its maximum range (except for 8.26), and the ability to fire within that range may be limited by Line of Sight [8.24].

**8.14** Teppo and Yumi may fire through their flank hexes. However, when they do, they subtract two (–2) from the die roll.

**8.15** A teppo or yumi may fire at only one hex/target at a time, even when teppo combine their fire power.

**8.16** Teppo and Yumi units may use Ordered Fire [8.21] once per Game Turn. Once the Teppo/Yumi Fires during a friendly Orders phase, flip the unit to its Reaction Fire Only (RFO) side.

*PLAY NOTE: Teppo and yumi may be ordered to move by one Busho and then ordered to fire by another.*

**8.1.7** Teppo and Yumi (but not Fire-Capable Ashigaru) have certain restrictions relating to Shock combat:

- they may not enter an enemy ZOC unless that hex is occupied by a friendly combat unit
- they may never Shock Attack
- if Shock-attacked when alone in a hex (or stacked with other, similar units), they defend with a Size of one, regardless of how many units are present. If they incur Cohesion Hits equal to or greater than their TQ they are eliminated. They do not Disrupt or Rout.
- if stacked with an Ashigaru or Kibamusha they have no effect on any shock, nor do they incur any hits while there is still an Ashigaru/Kibamusha in that hex. If the Ashigaru/Kibamusha unit routs any stacked Teppo/Yumi are eliminated.

*PLAY NOTE: Fire capable Ashigaru are treated as Ashigaru (AS) for purposes of Shock combat.*

**8.18 Hayago.** There is no ammunition rule. Before Nagashino, reloading was a rather primitive affair. At Nagashino, however, someone came up with the idea of cartridges (hayago). To reflect the increased effectiveness the hayago brought, there are two rows on the Fire Table: one when the teppo are pre-hayago, and the other for when they are using cartridges. Each scenario states which is used. Ammunition is thus built-in to the Fire Table.

**8.19 Fire-capable Ashigaru (AS).** By 1600, teppo were fairly common and rather numerous. Therefore, Teppo are part of each Ashigaru unit at Sekigahara. See the scenario rules for more complete information.

## 8.2 Basic Fire Procedure

**8.21** Teppo and yumi may fire at the following times:

- **Ordered Fire:** When given an Order to Fire, or Move and Fire [See 6.1.4 for Movement costs to fire]
- **Reaction Fire:** Any time an enemy unit enters its ZOC, voluntarily leaves its ZOC, or fires at the unit [8.3].

**8.22** A unit may fire at any single target hex that is within its

Range—which extends from its front and flank hexsides (and is printed on the Fire Resolution Chart), through the center of the adjacent front/flank hexes—and to which it can trace a Line of Sight [8.24].

**8.23** Yumi fire individually; they may not combine fire, even when firing at the same target [8.27]. Unless stacked, Teppo fire individually. If stacked, Teppo may combine fire against the same target hex. In doing so, add two (+2) to the Fire die roll for each unit above the first. Thus, three units stacked together and combining fire will do so with a +4 DRM.

Teppo that have moved in that Phase may not combine fire.

**8.24 Line of Sight.** A unit can fire only at an enemy target unit to which it has an unobstructed Line Of Sight (LOS). A LOS is calculated by tracing a path of hexes between the center of the hex the missile unit is in and the center of the target unit's hex, through the firing unit's front or flank hexsides. LOS is blocked by woods, tree lines, villages and combat units, unless those blocking items are in hexes at a lower elevation than both the firer and the target. LOS is also blocked by a hex on an elevation level higher than both firer and target.

If the firer and target are on different levels, the basic premises are:

- if the firing unit is higher than the target, LOS is blocked when blocking terrain is closer to target
- if firing unit is lower than the target, LOS is blocked when blocking terrain is closer to firer
- if exactly halfway is treated as blocking.

If the LOS is blocked, fire may not occur. However, units may always fire into adjacent hexes.

*PLAY NOTE: Fire LOS should be interpreted strictly. All other LOS applications should be applied loosely. And if the LOS is down the line dividing two hexes, one of which blocks, it is Blocked.*

**8.25** The Fire Table is used to determine the effect of Fire. For each firing attempt, a die is rolled and the result cross-referenced with the range (in hexes) the target is from the firing unit(s). The die roll may be adjusted by any one of the factors listed beneath the table. The result is the number of Cohesion hits the unit takes. If there is a “D”, the player rolls the die to see if that unit is Disrupted if it is not already so. The player compares the die roll to the unit's TQ. If the die roll is higher than the printed TQ, the unit is Disrupted. Flip the unit to its Disrupted side and remove all hits—there are no carryover hits. If the affected unit is already Disrupted, treat that result as an additional Hit. The Disruption check is made after applying the Hits.

*EXAMPLE: A TQ 6 unit with 5 hits receives a 2D result. The hits are applied first which will Disrupt the unit and leave it with one hit. Since the unit is now Disrupted, a failure on the TQ check will cause another hit.*

All effects from Fire are immediate and occur before any other unit is moved.

*EXAMPLE: Yumi are two hexes distant from a hex containing enemy Kibamusha. The player fires, rolling a seven. The Kibamusha takes one cohesion hit. If he had rolled, say, a one, the fire would have had no effect.*



**8.26 Extended Yumi Fire.** When a yumi fires at a target unit on a lower elevation, it may fire at a range of four hexes.

**8.27 Volley Fire.** Teppo units stacked together, as well as Teppo in adjacent hexes, may use Volley Fire, if the scenario rules allow. In Volley Fire, each unit fires separately at the same target. However, the second firing unit adds one (+1) to the die roll, the third adds two (+2), and so on. The maximum number of units that may use Volley fire is four. Units that have moved in that Phase may not use Volley Fire.

*PLAY NOTE: Volley fire is the best way to use teppo to inflict damage. However, it cannot be used in most scenarios, as it first appeared at Nagashino.*

**8.28 Busho Casualty:** If there is a Busho in a hex fired at, and the adjusted Fire die roll was a nine, there is a possibility that the Busho has been hit. See 9.25 for Casualty resolution.

### 8.3 Reaction Fire

Units may fire in reaction to certain enemy movements into (Entry Reaction) and out of (Retire Reaction) their ZOCs, and whenever they are fired at.

**8.31 Entry Reaction:** When a friendly unit enters the ZOC of an enemy fire-capable unit, including Advance after Combat, that enemy unit may fire at the entering unit (range is one hex) before further movement occurs. All effects from this fire apply immediately.

**8.32 Retire Reaction:** When an un-routed unit voluntarily leaves the ZOC of an enemy fire capable unit, the latter may fire at the moving unit before it leaves the ZOC. Any results are applied before the unit moves. Retire Reaction fire is always at a range of two.

**8.33 Return Fire:** A fire capable unit may Reaction Fire against a unit that is not in its ZOC if that unit Fires at it.

**8.34** Reaction Fire does not require an order.

## 9.0 Shock Combat

### 9.1 Shock Requirements

The requirement that a unit must attack an enemy unit usually depends both on unit Type and on whether it moved, Shock being a question of inertia more than weaponry.

**9.11 Must Shock.** In the Shock Combat segment, all combat units that moved during the current Orders Phase—including changing facing [7.16]—must undertake a Shock attack against all enemy units in their ZOC, unless those units are being Shock attacked by other friendly unit in the current Shock combat segment. Teppo and yumi unit may never Shock attack, but do defend.

*EXAMPLE: If two friendly units moved into the ZOC of a single enemy unit, only one of the moving units would be required to attack.*

**9.12 Engaged Units.** Non-Disrupted Engaged units in clans of the Busho conducting the Orders Phase, must Shock attack. This applies whether the Engaged unit is In or Out of Command. Non-Disrupted Engaged units do not make a Pre-Shock TQ check. Engaged Disrupted units may choose to Shock (see 9.13).

**9.13 May Choose to Shock.** Any non-Disrupted unit within the active Busho's command range may choose to attack all enemy combat units in their (friendly) ZOCs. This only applies to units that are not required to Shock per 9.11 and 9.12. Engaged Disrupted units may Shock attack, but must make a Pre-Shock TQ check. Disrupted units that are not Engaged cannot Shock attack.

**9.14** The moving player places a Shock- Must Check TQ marker on top of each unit that must Shock attack in the ensuing Shock segment and on any Engaged Disrupted unit that has chosen to attack. Shock-Must Check TQ markers, placed the instant the moving unit moves adjacent, designate which units will have to undergo a Pre-Shock TQ check [9.23].



**9.15** Non-Disrupted Engaged units [9.12] and non-moving units [9.13] do not make a Pre-Shock TQ Check.

### 9.2 Shock Procedure

**General Principles:** After the completion of the Movement/Fire Segment of an Orders Phase, Shock combat occurs. Shock is part of a Busho's Orders Phase, and all Shock engendered by that Busho is resolved before the next Busho/clan may be activated (or momentum attempted).

**Important:** Each Shock combat is conducted as a series of steps performed in sequence for all units participating in Shock combat. Thus, step 9.23 is completed, followed by Step 9.24, etc. for all involved units. We suggest undertaking each step from left to right, across the map. Players may use any system they wish to note what has happened up and down the lines of attack.

*DESIGN NOTE: It would be easier to resolve each separate combat as one piece. However, to do so creates a blitzkrieg effect, in which the attacker gets to choose which attacks he wants to do first so that he can achieve breakthroughs. Despite its simplicity, this would be so far from reality as to render the system—and the game—inaccurate. However, isolated shocks can certainly be resolved as apiece, if doing so would not affect other attacks. The method you choose should keep this intent in mind.*

**9.21 Shock Designation Segment.** The attacker determines which of his units are going to Shock attack and which of them (and/or their targets) must make Pre-Shock TQ die rolls. The following units undergo a Pre-Shock TQ die roll:

- units with a Must Shock/Check TQ marker on top of them, unless excepted as below
- Disrupted units, even if they fall under one of the No-Check Necessary categories below

The following units do not need a Pre-Shock TQ die roll:

- units attacking Routed units
- units Shock attacking Teppo, Yumi, or Ozutsu alone in a hex
- Engaged units. However, if a new attacker joins that combat, both that new attacker and the otherwise Engaged defender must check
- units behind babo-saku [9.5]
- units attacking under the Aggression rule [9.46]
- Kibamusha using Norikuzushi [9.3]

Use a Shock/No Check marker for those units that will Shock but are not required to make a Pre-Shock TQ check.





**9.22 Who Can Attack Whom.** Units that attack by Shock must attack all units in their ZOCs, unless that defending unit is being attacked by another, friendly unit in that Shock segment. The attacker determines which units will be involved in each combat, within the restrictions that follow.

- a friendly unit may attack more than one unit, as long as the targeted defenders are all in the attacking unit's ZOC
- an attacking unit may not split its attack capabilities, although two (or more) units may combine to attack one defender
- if more than one unit is defending and/or attacking, total the Sizes
- each unit may attack only once per Shock Combat segment
- a defending unit maybe shock-attacked only once per Shock Combat segment
- Teppo and yumi may not attack [8.17]

Other than these restrictions, the attacking player may divide his attacks amongst his units as he sees fit.

### Overview of Combat Resolution

Sections 9.2.3 through 9.2.7 describe the sequence and procedure used to resolve Shock Combat. Although extensive in narrative terms, players will soon realize that these steps are:

1. Pre-Shock TQ Check: Units with Must Check TQ markers see whether troops will attack/stand [9.23]
2. Undertake any non-samurai Individual Combat [9.24]
3. Check for Shock-induced Busho Casualties [9.25]
4. Use Clash of Arms Chart to determine which column on the Shock CRT will be used [9.26]
5. Determine whether terrain, Bushos, Position Superiority, and/or comparative Sizes will have any effect
6. Determine results using the Shock Results Table [9.27]

**9.23 Pre-Shock TQ Check.** This section applies only to units that must undergo Pre-Shock TQ Checks [9.21]. All units with a Must Shock/Check TQ marker (and their intended targets) undergo a TQ check by rolling one die for each unit, all such checks being simultaneous. In all Norikuzushi (charges by Kibamusha [9.3]), defending foot units (only) add one (+ 1) to that TQ check die roll. If stacked with a Busho, subtract his Charisma from the die roll. If the unit is anything other than a charging [9.3] kibamusha unit, and the die roll is higher than a unit's TQ, it takes a number of Cohesion hits equal to the difference between the die roll result and its TQ.

- if the unit has taken sufficient Cohesion hits to be equal to or greater than its TQ Rating, it is immediately Disrupted [11.24]
- if a Disrupted unit has taken sufficient Cohesion Hits to be equal to or greater than its TQ Rating, it is immediately Routed and an attacking unit advances into the vacated hex (where it may change its facing one vertex, if desired), if it has no other enemy units in its ZOC and if it can physically do so [see 9.4 for rules on Advancing]
- if the attacker has Routed from its TQ check, Defender stays put (if routed see 11.47)
- if both units would Rout from their TQ checks, see 11.47

After the TQ check, if the attacker and the defender did not rout, go to the next step.

**9.24 Non-Samurai Individual Combat.** If there are Bushos from both sides involved in the same Shock Resolution, Individual Combat [10.1] takes place before proceeding with Shock Resolution.

**9.25 Busho Casualties.** Busho casualties may occur when only one player has a Busho and thus there is no Individual Combat. Roll a die. If the die roll is a "0" to "8", nothing has happened. If the die roll is a "9" a casualty has occurred, that Busho may not use his Charisma rating as a die roll modifier that combat, and the player rolls again to see what the casualty is:

### BUSHO CASUALTY TABLE

#### 0-6 Busho is Finished

7 Busho is Wounded. He is Finished and subtract one (-1) from all ratings except for Contingent Activation. A Busho who is wounded a second time or whose hits from IC exceed his reduced Stamina Rating is killed.

8 Busho is Wounded. He is Finished and subtract two (-2) from all ratings except for Contingent Activation. A Busho who is wounded a second time or whose hits from IC exceed his reduced Stamina Rating is killed.

9 The Busho is Killed. Time to visit the ancestors (see 10.5)

**9.26 The Clash of Arms.** The Clash of Arms Chart is now consulted to determine under which Shock CRT column the combat will occur (before any adjustments). If there is more than one type of defending unit, the defender chooses which type will be used for determination. However, if the attacker is attacking with more than one unit, and the attack is coming from more than one direction, the attacker chooses the direction of attack most advantageous to him. If there is more than one attacking unit, the attacker determines the Type he will use (but see 9.27 #1). If a unit is being attacked through the vertex between different facings, that defender gets the benefit of the most advantageous facing.

**9.27 The Melee.** Players determine the effect of any advantages either side has and resolve the Shock combat:

**1. Determine Position Superiority:** If a friendly unit is attacking an enemy through its Flank or Rear (or all defending enemy units are Routed) it is considered Position Superior to the defender. However, whichever unit the attacker uses to determine Position Superiority must also be used to determine Shock Column on the Clash of Arms Chart.

**Exception:** Regardless of angle of attack, no unit may gain Position Superiority if its Flank or Rear is in the ZOC of another enemy unit that is not being Shock-Attacked in that same phase.

*GBoH Aficionados: No Weapons System Superiority. Too few systems—and not much difference between them—allowed us to simplify this process.*

**2. Determine Size Ratio:** Compare the total Size of the attacking unit(s) to those of the defender(s). For each level of Size Ratio greater than 1:1, a unit gets a Shock Results Table Column Adjustment of one in its favor. The attacker adjusts to the right, the defender to the left. Reduce all size ratios to a x:1 or 1:x, rounding off as follows:

- if any attacker moved to effect the shock, and the defender is not receiving any terrain or babo-saku [9.5] benefit, round up in favor of the attacker. Thus a five Size unit attacking a two Size unit is 3:1; a 4:5 is 1:1; and a 2:5 is a 1:2

- if no attacker moved, or if the defender is receiving a Terrain or babo-saku benefit, round down in favor of the defender. Thus a five Size unit attacking a four Size would be 1:1; but 4:5 is 1:2

**3. Adjust Columns and Resolve:** To resolve shock, the Attacker consults the Shock Table, determines the base column, and adjusts that column for any Size Ratio, Disruption [11.32], and/or Terrain effects [Terrain Chart]. He then rolls the die, modifying the die roll by the Charisma Rating of any Busho stacked with the units of either side. *For example, if Nobunaga Oda were leading (stacked with) the attackers, the die roll adjustment would be +5.*

**4. Apply Results:** Results on the Shock CRT are Cohesion hits for both attacker and defender—the number in parentheses is for the defender. If the attacker was Position Superior, then double the defender's result. If more than one unit (of the same side) was involved in that combat, hits are distributed according to 11.22.

**5. Determine Results of Shock:** All units that have Cohesion Hits equal to or greater than their TQ are immediately Disrupted. Flip the unit to its Disrupted side [11.32]. However, if the Disruption resulted from Position Superiority, the unit is Routed instead. All Disrupted units that have Cohesion Hits equal to or greater than their TQ automatically Rout.

See 11.0. for descriptions of combat results. Ashigaru (AS vs. AS only) and Kibamusha (KB/H vs. KB/H only) units that were involved in Shock Combat, are still adjacent, and did not Advance after Combat or Rout, are considered Engaged. Place an Engaged marker on the affected units.



### 9.3 Norikuzushi (Cavalry Charges)



*Cavalry charges (as we know them in the West) were somewhat different in Sengoku Japan. Each kibamusha was accompanied by three or four ashigaru acting like a screen, which severely restricted mobility and made anything except a close-range charge impossible. However, such charges did occur.*

**9.31** Before designating the target in the Shock Segment, the attacking player must decide whether his Kibamusha are going to use Norikuzushi or not. Kibamusha that started the Orders phase adjacent to a target unit may not use Norikuzushi. In either situation, the Kibamusha Must Shock under most circumstances. No die roll is involved; simply a decision. Kibamusha using Norikuzushi, however, do not make a Pre-Shock TQ check.

**9.32** Norikuzushi Kibamusha use the appropriate column on the Clash of Arms Chart. However, the Size of such a unit is halved, rounding down (the Ashigaru aren't taking part in the shock).

*PLAY NOTE:* The benefit is that the player gets to use a better column on the Shock RT and a +1 DRM for his enemy Pre-Shock TQ check.

**9.33** Norikuzushi does not apply to defending Kibamusha. There is no counter-charge.

**9.34** Kibamusha using Norikuzushi may ignore the No Last MP restriction in 6.34.

### 9.4 Advance After Combat

**9.41** Attacking units that are not Disrupted must advance into any hex vacated by enemy units as a result of Shock (there is, normally,

no advance after Fire. See, however, 9.46.). This advance does not require an Order, but the advancing unit incurs all terrain-induced Hits engendered by such a move. See 6.48 for continuing movement in the face of enemy Reaction Withdrawal. Victorious defenders, and Disrupted Attackers, may not advance.

**9.42** Advancing units may change their facing one vertex upon finishing the advance, even if in an enemy ZOC.

**9.43** If there was more than one attacking unit, the unit that had Position Superiority (if any) must advance. If no such unit, the one with the highest TQ must advance. In case of ties, the advancing player chooses.

**9.44** Units advancing after Shock are subject to Entry Reaction Fire from enemy units—other than the one that just vacated the hex—if the advancing units enter the latter's ZOC and the non-phasing enemy is not in the ZOC of a unit other than the advancing one. Advancing units are not subject to Retire Reaction Fire [8.34].

**9.45** Advancing units that reach or exceed their TQ because of terrain-induced hits are Disrupted after completing the Advance.

**9.46 Teppo-induced Aggression:** When a Teppo unit stacked with an undisrupted Ashigaru or Kibamusha unit, or an Ashigaru with fire capability, inflicts a Disruption result by Fire on an adjacent enemy unit, the stacked Ashigaru/Kibamusha or fire capable Ashigaru unit must attempt to Shock attack the (enemy) Disrupted unit. This requirement applies whether the Fire was during an Orders Phase or was Reaction Fire. Roll the die:

- if the die roll is higher than the AS units TQ rating, nothing happens
- if the die roll is the same as or lower than the AS units TQ rating, the unit is designated for Shock. However, the attacking unit does not undergo a Pre-Shock TQ check. Use a Shock No Check marker as a reminder. The Shock is resolved in the Shock Segment, even if it is the other player's Phase. If so, it is resolved first.

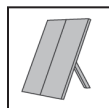


Kibamusha automatically Shock using Norikuzushi, no die roll is needed.

This rule does not apply to Yumi fire. For units behind babo-saku [9.5], Shock is voluntary (although if the unit wishes to Shock, it still rolls).

*DESIGN NOTE:* This rule covers a tactic that developed when the Japanese saw how effective arquebuses could be. It will have its greatest effect in Reaction Fire, allowing the non-phasing unit to actually shock attack out of turn. It is not used in battles before Nagashino, as noted in those scenarios.

### 9.5 Babo-saku (Anti-Cavalry Palisades)



Because of their usually exposed position on the battlefield, teppo had to be protected. In the west, they made them part of the huge infantry formations. In Japan, they put them behind babo-saku, stockade—like fences that didn't so much protect the teppo as provide the oncoming enemy troops with enough of a hindrance so that the arquebusiers didn't simply get trampled, while providing the necessary time for them to cut and run. Unfortunately, it took a bit of time to construct the babo-saku, and the So-taisho had to have a pretty good idea where an attack would come from. Their most famous appearance was at Nagashino. They were not used at Kawanakajima, Okehazama,



Anegawa, or Mikata-ga-hara, because circumstances did not permit it. There is some indication in Japanese art that Ishida had some in place at Sekigahara.

The Nagashino and Sekigahara scenarios indicate where to place the babo-saku markers and how many are available. The markers should always be placed so that the stockade icon is facing the frontal hexes of the unit behind the palisade.

Babo-saku have the following effects, which cover only the two hexsides on which they have been constructed:

- it costs a unit +1 MP to cross a babo-saku hexside
- a palisade crossed by an enemy unit is destroyed upon such traversal
- a unit defending behind a palisade does not have to undergo a Pre-Shock TQ check
- if a defending unit is being attacked entirely through a babo-saku hexside, the Shock Table column is adjusted 2L

*HISTORICAL NOTE: Babo-saku were constructed with narrow gaps between each unit, so that, after the teppo fire took its toll, friendly ashigaru and kiamusha could venture forth, through the gaps, and wipe up the survivors.*

## 10.0 Individual Combat

*Despite the emergence of large, semi-professional armies at this time, Japanese warfare still placed a remarkably high emphasis on individuality. And although victory was, ultimately, measured by the winner of the battle, much importance was also placed on how many severed enemy heads a So-taisho's samurai could bring him. The post-battle debriefing was always highlighted by a showing of these trophies.*

*DESIGN NOTE: Because of the importance of this form of combat, we have made this section somewhat detailed, although resolution of individual Combat is not difficult.*

*PLAY NOTE: Though the following section is written from the Busho perspective, the same procedures are used for combat between Busho and Samurai (see 10.2) and Samurai and other Samurai.*

### 10.1 Combat Between Busho

**10.11** Combat between Busho takes place in one of the following circumstances:

- as part of a Shock Attack, when both sides each have a Busho involved in that combat; or
- as a result of a Samurai Challenge/Charge, in the Samurai Combat Resolution Phase [10.2].

**10.12** Busho are rated for two aspects of Individual Combat:

- Combat, or their skill at fighting; and
- Stamina, or how many hits they can take before they are killed.

**10.13** To resolve Individual Combat [9.2.4 and 10.2], each player rolls a die, to which he adds his Busho's Combat Rating.

- the Busho with the lower adjusted die roll incurs one hit
- if the lower adjusted die roll is one-half or less than the higher, the Busho takes two hits
- if the lower adjusted die roll is one-third or less than the higher, the Busho takes three hits

*PLAY NOTE: These hits are not cumulative. The losing Busho will receive between one and three Individual hits depending on the difference between the die rolls.*

**10.14** After any Individual Combat die roll, if both Bushos have the same number of hits, the combat automatically continues with another die roll. If, however, one Busho has more hits than the other, that Busho may do one of two things:

- continue to fight [repeat 10.13]; or
- withdraw by moving up to three hexes away. Bushos who choose this option have Lost Face [10.15].

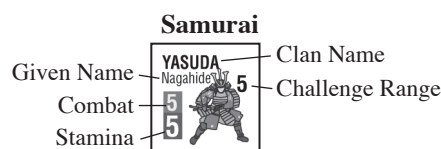
The fight thus continues until one Busho is killed or one has Withdrawn.

**10.15** Busho who have Lost Face are automatically Finished (if they are not already). Place a Lost Face marker on that individual, noting that the player subtracts one (–1) from all his ratings. If the number of IC hits is equal to the Busho's reduced Stamina Rating, he is instead eliminated (died of his wounds). An individual who has Lost Face who is within range of a Challenge [10.25] must accept the challenge. If he does not, he has been ordered to commit *seppuku* and is considered eliminated. If there is more than one such individual within range of a challenge, only one need react; the other(s) is (are) not punished. An individual may regain his stature—remove his Lost Face marker—only by engaging in Individual Combat (at which point the marker is immediately removed) or by committing *hara-kiri* (at which point the leader is removed [10.4])



**10.16** A Busho who has incurred hits equal to, or greater than, his Stamina Rating is Dead. If both incur such hits, they are both dead (and no heads are awarded [10.3 and 10.5]).

**10.17** The victorious Busho always removes all hits received in the Individual Combat [10.13] except one; he always retains one hit from each individual combat. Thus if a Busho entered IC with one hit and received two hits in that IC, he would retain one of the two new hits and would have now two total hits.



### 10.2 Samurai

*DESIGN NOTE: Much of what you read, below, may seem rather "gamey"... but it was an integral and omnipresent factor in battles of the Sengoku era.*

**Designer Recommendation:** Because of the nature of samurai combat, we recommend that players adopt the following restrictions:

- Only one Samurai Challenge Phase is allowed per Busho activation
- Only two Samurai Challenge Phases are allowed per player, per turn.

**10.21** Samurai (in game terms) are individuals who are used solely for Individual Combat. They have the usual Individual Combat Ratings, but they also have the following additional ratings:

- their MA is ten (not on the counter)
- they have a Challenge Range, the number of hexes over which an issued Challenge must be answered [10.25]

**10.22** Neither side has any specifically assigned samurai. All Samurai counters are placed in an opaque cup at the start of the battle. When a player desires to use a samurai he pulls one randomly from the cup. This samurai remains his for the remainder of the battle. If he is killed he is placed aside.

*DESIGN NOTE: Yes, this is rather generic. However, although specific samurai names—and abilities—were available for some of the battles, they were totally missing from others. In addition, pre-knowledge of who, and how good, their samurai were led players to some very strange gaming during playtesting. The Pool was the method we alighted upon to level the samurai playing field. You'll hope you pull out the legendary Magara Naotaka Jorazaemon, a giant of a man with a giant sword, or perhaps, the great (and historical,) samurai figure of Japanese literature, Miyamoto Musashi. True, he flowered after Sekigahara, but we simply couldn't leave him out.*

**10.23** To put a Samurai into play, a Busho must use his ability to issue Orders. Instead of ordering his troops to move, etc., he selects a Samurai from the Pool and places that Samurai in the same hex as the Busho and declares a Samurai Challenge Phase, which takes the place of the usual Orders Phase. A Samurai Challenge Phase maybe initiated either in a Busho's Initial Orders Phase or in a Momentum-generated Phase. Remember, though, that that Samurai is a retainer of the Clan Busho and is considered one of his troops; he may not be used by any other Busho, including the So-taisho.

**10.24** In a Samurai Challenge Phase, the individual Samurai may do the following, in order:

1. move [4.3], including a Samurai Charge [10.27]
2. issue a Challenge [10.25]
3. resolve the Individual Combat brought about by the Challenge [10.13]
4. instead of 1-3, commit *hara-kiri* [10.4]

**10.25** When a Samurai issues a Challenge, it affects any/all enemy Busho and Samurai within that Samurai's Challenge Range and Line of Sight (LOS). So-Taishos/Taishos in a *honjin* are not affected by a Challenge and do not have to respond.

The opposing player must do one of the following:

- accept the Challenge with any one of his Busho or Samurai that is within the Challenge range. The Busho does not have to be active (he can even be Finished) to accept the Challenge; or
- if the Busho is from an Active Clan and is not Finished, he may, instead of going himself, select a new Samurai (from the Pool) and send him off to accept the Challenge. If the Busho does this, he is now Finished. A Finished Busho may select a Samurai to defend, but to do so the player rolls a die. If the die roll, is the same or lower than the Busho's Initiative rating, he succeeds in doing so. If greater, he fails and has Lost Face.
- ignore the Challenge. In this case, all challenged Busho and Samurai within range of the challenging Samurai have now Lost Face [10.15].

**10.26** The Busho/Samurai who accepts the challenge is moved to the same hex as the challenging Samurai; just pick him up and place him in the challenger's hex. After that, the Individual Combat is resolved [10.13].

**10.27 Samurai Charge:** Alternately, a Samurai may charge an

enemy Busho. If he reaches the hex and enters it, Individual Combat takes place. A Samurai Charge:

- ignores enemy ZOC for movement purposes, but
- incurs all normal Reaction Fire
- may not enter enemy occupied hexes; however
- if the target hex contains any Samurai, the owning player may have a Samurai fight instead of the target Busho, and
- may enter the target hex even if it is occupied by enemy combat units—and this includes *honjin*—but such an occupied hex costs +2 MPs to so enter. In addition, to see whether he reaches the enemy leader in an occupied hex, roll a die. If the die roll is the same as or lower than the Samurai's Stamina Rating, he reaches the enemy leader (and begins IC). If not, he is killed in the attempt.

**10.28** At the conclusion of the Individual Combat, all samurai remaining are returned to the same hex as their Clan Busho, and the Samurai Challenge Phase is over.

**10.29** The maximum number of samurai that may be used by one player in a given battle is six. In addition, no individual Busho may have more than two samurai in play at any one time.

*HISTORICAL NOTE: For those interested in knowing—insofar as we know—who appeared where, and for whom:*

- Akashi: At Sekigahara, with the Ukita (Akashi was a Christian)
- Aoki: At Anegawa, with the Tokugawa. (He killed Magara Naotaka Jorazaemon there)
- Ban: At Sekigahara with the Katoh (and probably drunk)
- Endoh: At Anegawa, with the Asai
- Gotoh: At Sekigahara, with the Kuroda
- Hajikano: At Kawanakajima, with the Takeda
- Kani: At Sekigahara, with the Fukushima. (Kani got 17 (or 20) heads at Sekigahara, top scorer for the East)
- Magara: At Anegawa, with the Asakura
- Matsuno: At Sekigahara, with the Kobayakawa
- Musashi: At Sekigahara (age 16), with the Ukita
- Ohhasi: At Sekigahara, with the Ishida
- Sakisaka: At Anegawa, with the Tokugawa
- Watanabe: At Sekigahara, with the Tokugawa
- Yamamoto: At Kawanakajima, with the Takeda
- Yasuda: At Kawanakajima, with the Uesugi

### 10.3 Bundori: Severed Heads



The survivor of an Individual Combat is awarded a bundori marker, representing the severed head he has won as a trophy. Place the marker in the *honjin* of that Samurai/Busho's So-taisho (or in the box on the player's record card). If there is no *honjin* in play (as in Kawanakajima, for the Uesugi), place the marker with the So-taisho of that army. Bundori are awarded only for Individual Combat. Death by any other means does not earn Bundori.

Bundori are used to decrease the number of rout points an army has accumulated [12.0].

If the *honjin* is eliminated, the captured bundori are returned to their owner (and removed from the game).

*DESIGN NOTE: The number of bundori that will accumulate is*

far less than one would see in a normal battle.

## 10.4 Hara-Kiri

*The samurai way of life is interwoven with death; and, for the samurai, self-inflicted death was often used as a statement, as a recognition of fealty, or as a way of maintaining honor and dignity in the face of adverse conditions.*

In this rule we concern ourselves not with the highly ritualistic *seppuku* [for which see 10.15], but with the rather amazing instances of self-inflicted death committed on the spot, in the midst of battle. Perhaps the most famous of these concerns one Miura Yoshimoto who, during a siege in 1516, is said to have cut off his own head!

A samurai or Busho may, during a Samurai Challenge Phase, choose to commit suicide (hara-kiri) on the field in the hopes of inspiring his fellow men. The player simply announces the act of hara-kiri and removes the Samurai or Busho from the game. As a result of which:

- the player may remove one Hit [11.51] from all friendly combat units—regardless of their status or position in an enemy ZOC—within the Samurai's Challenge, or Busho's Command Range; or
- may automatically recover [11.52] any two Disrupted units that are within that Samurai's Challenge, or Busho's Command Range; and
- for TQ checks for any units from clans whose Busho were within that Samurai's Challenge range, subtract one (–1) for the remainder of that turn.

However, that Player may not draw any new Samurai for the remainder of that turn. Eliminated Busho are replaced [10.5].

## 10.5 Replacing Killed Bushos

**10.51** Dead Busho maybe replaced, but only in the 3Rs Phase of the Game Turn.

**10.52** The reverse side of each Busho is his replacement. In the 3Rs Phase, the player flips the removed Busho to his replacement side and places him with any counter from that clan. If a replacement is killed, simply return the replacement.

**10.53** So-taisho and taisho also have replacements (although, in reality, the loss of the So-taisho would be devastating to his army). Replacing So-taisho/taisho works like replacing Busho.

# 11.0 Effects of Combat

Units suffer cohesion hits from combat and, sometimes, from movement. Cohesion hits the same as or greater than a unit's TQ cause Disruption, and Disrupted units that incur hits equal or exceed their TQ Rout. Routing units run away towards the Retreat Edge of the map.

## 11.1 Combat Tables

The way in which these tables and charts are used is discussed above. The effect of the actual combat results, and how they are applied, is discussed below.

**Fire Table:** This table is used to determine the results, usually in Cohesion hits, of a unit firing at a given range.

**Clash of Arms Chart:** This chart is used to determine which column will be used on the Shock Table (subject to adjustments).

**Shock Table:** This Table is used to resolve shock combat in terms of Cohesion hits to both attacker and defender.

## 11.2 Cohesion

Cohesion is a measure of how long a combat unit can remain effective.



**11.21** Each time a unit suffers a Cohesion hit, place a Cohesion # Marker—representing the total number of hits taken—on or under the unit.

**11.22** If there are multiple units involved in a single combat resolution, hits must be divided as equally as possible among these units, with any extra hits being given to the unit that (in priority):

1. determined Position Superiority
2. determined the Shock CRT column
3. owning player's choice

**11.23** When an individual unit has absorbed Cohesion hits equal to, or more than, its TQ Rating, it becomes Disrupted. Flip the unit over to its Disrupted side. A Disrupted unit that incurs hits equal to or more than its (Disrupted) TQ Rating automatically Routs [11.3]. Place a Routed marker on top of the unit.



**Exception:** As noted in 9.2.7, if a unit incurs enough hits to cause it to be Disrupted, but these hits were the result of the enemy's Position Superiority, the unit is Routed instead.

**11.24** Excess hits are carried over to the Disrupted state.

*EXAMPLE: A six TQ unit with five hits, receives three more hits. It is now Disrupted, with two hits [However, see 11.3.1, Exception #1]*

**11.25** Cohesion hits do not affect a unit's combat strength or capabilities in anyway, other than to show how close it is to falling apart. Thus, a unit with a TQ of six and four hits has the same combat capabilities as one with no hits.

## 11.3 Disruption

**11.31** A unit becomes Disrupted when it is on its full-strength side and it incurs TQ hits equal to or greater than its TQ Rating (or as are result of Fire combat).

*Exception #1:* When a unit receives hits that equal or exceed its TQ while defending against a Shock attack where the enemy had Position Superiority, it Routs. In this case, 11.24 does not apply, because Routed units never retain hits. However, if a Disruption results from a Pre-Shock TQ check, treat it normally (including 11.24).

**Exception #2:** Ozutsu, teppo, and yumi never become Disrupted; they are eliminated instead.

**11.32** A Disrupted unit is flipped to its Disrupted side. The TQ and MA of a Disrupted unit are (usually) lower than its normal status. If a Disrupted unit is again Disrupted [11.31], it is Routed [11.4].

### 11.33 A Disrupted unit:

- may not Enter an enemy ZOC (it may leave if already in one.)
- may Shock Attack only if it must. This will usually happen



when an attacking unit is Disrupted immediately before Shock by enemy fire [See, however, 9.13]

- may not Advance after Shock

In addition:

- if a Disrupted unit Shock Attacks, there is a 2L adjustment to the Shock Table Column. There is no adjustment for defending Disrupted units.
- Disrupted units have no ZOC

**11.34** Disrupted units may use Active and Reactive Withdrawal [6.4].

**11.35** Units that become Disrupted during Movement continue to move, applying MPs used to their (now lower) Disrupted Movement Allowance. Disrupted units may not enter a hex whose Hit penalty would cause them to Rout.

## 11.4 Unit Rout

**11.41** Combat units Rout under the following circumstances:

- Disrupted ashigaru and kibamusha Rout when they incur hits equal to or greater than their Disrupted TQ
- Undisrupted ashigaru and kibamusha Rout when they incur hits equal to or greater than their TQ as a result of a Position Superiority Shock Attack by the enemy [11.31]
- Ozutsu, teppo, and yumi never rout: they are simply eliminated

**11.42** A unit that has routed is immediately moved a number of hexes equal to one-half its Disrupted Movement Allowance (rounded up) toward its Retreat Edge (as defined in scenario rules, but usually the one behind his original deployment). No MPs are expended, but the unit must take the most direct path towards its Retreat Edge, even if this means moving into and/or through friendly units. However, when given a choice, it will take the path of least resistance (see below). The unit's facing is changed (at no cost) so that it faces the direction it is going to go at the instant of Rout. Place a Routed marker on that unit when it finishes its retreat [11.45].



The Path of Least Resistance is, generally, and in the order of preference, as follows:

1. a vacant hex not in enemy ZOC (even if terrain is difficult); then
2. a friendly occupied hex not in an enemy ZOC; then
3. a friendly occupied hex in an enemy ZOC

*PLAY & DESIGN NOTE: Routing units have one thought in mind: getting out of the area as quickly as possible. Although routing units usually move directly towards the rear of their lines, instances will occur where that is not feasible or even possible. In such instances, common sense and the knowledge that these units are trying to get away from the enemy should guide your movements.*

**11.43** In the Rout Movement Phase all routed units are moved their full Disrupted movement allowance in the same direction and manner as in 11.42—even if they moved previously during the turn. Routed units use normal movement rules, except that they may not enter enemy ZOCs unoccupied by friendly units. They do not suffer Cohesion hits from Rout movement.

**11.44** A unit that either moves off the map for whatever reason or cannot complete its Rout movement because of the presence of impassable terrain or enemy unit presence is eliminated and removed from play.

**11.45** Routing units may move through friendly units, but they may not end Rout Movement stacked with friendly units—even if stacking were normally allowed. A unit that has had a Routed unit pass through suffers an immediate one Cohesion Hit.

**11.46** Restrictions on Routed Units

- Routed units retain their Size and Disrupted Movement Allowance
- Rout-moving units do not incur movement/terrain Cohesion Hits
- Routed units may not receive or use Orders, other than to Rally; nor may they reaction fire
- if a Routed unit is attacked (fire or Shock) and suffers any additional Cohesion hits, the unit is immediately eliminated and removed from play
- Units shock-attacking Routed units do not undergo a Pre-Shock TQ check.

**11.47** If, as a result of Cohesion hits from Shock, all attacking and defending units would rout, the following occurs:

1. Attacker adds to his total hits the number of Hits (if any) that he would incur were he to advance after combat.
2. The side that has the unit with the greatest discrepancy between hits and TQ rating Routs. The opponent is not Routed; if it was the attacker he advances (if eligible); otherwise he stays in place. He now has Cohesion hits equal to its TQ minus one.
3. If the difference between the hits and TQ is the same for both sides, the defender routs and the attacker advances after combat (if allowed) and has Cohesion hits equal to its TQ minus one.
4. If one (or both) sides have more than one unit involved and at least one unit did not reach or exceed its TQ then all units that did so Rout.

*EXAMPLE #1: A kibamusha (TQ 7, five Cohesion hits) attacks an ashigaru unit (TQ 6, four Cohesion hits). The Shock result is 3(2), so both units have equaled or exceeded their EQ. The KB has eight hits, or one over its TQ; and the AS has six hits, the same as its TQ. Therefore, the KB routs, and the AS stays in place—it was not the attacker and could not advance—with five cohesion hits.*

*EXAMPLE #2: Same attack as above, but the result is 2(2). In that case, because both units equal their TQ in cohesion hits, the defending AS routs, and the KB advances after combat (with six Cohesion hits).*

*EXAMPLE #3: Same as #1, but, in addition to the KB, there is an attacking AS (TQ 5) with three cohesion hits. Regardless of how the hits are applied to the attacker [11.42], one would reach its TQ and one would not. Therefore, both the defender and the one attacker that reached its TQ Rout; the other, un-routed attacker may advance, if possible.*

**11.48** If a Busho is stacked with a routing unit that Busho may Rout move along with that unit, if he so wishes. He is otherwise unaffected by the rout.



### 11.5 Recovery, Rally, Removal

Players may Rally routed units, attempt to get units to Recover from Disruption, and Remove hits from those units that have incurred them.

**11.51 Hit Removal:** During an Orders Phase, any active, un-routed unit with cohesion hits that is not in an enemy ZOC, nor adjacent to an enemy unit, nor within range of any enemy missile unit (which has a LOS) and is in clear terrain may remove two cohesion hits by being given an Order to do so. A unit may not remove more than two cohesion hits per Order Phase. A unit that has had Hits removed may not do anything else that Phase, and vice versa [See, also, 10.4].

**11.52 Recovery:** Getting units to Recover from their Disrupted status requires that the unit be given an Order from its Busho. The Disrupted unit must be within the Busho's range and may not be in an enemy ZOC, nor within range of any enemy missile unit (which has a LOS). The range may not be traced through impassable terrain or enemy occupied or controlled hexes.

- if the Busho is stacked with or adjacent to that unit, simply flip it to its normal status side and give it two TQ Hits (in addition to any other hits it may have).
- if the Busho is two or more hexes away (but within range), the player rolls the die. He adds to the die roll the distance in hexes between the Busho and the Disrupted unit and subtracts his Charisma Rating. If the adjusted die roll is the same as or lower than the unit's Disrupted TQ, it recovers (and give it two TQ hits). Otherwise, no effect if it fails [See 11.55 for attempt limitations.]
- Hara-Kiri, see 10.4.
- Disrupted units with Hits equal to one less than their Disrupted TQ may not Recover.

Only one Recovery attempt can be made per unit per Orders Phase.

*PLAY NOTE: Thus, once a unit has become Disrupted, when it returns to its original, untarnished state, it will always have at least two hits.*

**11.53 Rally:** During an Orders Phase a player may attempt to Rally any routed unit which is within its Busho's range, not an enemy ZOC, and not within range of any enemy missile unit (which has a LOS). The range may not be traced through impassable terrain or enemy occupied or controlled hexes. If the Busho is stacked with or adjacent to that unit, it is automatically Rallied (see 11.54). If the Busho is two or more hexes away (but within range), the player rolls the die. He adds to the die roll the distance in hexes between the Busho and the Routed unit and subtracts his Charisma Rating. If the adjusted die roll is the same as or lower than the unit's Routed TQ of 1, the unit is Rallied. Otherwise, no effect if it fails (see 11.55).

**11.54** A successful Rally (die roll or automatic) removes the Routed marker and returns the unit to its Disrupted status with two hits. It may be refaced at no cost. However, the player may not attempt Recovery [11.52] for that unit until the next Game Turn. It is free, however, to move, etc., in a subsequent Orders Phase.

**11.55** If a Rally attempt fails, the unit remains Routed, but it does not move. No further attempt may be made that Phase. Additional

attempts to Rally may occur in a later Phase, as long as there is only one attempt per Phase. The same applies to Recovery.

### 11.6 Clan Flight

**11.61** In the Clan Flight Segment of the Status Determination Phase, each player checks to see whether any of his individual clans have Fled.

**11.62** To determine Clan Flight, the player compares the number of AS and KB units (only) in that clan that are Disrupted (D), Routed (R), and Eliminated (E) to the total number of AS+KB units in that clan and consults the Clan Flight Determination Table. He then rolls the die, adding to that die roll one-half of the Clan's Busho's Charisma, rounding down. If the die roll is the same as or lower than the number cross-referenced, that Clan has Fled. If it is higher, nothing has happened.

*EXAMPLE: Ii Naornasa's clan at Sekigahara (Eastern Army') has five AS and KB units. One of those units is Disrupted, one is in Rout, and a third has been Eliminated. Cross-referencing the total units (five,) with the D/R/E units (three) the Clan Flight table shows a five. The player rolls a five, but Ii's Charisma of three allows him to add one to that DR, keeping what's left of his clan in the game.*

*PLAY NOTE: Obviously, a clan whose units have all been eliminated does not have to check for Flight.*

**11.63** When a clan flees, all of its units—including Busho and retainer samurai—are immediately and permanently removed from the game.

## 12.0 Victory

Victory is determined by which player's army Routs first.

A player's Army Routs when it accumulates Rout Points equal to or greater than the Rout Point Level it is given in each scenario. Rout Points are determined and totaled in the Victory Determination Phase.

Rout Points are determined as follows:

- Ashigaru and Kibamusha: unit's TQ
- Teppo and Yumi: 2 RP
- Ozutsu, Honjin, Bushos, and Samurai: 0 RP

If a Clan has Fled, double the RP value for each Ashigaru and Kibamusha unit. Teppo/Yumi are not doubled.

Subtract from an army's total five RP for each Severed Head it has in the So-taisho's *honjin* [10.3]. If the Severed Head is that of a So-taisho or Taisho, it is worth twenty-five RP.

If both armies reach/exceed Rout Level at the same time, the army with the larger number of Severed Heads accumulated wins.

*PLAY NOTE: The method of determining Rout Point Levels takes into account Clan Flight, so it is important to inflict that level of punishment on the other player. Loss of Bushos and samurai is reflected in the subtraction of Severed Heads, so losing too many heads will enable an otherwise beat-up enemy army to stay on the field.*



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# Sequence of Play

## A. Initiative Determination Phase

The players each roll one die to determine who starts the turn with the Initiative [5.2]

## B. Activation Phase [Do 1, then 2 or 3]

**1. Possible Reinforcements:** If applicable, check the scenario to see whether reinforcements are available

**2. Clan Segment:** The player with Initiative

- Designates any already Active clan for Orders, or
- Activates an Inactive clan for Orders
- Proceed to Phase C

**3. Samurai Activation:** The Player may choose, instead, to activate a samurai [Go to Phase D and see 10.2]

## C. Orders Phase

**1. Movement/Fire Segment:** If the Player has chosen to Activate a Clan-or continue its Activation-the units in that Clan may undertake any action listed in 5.32. Opposing units capable of Reaction Fire [8.34] may do so throughout this segment.

**2. Shock Combat Segment:** After units of a clan have finished moving and/or firing, eligible units [9.2] engage in Shock combat, using the following sequence:

- Shock Designation; determine which units must Shock, which may, and which have to undergo Pre-Shock TQ checks
- Pre-Shock TQ Check, as required
- Determine Position Superiority and Shock column
- Resolve the Shock

## D. Samurai Challenge Phase

- Samurai Movement, including Samurai Charge
- Eligible samurai may issue Challenges
- Resolution of Individual Combat, or
- Hara-kiri

Phases C and D are mutually exclusive. You may do one or the other.

## E. Momentum Phase or Proceed to F

The player for the Busho who was activated in the immediately preceding Orders Phase may attempt a Momentum die roll to give that Busho another Orders Phase (C) or Samurai Phase (D). If not, go to F.

## F. Continuity Phase

The player checks to see whether he retains Initiative [5.1]

- If he does, he goes back to B/2
- If he does not, Initiative passes to his opponent, who goes back to B/1 or B/2 (whichever applies)

## G. Out of Command Phase

Out of Command units may move, as per 5.63.

## H. The Three Rs Phase

- Remove Rallied, Busho Finished, and Out of Command markers
- Rout Movement—Routed units must undergo Rout Movement
- Replace killed leaders

## I. Status Determination Phase

- Check for Hits in burning fortifications (Okehazama only)
- Check for Clan Flight [11.62]
- Determine which clans are Active and which are Inactive

## J. Victory Determination Phase

Each Player totals his Rout Points [12.0] to see whether his arm has left the field-and the other player has won.



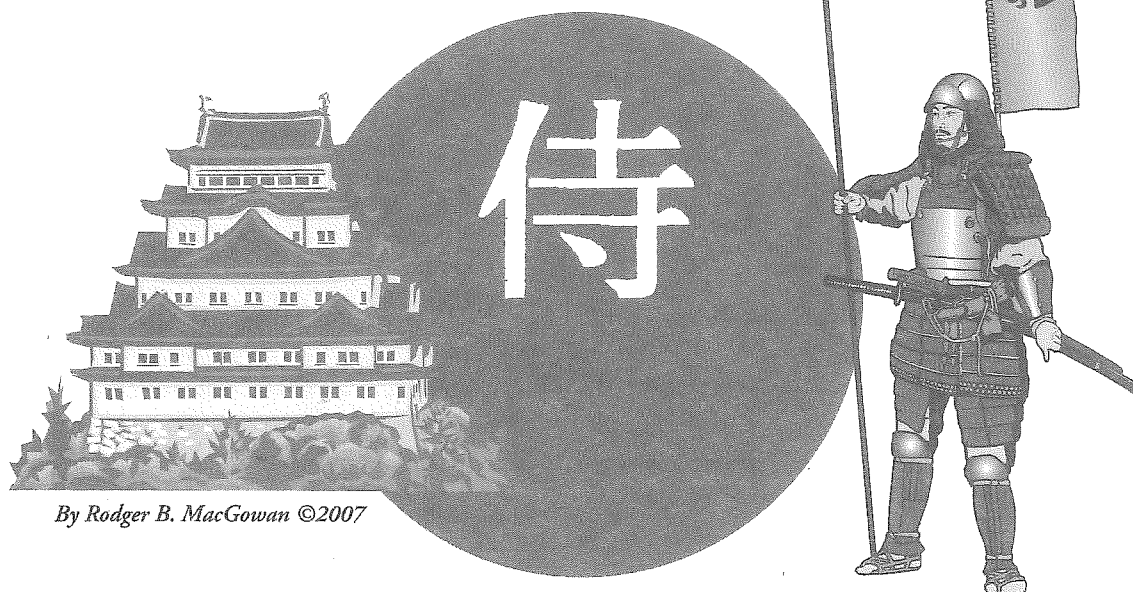
# SAMURAI

SAMURAI WARFARE IN THE SENGOKU JIDAI

16th Century Japan

OKEHAZAMA (1560) • KAWANAKAJIMA (1561) • ANEGAWA (1570)  
MIKATA-GA-HARA (1572) • NAGASHINO (1575) • SEKIGAHARA (1600)

a RICHARD BERG/ MARK HERMAN game



## SCENARIO BOOK

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GMT Games, LLC  
P.O. Box 1308, Hanford, CA 93232-1308  
www.GMTGames.com

Version 2



## The Battles

By the middle of the 16th century, the Ashikaga shogunate had become weak and ineffective. Although the emperor theoretically ran the country, true power was in the hands of his advisor, the shogun. This situation was not lost on the larger group of powerful *daimyo* (a sort of feudal overlord) who, with the Ashikaga sinking into oblivion, sought to extend the limits of their power, possibly to the capital itself, Kyoto. What resulted was the *Sengoku Jidai*, fifty years of constant inter-clan warfare that ended with the Tokugawa supreme.

*Samurai* provides six historical scenarios for the key battles of the Sengoku era. As with other periods of history, most of these battles are not evenly balanced, at least not historically. Some of the scenarios are for the historian and solitaire player; others are more suitable for competition.

**A Note on Deployment and Units:** The armies and their deployments are listed by Busho with Clan ID and the number of units used to determine Clan Flight, plus his combat units, which are identified by type and, where needed for clarity, Size Rating (e.g., 4-8, referring to Size and TQ). All of this is color-coordinated, so that all of Tokugawa's units are yellow, for example.

**Exception:** *Teppo* and *yumi* units do not have Clan IDs [see 8.16].

### EXAMPLE:

In 1806:

NIWA Nagahide (5 [4]); 1 AS (7-7), 1 AS (7-6),

2 AS (6-6) 1905-7

The Busho is Niwa Nagahide (a retainer of Oda), with a Clan ID # of 5, which is on the Busho's counter. His clan consists of 1 *ashigaru* (with a 5 Clan ID#) with a Size-TQ of 7-7; one *ashigaru* with a 7-6, and 2 *ashigaru* with 6-6 ratings.

The 4 column on the Clan Flight Table will be used when determining Clan Flight. Where individual units are not given specific hexes (rather, the clan is allowed to set up within the hexes listed) the player is free to place the units from that clan as he desires.

The abbreviations used are as follows:

AS = ashigaru (foot)

KB = kibamusha (cavalry)

KBH = kibamusha hatamoto (personal cavalry guard)

YU = yumi (archers)

TP = teppo (arquebusiers)

OZ = ozutsu (cannon)

Some of our deployments and clans may seem rather generic. Even in Japan, there is not as much reliable information on these battles as we have for similar eras and armies of the West. Usually, the only piece of information noted is the clan and its numbers (usually rounded off). The make-up of the clan—how many *ashigaru*, did they have *yumi*, etc—is left open. We have extrapolated relative numbers from those battles and documents where such information was present.

Be careful when deploying Bushos. Several are differentiated only by their first names and Clan ID#.

**Some Basic Play Hints:** Except for Okehazama, virtually all the

battles develop rather quickly. Not much subtlety involved here; and don't underestimate the ability of the individual samurai [10.2] to change the course of a battle.

**A Note on Movies:** Some of these battles are portrayed in some detail in the Japanese cinema, Kurosawa being a big fan of the Sengoku period. For those interested in some visual background, we have provided movie references.

## Okehazama

19 May, 1560

### Historical Background

The desire of each of the powerful *daimyo* in the Sengoku Jidai was to march on Kyoto, residence of the Emperor, and seize power, becoming shogun by fiat. None of the *daimyos* of the early-mid 16th century had felt powerful enough to try this, until Imagawa Yoshimoto, whose province lay right on the road to the capital, decided to give it a try, with the help of his remarkable teen-aged *samurai*, Mazudaira Motoyasu. The only clan that blocked his way was that of the Oda, and Mazudaira had outfoxed and outfought the Oda several times over the past two years. With an army of some 20,000 (quite large for the time), control of several key castles (including Ohkadaka, recently stolen from under the nose of the Oda troops by Mazudaira), and a past history of success against the Oda (whose troops numbered less than 5,000), Imagawa envisioned a cakewalk into the capital. He did not count on the Oda's new daimyo, Oda Nobunaga.

At the start of the festivities, Imagawa contingents seized the forts at Marune and Washizu, while Imagawa's personal contingent ambled confidently westward to ensure control of the Tokaido. Even though warned that Oda was on the move, Imagawa discounted his small army and, having seized the important crossroads at Dengakuhazama (the battle is somewhat incorrectly named for a similar marsh-laden crossroads to the south) and with Mazudaira busy to the east trying to flush out some small Oda contingents, he decided to halt his army for sake, a few Noh plays, and a general viewing of heads taken at Ohdaka (where Mazudaira now sat, awaiting orders).

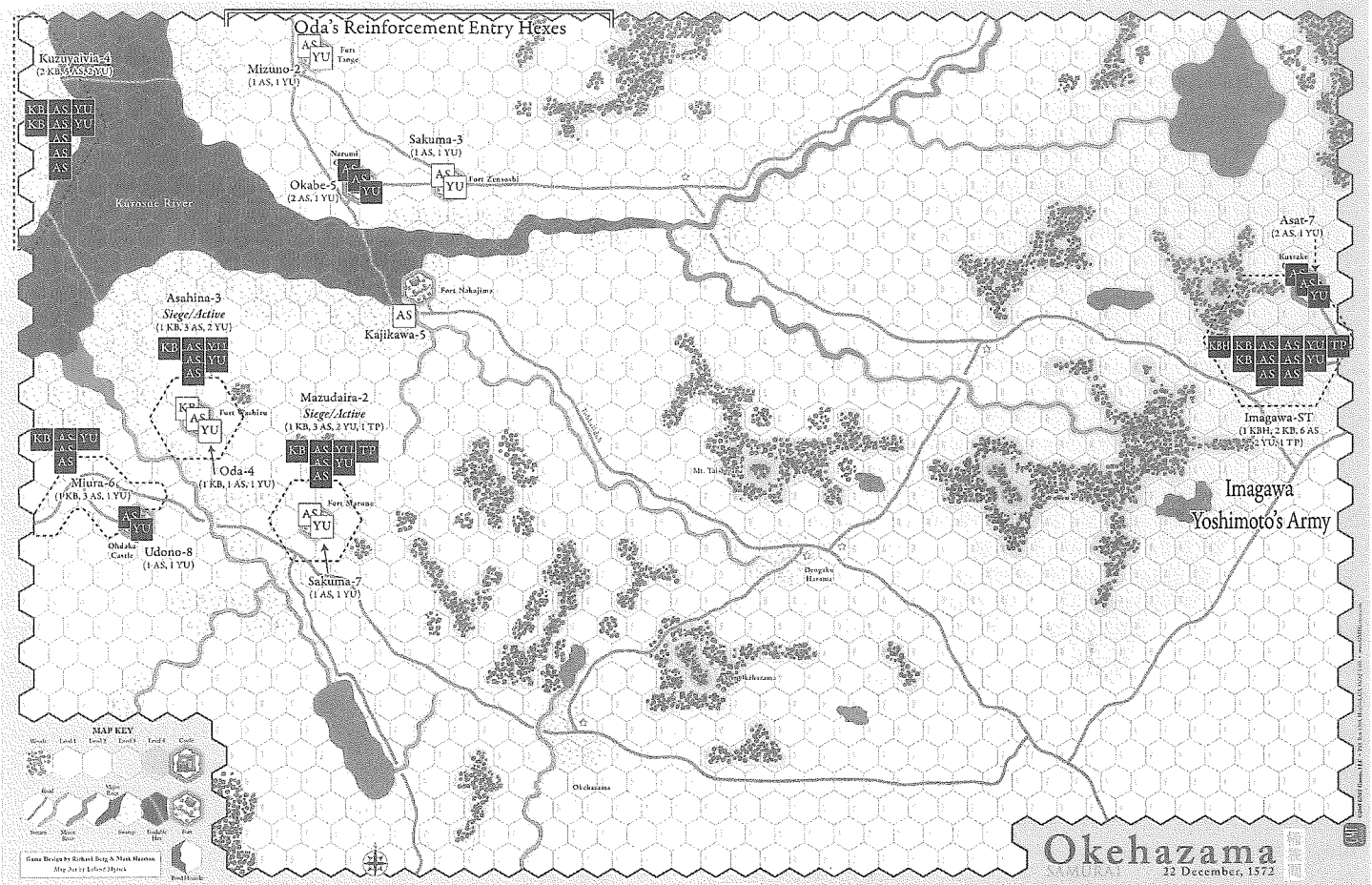
In the meantime, Oda had taken up residence at Fort Zen shoji, from whence he crossed the river and set up a series of dummy armed camps, which, as planned, confused Imagawa to a great extent. And when a sudden thunderstorm arose in the midst of a sweltering afternoon, Oda struck. The surprise was complete, and Oda had little trouble dispatching and dispersing all of Imagawa's main force. Imagawa, himself, died a samurai's death, his head lopped off while fighting his attackers. Imagawa's dreams of suzerainty were dead, and Oda Nobunaga had emerged as a *daimyo* to be reckoned with.

Some time after Okehazama, Mazudaira joined forces with Oda and changed his name to Tokugawa Ieyasu.

### Set-Up Information

**Playing Time:** 3-4 hours

**Play Balance:** At first sight this is a grotesquely unbalanced game, as the Imagawa outnumber the Oda about 5-1, and they hold most (but not all) of the key positions. However, except for Mazudaira, the



Imagawa are poorly led, and their troops are not nearly as capable as Oda's. Moreover, Imagawa has some highly restricted command abilities (he was a scholar more than a warrior). Still, it is a test of playing skill to win with the Oda. And the Oda did win!

**PLAY NOTE:** Those who find Imagawa a bit too incompetent can roll a die at the start of each turn: a 0-6 gives him a 'T'; a 7-9 gives him a '2'.

**Difficulty:** Few counters and lots of maneuver—more of an operational game than a true battle—make this a wide-open affair. However, it is a rather unusual battle, with a fair number of special rules. Winning with Oda requires some familiarity with the game's mechanics and not a little skill.

**The Map:** For this battlefield depiction, we are indebted to Masahiro Yamazaki's magazine, *Six Angles* and its issue on Okehazama.

**Relative Strengths:** The full Imagawa army contains almost 20,000 men; Oda's total troops number about 3,800, although his personal contingent was only 2,400. If nothing else, Okehazama proves it's not what you have, it's what you do with it.

## Initial Deployment

**Imagawa Yoshimoto's Army:** All clans are Inactive at the start, except those conducting Sieges, as noted. Units may be faced as desired. As there is only one set of units for Imagawa, we have dispensed with their strength when listing them).

*Within 2 hexes of 3042:*

IMAGAWA Yoshimoto (ST [9])<sup>a</sup>; 1 KBH, 2 KB, 6 AS, 2 YU, 1 TP

*Within (but not in) one hex of 2309; Siege/Active:*

MAZUDAIRA Motoyasu (2 [4]); 1 KB, 3 AS, 2 YU, 1 TP

*Within (but not in) one hex of 2705; Siege/Active:*

ASAHINA Yasuyoshi (3 [4]); 1 KB, 3 AS, 2 YU

*Anywhere in Arai, c. 3800:*

KUZUYAIVIA Nobusada (4 [7]); 2 KB, 5 AS, 2 YU

*In 3611:*

OKABE Motonobu (5 [2]); 2 AS, 1 YU

*Any road hex w/ 2 hexes of 2402:*

MIURA Bingonokami (6 [4]); 1 KB, 3 AS, 1 YU

*In 3243:*

ASAT Masatoshi (7 [2]); 2 AS, 1 YU

*In 2303:*

UDONO Nagateru (8 [1]); 1 AS, 1 YU

a = Imagawa does not start with a *honjin*; see the rules for this, below.

**Oda Nobunaga's Army:** All Clans are Inactive at the start, except those under Siege, as noted. Units may be faced as desired. The following clans start on the map; most of Oda's army arrives as reinforcements.

*In 4109:*

MIZUNO Tadamitsu (2 [1]); 1 AS (2-7), 1 YU

In 3614:

SAKUMA Nobumori (3 [1]); 1 AS (2-7), 1 YU

In 2705; *Siege/Active*:

ODA Nobuhira (4 [2]); 1 KB (1-7), 1 AS (3-8), 1 YU

In 3112:

KAJIKAWA Kazuhide (5 [1]); 1 AS (2-6) (*PLAY NOTE*: Yes, he is not in the fort.)

In 2309; *Siege/Active*:

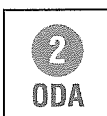
SAKUMA Morishige (7 [1]); 1 AS (4-7), 1 YU

## Oda Reinforcements

The following units comprise Oda Nobunaga's clan:

ODA Nobunaga (ST [6]); 1 KBH (4-8), 2 KB (3-8), 2 AS (5-8), 1 AS (4-7), 3 YU, 2 TP. Oda does not have a *honjin*.

All units in Oda's clan arrive as reinforcements. Five numbered Oda markers (e.g., 2/ODA) are used to determine in what turn Oda's clan arrives. Place the five Oda markers in a cup before the start of the game. The Oda player then blindly draws one of the markers. The number is the turn in which Oda is eligible to enter as a Reinforcement. If the player wishes, he may arrive later. The Oda player keeps this information secret until used.



Oda's clan enters through any hex between 4207 and 4219. All stacking rules are in force. Oda's Trump and Initiative ratings may not be used until he is actually on the map.

**Imagawa's Honjin.** Imagawa does not start the game with a *honjin* (which creates activation problems for him). However, he may place his *honjin* on the map in one of two ways:

- At the end of any phase in which Imagawa's personal clan moves, and one of his units occupies either a Fort, a Castle, or a crossroad Victory Point hex (he may not use Kutsake Castle in 3243 for this).
- See Imagawa's Momentum, below.

**Clan Activation.** Both players start without a So-taisho in a *honjin*. In addition to that problem, most of the clans are far from their So-taisho's range, and clan activation by the So-taisho is not automatic. Therefore, in this scenario only, players may attempt to activate inactive clans that are outside their So-taisho's range [4.51].

A player wishing to activate a clan that is outside his So-taisho's range designates the clan and rolls the die. If the DR is equal to or less than the designated Busho's Initiative, that clan is now active; if it is higher, the clan/busho is Finished. All Continuity rolls use the standard rules. The attempt to activate is considered one of the So-taisho's allowable activations for that turn, whether successful or not. Until Oda is on the map, the Oda player has only one Activation attempt per turn.

**Trumping.** Because of the above situation and the nature of the terrain, some adjustments to the trumping rule are necessary. Players may use the normal trump rule for all clans whose Bushos are within their So-taisho's range, or if the So-taisho is in his *honjin*. If not, attempting to trump with a clan not so situated requires a die roll equal to or less than the Busho's own Initiative (instead of the So-taisho's). Until Oda is on the map, the Oda Player has only one trump attempt per turn.

**The Kurosue River.** The Kurosue River is uncrossable, up to 3520/3421, except by the fordable hexes. It costs 2 MP to enter a hex that is totally fordable river. Otherwise, the hex is treated as having land. Thus, 4004 is a fordable river hex; 4005 is a land hex. There are also hit penalties for entering a fordable river hex; so an *ashigaru* unit crossing from 4001 to 4005 will take two turns (it costs 7 MPs) and incur three hits in so doing.

## Special Rules

**Imagawa's Momentum.** Starting with the second turn of the game, whenever Imagawa rolls for momentum for his personal clan and fails to get it, he immediately rolls on the table below.

**Die**

**Roll Results**

0 Nothing Happens. May roll again on the table.

1-2 Imagawa must place his *honjin* in the unoccupied clear (non-woods) hex nearest to Imagawa, unless it has already been placed, in which case treat as Nothing Happens. May roll again on the table.

3-6 Same as 1-2 above, except, in addition, Imagawa's clan settles in for an evening of *sake* and *Noh* plays. All combat units are Disrupted; *yumi* and *teppo* cannot fire. No unit may move. The clan is Inactive and may not be activated by Imagawa during this turn or the next (they can be activated by enemy attack). Two turns later, the Imagawa player may attempt to activate his clan as if it were not automatic (which it would normally be because Imagawa is within his own range). If Imagawa fails, it remains inactive until next turn. Do not roll again on this table.

*PLAYNOTE: Do not apply Clan Flight until the end of the first turn in which this clan undergoes a Shock attack.*

7-9 Same as 3-6, except that, in addition, a thunderstorm hits. It continues to rain until the Imagawa player rolls a 5-9 at the start of any succeeding turn, which ends the rain. While it is raining:

- *teppo* may not fire
- -1 from all *yumi* Fire die rolls
- All burning castles/forts are no longer burning.
- *yumi* may not try to burn castles/ forts. This applies for the remainder of the game.
- All movement is halved, rounded up, except on roads, where the MP is normal.
- Units have no ZOC. This includes occupied castles/ forts.

**Sieges.** 16th century Japan was dotted with small castles and forts, most guarding the important roads. These castles and forts, however, were rather flimsy affairs, made mostly of wood. They were highly susceptible to being burnt down. The impressive, stone fortifications of the next generation (e.g. Osaka Castle) arose almost single-handedly from Toyotomi Hideyoshi's recognition of the power of cannon and his subsequent efforts to consolidate his control over the countryside.

There are two types of fortifications: castles and forts. They differ only in their effect on combat [see the Terrain Chart].



**1. Movement.** Fortifications have no effect on movement, other than that friendly units may not enter an enemy-occupied fortification.

**Exception:** Burning and destroyed fortifications have a different Movement cost [see the Terrain Chart].

**2. ZOC.** Units inside a fortification exert a ZOC into all six adjacent hexes, and all six of those hexes are considered to be frontal hexes.

**Exception:** This all-around ZOC does not apply to burning or destroyed fortifications [see 6, below].

**3. Trumping.** If attempting a Trump for a Busho inside a fortification that is not burning or destroyed, and the trump is being used against an enemy busho a unit of whose clan is within LOS of the fortification, subtract two (–2) from that trump die roll.

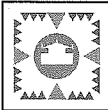
**4. Stacking.** A player may stack up to 35 Size points of *kibamusha* and *ashigaru* in a fort. The limit drops to 25 Size points for castles. *Teppo* and *yumi*, as well as leaders, stack free.

**DESIGN NOTE:** Fortifications were large houses surrounded by stockades; castles were self-contained buildings, with somewhat less room than forts.

**5. Starting a Siege.** To take an enemy-occupied fortification, a player must lay siege to it. To do so, he enters any hex in the fortification's ZOC, stops movement, and announces that his units are besieging.

- A Busho must be part of the siege; you cannot start a siege without a Busho.
- All hexes adjacent to the fortification are considered occupied by besieging units, regardless of where they really are. Only units adjacent to the fort/castle are part of the siege.
- The besieging player may distribute his attacking units around the fortification as he wishes; however, that deployment may be important if the defender sallies out [See 10 and 11, below].
- The besieging player may stack up to two units of the same type in one hex, as an exception to 6.51.
- Once a siege has been duly announced, place a Siege marker atop the fortification.
- Units not wishing to besiege a fortification may not stay adjacent to it.

**6. Effects of a Siege.** The effects of a siege are as follows:



- All units involved in a siege are automatically active as long as the siege is in effect.
- Besieging units may move out of a Fortification ZOC directly into another fortified ZOC at a cost of +1 MP.
- Disrupted units may not be used to declare a siege; however, they may enter a fortification's ZOC [exception to 11.33].
- Disrupted units may recover and remove hits [11.51 and 11.52] while in a fortification's ZOC. There is no DR modifier for such an attempt. The same applies to defenders inside the fortification.
- Besieged units (inside) that rout are, instead, eliminated.

**7. What You Can Do When Under Siege.** Besieging units (outside) may try to take the fort/castle in any one of three ways:

- Assault (#8)
- Reducing it: using *teppo* and *yumi* to have the defenders incur hits. Fire is undertaken in the usual way, applying the terrain effects of the fortification.
- Burn it down (#9)

Besieged units (inside) may do one of four things:

- Attempt to break out (#10), which usually, but not always, means they have to Sally and assault the besiegers (#11).
- Fire their *teppo* and *yumi*. *Teppo* and *yumi* firing while in a castle add one (+1) to their fire die roll. This is not available if the fortification is burning.
- Put out fires (#9)

All of the above are done when the defending/attacking clan is activated. All clan coordination rules apply.

**8. Assault.** The besieging units may assault the fortification using Shock Combat. This is done like ordinary Shock, except that all besieging units get to combine their Sizes, unless they are from different clans, in which case Clan Coordination is used. To resolve the Shock, and regardless of unit types, the 6 Column is the base column (see the Clash of Arms chart). Besieged defending units that rout are, instead, eliminated.

**9. Burn.** Besieging units (only) may try to burn the fortification down. When *yumi* fire at a fort or castle, the firing player may choose to attempt to set fire to the fortification, instead of trying for hits. When doing so, no *yumi* may try the latter; they must all try to set fire to the castle. To do so, roll a die, to which you add the number of *yumi* greater than one that are firing. If the adjusted die roll is 9 or higher, the fortification has caught fire. Place a Burning Fortification marker atop the hex.



Units inside burning castle/fort have three choices, when it is their Orders Phase; some may do one while some do another.

1. Leave the hex by attempting to break out or sally attack (see 10, 11)
2. Attempt to put out the fire. Roll a die, to which you add the number of AS or KB (do not count *teppo* or *yumi*) units greater than one that are trying to douse the fire. If the adjusted die roll is 9 or higher, the fire has been put out. KB/AS that sally may not be used for this purpose, and vice versa.
3. Do nothing. You may not use *teppo* or *yumi* to fire at the besiegers.

If, in the Status Determination Phase (I/i), a fortification is still burning, the affected player does one of two things:

If it is still occupied, roll a die for each unit inside the fortification. Halve the result, rounding up (half of 0 is still 0): that is the number of hits that unit takes. After checking for hits, roll the die to see whether the fortification has been completely destroyed by fire. Add to the die roll the number of turns the fortification has been under siege (use hit markers to keep count). If the adjusted die roll is 10+, the castle/fort has burned down and is Destroyed. Place a Destroyed marker on it.

**10. Break Out.** A defending, besieged unit may, in its Orders Phase, always leave the fortification by simply moving out. It must stop, however, if it moves adjacent to any besieging unit and, if this happens, it must attack *at least one* besieging unit (this is why it helps to keep all of those surrounding hexes covered).

**11. Sally and Attack.** Units inside a besieged fortification may sally out, attack enemy units, and, if successful, escape. If a unit exits a fortification into a vacant hex that is adjacent to an enemy unit, it must attack that unit. If adjacent to two, it chooses the target.

- Sally attacks are made by individual AS or KB; they may not combine attacks.
- KB may use *Norikuzushi*
- No sally attack may gain Position Superiority
- Sally attacks are against one hex only, but against all units in that hex.
- After each sally attack, the attacker/besieger may move all (some or none) of his units one hex.
- If, after a sally attack, the attacker is not disrupted (or routed), it may either return to the fortification or move to any hex three hexes away from the fortification.
- Sally attacking units routed by that attack are, instead, eliminated.

**12.** Samurai may be used to challenge outside, but not to go into the fortification for a challenge. Busho in fortifications do not have to answer a challenge. There is no Busho-to-Busho Individual Combat and no Samurai charges.

**13.** A siege is ended when:

- All the attackers or defenders are eliminated. If the attacker/besieger is victorious, he receives two Severed Heads.
- The attacker abandons the siege by moving all his units out of the fortification's ZOC. Remove the siege marker.
- The fortification is destroyed by fire.
- Death of the besieging Busho does not end the siege; it simply stops that clan from undertaking any of the items in #7 until the replacement arrives.

Once the Siege has ended, normal activation rules apply.

## Special Units

**Babo-saku:** Not available for this battle.

**Teppo:** Players may not use Volley Fire or Teppo-induced Aggression; all *teppo* are pre-hayago.

## Retreat Edge

- The Oda army retreats to the North edge of the map.
- The Imagawa army retreats to the East edge of the map.

Both armies may retreat units into a castle or fortification that is either unoccupied by anyone, or friendly occupied. If a routed unit retreats into a fortification, it is automatically, and immediately, rallied (to disrupted status).

## Victory

Imagawa is trying to gain control of the Tokaido (road) from Dengakuhazama (the crossroads at 2226-2227) all the way off the north edge of the map (4029), while retaining control of the forts and castles in the area. This is, therefore, a geographical objective game, not a body counter.

The following objectives are worth one Victory Point each to the player physically occupying them:

- Each castle, but only if not under siege
- Each fort, but only if not under siege
- Each crossroad hex: 3622, 3032, 2226, 2227 and 1518
- the Oda player receives 1 VP for each Imagawa clan in flight.

At the end of any turn in which one of the following occurs:

- The Imagawa have 11 VPs; or
- The Oda have 6 VPs,

the game ends, and the player ending the game is the winner.

# Fourth Kawanakajima

10 September, 1561

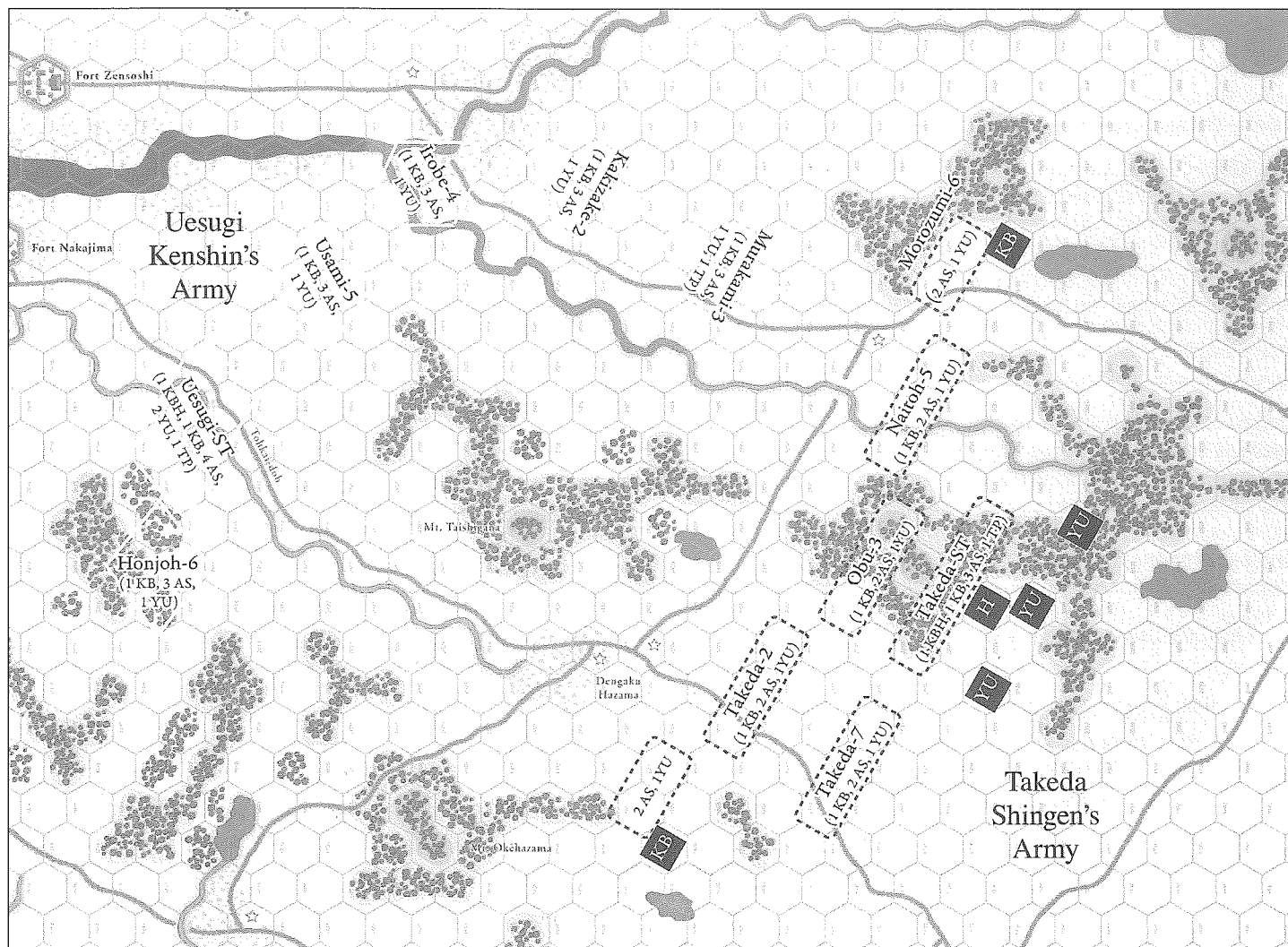
## Historical Background

Two of the great *daimyos* of the Sengoku period were the intense rivals Takeda Shingen and Uesugi Kenshin. Between 1553 and 1564, they fought five battles at Kawanakajima, an area which lay directly across the borders of their provinces. However, only Fourth Kawanakajima was a real battle, the others resembling more staring contests. And a remarkable battle it was.

Uesugi's 13,000-man army had taken a position atop Mt. Saijo (Saijoyama), directly south of Hachimanbara (the Plain of Hachiman), but across the Chickuma River (Chickumagawa), threatening Takeda's castle about two miles to the east, at Kaizu, where Takeda's army now gathered. Takeda had a plan. His force was now twice Uesugi's (some 20,000+ to 13,000), and he split it in two. Takeda took the smaller group and, under the cover of night moved north, across the Chickuma, to the position the scenario has them start in. In the meantime, a strike force of some 12,000 men, under Kohsaka Masanobu (Takeda's chief military advisor), would ascend Mt. Saijo from the back (south), rout Uesugi's men down the northern face onto Hachimanbara, where, as they fled, Takeda's group would fall on their flank and slaughter them.

Uesugi, however, suspected something and went Takeda one better. It is probable that his scouts on Hachimanbara heard or saw Takeda's force approaching. Before Kohsaka could arrive, Uesugi had his army quickly and quietly descend Mt. Saijo's north face, cross the Chickuma at the ford, form up in an attack formation known as "The Winding Wheel" (*karuma gakari*), and, as morning rose, move through what was now a dense fog towards Takeda's position, deployed in the classic "Wings of the Crane" (*kakuyoku*) formation.

Takeda, waiting to fall on a routing army, was rather disconcerted to see, emerging from the morning fog like an arrow pointed at the heart of his troops, Uesugi's 10,000 men. He had left Amakasu Kagemochi at the Chickuma to hold the ford and sent Naoe Sanetsuna on ahead to hold the ford across the northernmost river, the Saigawa.



Uesugi's troops hit Takeda's, and it took all of Takeda's great skill to hold his men in place. For Takeda's old-friend and advisor, the 70-year old, one-eyed *samurai*, Yamamoto Kansuke, there was the disgrace of having come up with the wrong plan. Grabbing a long spear, he galloped directly into the oncoming Uesugi troops, causing them, momentarily, to stop in amazement. Kansuke, riddled with wounds, and having redeemed himself in his service to Takeda, then rode off and committed *hara-kiri*.

By this point in the battle, Takeda had already lost one of his brothers (Nobushige), and another (Yoshinobu) was wounded. Uesugi's *hatamoto* (personal horse guard) had also reached Takeda's *honjin*, where they were fighting desperately with Takeda's personal guard. One of Uesugi's retainers broke through the guard and charged directly at Takeda, who fought off the attack with only his war fan!

While all this was going on, Kohsaka and his strike force ascended Mt. Saijo only to find it abandoned. Realizing what had happened, his men charged down the front of the mountain and towards the ford, where Amakasu's 3000-man rearguard fought valiantly, but in vain, to stop the crossing. By 11 am, Kohsaka's men had forced their way across the Chickuma, where they fell on Uesugi's rear and routed it. Takeda's hard-pressed troops reformed and, while Kohsaka pursued, a grand head-reviewing ceremony was held.

And a lot of heads there were to view. If one believes the sources—and

there does not seem any reason not to—Uesugi's army had suffered 70%+ casualties, an incredible figure in any age. Takeda's force wasn't far behind, with losses (i.e., killed and wounded) of over 60%. In comparison, Tokugawa's losing army at Mikata-ga-hara suffered 12% casualties, while the defeated Asai-Asakura allied clans lost only 9% of their force at Anegawa.

Three years later, both *daimyos* were back at the site for a fifth, and last, battle: yet another stare-down special.

**Movie Reference:** This battle is covered in the Japanese movie, *Heaven and Earth*. In that movie, which focuses on Uesugi, both Uesugi and Takeda are given their "original" names. The film was made in British Columbia, using every Japanese exchange student in a 500-mile radius. Although it's not a great movie, it has a marvelous series of battles.

### Set-Up Information

**Playing Time:** 3-5 hours

**Play Balance:** Uesugi has a great opening advantage: all his clans are active, and thus they will all get to activate that turn. Takeda, on the other hand, is rather restricted, all simulating the effects of the fog and Takeda's unawareness of what Uesugi was doing. Much depends on how well Uesugi does against Takeda—and how quickly—before Kohsaka's troops arrive. Once Kohsaka arrives,



it's usually time for the Uesugis to go home.

**Difficulty:** Relatively low counter numbers and wide open spaces make this a fairly easy and rather interesting game to play, although ease is always relative.

**The Map:** Use the Anegawa/Kawanakajima map; however, ignore all terrain. The Kawanakajima battlefield (Hachimanbara) is flat; it is also very large, which precluded our portraying the Chickuma river and Mt. Saijo, both of which figured greatly in the opening moves. Hachimanbara is, like many Japanese battlefields, bordered by rivers and ringed by mountains.

**PLAY NOTE:** Gamers who have GMT's *Great Battles of Alexander* may use the *Gaugamela* map.

**Relative Strengths:** The main Uesugi army contains 10,000 men; the Naoe contingent an extra 2000. Takeda Shingen's on-map force has 8000 men. Kohsaka's strike force starts with 12,000, but that will probably be reduced in crossing the ford.

## Initial Deployment

### Takeda Shingen's Army

All Clans are Inactive at the start.

*In 2334:*

TAKEDA Shingen (ST [5]), *honjin*

*In 2134, 2536, 2335, facing as desired:*

3 YU

*In 2233, 2333, 2434, 2534, and any hex adjacent to the honjin, facing NW:*

1 KBH (4-8), 1 KB (4-7), 1 AS (6-8), 1 AS (4-8), 1 AS (4-7), 1 TP

*In 2230, 2129, 2029, facing NW:*

TAKEDA Nobushige (2 [3]); 1 KB (4-7), 2 AS (4-7), 1 YU

*In 2532, 2432, 2331, facing NW:*

OBU Masakage (3 [3]); 1 KB (4-7), 1 AS (4-7), 1 AS (4-6), 1 YU

*In 1727, facing SW:*

ANAYAMA Nobukumi (4 [3]); 1 KB (4-6)

*In 1927, 1827, facing NW*

2 AS (4-6), 1 YU (Nobukumi)

*In 2933, 2833, 2732, facing NW:*

NAITOH Masatoyo (5 [3]); 1 KB (4-7), 1 AS (4-7), 1 AS (4-6), 1 YU

*In 3235, facing N:*

MOROZUMI Masakiyo (6 [3]); 1 KB (4-7)

*In 3234, 3133, facing NW:*

2 AS (4-6), 1 YU (Masakiyo)

*In 2032, 1931, 1831, facing NW:*

TAKEDA Nobukado (7 [3]); 1 KB (4-6), 2 AS (4-6), 1 YU

### Uesugi Kenshin's Army

All clans start the game Active. Unit Size-TQ not given, as each clan has only one possible grouping.

*In 2917-8, 2817-8, 2716-7, facing NE:*

UESUGI Kenshin (ST [6]); 4 AS, 1 KBH, 1 KB, 2 YU, 1 TP <sup>[a]</sup>

*In 3325-3326, 3425-3426, facing SE:*

KAKIZAKE Kageie (2 [4]); 3 AS, 1 KB, 1 YU

*In 3128-3129, 3228-3229, facing SE:*

MURAKAMI Kunikiyo (3 [4]); 3 AS, 1 KB, 1 YU, 1 TP

*In 3422-3423, 3321-3322, facing NE:*

IROBE Katsunaga (4 [4]); 3 AS, 1 KB, 1 YU

*In 3220, 3119-3120, 3020, facing NE:*

USAMI Sanesada (5 [4]); 3 AS, 1 KB, 1 YU

*In 2516, 2416-2417, 2316, facing N:*

HONJOH Shigenaga (6 [4]); 3 AS, 1 KB, 1 YU

a = Uesugi has no *honjin*, and, so is operating according to 4.51.

## Reinforcements

**Takeda Reinforcements:** Takeda's reinforcement consists of Kohsaka's Strike Force, whose entrance depends on how quickly and how well they handle the (off-map) clan of Amakasu Kagemochi at the ford. This is resolved by a die roll.

Starting with the third game-turn (but not before), in the reinforcement segment, the Takeda player rolls a die. To that DR he adds the number of turns after turn 3 (e.g., if he is rolling in turn 6, he adds 3). If he rolls an adjusted 9+, Kohsaka's force is eligible to enter that turn, through hexes 1012-1018. All six clans are considered active for that turn (only), but they all use continuity as needed.

However, Kohsaka's force took heavy casualties at the ford, and this must be accounted for. As soon as the strike force is eligible to enter, the player then rolls again. To this die roll he adds the number of turns he has rolled (e.g., if it is turn 6, he has rolled 4 times, so he adds 4). The adjusted DR is the number of *ashigaru* and/or *kibamusha* units (no *yumi*) in the strike force that are disrupted. Thus a die roll of 5 in turn 6 would force the Takeda player to disrupt nine (5+4 = 9) of Kohsaka's entering units. The choice of which units to disrupt is divided between the two players. The Takeda player disrupts the first unit, then the Uesugi player, then the Takeda player, etc. The Uesugi player may not disrupt two KB in a row, nor may he select a unit from the same clan as he previously disrupted. Thus, if there are nine units to disrupt, the Uesugi player gets to disrupt 4 of them (2-4-6-8), two of which may be KB, and only two of which may be from the same clan(s).

The Strike Force (Kohsaka's clan of Takeda clan troops):

- KOHSAKA Masanobu (T [6]); 1 KBH (6-8), 1 KB (6-7), 1 AS (6-8), 2 AS (6-7), 1 AS (6-6), 2 YU
- BABA Nobuhara (8 [4]); 3 AS (5-6), 1 KB (6-6), 1 YU
- SANADA Yukitaka (9 [4]); 3 AS (5-6), 1 KB (6-6), 1 YU
- OBATA Masamori (10 [4]); 3 AS (5-6), 1 KB (6-6), 1 YU [a]
- OYAMADA Nobushige (11 [4]); 1 AS (6-6), 1 AS (5-6), 1 AS (4-6), 1 KB (6-6), 1 YU
- OBU Toramasa (12 [4]); 1 AS (7-5), 2 AS (4-6), 1 KB (6-6), 1 YU

a = There are two Busho from the Obata clan, Nobusada (cf. Mikata-ga-hara) and Masamori. Because their ratings were virtually identical, we use one counter for both.

**PLAY NOTE:** Kohsaka is *taisho* for these clans; however, he has no *honjin* and the actual units are Takeda clan units.

**Uesugi Reinforcements:** Most of Amakasu's ford guard was destroyed in the defense, so those units are not available for the

game (although they are there, in spirit, in the form of the Kohsaka diroll). However, Uesugi did have a clan of 2000 men, under Naoe Sanetsuna, guarding the ford across the Saiga, to the north.

Naoe's clan may be called in any turn after the turn in which Kohsaka's Strike Force enters the map. It enters through 4225-7. To bring them in, Uesugi must activate them, using one of his clan activation points. Moreover, they do not raise the Uesugi rout point level. The units in the clan areas follows:

NAOE Sanetsuna (7 [5]); 3 AS, 2 KB, 1 YU

## Special Rules

**Babo-saku:** Not available for this battle.

**Teppo:** Players may not use Volley Fire or Teppo-induced Aggression; all *teppo* are pre-hayago. Actually, there is some disagreement as to whether either of these armies actually had any *teppo* units at the battle. That there were some *teppo* soldiers is most likely, especially given that the sources say that Kansuke (the Takeda samurai who charged the entire Uesugi army) was shot to ribbons by arquebuses. It's just a question of whether they were organized into any actual units.

**Fog of War:** Uesugi's attack from out of the morning mists caught Takeda by surprise. Therefore, for the first turn of the game (only), the following rules are in effect:

**Uesugi Initiative:** The Uesugi player automatically goes first, getting the first orders phase.

**Takeda Activation:** Takeda may activate only two clans in the first turn, other than those activated by Uesugi aggression. In addition, he must roll to see whether his activation works. Roll the die. If the die roll is the same or lower than Takeda's Initiative, the chosen clan is activated, undertakes a normal orders phase (momentum included), and then the phase passes back to Uesugi (and no continuity). If higher, activation fails, and the phase passes back to Uesugi. A clan active through 5.21[2] need not undergo the diroll.

**Takeda Trumping:** Takeda may not trump during the first turn. Uesugi may.

## Retreat Edge

- The Takeda army retreats to the Eastern edge of the map.
- The Uesugi army retreats to the Northern edge of the map

## Victory

The Takeda win when the Uesugi army reaches or exceeds 145 Rout Points (the Uesugi Rout percentage is 50%).

The Uesugi win if Takeda Shingen's on-map clan reaches or exceeds 120 Rout Points before Kohsaka's Strike Force enters the map. Once Kohsaka enters, the Uesugi must get the Takeda army to reach or exceed 225 Rout Points (Takeda's Rout Percentage is 45%, with Kohsaka's at 40%).

**HISTORICAL NOTE:** Yes, those Rout' percentages are very high. See the historical background, above.

# The Anegawa

28 June, 1570

## Historical Background

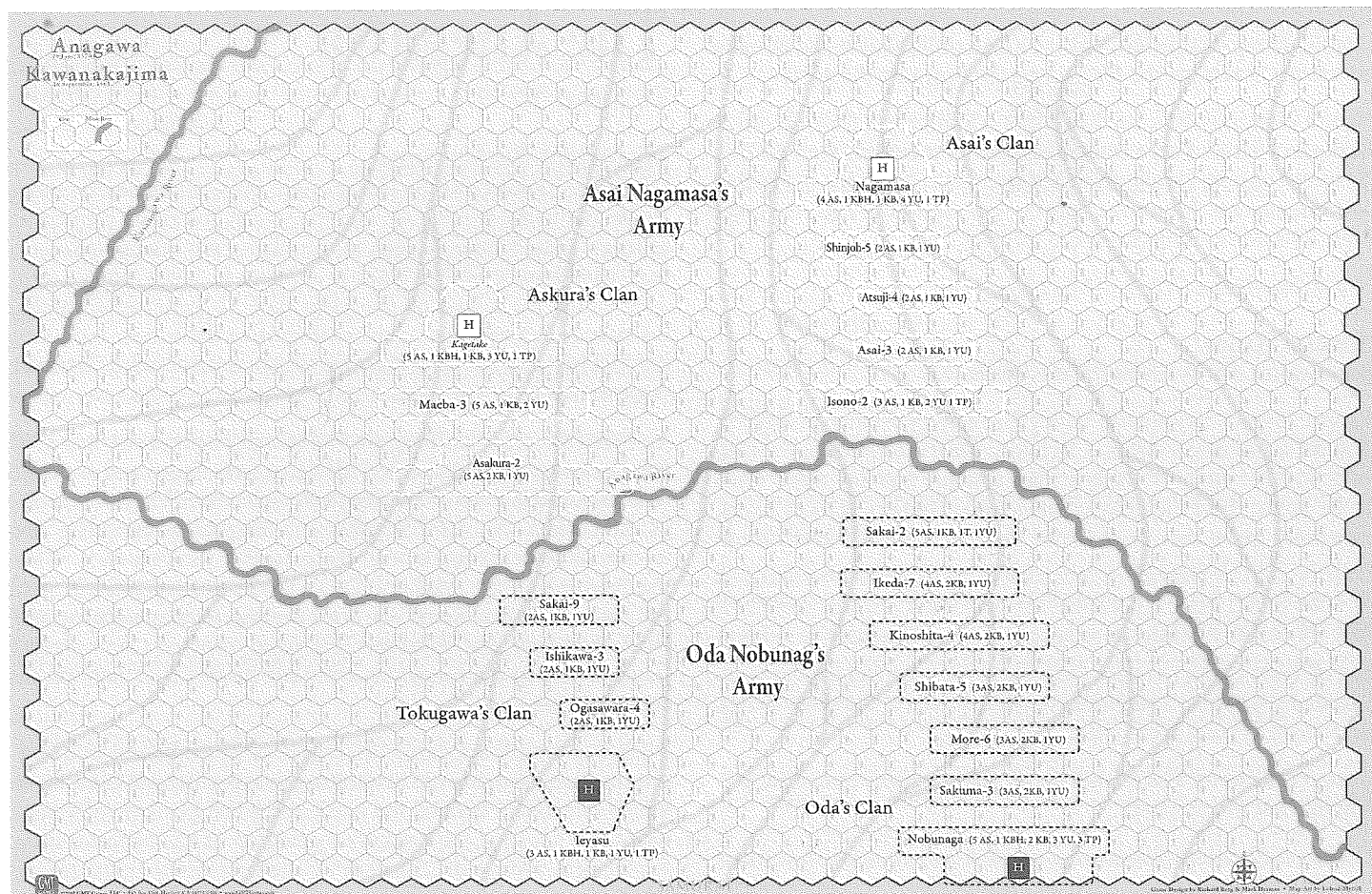
While the Takeda and the Uesugi were busy beating each other's brains out to the north, Oda and the young Tokugawa formed an alliance. Oda, whose exploits in the years right after Okehazama had made him one of the leading *daimyos* in Japan, now cast his eyes on the lands held by the Saito clan. Unfortunately, another daimyo, Asai Nagamasa, also coveted these territories; and a long conflict between the Asai and Oda began, despite much intermarriage between the two clans.

In 1568, Oda did what Imagawa had been trying to do back in 1560 (cf. Okehazama): he marched his army into Kyoto and installed Yoshiaki, the last of the Ashikaga shoguns. But Oda's occupation of the capital—he, not Yoshiaki, was the power—created a new territorial power struggle with the powerful Asakura clan. When the Asai joined the Asakura, Oda's field army was instantly cut off from its bases. Some sly maneuvering, with rearguard help from Tokugawa and Toyotomi Hideyoshi, enabled Oda to return home, where he reinforced his army and headed back out to teach the Asai a lesson.

With Asai's castle at Odani as his objective, he marched north, stopping on the southern banks of the Anegawa river (west of Lake Biwa, which effectively defined the north and south portions of Japan), while the Asai and the Asakura formed up on the opposite shore to stop him. Oda, with Tokugawa's reinforcements, outnumbered the Asai-Asakura by 28,000 to 18,000, and that didn't include an additional 5,000 Oda troops moving up to join the army. Arraying his force in deep formation, Oda ensured that his wing would directly face that of Asai, against whom Oda now held a personal grudge. At daylight, both sides charged each other.

The Anegawa was a battle highlighted by some remarkable individual samurai exploits. When Tokugawa used his key retainer, Honda Tadakatsu, to outflank the Asakura and surround Asakura's *honjin*, Asakura called on one of Japan's legendary *samurai*, Magara "Jurozaemon" Naotaka to cover his withdrawal single-handedly. Magara, who swung a five-foot *no-daichi* sword with one hand, rode out and challenged everyone in sight. Soon joined by his son, Magara fought off (and killed) a series of Tokugawa retainers while the Asakura retreated to the hills behind the battlefield, a diversionary tactic oft-used by the Japanese armies of the era. Eventually, the two Magara succumbed to overwhelming numbers, but their sacrifice had enabled the Asakura to retire in order.

Interestingly, mostly because of the disparity in numbers, Asai was more than holding his own against Oda. It wasn't until Tokugawa, having dispatched the Asakura, turned and fell on Asai's flank, that the Asai were pushed back across the river and the reviewing of heads began in Oda's camp. Casualties were relatively few (less than 10% on both sides), and the battle was not the definitive end of the Asai (or Asakura), which took another three years. What is curious, in retrospect, is how the purported results seem to fly in the face of the numbers involved. Some of that can be laid at the feet of some unreliable troops in Oda's army (Toyotomi's command); even more can be described to the remarkable importance individual combat had relative to general strategic objectives.



## Set-Up Information

**Playing Time:** 3-4 hours

**Play Balance:** Favors Oda, as he not only outnumbers Asai, but he also has those reinforcements. Asai's only chance is to defeat Tokugawa and then hit Oda from the side. All of this is advice, to be sure, opposite to what actually happened.

**Difficulty:** It takes a while to get used to the non-linear deployments (both armies appear to be in *koyaku* ("Balanced Yoke"), a double column formation), but, after that, not overly difficult. The major problem is surviving with the Asai.

**The Map:** Use the Anegawa map, with both minor rivers in play. The flat terrain (the extended fields are actually ringed by mountains) appears to have been mostly rice fields, and there may have been some communities and houses in the area. It is, though, very difficult to tell 400 years later.

**Relative Strengths:** The Asai clan starts with some 8000 men, the Asakura with an additional 10,000, for a total of 18,000.

Oda's army at the start contains 23,000 men, Tokugawa's 5,000. Oda's reinforcements add another 5,000 Oda troops, for a grand total of 33,000.

## Initial Deployment

All clans start the battle inactive. Units may be faced as desired.

## Oda Nobunaga's Army

### Oda's Clan

*In 1033:*

ODA Nobunaga (ST [9]); *honjin*

*In 1129-1136; 1031-1035:*

1 AS (6-8), 2 AS (6-7), 2 AS (5-6), 1 KBH (4-8), 2 KB (4-7), 1 KB (4-6), 3 TP, 3 YU (Nobunaga)

*In 2327 - 2332:*

SAKAI Masahisa (2 [6]); 1 AS (5-7), 2 AS (5-6), 2 AS (4-6); 1 KB (4-6), 1 TP, 1 YU

*In 1330-1334:*

SAKUMA Nobumori (3 [5]); 2 AS (7-6), 1 AS (6-5), 2 KB (5-6); 1 YU

*In 1928-1933:*

KINOSHITA (TOYATOMI) Hideyoshi (4 [6]); 4 AS (5-4), 1 KB (5-7), 1 KB (5-6), 1 YU [a]

*In 1729-1733:*

SHIBATA Katsuei (5 [5]); 1 AS (7-7), 1 AS (7-6), 1 AS (6-6), 2 KB (5-6), 1 YU

*In 1530-1534:*

MORE Yoshinari (6 [5]); 1 AS (7-6), 1 AS (7-5), 1 AS (6-6); 2 KB (5-6), 1 YU

*In 2127-2132:*

IKEDA Tsuneoki (7 [6]); 4 AS (5-6), 2 KB (5-7), 1 YU

a = The great Toyotomi, perhaps the politically greatest of the four great figures of the Sengoku era, was, at this time, known as Kinoshita Hideyoshi. At Anegawa he was placed in charge of troops whose allegiance was somewhat suspect (which is why their TQ are so low), mostly because of his ability to handle such situations.

### Tokugawa's Clan

*In 1318:*

TOKUGAWA Ieyasu (T [5]); *honjin*

*In 1417-1419 plus any hex adjacent to honjin:*

1 AS (5-7), 2 AS (5-6), 1 KBH (3-8), 1 KB (3-7), 1 TP, 1 YU (Ieyasu) Use the Tokugawa ST counters

*In 1817-1819:*

ISHIKAWA Kazumasa (3 [3]); 1 AS (5-6), 1 AS (3-5), 1 KB (3-6), 1 YU

*In 1618-1620:*

OGASAWARA Nagamasa (4 [3]); 1 AS (4-6), 1 AS (4-5), 1 KB (3-6), 1 YU<sup>[a]</sup>

*In 2016-2019:*

SAKAI Tadatsugu (9 [3]); 1 AS (5-6), 1 AS (4-7), 1 KB (3-7), 1 YU

a = We have an Ogasawara Nagamasa, and an Ogasawara Nagatada (at Mikata-ga-hara). It is possible they are two people from the same clan, or that they are the same. Whatever, we gave the two one counter, and apologize to the Ogasawara clan for any oversight.

### Asai Nagamasa's Army

#### Asai's Clan

*In 3728:*

ASAI Nagamasa (ST [6]); *honjin*

*In 3626-3631, plus any hex adjacent to honjin:*

4 AS, 1 KBH, 1 KB, 4 YU, 1 TP (Nagamasa)

*In 2826-2832:*

ISONO Kazumasa (2 [4]); 3 AS, 1 KB, 2 YU, 1 TP

*In 3028-3031:*

ASAI Masazumi (3 [3]); 2 AS, 1 KB, 1 YU

*In 3228-3231:*

ATSUJI Sadahide (4 [3]); 2 AS, 1 KB, 1 YU

*In 3427-3430:*

SHINJOH Naoyori (5 [3]); 2 AS, 1 KB, 1 YU

### Asakura's Clan

*In 3114:*

ASAKURA Kageyake (ST [7]); *honjin*

*In 3012-3017, plus any hex adjacent to honjin:*

5 AS, 1 KBH, 1 KB, 3 YU, 1 TP (Kageyake)

*In 2512-2519, 2614-2617:*

ASAKURA Kagenori (2 [7]); 5 AS, 2 KB, 1 YU

*In 2812-2818:*

MAEBA Shinpachirou (3 [6]); 5 AS, 1 KB, 2 YU

### Reinforcements

Only Oda receives reinforcements. These consist of the Oda clans of:

- INABA Yoshimichi (8 [3]); 2 AS, 1 KB, 1 YU
- UJIE Naomoto (9 [4]); 2 AS (5-6), 1 AS (5-5), 1 KB, 1 YU
- ANDOH Morinari (10 [3]); 2 AS, 1 KB, 1 YU

The Oda player rolls for reinforcements starting with the second turn of the game, during the activation phase, reinforcement segment. The Oda player rolls the die, to which he adds the number of the turn. If he rolls an adjusted 9, all the above units are free to enter through hex 1043. For the turn it is first available, each clan is considered active.

### Special Rules

**Babo-saku:** Not available for this battle.

**Teppo:** The players may not use Volley Fire or Teppo-induced Aggression; all *teppo* are pre-hayago.

### Retreat Edge

- The Oda army retreats to the South edge of the map.
- The Asai army retreats to the North edge of the map.

### Victory

The Oda win when the Asai army reaches or exceeds 170 Rout Points. The Asai Rout percentage is 35%.

The Asai win if, before any reinforcements enter the game, the Oda army reaches or exceeds 195 Rout Points. After the reinforcements arrive, that level goes to 230 RPs. The Oda Rout percentage is 35%.

## Mikata-ga-hara

22 December, 1572

### Historical Background

In 1570, Tokugawa had moved his clan headquarters to the castle of Hamamatsu, guarding the important Tokaido road and covering the mouth of the Tenryugawa, a river that drained into the territory of the Takeda. By this time, the Takeda were the most powerful clan in Japan; and its army, under the command of Shingen and his twenty-four Generals, was the best of the era. Shingen intended to keep peace with his most formidable rival, Oda (Tokugawa's ally), but Tokugawa's control of Hamamatsu was not something he could overlook. In October of 1572, he marched his army out to remove the Tokugawa threat.

The Takeda army at Mikata-ga-hara numbered around 30,000, almost three times that gathered in Hamamatsu with Tokugawa. An additional 5,000, under Yamagata Masakage, had been diverted to take Yoshida Castle, the control of which cut off any western support for Tokugawa. Even though Ieyasu realized that it was not he, but Nobunaga, who was the object of all this maneuver, he was determined to avoid being caught in a siege; so he decided to attack the Takeda as they approached. Takeda deployed north of the castle, adopting a formation that would entice Tokugawa to attack, while leaving his own clan (which amounted to at least half of his force) in the rear, as a reserve. So, despite the odds and the advice of his generals, Tokugawa, with dusk approaching and the snow falling, attacked the Takeda.

The initial clashes between the front lines of troops were fairly even, but Takeda had plenty of reserves, and two-thirds of Tokugawa's Oda clan decided that this was not their fight and withdrew to a safer locale. As darkness closed in, Takeda's second wave of men had thrown Tokugawa into a headlong retreat to the castle.



Tokugawa, however, his samurai blood rushing, insisted on turning around and charging, until Natsune Yoshinobu, who was commanding the castle garrison, rode out, grabbed Tokugawa's horse, turned him around and spurred him into the castle; and, with a cry of "I'm Tokugawa", plunged into the thick of the Takeda, with an obvious result.

This, plus the actions of several other retainers, allowed Tokugawa to flee towards the castle, arriving with only five men in tow. As Tokugawa galloped through the gates, his men started to shut them. Tokugawa, however, stopped them immediately. Reordered the gates to be left open, with lights to be lit to guide their troops home. In addition, Sakai Tadatsugu stood in the small tower beside the gate, beating a huge war drum while Tokugawa went to sleep. The ruse worked; Takeda smelled what he thought was a rat and halted his troops outside the open gate. His army camped outside the castle, where several daring nighttime raids from within caused further discomfort to the Takeda. And, having been duly impressed by Tokugawa's tenacity, he then withdrew his army.

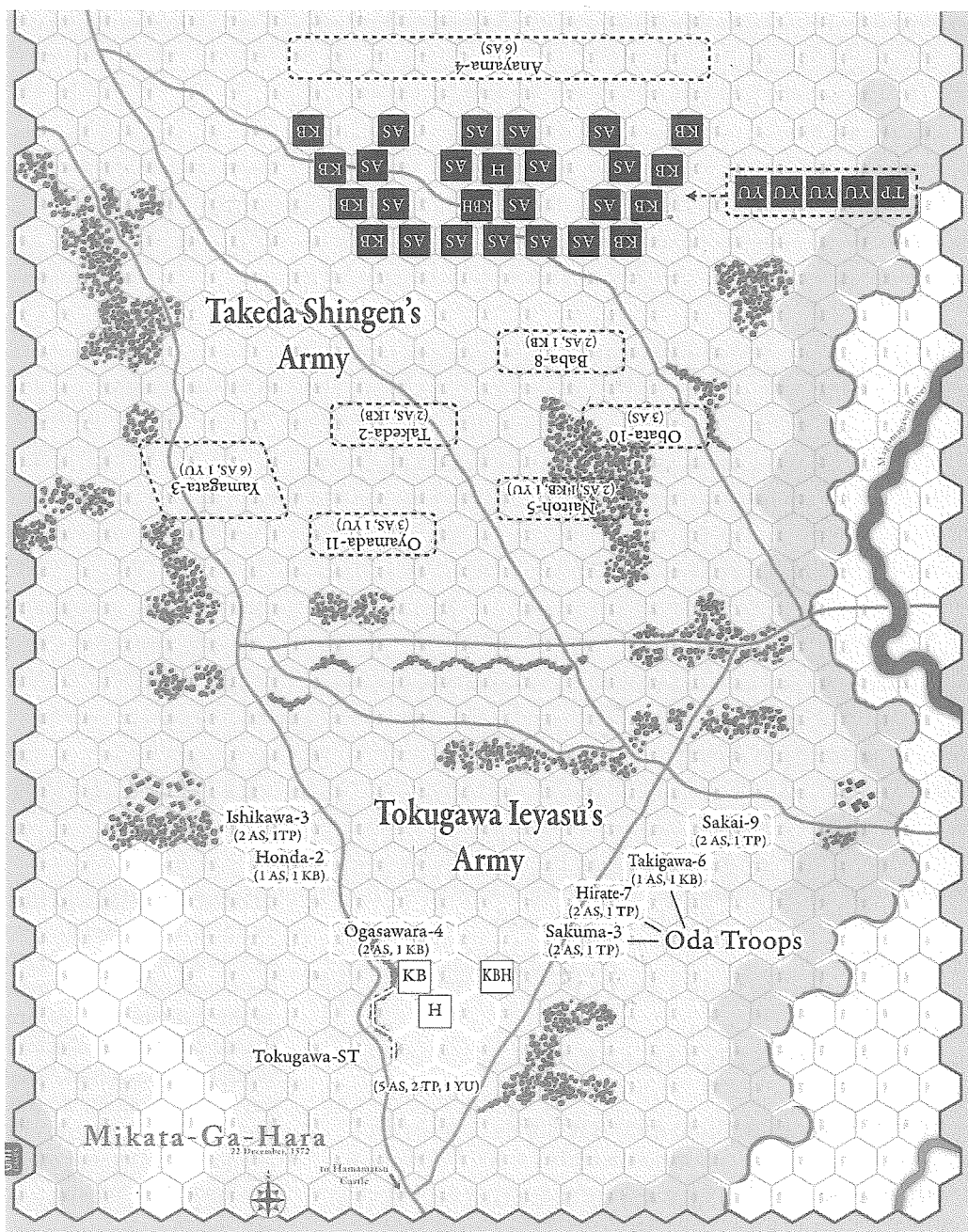
So, even though Tokugawa lost the battle, his quick wits and daring turned what could have been a major defeat into a stalemate. Shingen, however, wasn't finished, and a year later, in an effort to redeem his performance at Hamamatsu Castle, he lay siege to Tokugawa's army at Noda Castle. The siege was going quite well until a Tokugawa *teppo* sharpshooter (probably more of a lucky shot, given how these primitive muskets worked), noting Shingen watching the ramparts, put a bullet through his head, leading to two years of Takeda efforts to keep Shingen's death under wraps (and the great Kurosawa film, Kagemusha).

## Set-Up Information

**Playing Time:** 2-4 hours

**Play Balance:** Heavily favors Takeda. Not only does Takeda have the numbers, but he has the finest troops in Japan: the Takeda mounted *samurai*. Tokugawa's only chance is in inflicting heavy damages on Takeda's van clans before he gets his two rear clans into gear, and then fighting a steady withdrawal to Hamamatsu.

**Difficulty:** Lots of space in this battle, and, aside from the huge contingents of Takeda and Anayama (both to the rear) not that many counters.



**The Map:** Most of the terrain information comes from rather detailed drawings of the battlefield, rather than maps. Note the tree line terrain, which serves mostly to block LOS.

**Relative Strengths:** Takeda Shingen is commanding some 27,000 men, 15,000+ of which are in the rear. A classic samurai army, it is doubtful whether Takeda had *teppo* in any great numbers. Tokugawa has about 11,000 men, some 3,000 of which are from Oda's clan.

## Initial Deployment

All clans start the battle inactive. Units may be faced as desired.

### Tokugawa Ieyasu's Army

*In 1509:*

TOKUGAWA, Ieyasu (ST [7]); *honjin*

*In 1609, 1611:*

1 KBH (6-8), 1 KB (6-7) (Ieyasu)

In 1409-10, 1508, 1510, 1610:

1 AS (5-7), 2 AS (5-6), 1 AS (4-8), 1 AS (4-6), 2 TP, 1 YU (Ieyasu)

In 1905-1906:

HONDA, Tadakatsu (2 [2]); 1 AS (6-7), 1 KB (5-8)

In 2005-06:

ISHIKAWA, Kazumasa (3 [2]); 1 AS (5-7), 1 AS (5-6), 1 TP

In 1707-09:

OGASAWARA, Nagatada (4 [3]); 2 AS (4-6), 1 KB (3-6)

In 1807-8:

MAZUDAIRA, Ietada (5 [2]); 2 AS (5-6)

In 2016-17:

SAKAI, Tadatsugu (9 [2]); 1 AS (5-6), 1 AS (4-7), 1 TP

### Oda Troops

In 1712-13:

SAKUMA, Nobumori (3/ODA [2]); 1 AS (6-7), 1 AS (4-6), 1 TP

In 1914-15:

TAKIGAWA, Kazumasu (6/ODA [2]); 1 AS (6-6), 1 KB (5-6)<sup>[a]</sup>

In 1813-14:

HIRATE, Hirohide (7/ODA [2]); 2 AS (5-6), 1 TP<sup>[a]</sup>

a = These three Busho (and their troops) are from the Oda clan, on campaign with Tokugawa. Use the Oda clan counters; they are still all under Tokugawa's command. See the special rules for these units, below.

### Takeda Shingen's Army

All Clans are inactive at the start.

In 3811:

TAKEDA, Shingen (ST [25]); *honjin*<sup>[a]</sup>

In 3710:

1 KBH (6-8) (Shingen)

In 3608, 3614, 3707, 3714, 3807, 3815, 3906, 3915:

8 KB (6-7) (Shingen)

In 3609-13, 3708, 3711, 3713, 3808, 3810, 3812, 3814, 3908, 3910-11, 3913:

1 AS (6-8), 9 AS (6-7), 6 AS (6-6) (Shingen)

1 each in any of above hexes (except *honjin*):

4 YU, 1 TP (Shingen)

In 3107-09:

TAKEDA, Katsuyori (2 [3]); 2 AS (6-6), 1 KB (6-7)

In 2903-5, 3003-5:

YAMAGATA, Masakage (3 [6]); 2 AS (6-7), 4 AS (6-6), 1 YU

In 4106-15:

ANAYAMA, Nobukimi (4 [6]); 3 AS (4-6), 3 AS (4-5)

In 2911-13:

NAITOH, Masatoyo (5 [3]); 2 AS (6-6), 1 KB (6-7), 1 YU

In 3311-13:

BABA, Nobufasa (8 [3]); 2 AS (6-6), 1 KB (6-7)

In 3113-15:

OBATA, Nobusada (10 [3]); 3 AS (5-6)<sup>[b]</sup>

In 2807-09:

OYAMADA, Nobushige (11 [3]); 3 AS (6-6), 1 YU

a = This huge clan, together with that of Anayama, makes for a very unusual deployment. This is also one of (if not the) finest samurai armies of the era.

b = There are two Busho from the Obata clan: Nobusada and Masamori (cf. Kawanakajima). Because their ratings were virtually identical, we used one counter for both.

### Special Rules

**Babo-saku:** Not available for this battle.

**Teppo:** The players may not use Volley Fire or Teppo-induced Aggression; all *teppo* are pre-hayago.

**The Oda Troops:** Before Takeda cut off his lines of communication, Oda had sent three of his clans—the Sakuma, Takigawa, and Hirate—to reinforce Tokugawa. Unfortunately, the Oda troops, whose fealty lay with Oda, not Tokugawa, were in no mood for an attack. As a result, when they were ordered into battle, two of them simply withdrew, the Hirate stayed, fought, and died.

To represent this, whenever Tokugawa uses his clan activation rating to activate any of these clans, roll the die. If the die roll is odd, the clans immediately undergo two phases of active withdrawal (without rolling for momentum). If they are still on the map after that, the only action they may undertake is active withdrawal. If the die roll is even, they activate normally. This does not apply if the clans are activated by a Takeda attack or proximity.

We suggest you use this rule only when playing historically. It doesn't exactly help the Tokugawa.

### Retreat Edge

- The Tokugawa army retreats to the Southern edge of the map, to the road leading to Hamamatsu Castle.
- The Takeda army retreats to the Northern edge of the map, to the road leading off that edge.

### Victory

It is highly doubtful whether Tokugawa can even approach anything near a battlefield victory. He is arrayed against the Takeda samurai at the peak of their not inconsiderable powers. Historically, although Tokugawa lost about 12% of his army, Takeda lost just over 1%! Thus, we take a somewhat different approach here, at least in game terms: survival.

If Tokugawa can put three or more of Takeda's clans to flight, while not having the same done to more than two of his and, at the same time, move the remainder of his army off the map (retreat edge) without losing any more clans, he wins. Otherwise, Takeda wins.

### To that end, certain special rules:

1. No unrouted Tokugawa units may exit the map before the sixth Game Turn
2. Takeda's clan (the big one) may not be activated until at least one of his other clans have Fled. Make it two if the Takeda player is any good.

We don't think either of the above is very historical, but to play this rather interesting battle solely along such lines would not be very interesting.

# Nagashino

29 June, 1575

## Historical Background

After Sekigahara, Nagashino is probably the most famous, pre-modern battle in Japanese history, if alone for the fact that it established Oda as the supreme tactician of the day. It is also the swan song of the Takeda clan. As with Mikata-ga-hara, much of the commentary on this engagement focuses on why Takeda Katsuyori gave battle. It's part of the legend, and one of the reasons why history has not been kind to the son of the great Takeda Shingen. As Stephen Turnbull and Kurosawa have pointed out, this is truly the stuff of great tragedy.

Takeda Katsuyori, who had been a capable subordinate commander at both Kawanakajima and Mikata-ga-hara, assumed control of the Takeda upon the death of his great father, in 1573. However, it was an unusual control, as Shingen had ordered that his death be kept secret for three years. All went well at first, with Katsuyori conducting some rather well-run campaigns, some at the expense of Tokugawa. Then, in 1575, the Takeda announced Shingen's death (rumors had been rife for some time anyway). Hearing this, Tokugawa appointed a Takeda enemy, Okudaira Sadamasa, as commander of the important frontier fortress, Nagashino Castle.

Katsuyori could not let this stand unopposed, and he planned a march into the area, a strike not against Nagashino but against another important position, Okazaki castle in Mikawa province. The castle was commanded by Tokugawa's son, Nobuyasu, but access to the fortress would be gained by treachery. If Okazaki fell, Tokugawa's position became very tenuous, indeed. So Katsuyori set off for what looked like easy pickings. Unfortunately, just as his army stood a short distance from Nagashino Castle (on the way), he received word that the treason had been discovered. Abruptly, the big picture had changed, and Katsuyori now made the fateful set of decisions that led to his and his clan's demise at Nagashino.

It is doubtful whether anyone will ever know why Katsuyori did what he did. Was it spite for losing the opportunity to take Okazaki? Was it a chance to strike back at Tokugawa's selection of Okudaira to hold Nagashino? Was it viewed as a chance to up his own position in the eyes of his retainers? Or, perhaps, a simple method of regaining the face he appeared to have lost halfway through the campaign? Regardless, with Okazaki an impossibility, Katsuyori decided to take Nagashino Castle.

Although Nagashino is in a very strong, defensible position at the confluence of two rivers, taking it is not an impossible task, because the castle was mostly wooden, not one of the huge, stone Toyotomi castles of the next decade. Katsuyori, however, chose his dispositions rather poorly, beginning his attacks on 16 June, 1575. Underwater mines were found and destroyed; cross-river attacks were repulsed; and a general, all-out assault failed. Takeda now opted for waiting until poorly provisioned defenders starved themselves to death.

At this point, one of the legendary figures of samurai history, Torii Suneemon, sneaked out of the castle, swam underwater through Takeda lines, and informed Oda and Tokugawa what was going on. The two *daimyos* determined that it would be necessary to march to Nagashino's aid, and they sent Toni back to relay that message

to Okudaira. Unfortunately, the Takeda were waiting for him. Captured, he agreed to report false news to the defenders. Not sure of his allegiance, Katsuyori had him spread eagled on a cross while he told Okudaira what Takeda wanted him to hear. To Takeda's dismay (and, reportedly, his admiration) Torii shouted to the defenders on the walls that they should stand fast, help was on the way. Despite Takeda's admiration, those were Toni's last words. However, by now the game was up, and the huge Oda army—reportedly at least twice that of Katsuyori's—was on its way.

Most of Katsuyori's advisors, the remnants of Shingen's twenty-four Generals, wanted to make a strategic and honorable retreat. But the younger samurai screamed for an attack, and Katsuyori listened to them. While they prepared to attack the enemy, Tokugawa was not idle. He sent Sakai Tadatsugu (cf. Mikata-ga-hara) out during the night on a raid, a raid so successful that it resulted in the death of Katsuyori's uncle, Takeda Nobuzane, one of the remaining top-level generals from the Shingen era.

So, disappointed at both Okazaki and Nagashino castle, egged on by a hot-headed group of young *samurai*, and still insecure in his own position as head of a previously invincible clan, Takeda Katsuyori marched his army to Shitara Plain, a few miles west of the castle, to attack the dug in lines of Oda and Tokugawa *ashigaru* and a firing line of musketeers unlike anyone had ever before seen.

What sealed Katsuyori's fate at Nagashino was that he was totally out-generated by Oda. Oda was much aware of the devastating impact a Takeda charge could have; the Takeda cavalry corps was the single finest group of soldiers in Japan, even then. To blunt their effect, he had his soldiers line up on the lip of a low rise overlooking the stream bisected Shitara Plain, behind a series of wooden palisades. Between the streams and the fences, the impetus of the Takeda charge would be greatly reduced.

The second innovation Oda implemented was to trust all to the lowly foot soldiers, something almost unheard of in previous battles. Oda and Tokugawa had little cavalry with which to counter the Takeda, and if his army was to repel their mounted assault, the *ashigaru* would have to stand in place.

To help them in their efforts, Oda and Tokugawa had a large number of *teppo* (musketeers) arrayed up and down the entire line, trained, so some say, in a rotational system of volley fire that caused a grotesque number of Takeda casualties. (They lost over half their army and most of their generals.) Many historians claim that Katsuyori was well aware of the Oda firepower but was counting on the constant rain to ameliorate that situation. (Stephen Turnbull points out that, in the 1986 recreation of the battle, it rained constantly, and only about 40% of the arquebusiers present could fire their guns.

The early part of the battle consisted of detachments of Oda's troops trying to lure the Takeda into attacking, an event which eventually happened when Katsuyori decided to risk all on the throw of one die, launching his cavalry corps across the plain against the reinforced Oda line. As Oda had predicted, the stream slowed them down and the palisades virtually killed any momentum they did have. The volley firing *teppo* were deadly, but even deadlier were the *ashigaru*, who streamed out from behind the palisades to attack the stolid Takeda cavalry. It was all over in relatively short time. The Takeda cavalry ceased to exist as a viable military arm; and, although the clan lingered on for seven more years, the Takeda were finished as a political force in Japan.

## Set-Up Information

**Playing Time:** 3-5 hours

**Play Balance:** Greatly favors Oda, as he not only outnumbers the Takeda by about 2-1 (in strength, if not in actual counters), but he has far more *teppo* and he knows how to use them.

**Difficulty:** This is the most linear of the game's battles, as can be seen from the deployment. It is also the one with the least opportunity for maneuver. It's a straight-ahead banger, which makes it somewhat easier to play because you can concentrate on the killing.

**The Map:** Lots of detailed sources for Nagashino, both modern and period. The inspiration for all this confrontation (Nagashino Castle) is off the southeastern map edge, along the Toyo River.

**Relative Strengths:** Takeda Katsuyori is commanding some 12,700 men; another 2,300 or so are laying siege to Nagashino Castle. Oda's army at Shitirabara (the low field in between the two positions) is just short of 25,000. However, Oda Nobutada is sitting about a mile to the west with another 4,000 and about 3,000 more are at the siege. It appears that Oda had very little *kibamusha* very few appear in the period visualizations of the battle. It's Takeda that has the clan's vaunted cavalry corps.

**Movie:** Kurosawa covered it all in one of the greatest samurai films ever made, Kagemusha. The whole cast of characters is included, including Oda, Tokugawa, and all the great Takeda generals. Do not, however, expect to see a historical Nagashino, as Kurosawa is interested in the effect of the battle, not the particulars.

## Initial Deployment

All clans start the battle inactive, faced as the player wishes.

### Oda Nobunaga's Army

#### Oda's Clan

*In 1912:*

ODA Nobunaga (ST [6]); *honjin*

*In 1809-11, 1911, 1813:*

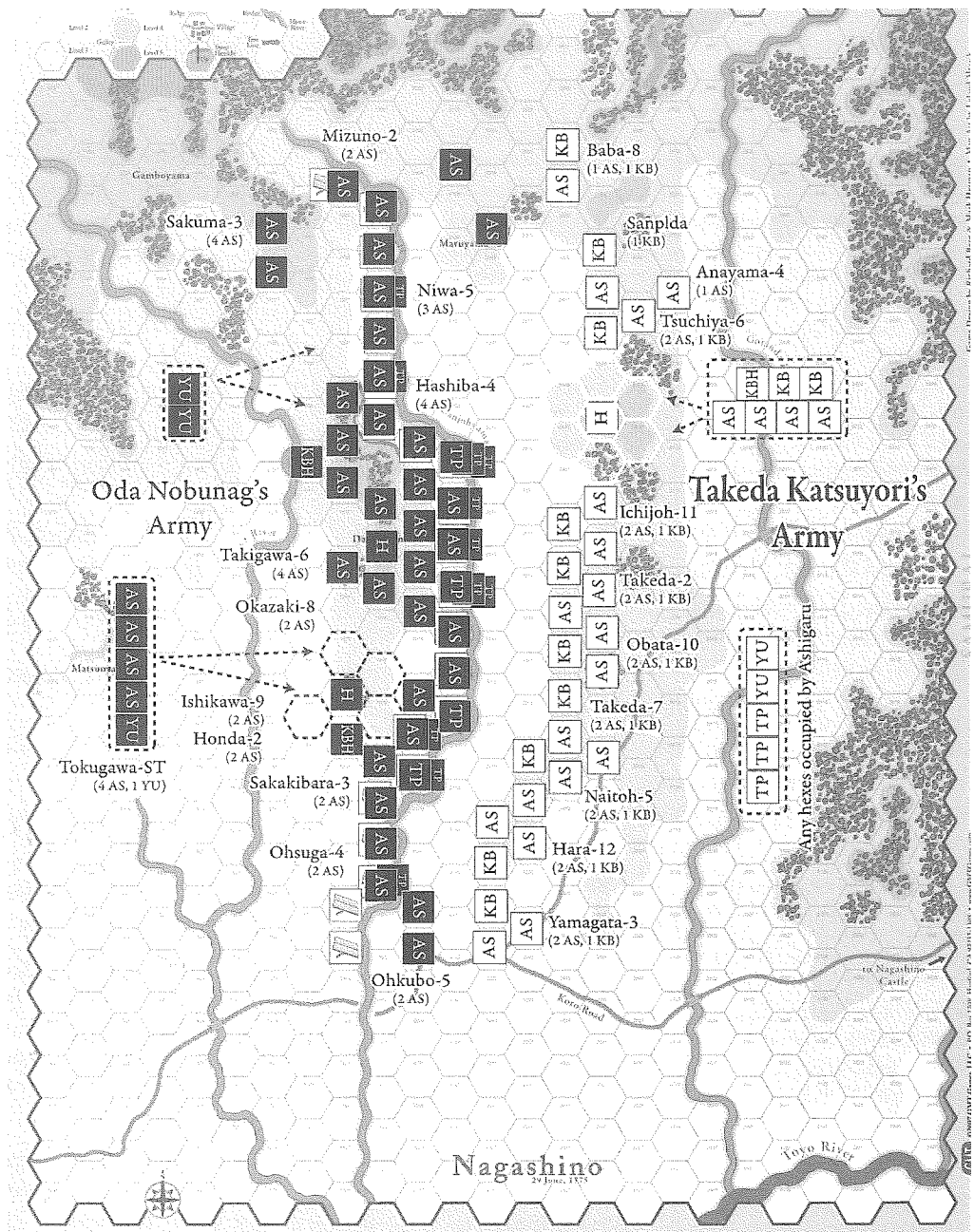
1 AS (6-8), 2 AS (6-7), 2 AS (5-6) (Nobunaga)

*In 1710:*

1 KBH (4-8) (Nobunaga)

*In any of the above hexes:* 2 YU

*In 1804, 1904:*



MIZUNO Nobumoto (2 [2]); 1 AS (5-7), 1 AS (5-6)

*In 1605-6, 2103, 2205 [d]:*

SAKUMA Nobumori (3 [4]); 2 AS (7-6), 1 AS (6-7), 1 AS (6-5)

*In 1908-9, 2010-11:*

HASHIBA (TOYATOMI) Hideyoshi (4 [4]) [c]; 2 AS (7-6), 2 AS (6-6)

*In 1905-7, 1806:*

NIWA Nagahide (5 [4]); 1 AS (7-7), 1 AS (7-6), 2 AS (6-6)

*In 2012-13, 2111-2112:*

TAKIGAWA, Kazumasa (6 [4]); 1 AS (7-6), 1 AS (7-5), 1 AS (6-7), 1 AS (6-6)

*In 1913, 2014:*

TORII, Mototada (7 [2]); 1 AS (4-7), 1 AS (4-5)

*In 1814, 1914:*

OKAZAKI, Nobuyasa (8 [2]); 1 AS (8-6), 1 AS (7-6)



*In 2114-2115:*

ISHIKAWA, Kazumasa (9 [2]); 1 AS (6-7), 1 AS (6-6)

*3 each in 2110, 2113; 1 each in 1906, 1908, 2111, 2112:*

10 Oda *Teppo*<sup>[a]</sup>

## Tokugawa's Clan

*In 1816:*

TOKUGAWA, Ieyasu (T [5]); *honjin*

*In 1716, 1815, 1915-16:*

2 AS (6-6), 1 AS (6-8), 1 AS (6-7), 1 YU (Ieyasu)

Use the Tokugawa ST counters

*In 1817:*

1 KBH (3-8) (Ieyasu)

Use the Tokugawa ST counters

*In 2016-17:*

HONDA, Tadakatsu (2 [2]); 1 AS (6-7), 1 AS (5-6)

*In 1917-18:*

SAKAKIBARA, Yasumasa (3 [2]); 1 AS (5-6), 1 AS (5-7)

*In 1919-20:*

OHSUGA, Yasutaka (4 [2]); 2 AS (5-6)

*In 2021-2022<sup>[b]</sup>:*

OHKUBO, Tadayo (5 [2]); 2 AS (5-6)

*2 in 2018; 1 each in 1920, 2116:*

4 Tokugawa *Teppo*<sup>[a]</sup>

*1904-1822, adjacent to and west of the Rengo River:*

21 Babo-saku

a = Specific deployment of *teppo* is not available; players may deploy these *teppo* as they desire, with the only restrictions noted in the *teppo* rules below. Many sources give Oda 3,000 *teppo*. Yamazaki-san says that this is a result of a misprint, misinformation that has carried over to other sources. The original sources on the battle make it quite clear that Oda has 1,000 *teppo*.

b = Yes, these men are outside the lines (and palisade), purposely placed there, it appears, as bait for the Takeda left.

c = Hideyoshi is now Hashiba Hideyoshi (see Anegawa), and upon the death of Oda shortly after Nagashino, assumes the shogunate as Toyotomi Hideyoshi, the great political figure of the era.

d = Another group outside the lines, this time as a tempting morsel for Baba.

## Takeda Katsuyori's Army

All Clans are inactive at the start, faced as desired.

*In 2509:*

TAKEDA Katsuyori (ST [7]); *honjin*

*Within one hex of the honjin:*

1 KBH (4-8), 1 KB (6-7), 1 KB (4-7), 2 AS (6-7), 1 AS (4-8), 1 AS (4-7) (Katsuyori)

*In 2414, 2513:*

TAKEDA Nobutoyo (2 [3])<sup>[a]</sup>; 2 AS (4-7)

*In 2413:*

1 KB (4-7) (Nobutoyo)

*In 2222, 2321:*

YAMAGATA Masakage (3 [3]); 1 AS (4-7), 1 AS (4-6)

*In 2221:*

1 KB (4-7) (Masakage)

*In 2706:*

ANAYAMA Nobukimi (4 [1]); 1 AS (5-7)

*In 2318, 2418:*

NAITOH Masatoyo (5 [3]); 2 AS (4-6)

*In 2317:*

1 KB (4-7) (Masatoyo)

*In 2506, 2607:*

TSUCHIYA Masatsugu (6 [3]); 2 AS (4-6)

*In 2507:*

1 KB (4-7) (Masatsugu)

*In 2417, 2517:*

TAKEDA Nobukada (7 [3]); 2 AS (4-6)

*In 2416:*

1 KB (4-7) (Nobukada)

*In 2403-04:*

BABA Nobufasa (8 [2]); 1 AS (5-7), 1 KB (4-6)

*In 2505:*

SANPLDA Nobutsuna (9); 1 KB (6-7)

*In 2514-15:*

OBATA Nobusada (10 [3]); 2 AS (4-6)

*In 2415:*

1 KB (4-7)<sup>[a]</sup> (Nobusada)

*In 2511-12:*

ICHIJOH Nobutatsu (11 [3]); 2 AS (4-6)

*In 2412:*

1 KB (4-7) (Nobutatsu)

*In 2219, 2319:*

HARA Masatane (12 [3]); 2 AS (4-6)

*In 2220:*

1 KB (4-7) (Masatane)

*In any hexes occupied by Ashigaru:*

3 *Teppo* and 2 *Yumi*

a = There are two Busho from the Obata clan: Nobusada and Masamori (cf. Kawanakajima). As their ratings were virtually identical, we use one counter for both

## Special Rules

**Teppo:** Oda and Tokugawa's *Teppo* may use Volley Fire and Teppo-induced Aggression; they are using Hayago. Takeda's may not Volley Fire or use Teppo-induced Aggression, and his *teppo* are Pre-hayago.

**The Takeda Charge:** At any one time during the game, if it is Takeda Katsuyori's orders phase, instead of issuing orders to his own clan, he may issue a *kibamusha* charge order to all (or as many as he wishes) Takeda *kibamusha* (only) up and down the line, regardless who their busho is. Command range is not a requirement, but this may be done only once in the game.

**Rain (Optional Rule):** One of the reasons advanced for Takeda's rather suicidal decision to enter battle with Oda was that he had been informed that it would rain that day, and the rain would neutralize and negate Oda's tremendous advantage in *teppo*. It didn't, and the Takeda got shot to ribbons. But what if it had rained? (We suggest using this rule for game balance.)

At the start of each turn, beginning with the second turn, roll the die. If you roll a 0 or a 9 it has started to rain. Once it starts raining, roll at the start of each succeeding turn to see whether it will

continue. An even die roll will continue the rain; an odd die roll and it stops, and it will not start again.

Rain does two things:

- it reduces all MAs by one.
- No *teppo* may fire until the turn after it has stopped raining.

**Burden of attack:** The burden of attack is on the Takeda. Normally, we wouldn't mention this, but, given the deployments and the relative strengths and capabilities of the two armies, the Takeda player may feel that discretion is part of valor a bit too deeply here. To spur him on a bit, we have provided Katsuyori with a variable initiative rate.

Katsuyori may have an initiative of 3 during a turn if, during that turn, any of his clans newly activated (by using his rating) moves and attacks. The movement must place a Takeda unit adjacent to an Oda unit, although the attack may be fire and/or shock.

- If he does not wish to move/attack, his initiative is 1.
- If he cheats, he immediately loses face and now has a permanent Initiative of 1.

### Retreat Edge

- The Oda army retreats to the West edge of the map, through 1017-1028
- The Takeda army retreats East, towards and through either of the roads leading off that edge.

### Victory

Oda wins when the Takeda army reaches or exceeds 90 Rout Points. The Takeda Rout percentage is 45%. If you want to give the Takeda the benefit of the doubt, competitively, make it 100 (50 %).

The Takeda win if the Oda army reaches or exceeds 140 Rout Points. The Oda Rout percentage is 35%.

## Sekigahara

21 October, 1600

### Historical Background

Oda died in 1582, assassinated by one of his chief retainers, Akechi Mitsuhide. The other key army commander, Toyatomi Hideyoshi immediately marched north and attacked Mitsuhide's army at Yamazaki, quickly defeating it. Mitsuhide was killed by peasants as he fled, and the quick victory gave Toyatomi tremendous bargaining power, power he quickly turned to his political benefit by attaching Tokugawa as ally and then constructing a series of huge, stone fortresses as power bases.

By 1592 Toyatomi's power base was so solid that he decided to extend Japan's power overseas, something no other samurai had ever attempted. With eyes on the Chinese empire, and remembering the aborted Mongol invasion of Japan in 1274, Toyatomi chose Korea as a good place to start. His huge, 160,000 man army had little trouble sweeping aside a mismatched Korean land force, but the Korean navy was another story. The Koreans drove the Japanese navy from the sea, creating massive supply problems for Hideyoshi, and he was forced to recall the invasion.

He wasn't finished, though, and in 1596 he was back at it again.

Unfortunately, with the second invasion chugging along, Hideyoshi died, a death that set the stage for the final struggle for ultimate power in Japan. Toyatomi's sole heir was his infant son, Hideyori, to whom all had sworn allegiance. Some, obviously, had kept fistfuls of crossed fingers behind their backs when they did so, because it wasn't too soon before everyone started to jockey for power. The two *daimyo* that quickly emerged were one of Hideyoshi's key bureaucrats, Ishida Mitsunari, and the ever present Tokugawa Ieyasu. Ishida hated Tokugawa; however, unfortunately for him, Ishida was roundly disliked by a large number of *daimyo* who would have otherwise remained neutral.

For the next two years, Ieyasu and Ishida set about trying to out fox and out position each other. Ishida held the heir, but Tokugawa had the brains and a more solid backing. When Ishida tried to fake Tokugawa into marching north to quell what appeared to be a local rebellion, Tokugawa saw through the ruse and, when Mitsunari marched his army north to seize the all-important Osaka Castle, Tokugawa turned his army south to meet his enemy in what would be the climactic battle for control of Japan.

The largest land battle to take place on Japanese soil, Sekigahara is a classic (albeit gigantic) samurai battle. The numbers, alone, reveal how warfare had changed since the days of Okehazama. In the latter battle, one sees a total of less than 30,000 men involved. At Sekigahara, that number has jumped to way over 100,000. And the make-up of the armies has changed, too. *Teppo* (the musketeers) have become an integral arm of the samurai army. Even more important, these are standing, almost professional armies, not groups of trained peasants and local *samurai*.

Sekigahara is a small valley village on the Nakasendo, one of Japan's two key feudal-era roads. Ishida planned on blocking Ieyasu's march south at this location, using the wooded hills surrounding the valley to help his defense. Unfortunately, geography was not Ishida's problem; it was the loyalty of his clans. Of particular importance was the Kobayakawa, a huge clan of some 15,000 men, led by Kingo Kobayakawa. Although Kobayakawa was fiercely loyal to the Toyatomi family, he also had great hatred for the upstart bureaucrat Mitsunari, for whom he blamed much of the Korean fiasco. Even worse, Kobayakawa would hold the important defensive position, astride the flanks of both armies overlooking the battlefield.

Ishida's army stumbled into Sekigahara at night, in a driving rain, during which they had to setup their positions quickly, because right behind them was Tokugawa. Several of his larger contingents (such as the Mon and the Chosakobe) he placed along Tokugawa's line of march, atop or behind Nanguyama. This important position, however, was lessened by the fact that both of these clans were hesitant about whom to support. At least Ishida had the opportunity to place his men as desired. Tokugawa's men were still marching through the night, into the same driving rain.

By early morning of October 21, the vanguard of Tokugawa's force entered the Sekigahara valley, between the two mountains, Ibuku and Nangu. By this time, although the rain had stopped, the ground was covered with dense fog, so dense that Tokugawa's lead clan (that of Fukushima Masanori) actually banged into Ukita Hideie's contingent. No shots were fired, and the next few hours were spent deploying and redressing until, about 9 AM, the sun burned through the fog and the battle was on.

Tokugawa, his own 30,000 man contingent in the rear as a reserve,

realized that he would have to slam his way through the strong Ishida position or be cut off and at a tremendous disadvantage. What he also knew was that Kobayakawa was seriously considering changing sides. Although initial honors had been given to the Fukushima, the battle actually began with a charge by the mounted “Red Devils” of Ii Naomasa, followed quickly by Fukushima charging into Ukita’s division in the center of Mitsunari’s position.

The battlefield, soaked by interminable rain, quickly became a muddy morass. While the battle waged back and forth, two factors quickly emerged. Mitsunari did not have the capability of coordinating and controlling the disparate group of clans he commanded (his best cavalry, the Shimazu, refused to fight) and Tokugawa did. And, after an hour or two, it became apparent that the Kobayakawa, sitting up on Matsuoyama, held the key. Both commanders sent messengers to Kingo demanding he attack on their behalf; but the Kobayakawa just sat and watched. Finally, Tokugawa, unable to wait for Kingo to make up his mind, sent over a few *teppo* to fire some shots into their ranks. The reaction was instantaneous. The Kobayakawa charged, crashing down the hill directly into Mitsunari’s right flank.

If it weren’t for the last stand actions of Otani Yoshitsugu (the leper daimyo), it would all have been over then and there. As it was, Otani’s actions only staved off the inevitable. The center of the Mitsunari line disintegrated, the Shimazu finally reacted (fleeing off to the south) and Ishida was forced to retreat what was left of his army (and it wasn’t much) to the west. The battle was over by 2 PM, followed by a grim, but triumphant, showing of heads. Although the Tokugawa did not achieve final victory until the siege of Osaka and the defeat of Toyotomi Hideyori, Sekigahara sealed the fate of Japan.

And sealed Japan was. With no opposition in view, the triumphant and arch-conservative Tokugawa completely shut the country off from outside taint for over 200 years, an insularity that still pervades much of Japan’s daily life.

### Set-Up Information

**Playing Time:** 5+ hours. We pickup the battle somewhere around 9AM, after most of the heavy fog had lifted. There was some mist at this time, and visibility was not perfect (until about 10 AM), although not enough to change play. It will take about 5 or 6 turns (at least) before players start approaching their Rout levels.

**Play Balance:** Although Ishida has numbers and better position, his command capability is far exceeded by Tokugawa’s and two of his clans (the huge Kobayakawa clan on Matsuoyama, and the somewhat truculent Shimazu) are likely to be more of a hindrance than a help. However, as playtesting showed, if Tokugawa makes the wrong moves, he can be in deep trouble. We do recommend that if you are looking for balance, you allow Ishida to have the initiative for Turn 1.

**Difficulty:** This is the most complex battle in the game, if only for the numbers of units and special rules. However, it is only incrementally more complex, and, aside from the special rules (especially Treachery), it plays pretty much like the other battles. There’s just more of it, and it takes longer to play.

**The Map:** We were blessed with several, excellent cartographic sources for this battle, including the extensive study made by the Japanese General Staff in 1893 and the spectacular aerial view of

the battlefield (complete with troop deployments and strengths) available through the Sekigahara Battlefield people.

**Relative Strengths:** The on-map strengths for this scenario are:

- Ishida Mitsunari has 56,000 men, with two clans (the Ukita and Kobayakawa, who could go either way) comprising more than half that strength (32,600).
- Much of Tokugawa’s army (including his own 30,000 man clan) is spread along the Nakasendoh to the east. At Sekigahara, he has about 45,000 men, although his numbers are more evenly divided amongst his contingents.

**Why Only Part of the Battle?** Those of you familiar with this battle know that there are a fairly large number of troops spread out to the east: Tokugawa’s own reserve plus four additional clan/contingents along the Nakasendoh; five Ishida clan/contingents, including 15,000 men under Mon Hidemoto, on and beyond the eastern slopes of the Nanguyama. None of these men fought in the battle, being rather out of contact with the main armies and content to stare at each other in one grand stalemate. Including them all also throws the balance greatly in favor of Tokugawa. The game map covers all of the actual fighting,

### Initial Deployment

All clans start the battle inactive.

Note specific facing for Ishida’s army, as well as for the Fukushima clan (Tokugawa).

### Tokugawa Ieyasu’s “Eastern” Army

All Tokugawa AS are the fire-capable units, the ones with the T.

*Kibamusha* are listed by Size-TQ where there are more than the listed units available. There are no individual *yumi* or *teppo* units.

*In 4223*<sup>[a]</sup>:

TOKUGAWA, Ieyasu (ST [5]); *honjin*

*In 3524*:

HONDA, Tadakatsu (2 [1])<sup>[c]</sup>; 1 KB (5-8)

*AS in 3110, 3211-12-13, 3311-12; KB in 3311-2*:

KURODA, Nagamasa (3 [8]); 6 AS, 1 KB (4-7), 1 KB (3-6)

*AS in 3115, 3215-6-7, 3315; KB in 3114, 3116*:

HOSOKAWA, Tadaoki (4 [7]); 5 AS, 1 KB (5-7), 1 KB (5-6)

*AS in 3320, 3420-1; KB in 3321*:

MAZUDAIRA, Tadayoshi (5 [4])<sup>[d]</sup>; 3 AS, 1 KB

*AS in 2919, 3019-20; KB in 2918*:

TSUTSUI, Sadatsugu (6 [4]); 3 AS, 1 KB

*AS in 2821, 2920-21; KB in 2820*:

TANAKA, Yoshimasa (7 [4]); 3 AS, 1 KB

*AS in 3318, 3418-9; KB in 3317, 3319*:

II, Naomasa (8 [5])<sup>[c]</sup>; 3 AS, 2 KB

*AS in 3017, 3117-8; KB in 3018*:

KATOH, Yoshiaki (9 [4]); 3 AS, 1 KB

*KB in 2824; AS in 2923-4*:

TOHDOH, Takatora (10 [3]); 1 KB, 2 AS

*KB in 2825; AS in 2826, 2925-6*:

KYOHGOKU, Takatomo (11 [4]); 1 KB, 3 AS

*KB in 3124; AS in 3224-5:*

TERASAWA, Hirotaka (12 [3]); 1 KB, 2 AS

*KB in 2525, 2326; AS in 2427-8, 2626-8, 2526-8<sup>[b]</sup>:*

FUKUSHIMA Masanori (13 [9]); 2 KB, 7 AS

*KB in 3615; AS in 3714-5, 3616:*

FURUTA, Shihekatsu (14 [4]); 1 KB, 3 AS<sup>[f]</sup>

*KB in 3619; AS in 3718-19:*

KANAMORI, Nagachika (15 [3]); 1 KB, 2 AS

*KB in 3621; AS in 3620, 3720:*

IKOMA, Kazumasa (16 [3]); 1 KB, 2 AS

a = This is Tokugawa's original command position. He moved forward, to where Honda Tadakatsu is, during the battle, although that makes no difference to the game. No Tokugawa clan troops start the game on the map; they are all deployed a short distance to the west, along the Nakasendoh. Some may arrive as reinforcements.

b = The Fukushima clan units are all facing NW. All other Tokugawa units face directly West. The initial Fukushima charge was lead by Yoshinaga Kani.

c = Ii Naomasa's famous "Red Devils." Ii was much worried about possible pro-Toyotomi clans in Tokugawa's army, and therefore, in violation of Tokugawa's strict orders that Fukushima start the battle, Ii, instead, lead an initial charge.

d = One of Tokugawa's sons. Mazudaira was the family name (see Okehazama). The other son at the battle, Hidetada, had some 40,000 men that arrived at the battlefield too late to participate, with which tardiness Tokugawa was most displeased.

e = Honda, one of Tokugawa's greatest friends, was most famous for his antlered helmet.

f = Furuta's clan contains 450 *ashigaru* from Oda Nagamasu's clan, the two amalgamated for playability. Another Oda clan is with Ishida.

## Ishida Mitsunari's "Western" Army

Ishida's clans are listed solely by Busho ID #.

*In 1909, facing SE:*

ISHIDA, Mitsunari (ST [7]); *honjin*

*KB in 2110, 1911; AS in 1910, 2010, 2109, 2011; KBH in 1810, facing SE:*

1 KBH, 2 KB, 4 AS

*In 1412, 1511, facing SE: 2 OZ*

*In 2412, 2312, facing SE:*

SHIMA, Sakon (2 [2]); 2 AS

*In 2113, 2213, facing SE:*

GAMOH, Satoie (3 [2]); 2 AS

*1711, 1611-12, facing E:*

ODA, Nobutaka (4 [3])<sup>[a]</sup>; 3 AS

*KB in 2018, 1917; AS in 2017, 1916, 1816-17, facing E:*

KONISHI, Yukinaga (5 [6]); 2 KB, 4 AS

*KB in 2120, 1623, 1622, 2020; AS in line in 2021-1722; 1920-1721; 1919-1521; 1819-1520; 1818-1519, facing E:*

UKITA, Hideie (6 [24])<sup>[c]</sup>; 4 KB, 20 AS

*1524, 1625, facing E:*

TODA, Shigemasa<sup>[d]</sup> (7 [2]); 2 AS

*1324, facing SE:*

OHTANI, Yoshitsugu<sup>[e]</sup> (8 [3]), 1 AS (5-7)

*KB in 1525; AS in 1426, facing E:*

1 KB, 1 AS (7-6) (Yoshitsugu)

*KB in 1526, 1427; AS in 1527-8, facing E:*

KINOSHITA, Yoritsugu (9 [4]); 2 KB, 2 AS

*1727, facing NE:*

AKAZA, Naoyasa (10 [1]); 1 AS<sup>[f]</sup>

*KB in 1927; AS in 1828, 1928, facing NE:*

OGAWA, Suketada (11 [3]); 1 KB, 2 AS<sup>[f]</sup>

*2029, facing NE:*

KUTSUKI, Motosuna (12 [1]); 1 AS [f]

*KB in 2130; AS in 2030, facing NE:*

WAKISAKA, Yasuharu (13 [2]); 1 KB, 1 AS

*KB in 1531, 1632, 1732, 1833, 1933; AS in line in 1532-1834; 1433-1734; 1434-1836; 1334-1736, facing NE:*

KOBAYAKAWA, Hideaki "Kingo" (14 [23])<sup>[g]</sup>; 5 KB, 18 AS

*2015, 1914, 1814, facing SE:*

SHIMAZU, Yosohiro (\* [3])<sup>[b]</sup>; 3 KB

*2311, 2212, 2112, 2113, facing SE:*

Babo-saku (4)

a = This clan combines a contingent of Oda troops with those of Itoh Morimasa, for playability.

b = The famous samurai *kibamusha* of the Shimazu, some of the best troops in the game. We've combined the two Shimazu leaders present (Toyohisa was also one of the clan leaders) for ease of play. See the special rules, below, concerning these troops.

c = This is the largest clan in the game (17,000), slightly ahead of the Kobayakawa (15,600).

d = Includes the troops of Hiratsuka Tametoh.

e = A most interesting figure, Yoshitsugu was a leper, a blind leper to boot. He was carried around on a palanquin, and he used his son (Yoshikatsu) to actually lead his troops. The Ohtani were closely allied with the Kinoshita, whose leader was Ohtani's nephew. Yoshitsugu is facing SE so he can keep an eye on the Kobayakawa, whose loyalty he greatly distrusted (and rightly so, as events proved.) He committed seppuku at the end of the battle, with the help of his retainers, one assumes. Note: Ohtani has an MA of 5 (not 9), and he will not (and does not have to) respond to samurai challenges.

f = These four small clans were nominally under Wakisaka. See rules below.

g = The Kobayakawa clan is, for the most part, the lynchpin of the battle. The problem for Ishida is that, although Kingo has a strong alliance with the Toyotomi family, and supports the position of the Toyotomi child, Hideyori, he hates Ishida.

## Possible Reinforcements

Tokugawa, himself, had a huge number of troops (30,000 or so). None of these units ever got into the actual battle; Tokugawa was treating them as his main reserve, poised to go either east or west, depending on what developed. At one point, Tokugawa moved some of his troops towards Sekigahara, indicating that he was willing to use them to plug any dangerous holes.

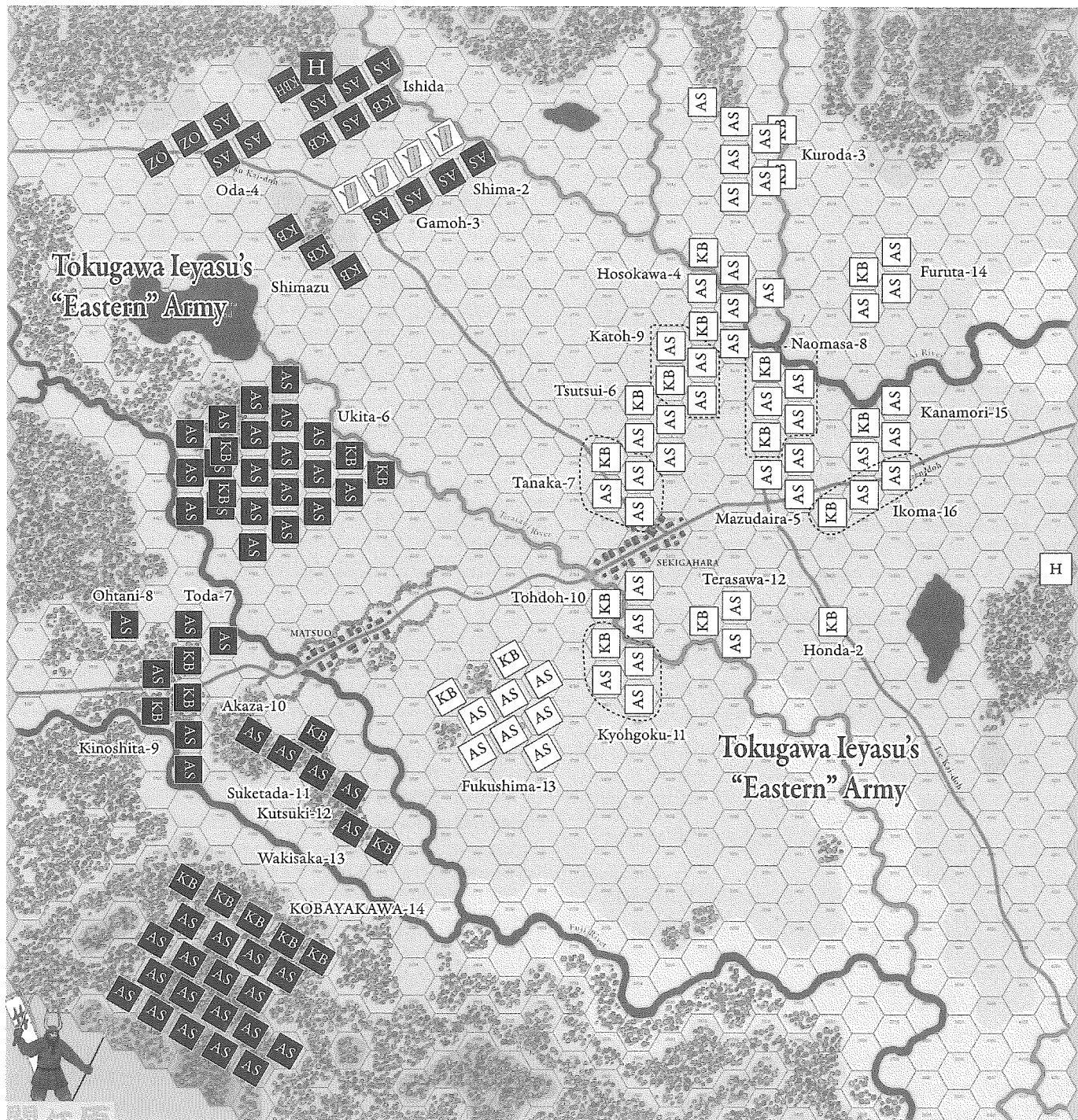
To simulate this, at any point in the game that the Eastern Army player has at least 50% more rout points than his opponent, he may bring in the following Tokugawa (ST) units through the Nakasendoh (Road), within one hex of 4219. To do this, he must activate Tokugawa's clan in the normal way. He may do this only once in the game.

1 KBH (6-8); 1 KB (6-7); 1 AS (7T-8), 2 AS (7T-7)

The arrival of Tokugawa units does not have any effect on the rout level of the Eastern Army (it just gives them more men).

*PLAY NOTE: It also means having to use Tokugawa as a combat leader!*





## Initiative

When playing historically, Tokugawa automatically has the Initiative at the start of the first turn. Those of you interested in competitive balance should allow Ishida the Turn 1 Initiative, or you can roll for it.

## Special Rules

**Teppo: Fire Capable AS:** There are no individual *teppo* units in Sekigahara. Instead, each *ashigaru* unit is Fire-capable, as indicated by the T next to the unit's strength. Thus, each undisrupted AS unit is capable of *teppo* fire, as if a *teppo* unit was stacked with that AS. The following rules apply:

- Disrupted AS have no *teppo* capability; they may not fire
- AS may not use Combined Fire or Volley Fire; however
- They may fire once per Phase, as opposed to once per Turn [8.1.6]

## Ozutsu (cannon)

*Historical Note:* Although the Japanese proved very adept at copying and producing quality muskets, they were inversely inept at designing and making cannon (ozutsu). Their artillery was so poor that it was a rare battle that saw one used in the field. When they were used they had little effect.

1. *Ozutsu* may either move or fire. They cannot do both in the same phase. Use the Moved/No Fire and Fired/No Move markers. They may change facing instead of moving, in which case they may change any number of vertices they wish. *Ozutsu* never suffer Cohesion hits from movement. To be moved they must be within range of any busho who is giving orders to his clan; they are then moved as part of that clan.

2. *Ozutsu* use the *Ozutsu* row on the Fire Table. They have no crew and no built-in Shock value. They may stack with any one combat unit, except *kibamusha* (or another *ozutsu*).

3. *Ozutsu* may fire twice during a single turn. The units may fire at any time during Phases C, D, or G—and we mean “any”; they may fire even in the midst of enemy movement! They do not need orders, nor do they have to be in command. The firing player simply says, “I’m firing my *Ozutsu*.” The first time an *ozutsu* fires, place a 1 marker on it. The second time it fires flip the counter over to its No side, indicating it may neither fire nor move.

4. *Ozutsu* must fire through their frontal hexes; they may not fire through their flankhexsides. They follow all LOS rules. *Ozutsu* fire is resolved like other fire.

5. If, when firing an *ozutsu*, a player rolls an adjusted 9, the *ozutsu* may have exploded. Roll again. If you roll a 7-9, it has blown up (and is eliminated). Any unit stacked with the *ozutsu* suffers two Cohesion hits.

6. *Ozutsu* do not have any Shock capability. If an *ozutsu* is alone in a hex, and an enemy unit moves adjacent to it, the *ozutsu* may reaction fire (if eligible) but, immediately thereafter, it is eliminated. *Ozutsu* may never retreat or withdraw. If they are stacked with a combat unit and that unit is forced to vacate the hex, the *ozutsu* is eliminated, if there is an adjacent enemy unit, as soon as its support unit leaves.

7. If an *ozutsu* unit is alone in a hex and suffers a hit from Fire, roll a die. If the die roll is a 0 or a 9, the *ozutsu* is eliminated; otherwise, there is no effect from fire. (Actually, its crew has been eliminated and the gun has, thereby, become useless). If stacked with another unit, the latter takes all fire hits.

**The Kobayakawa:** Sitting up there on Matsuoyama is Ishida’s second largest clan/contingent, the samurai of Kingo Kobayakawa. As the battle unfolds, Kobayakawa sits atop Matsuoyama, waiting to see which way the wind will blow.

To represent this, we have these special rules.

In any turn—except the first game turn—either player may attempt to activate the Kobayakawa on their behalf. This attempt:

- must be made when the player has the initiative, but
- it may not be made when that initiative was the result of continuity.
- Each player may make only one such attempt per turn.
- A Kobayakawa activation attempt counts as one of Tokugawa’s clan activations. It does not count against Ishida’s.
- The Ishida player may not attempt a Kobayakawa activation if he has already attempted to activate the Shimazu in that turn—and vice versa.; see below.

To attempt to activate the Kobayakawa, the player designates that

clan, as per the normal rules, and rolls the die. The result depending on who rolled the die:

Result	Toka DR	Ishida DR
Clan active for that Player	0-3	0-1
Nothing Happens; Kingo remains inscrutable	4-9	2-9

#### Die Roll Modifiers:

- If the rolling player has more RPs than his opponent, add one to the DR. If his opponent has more, subtract one.
- If the rolling player has at least 50% more RPs than his opponent, add two to the DR. If his opponent has 50% more, subtract two.

Once the Kobayakawa are activated on behalf of a player, that result is permanent. There is no more die rolling.

**The Shimazu.** The vaunted *kibamusha* of Yoshihiro Shimazu were as reluctant as the Kobiyakawa to get involved. Here, the feeling was less political (the Shima’zu were pro-Toyotomi) than Yosohiro’s being in a sulk. It seems that Ishida, ever the bureaucrat, had ignored the Shimazu’s suggestions for a night assault on the heels of a similar failure to take his advice at Ohgaki Castle. When Ishida sent orders for the Shimazu to pitch in at Sekigahara, the Shimazu replied that they would be fighting for their own clan. (Thus, their own counters.) They refused to join in, took whatever defensive actions were necessary to protect themselves, and, as the battle wound down, broke free, slashing their way through both armies, fleeing south, down the Ise Road.

The Western Army player may attempt to activate the Shimazu in any turn after the first turn. He may do so only once per turn, although the attempt, if unsuccessful, does not count against his clan activation rating. However:

- Activation attempts are made only in non-continuity phases.
- In any turn in which Ishida attempts to activate the Shimazu he may not attempt to activate the Kobiyakawa, and vice versa.

The Shimazu are not automatically activated if attacked by Tokugawa units; see the DRMs, below.

Roll the die:

DR	Result
0	Shimazu activated on behalf of Ishida. This is permanent.
1-7	Nothing happens.
8-9	Shimazu decides to flee; see Shimazu Flight, below.

#### Die Roll Modifiers:

- If there is an Active Tokugawa combat unit within two hexes of any Shimazu unit, subtract one from the die.
- If a Tokugawa unit has shock attacked a Shimazu unit that turn, subtract three from the die. This is not cumulative with the above.

**Shimazu Flight.** The Shimazu receive two consecutive orders

phases immediately, undertaken by the Ishida player. All Shimazu units are attempting to exit the map to the South, through the Ise Road, and must proceed as directly to that exit hex as possible. In doing so they will stay on the road or within one hex of the road. They will attack any units (Ishida or Tokugawa) in their path, but they ignore the ZOCs of other units. Starting with the next turn, the Shimazu is the first clan to go in the turn (again, two consecutive orders phases). They do not need or receive orders from either player. Flight continues until all Shimazu units are either eliminated or off the map.

### Wakisaka

This old Japanese admiral essentially held the loyalty of the other three clans on that little ridge, the Akaza, Ogawa and Kutsuki. To reflect this:

1. If any Wakisaka unit is shock attacked, the other three clans will automatically be activated.
2. The Ishida player may activate all four clans at once by expending two clan activations points at the same time.

### Optional Rule: Abandoning teppo

We've made this optional, mostly because no one did it during playtesting. At varying points during the battle, the *teppo* units, because of the wet weather and mud (both of which made many of their arquebuses useless) threw away their weapons, grabbed a *yari* off the ground, and pitched in with the other pikemen.

The player may, if he wishes, do the same. When a clan is given orders, the player may place an Abandon Guns; +1-3 marker on top of any undisrupted AS unit (or beneath it, whichever you prefer). This unit is now permanently without *teppo* capability. However, he may now add three (+3) to any shock DR (or subtract three, if defending). If that unit becomes disrupted, though, flip the marker to its Lost *teppo* side; it has not only lost its *teppo* capability, but it also loses its DRM benefit, both permanently.

### Retreat Edge

- Ishida's Western Army will retreat towards either of the two roads leading off the Western edge of the map.
- Tokugawa's eastern Army will retreat towards the Nakasendoh (Road) leading off the eastern edge.

### Victory

The Tokugawa win when the Ishida army, with the Kobayakawa fighting on their side or neutral, reaches or exceeds 275 Rout Points. If the Kobayakawa actively join the Tokugawa, the RP Level drops to 215 RP. If the Shimazu actively join the Ishida, add 15 to the RP total. The Ishida Rout percentage is 35%.

The Ishida win when the Tokugawa army (without the Kobayakawa) reaches or exceeds 240 RPs. If the Kobayakawa actively join the Tokugawa, the RP Level is now 300 RP. The Tokugawa reinforcements, if they enter, do not alter the Rout Level. The Tokugawa Rout percentage is 40%.

## Credits

**Original GBOH System Designed By:** Mark Herman

**Samurai System Designed By:** Richard H. Berg

**Original Game Developed By:** Richard H. Berg and Gene Billingsley

**2nd Edition Development:** Alan Ray

**Original Art Director, Packaging, and Counters:** Rodger B. MacGowan

**Map Art:** Leland Myrick

**Rules Layout:** Mark Simonitch

**Historical and Other Commentary:** Richard H. Berg

**In Charge of Research:** Masahiro Yamazaki

**Original Rules Editing/Testing:** Gene Billingsley

**Index and Editing Assistance:** Paul Marjoram

**Playtesters:** The BROG Crack Playtest Staff: David Fox, John Lazauskas, Jack Polonka, Peter Perla and The Perlas Before Swine Team, K. Potter, Jon Caparula, Oliver Sogard, Wade Hubbard, W. Goranson, Sal Vasta, Dave Bush, Jacob Kepins

A major thank you to the incredible research job done by Masahiro Yamazaki. Yamazaki-san provided us with virtually all the Order of Battle and terrain information. In addition, his insight into Japanese tactics and the era was invaluable. We are deeply indebted for all he has done for us.

## Sources

Many Japanese language sources were used by our Chief of Research, Masahiro Yamazaki. This was where the numbers came from, as well as many of the detailed maps. As few of you read Japanese, we have listed only our principle English language sources. Much flavor was also derived from the movies we have fisted with the individual scenarios.

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Turnbull, Stephen, *Battles of the Samurai* (Arms and Armour Press, London, 1992) Covers all of the major battles of the samurai era, in about as much detail as you're ever going to get in English. Nice detail, good pictures, dinky maps.

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**SAMURAI** Countersheet 3 of 5 (Front Side)

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SAMURAI Countersheet 4 of 5 (Front Side)

ROUTED	ROUTED	ROUTED	ROUTED	ROUTED	ROUTED	ROUTED	ROUTED	ROUTED
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CLAN ACTIVE	CLAN ACTIVE	ENGAGED IN SHOCK	ENGAGED IN SHOCK	ENGAGED IN SHOCK	ENGAGED IN SHOCK	ENGAGED IN SHOCK	ENGAGED IN SHOCK	ENGAGED IN SHOCK
ENGAGED IN SHOCK	ENGAGED IN SHOCK	ENGAGED IN SHOCK	Ozutsu MOVED ROBBE	TRUMP Attempt 1	TRUMP Attempt 1	2 ODA	3 ODA	3 ODA
ENGAGED IN SHOCK	ENGAGED IN SHOCK	ENGAGED IN SHOCK	Ozutsu MOVED ROBBE	TRUMP Attempt 1	TRUMP Attempt 1	4 ODA	5 ODA	100%
TOKENWA TP 6 AS 5	TOKENWA TP 6 AS 5	TOKENWA TP 6 AS 5	TOKENWA TP 6 AS 5	TOKENWA TP 6 AS 5	TOKENWA TP 6 AS 5	Norikizushi +1 TO Check	Norikizushi +1 TO Check	Norikizushi +1 TO Check
TOKENWA TP 6 AS 5	TOKENWA TP 6 AS 5	TOKENWA TP 6 AS 5	TOKENWA TP 6 AS 5	TOKENWA TP 6 AS 5	TOKENWA TP 6 AS 5	Norikizushi +1 TO Check	Norikizushi +1 TO Check	Norikizushi +1 TO Check
TOKENWA TP 6 AS 5	TOKENWA TP 6 AS 5	TOKENWA TP 6 AS 5	TOKENWA TP 6 AS 5	TOKENWA TP 6 AS 5	TOKENWA TP 6 AS 5	Norikizushi +1 TO Check	Norikizushi +1 TO Check	Norikizushi +1 TO Check

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# SAMURAI

## CHARTS AND TABLES — CARD #1

### Shock Resolution Procedure

1. Pre-Shock TQ Check: Units with Must Check markers see whether troops will attack/stand [9.23]
2. Undertake any non-samurai Individual Combat [9.24]
3. Check for Shock-induced Busho Casualties [9.25]
4. Use Clash of Arms Chart to determine which column on the Shock CRT will be used [9.26]
5. Determine whether terrain, Bushos, Position Superiority, and/or comparative Sizes will have any effect
6. Determine results using the Shock Results Table [9.27]

SEE 9.23-9.27 FOR COMPLETE DESCRIPTION AND INFORMATION

### Clash of Arms Chart

*Attacker Type*

<i>Defender Type</i>	<i>AS</i>	<i>KB</i>	<i>Norikuzushi KB Charge</i>	<i>Siege Assault</i>
Ashigaru (AS)	7	8	11	-
Kibamusha (KB)	5	7	9	-
Teppo/Yumi	13	13	13	-
Besieged	-	-	-	6
KBH	use the KB columns/rows			

# responds to column to be used on the Shock Table, subject to adjustments

### Shock Combat Results Table

<i>DR</i>	<i>CRT Column</i>													<i>DR</i>
	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>	<i>7</i>	<i>8</i>	<i>9</i>	<i>10</i>	<i>11</i>	<i>12</i>	<i>13</i>	
0	6(1)	5(2)	4(2)	4(2)	3(2)	3(2)	3(2)	3(2)	3(2)	3(2)	3(2)	2(2)	2(3)	0
1	6(1)	4(2)	4(2)	3(2)	3(2)	3(2)	3(2)	3(2)	3(2)	2(2)	2(2)	2(3)	2(3)	1
2	5(1)	4(2)	4(2)	3(2)	3(2)	3(2)	2(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(4)	2
3	5(1)	4(2)	4(2)	3(2)	3(2)	2(2)	2(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(4)	3
4	5(2)	4(2)	3(2)	3(2)	3(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)	2(4)	1(4)	4
5	4(2)	4(2)	3(2)	3(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)	2(3)	2(4)	1(4)	5
6	4(2)	4(2)	3(2)	2(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)	2(4)	2(4)	1(5)	6
7	4(2)	4(2)	3(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)	2(3)	2(4)	1(4)	1(5)	7
8	4(2)	3(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)	2(3)	2(4)	2(4)	1(4)	1(6)	8
9	3(2)	3(2)	2(2)	2(2)	2(3)	2(4)	2(4)	2(4)	2(4)	2(4)	1(4)	1(5)	1(6)	9

#### Key:

#(#) = Attacker Hits (Defender Hits).

If Attacker is Position Superior, DOUBLE (2x) defender Cohesion Hits

When attacking a castle, always double attacker Cohesion Hits

#### Column Adjustments

**Size Ratio:** Adjust for differences in Size; see 9.27. Size of KB using Norikuzushi is halved (round down)

**Terrain Adjustments:** See Terrain Chart (Use best position available to defender):

**Disruption:** If any attacker is Disrupted, there is a 2L Column adjustment. There is no column adjustment for Disrupted defenders.

**Babo-saku:** If the defender is attacked entirely through a babo-saku, there is a 2L column adjustment [9.5]

ALL ADJUSTMENTS ARE CUMULATIVE

#### Die Roll Modifiers

If Busho stacked with attacking unit, add Charisma Rating to the die roll

If Busho stacked with defending unit, subtract Charisma Rating from the die roll.



## Fire Table

### Unit Firing

### Range in Hexes

Teppo [pre-Hayago]	4	-	3	-	2	1	-	-	-
Teppo [Hayago]	4	-	-	3	-	-	2	1	-
Yumi	4 [Ext]	3	-	2	-	1	-	-	-
Ozutsu	-	8-12	-	4-7	-	3	2	-	1
<b>Die Roll</b>									
< 0	-	-	-	-	-	-	-	-	1
0	-	-	-	-	-	-	-	1	1
1	-	-	-	-	-	-	-	1	1
2	-	-	-	-	-	-	1	1	1
3	-	-	-	-	-	1	1	1	1
4	-	-	-	-	1	1	1	1	2
5	-	-	-	1	1	1	1	2	2
6	-	-	1	1	1	1	2	2	2
7	-	1	1	1	1	2	2	3	3D
8	-	1	1	1	2	2	3	3D	3D
9 BC	1	1	1	2	2	3	3D	3D	4Dx
10+	1	1	1	2D	3D	3D	3D	4D	4D

### Explanation of Results:

- = No Effect # = Hits

D = Check for Disruption if not Disrupted

EXT = May Fire only if on higher level, as per 8.26

BC = Check for Busho Casualty

x = Check for Ozutsu explosion; on a die roll of 7-9, Ozutsu explodes

### Die Roll Modifiers:

-1 Unit moved in same phase as it Fires

-2 if firing through Flank Hexside

-? Terrain Chart Effects

+1 if firing from inside a Castle (not fort)

### Volley Fire [8.27]

+1 2nd Teppo unit fires

+2 3rd Teppo unit fires

+3 4th Teppo unit fires

### Combined Fire [8.23]

+2 two stacked Teppo fire together

+4 three stacked Teppo fire together

The above are cumulative, except that Teppo may use either Combined Fire or Volley Fire.





## THE DIEROLL OF DOOM TABLE

If the Momentum die roll is 9, roll again and consult the table below:

### DR Result

- |     |   |
|-----|---|
| 0-1 | Initiative immediately - but temporarily - transfers to the opposing player, who may use any one of his Active Busho, regardless of whether they are Finished or not! A Busho who was previously "Finished" may not use Momentum, but a Busho who is not Finished and is activated by this rule may use Momentum. |
| 2-8 | Busho is Finished   |
| 9   | Busho has suffered a Crisis of Faith in his allegiance and he issues an automatic Active Withdrawal Order [6.41]  |

## SAMURAI/INDIVIDUAL COMBAT

### Individual Combat

Both Players: Die Roll + Combat Rating

- 1 Hit to Busho/Samurai with lower adjusted die roll
- 2 Hits to Busho/Samurai if lower adjusted die roll is one-half or less than the higher
- 3 Hits to Busho/Samurai if lower adjusted die roll is one-third or less than the higher

### Samurai Charge Hex Occupied by enemy unit:

- +2 MP to enter hex
- Die Roll > Stamina Rating = Samurai Killed

## BUSHO CASUALTY TABLE

### Check for Busho Casualty if:

- the unadjusted Missile die roll is 9
- Busho Shock Casualty die roll is 9

### DR Result

- |     |   |
|-----|---|
| 0-6 | Busho is Finished   |
| 7   | Busho is Wounded. He is Finished and subtract one (-1) from all ratings except for Contingent Activation. A Busho who is wounded a second time or whose hits from IC exceed his reduced Stamina Rating is killed. |
| 8   | Busho is Wounded. He is Finished and subtract two (-2) from all ratings except for Contingent Activation. A Busho who is wounded a second time or whose hits from IC exceed his reduced Stamina Rating is killed. |
| 9   | The Busho is Killed. Time to visit the ancestors (see 10.5)   |

## TQ CHECKS CHART

### Fire Table Disruption

If DR is higher, the units is Disrupted. If already Disrupted, unit receives 1 Hit instead.

### Pre-Shock TQ

Unit incurs Hits equal to the difference between the DR and its TQ;

DRM: -? Charisma of stacked Busho  
+1 if foot charged by KB

### Reaction Withdrawal

Unit incurs Hits equal to the difference between the DR and its TQ;

DRM: +1 if approached from the flank/rear

### Reaction Facing

Allowed for infantry vs. infantry or KB vs. KB if DR is same or lower than the unit's TQ. Infantry vs. KB is automatic and KB vs. infantry is not allowed.

### Teppo-Induced Aggression

If DR higher, nothing happens. If same or lower, then mark AS/KB unit with a Shock No Check marker. Resolve Shock in the subsequent Shock segment (9.46).

### Recovery

Automatic if stacked with adjacent to Busho; otherwise DR must be same as or lower than Disrupted TQ;

DRM: -? Charisma of Busho  
+? hexes between unit and Busho

### Rally

Automatic if stacked with adjacent to Busho; otherwise DR must be same as or lower than Routed TQ (1);

DRM: -? Charisma of Busho  
+? hexes between unit and Busho

## LEADER MOVEMENT ALLOWANCES

### Leader

### MA

#### So-Taisho/Busho

Normal	9/4
Wounded	6/3

#### Samurai

10/5

MA to the right of the slash is used if the leader starts the Orders Phase in an enemy ZOC



## THE CLAN FLIGHT DETERMINATION TABLE

		Number of AS/KB Units in the Clan										
		23-25	10	9	8	7	6	5	4	3	2	1
# of Units Disrupted, Routed or Eliminated	1	-	-	-	-	-	-	-	-	-	3	9
	2	-	-	-	-	-	-	0	2	5	9	
	3	-	-	-	-	0	2	4	6	9		
	4	-	0	0	2	3	5	7	9			
	5	-	2	2	4	5	8	9				
	6	-	3	5	6	6	9					
	7	-	5	6	8	9						
	8	-	7	8	9							
	9	-	8	9								
	10	0	9									
	11	1										
	12-13	2										
	14-15	3										
	16-17	4										
	18	5										
	19	6										
	20	7										
	21	8										
	22-25	9										

### Key:

- # = If adjusted DR is same as or lower, Clan has fled  
 - = No Effect, No DR

### Die Roll Modifiers

- +? Add one-half of the Clan Busho's Charisma, rounding down

## UNIT STATUS EFFECTS CHART

### Out of Command Units



- Kibamusha MA is 2
- Ashigaru/Teppo/Yumi MA is 1
- May not be given Orders
- May not move further away from their Busho
- May not enter a ZOC
- May not Shock attack unless Engaged
- May use Active Withdrawal if Engaged (Automatic Disruption)
- Teppo/Yumi cannot Fire when active

### Disrupted Units



- May not voluntarily enter an enemy ZOC
- Cannot Shock unless they moved or are Engaged
- If Engaged, must make a Pre-Shock TQ check
- May not Advance after Shock
- Do not have a ZOC
- 2L Shock Table adjustment when attacking
- May use Withdrawal

### Routed Units



- TQ of 1
- May not voluntarily enter an Enemy ZOC
- Do not have a ZOC
- Cannot use Withdrawal
- Do not incur movement/terrain Cohesion Hits
- May not receive or use Orders, other than to Rally
- Cannot Reaction fire
- Are Eliminated if they incur a Cohesion from Shock/Fire
- No Pre-Shock TQ check by attacker

### Engaged Units



- Cannot fire or be fired on
- May not move except as part of an Active Withdrawal
- Must Shock even if Disrupted when its Busho is activated
- Disrupted units must pass a TQ check to Shock

## CLAN COORDINATION SHOCK TABLE

### Die Roll

### Result

- 0-3 Attack takes place as planned
- 4-5 Only those units from the contingent with the higher-rated Busho attack. If tied, player's choice.
- 6 Only those units from the contingent with the lower-rated Busho attack. If tied, player's choice.
- 7 Player chooses which contingent's units will attack. Only one contingent may be chosen.
- 8-9 The Busho are so busy arguing who should lead the attack that no shock attack takes place. Ignore Must Shock requirements



# Terrain Chart

Terrain	MP Cost	Hits Incurred by moving unit			Effect on	
		AS	Teppo Yumi	KB	Fire Table <sup>[a]</sup>	Shock Table <sup>[b]</sup>
Clear	1	0	0	0	-	-
Marsh	2	1	0	1	-	[j]
Woods	2	0	0	0	-1	2L
Tree Line	+1	0	0	0	-	-
Village/Town	2	1	0	1	-2	2L
Fort [Normal]	OT	OT	OT	OT	-2	3L <sup>[h]</sup>
Fort [Extinguished]	2	1	0	1	-1	1L <sup>[h]</sup>
Castle [Normal]	OT	OT	OT	OT	-4	Auto PS <sup>[i]</sup>
Castle [Extinguished]	2	1	0	1	-1	2L <sup>[h]</sup>
Road/Bridge <sup>[c]</sup>	1	0	0	0	-	-
Major River	<i>Crossable only at bridge</i>	-	-	-	-	NA
Minor River	+1	0	0	0	-	1L
Stream	0	0	0	0	-	-
Pond, Gully	NA	NA	NA	NA	-	NA
Fordable hex <sup>[k]</sup>	2	0	0	0	-1	2L/2R
Ridge	+1	0	0	0	-	2L
Up 1 Level	0	0	0	0	-	-
Up >1 Level <sup>[f]</sup>	+1 per level	1	0	1	-	-
Down 1 Level	0	0	0	0	-	1R
Up 2 Levels (Steep hexside)	+1	1	1	2	-	3L
Down 2 Levels (Steep hexside)	+1	1	1	2	-1	1R
Through another unit <sup>[g]</sup>	+1	1	1	1		
Change Facing—only one vertex	0	0	0	0		
Change Facing—each additional vertex <sup>[d]</sup>	1	1 <sup>[e]</sup>	1 <sup>[e]</sup>	1 <sup>[e]</sup>		
Teppo Fire	2					
Yumi Fire	1					

NA = Not Allowed - = No Effect

## Notes:

a = Fire Table adjustments are to the die roll and apply if target unit is in that hex.

b = Shock adjustments are to the column on the table and apply if any defender is in that hex, or any attacker is shocking across the hexside.

c = Road/bridge rates (and lack of hits) apply only if the unit moves directly from one road hex into another, connected road hex. Units using Road Movement rates may not enter an enemy ZOC.

d = Teppo and Yumi pay 1 MP regardless of number of vertices changed.

e = Face changing costs apply only when doing so in a Woods or Village/Town hex.

f = This row applies for each one level change, per Phase, in addition to the first level

g = The Hit penalty is to the Stationary unit; see 6.55

h = Attackers never gain Position Superiority against defender inside Castles or Forts

i = Defenders inside a Castle have automatic Position Superiority

j = if only attacker is in a Marsh, 1L; if only defender is in a Marsh, 1R. If both, no effect

k = Unit is automatically Disordered upon reaching a non-Ford hex. Units in a Fordable hex may not fire. The 2L adjustment applies if the attacker (only) is in the Fordable hex; the 2R applies if the defender (only) is in the Fordable hex. No adjustment if both are.



## Leadership Summary Chart

### Rating

### Use

#### Initiative

- Command Range (4.32)  
Halve (round up) when giving Orders if in enemy ZOC (5.35)
- Continuity (5.13)
- Momentum (5.42)  
+1 DRM When using Coordination (5.72)
- Initiative DRM (So-Taisho only) (5.12)
- Trump (So-Taisho only) (5.51).  
Halve (round down) if outside honjin
- Coordination (5.72)

#### Trump

- Trump Attempts allowed per turn (5.5)

#### Clan Activation

- Number of Clans that can be activated per turn (5.2).  
Clan Busho must be in So-Taisho's Command Range if not in honjin

#### Charisma

- Pre-Shock DRM (9.23)
- Shock Resolution DRM (9.27)
- Recovery DRM (11.52)
- Rally DRM (11.53)
- Clan Flight DRM—half Charisma (round down) (11.62)

### Action

### Effect

#### Orders

- Busho must be within Command Range of So-Taisho unless So-Taisho is in his honjin

#### Busho Movement Order (So-Taisho only)

- All Busho may move their full MA
- So-Taisho must be in honjin

#### Hara-Kiri

- Either Remove one Hit from all friendly combat units within Challenge/Command range or Recover any two Disrupted units within Challenge/Command
- -1 DRM on TQ checks by any units from clans whose Busho were within that Challenge range for the remainder of that turn
- May not draw any new samurai for the remainder of that turn

#### Leader Withdrawal

- If only enemy infantry units, simply place that Busho with the nearest friendly unit.
- If an enemy kibamusha unit, roll the die. If the die roll is a 3-9, that Busho is eliminated (captured/killed). If the die roll is 0-2, place with nearest friendly unit



# SAMURAI

## Record Sheet

So-taisho Activation Points

●	1	2	3
---	---	---	---

Taisho Activation Points

●	1	2	3
---	---	---	---

Trump  
Attempt

--

Severed Heads

--

Game  
Turn

1
---

2
---

3
---

4
---

5
---

6
---

7
---

8
---

9
---

10
----

11
----

12
----

Eliminated Units

--

Fleeing Clans

--

**C3i** INSERT  
MAGAZINE

By Michael Lemick



ODA 2AS 9 1TP	ST 4KBH 86	ST 4KB 76	ST 4KB 76	ST 4KB 86	ST 3KB 86	ST 4KB 66	2 4KB 66	3 5KB 66
3 5KB 66	4 1KB 76	4 5KB 76	4 5KB 66	5 5KB 66	5 6KB 66	6 5KB 66	6 5KB 66	7 5KB 76
7 5KB 76	8 4KB 66	9 4KB 66	10 4KB 66	ODA 5AS 85	ODA 6AS 75	ODA 6AS 75	ODA 5AS 65	ODA 5AS 65
ODA 5AS 85	ODA 5AS 85	ODA 4AS 75	2 2AS 75	2 5AS 75	2 4AS 65	2 5AS 65	2 5AS 65	2 5AS 65
ODA 3 75	ODA 3 65	ODA 3 65	ODA 3 75	ODA 3 55	ODA 4 65	ODA 4 65	ODA 4 65	ODA 4 65
ODA 4 45	ODA 4 45	ODA 4 45	ODA 4 45	ODA 3AS 85	ODA 2AS 65	ODA 7AS 75	ODA 7AS 65	ODA 5AS 65
ODA 5AS 65	ODA 6AS 75	ODA 6AS 65	ODA 7AS 65	ODA 7AS 55	ODA 4AS 75	ODA 4AS 55	ODA 5AS 65	ODA 5AS 65
ODA 7 65	ODA 7 65	ODA 8 65	ODA 8 65	ODA 9 65	ODA 9 75	ODA 9 55	ODA 9 65	ODA 9 65
ODA 10 55	ODA 10 55	ODA 3 65	ODA 3 65	ODA ST TP 35	ODA ST TP 35	ODA ST TP 35	ODA 2 TP 35	ODA 8 TP 35
ODA TP 35	ODA TP 35	ODA TP 35	ODA TP 35	ODA TP 35	ODA TP 35	ODA TP 35	ODA TP 35	ODA TP 35

ODA YU 46	ODA YU 46	ODA YU 46	ODA YU 46
ODA YU 46	ODA YU 46	ODA YU 46	ODA YU 46
ODA YU 46	ODA YU 46	ODA YU 46	ODA YU 46

SHIBATA Katsue 5 5	MORI Yoshiyari 3 3	KAJIKAMA Kazuhide 3 3	MIZUNO Noburo 3 3
5 5	6 2	5 1	2 2
SAKUMA Nobumori 3 4	INABA Ysh'mchi 8 5	SAKUMA Morishige 3 3	NIWA Naghide 4 4
3 2	5 3	7 1	5 3
UJIE Naomoto 9 4	ANDOH Morinari 3 3	TAKIGWA Kazmsa 6 5	TORII Mott'da 7 3
3 3	5 1	5 2	5 3

IMAGAWA 2AS 9 1TP	ST 3KBH 86	ST 4KB 66	ST 4KB 66	2 6KB 76	3 4KB 66	4 6KB 66	4 6KB 56	6 6KB 56
ST 7AS 75	ST 6AS 55	ST 6AS 55	ST 6AS 45	ST 6AS 45	ST 6AS 45	2 6AS 65	2 6AS 65	2 6AS 65
3 5AS 65	3 6AS 55	3 5AS 55	4 7AS 65	4 8AS 55	4 8AS 55	4 8AS 45	4 7AS 55	5 4AS 55
5 4AS 55	6 8AS 55	6 8AS 55	6 8AS 45	7 7AS 45	7 7AS 45	8 2AS 45	TP 35	TP 35

IMGWA YU 46	IMGWA YU 46	IMGWA YU 46	IMGWA YU 46	IMGWA YU 46	IMGWA YU 46	IMAGAWA Yoshimoto ST 1514	MAZD'RA Motoyasu 2 5	ASHIHANA Yas'yshi 3 3
IMGWA YU 46	IMGWA YU 46	IMGWA YU 46	IMGWA YU 46	IMGWA YU 46	IMGWA YU 46	KUZYAMA Nobusada 4 2	OKABE Motonobu 5 2	MIURA Bingo 6 3

TAKEDA 2AS 9 1TP	ST 6KBH 86	ST 4KBH 86	ST 6KB 76	ST 6KB 76	ST 6KB 76	ST 6KB 76	ST 6KB 76	ST 6KB 76
ST 6KB 76	ST 6KB 76	ST 4KB 76	2 6KB 76	2 4KB 76	3 4KB 76	4 4KB 66	5 4KB 76	5 6KB 76
6 4KB 76	7 4KB 76	7 4KB 66	8 4KB 66	8 6KB 76	8 6KB 66	9 6KB 76	9 6KB 66	10 4KB 76
10 6KB 66	11 4KB 76	11 6KB 66	12 6KB 66	12 4KB 76	1 6KB 86	1 6KB 76	TAKEDA ST 85	TAKEDA ST 75

OKAZAKI Nobysa 8 3	ISHIKWA Kazmsa 9 3	MIYAMATO Musashi 7 7	MAGARA Naotaka 7 6	SAKISAKA Sikubu 4 5	YASUDA Nagahide 5 5	ASAI Masatoshi 7 2	UDONO Nagateru 8 2
3 3	4 3	7 7	7 6	6 5	5 5	2 1	2 1
ODA Nobuhira 4 3	HIRATE Horobide 7 4	AOKI Kazushige 4 6	MATSUNO Shume 4 2	WATANABE Hanzo 6 4	YAMAMOTO Kansuke 5 3	KANI Saiou 7 4	OHASHI Kamon 4 2
3 1	4 3	6 1	4 2	5 4	5 3	5 4	5 4
KONSHTA Hid'yshi 5 4		AKASHI Zentoh 6 5	ENDOH Kiemonogori 4 4	HAJIKANO Gengoro 6 4	GOTOH O-no-suke 5 4	BAN Danemon 4 3	



































































































































































<b>TAKEDA</b> Shingen 
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 5 4 AS 6 5	 5 4 AS 6 5	 7 5 AS 7 5	 7 5 AS 6 5	 YU 4 6	 YU 4 6	 Kensei ST 6 5 2 7 2 4	 Kageig 2 4 5 3
 6 4 AS 6 5	 6 4 AS 6 5	 TP 3 5	 TP 3 5	 YU 4 6	 YU 4 6	 MRKAMI Kin Kiyo 3 4 4 2	 IROBE Katsuga 4 3 5 2
 6 4 AS 6 5	 7 6 AS 7 5	 YU 4 6	 YU 4 6	 YU 4 6	 YU 4 6	 USAMI Shnaga 5 4 4 2	 HONJOH Shnaga 6 3 3 2



 ST 5 AS 6 4	 ST 6 AS 7 4	 5 2 KB 6 5	 4 2 KB 6 5	 3 2 KB 6 5	 2 2 KB 6 5	 ST 5 KB 6 5	 ST 5 KBH 7 5	ASAII 2AS 9 1TP
 4 4 AS 5 4	 4 4 AS 6 4	 3 4 AS 5 4	 3 4 AS 6 4	 2 4 AS 5 4	 2 4 AS 6 4	 2 4 AS 6 4	 ST 5 AS 6 4	 ST 5 AS 6 4
ASAII RFO 4 6	ASAII RFO 4 6	ASAII RFO 4 6	ASAII RFO 4 6	ASAII RFO 4 6	ASAII RFO 4 6	ASAII RFO 3 5	ASAII RFO 3 5	 5 4 AS 5 4
REPLACEMENT Asai 5 3 4 2	REPLACEMENT Asai 4 2 4 1	REPLACEMENT Asai 3 1 3 1	REPLACEMENT Asai 2 4 4 2	REPLACEMENT Asai 1 5 2 2	ASAII RFO 4 6	ASAII RFO 4 6	ASAII RFO 4 6	ASAII RFO 4 6
 ST 5 AS 6 4	 ST 5 AS 6 4	 ST 5 AS 7 4	 3 5 KB 6 5	 2 5 KB 5 5	 2 5 KB 6 5	 ST 5 KB 6 5	 ST 6 KBH 7 5	ASAKURA 2AS 9 1TP
 3 5 AS 6 4	 3 5 AS 6 4	 2 4 AS 5 4	 2 4 AS 5 4	 2 4 AS 5 4	 2 4 AS 5 4	 ST 5 AS 5 4	 ST 5 AS 6 4	 ST 5 AS 6 4
ASKRA RFO 4 6	ASKRA RFO 4 6	ASKRA RFO 4 6	ASKRA RFO 4 6	ASKRA RFO 4 6	ASKRA RFO 4 6	ASKRA RFO 3 5	 3 4 AS 5 4	 3 4 AS 6 4
 4 6 KB 6 5	 3 6 KB 6 5	 2 6 KB 6 5	 ST 4 KB 6 5	 ST 6 KBH 7 5	REPLACEMENT Asakura 3 2 4 1	REPLACEMENT Asakura 2 1 3 1	REPLACEMENT Asakura 1 3 3 1	ASKRA RFO 4 6
 2 4 AS 6 4	 ST 5 AS 6 4	 ST 5 AS 6 4	 ST 5 AS 6 4	 ST 5 AS 7 4	 7 4 KB 5 5	 7 4 KB 6 5	 6 6 KB 5 5	 5 6 KB 6 5
 5 4 AS 6 4	 4 4 AS 5 4	 4 4 AS 5 4	 4 4 AS 6 4	 3 4 AS 5 4	 3 4 AS 5 4	 3 4 AS 6 4	 2 4 AS 6 4	 2 4 AS 6 4
REPLACEMENT Uesugi 2 5 4 1	REPLACEMENT Uesugi ST 5 2 5 2 2	REPLACEMENT Uesugi 4 3 4 1	REPLACEMENT Uesugi 3 3 3 1	UESUGI RFO 4 6	UESUGI RFO 4 6	UESUGI RFO 3 5	UESUGI RFO 3 5	 5 4 AS 5 4
REPLACEMENT Uesugi 4 3 4 1	REPLACEMENT Uesugi 3 3 3 1	UESUGI RFO 4 6	UESUGI RFO 4 6	UESUGI RFO 4 6	UESUGI RFO 4 6	UESUGI RFO 4 6	UESUGI RFO 4 6	 6 4 AS 5 4
REPLACEMENT Uesugi 6 2 3 0	REPLACEMENT Uesugi 5 3 3 1	UESUGI RFO 4 6	UESUGI RFO 4 6	UESUGI RFO 4 6	UESUGI RFO 4 6	UESUGI RFO 4 6	UESUGI RFO 4 6	 7 6 AS 6 4

 ST 6 AS 6 4	 ST 6 AS 6 4	 ST 6 AS 6 4	 ST 6 AS 6 4	 ST 6 AS 6 4	 ST 6 AS 6 4	 ST 6 AS 6 4	 ST 6 AS 7 4
 2 4 AS 6 4	 2 4 AS 6 4	 ST 6 AS 5 4	 ST 6 AS 5 4	 ST 6 AS 5 4	 ST 6 AS 5 4	 ST 6 AS 5 4	 ST 6 AS 6 4
 3 6 AS 5 4	 3 6 AS 5 4	 3 6 AS 5 4	 3 6 AS 6 4	 3 6 AS 6 4	 3 4 AS 6 4	 2 6 AS 5 4	 2 6 AS 5 4
 5 6 AS 5 4	 4 4 AS 4 4	 4 4 AS 4 4	 4 4 AS 4 4	 4 4 AS 5 4	 4 4 AS 5 4	 4 5 AS 6 4	 3 6 AS 5 4
 8 5 AS 6 4	 7 4 AS 5 4	 7 4 AS 5 4	 6 4 AS 5 4	 6 4 AS 5 4	 5 4 AS 5 4	 5 4 AS 6 4	 5 6 AS 5 4
 10 4 AS 5 4	 9 5 AS 5 4	 9 5 AS 5 4	 9 5 AS 5 4	 8 6 AS 5 4	 8 6 AS 5 4	 8 5 AS 5 4	 8 5 AS 5 4
 11 4 AS 5 4	 11 4 AS 5 4	 11 6 AS 5 4	 11 6 AS 5 4	 11 6 AS 5 4	 10 5 AS 5 4	 10 5 AS 5 4	 10 4 AS 5 4
TAKEDA RFO 3 5	 T 6 AS 5 4	 T 6 AS 6 4	 T 6 AS 6 4	 T 6 AS 7 4	 12 7 AS 4 4	 12 4 AS 5 4	 11 5 AS 5 4
TAKEDA RFO 4 6	TAKEDA RFO 4 6	TAKEDA RFO 4 6	TAKEDA RFO 4 6	TAKEDA RFO 4 6	TAKEDA RFO 4 6	TAKEDA RFO 3 5	TAKEDA RFO 3 5
TAKEDA RFO 4 6	TAKEDA RFO 4 6	TAKEDA RFO 4 6	TAKEDA RFO 4 6	TAKEDA RFO 4 6	TAKEDA RFO 4 6	TAKEDA RFO 4 6	TAKEDA RFO 4 6
REPLACEMENT Takeda 3 2 4 0	REPLACEMENT Takeda 12 2 3 1	REPLACEMENT Takeda 9 5 4 2	REPLACEMENT Takeda 11 4 3 2	REPLACEMENT Takeda 6 5 3 2	REPLACEMENT Takeda 5 3 4 2	REPLACEMENT Takeda 4 1 4 1	REPLACEMENT Takeda ST 3 2 5 2 2
REPLACEMENT Takeda 8 3 3 1	REPLACEMENT Takeda 2 3 4 1	REPLACEMENT Takeda 11 3 3 1	REPLACEMENT Takeda 6 3 3 1	REPLACEMENT Takeda 8 2 4 1	REPLACEMENT Takeda 7 3 3 2	REPLACEMENT Takeda 2 2 4 1	REPLACEMENT Takeda ST 3 1 5 2 1
REPLACEMENT Takeda 7 3 4 1	OUT of Command	REPLACEMENT Takeda 12 4 3 1	REPLACEMENT Takeda 3 5 3 2	REPLACEMENT Takeda 3 3 3 1	REPLACEMENT Takeda 9 3 3 1	REPLACEMENT Takeda 4 3 2 2	REPLACEMENT Takeda 3 3 4 0

























































































[illegible]

<b>SHIMA</b> Sakon 	<b>GAMOH</b> Satoe 	<b>TODA</b> Shigemasa 	<b>OHTANI</b> Yoshitsugu 	<b>WAKISAKA</b> Yasuharu 	<b>KOBYKWA</b> Hideaki 	Abandon <b>GUNS</b>  -  3	Abandon <b>GUNS</b>  -  3
<b>ODA</b> Nobutaka 	<b>SHIMAZU</b> Yoshihiro 	<b>KONISHITA</b> Yoritsugu 	<b>AKAZA</b> Naoyasu 	Abandon <b>GUNS</b>  -  3	Abandon <b>GUNS</b>  -  3	Abandon <b>GUNS</b>  -  3	Abandon <b>GUNS</b>  -  3
<b>KONISHI</b> Yukinaga 	<b>UKITA</b> Hideie 	<b>OGAWA</b> Suketada 	<b>KUSTUKI</b> Mototsuna 	Abandon <b>GUNS</b>  -  3	Abandon <b>GUNS</b>  -  3	Abandon <b>GUNS</b>  -  3	Abandon <b>GUNS</b>  -  3


























































































 <b>TOKUGAWA</b> 2AS 9 1TP	 <b>TOKUGAWA</b> 6KBH 86	 <b>TOKUGAWA</b> 3KBH 86	 <b>TOKUGAWA</b> 6KB 76	 <b>TOKUGAWA</b> 3KBH 76	 <b>TOKUGAWA</b> 3KB 76	 <b>TOKUGAWA</b> 5KB 86	 <b>TOKUGAWA</b> 3KB 66	 <b>TOKUGAWA</b> 4KB 76
 <b>TOKUGAWA</b> 5KB 76	 <b>TOKUGAWA</b> 5KB 66	 <b>TOKUGAWA</b> 3KB 66	 <b>TOKUGAWA</b> 6KB 66	 <b>TOKUGAWA</b> 6KB 66	 <b>TOKUGAWA</b> 6KB 66	 <b>TOKUGAWA</b> 6KB 76	 <b>TOKUGAWA</b> 6KB 76	 <b>TOKUGAWA</b> 6KB 76
 <b>TOKUGAWA</b> 7KB 76	 <b>TOKUGAWA</b> 6KB 76	 <b>TOKUGAWA</b> 6KB 66	 <b>TOKUGAWA</b> 5KB 76	 <b>TOKUGAWA</b> 6KB 66	 <b>TOKUGAWA</b> 2KB 66	 <b>TOKUGAWA</b> 2KB 76	 <b>TOKUGAWA</b> 4KB 66	 <b>TOKUGAWA</b> 6AS 85
 <b>TOKUGAWA</b> 6AS 75	 <b>TOKUGAWA</b> 6AS 65	 <b>TOKUGAWA</b> 6AS 65	 <b>TOKUGAWA</b> 5AS 75	 <b>TOKUGAWA</b> 5AS 65	 <b>TOKUGAWA</b> 5AS 65	 <b>TOKUGAWA</b> 5AS 65	 <b>TOKUGAWA</b> 4AS 85	 <b>TOKUGAWA</b> 7AS 85
 <b>TOKUGAWA</b> 7AS 75	 <b>TOKUGAWA</b> 6AS 75	 <b>TOKUGAWA</b> 5AS 65	 <b>TOKUGAWA</b> 5AS 65	 <b>TOKUGAWA</b> 4AS 65	 <b>TOKUGAWA</b> 5AS 65	 <b>TOKUGAWA</b> 5AS 65	 <b>TOKUGAWA</b> 3AS 55	 <b>TOKUGAWA</b> 7AS 75
 <b>TOKUGAWA</b> 7AS 75	 <b>TOKUGAWA</b> 7AS 65	 <b>TOKUGAWA</b> 7AS 65	 <b>TOKUGAWA</b> 6AS 75	 <b>TOKUGAWA</b> 6AS 65	 <b>TOKUGAWA</b> 5AS 65	 <b>TOKUGAWA</b> 5AS 65	 <b>TOKUGAWA</b> 4AS 65	 <b>TOKUGAWA</b> 4AS 65
 <b>TOKUGAWA</b> 4AS 55	 <b>TOKUGAWA</b> 7AS 65	 <b>TOKUGAWA</b> 7AS 65	 <b>TOKUGAWA</b> 7AS 75	 <b>TOKUGAWA</b> 7AS 65	 <b>TOKUGAWA</b> 7AS 65	 <b>TOKUGAWA</b> 5AS 65	 <b>TOKUGAWA</b> 5AS 65	 <b>TOKUGAWA</b> 7AS 65
 <b>TOKUGAWA</b> 7AS 65	 <b>TOKUGAWA</b> 7AS 55	 <b>TOKUGAWA</b> 7AS 65	 <b>TOKUGAWA</b> 6AS 55	 <b>TOKUGAWA</b> 7AS 55	 <b>TOKUGAWA</b> 7AS 55	 <b>TOKUGAWA</b> 5AS 65	 <b>TOKUGAWA</b> 4AS 75	 <b>TOKUGAWA</b> 7AS 75
 <b>TOKUGAWA</b> 7AS 65	 <b>TOKUGAWA</b> 7AS 65	 <b>TOKUGAWA</b> 9AS 65	 <b>TOKUGAWA</b> 7AS 65	 <b>TOKUGAWA</b> 7AS 55	 <b>TOKUGAWA</b> 8AS 65	 <b>TOKUGAWA</b> 8AS 65	 <b>TOKUGAWA</b> 7AS 65	

<b>TOKUGAWA</b> Ieyasu   	<b>TOKUGAWA</b> Ieyasu   	<b>OGSWRA</b> Nagamasa   	<b>OHSUGA</b> Yasutaka   	<b>TSUTSUI</b> Sadatsugu   	<b>TANAKA</b> Yoshimasa   	<b>KYOGUKU</b> Takato   	<b>TERSWA</b> Hirokata   
<b>HONDA</b> Tadakatsu   	<b>ISHKWA</b> Kazuma   	<b>HOSKWA</b> Tadoki   	<b>OHKUBO</b> Tadayo   	<b>II</b> Naomasa   	<b>SAKAI</b> Tadatsugu   	<b>FUKSHMA</b> Masanori   	<b>FURUTA</b> Shin'katsu   
<b>SAK'BRA</b> Yasuma   	<b>KURODA</b> Nagamasa   	<b>MZD'RA</b> Ietada   	<b>MAZD'RA</b> Tadayoshi   	<b>KATOH</b> Yoshiaki   	<b>TOHDOR</b> Takatora   	<b>KANMORI</b> Nagachika   	<b>IKOMA</b> Kazumasa   



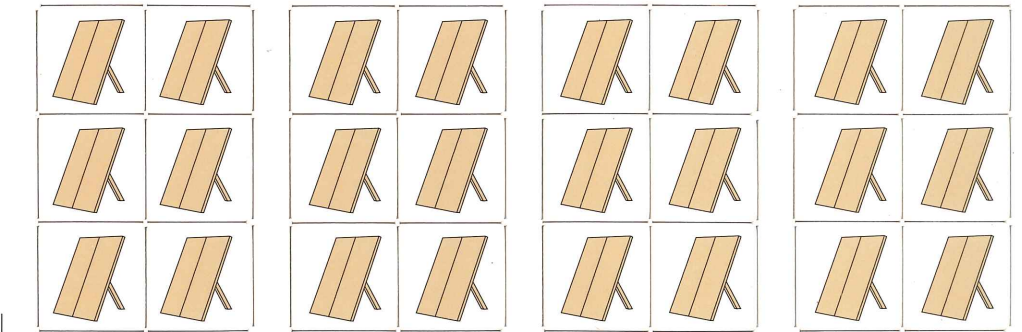
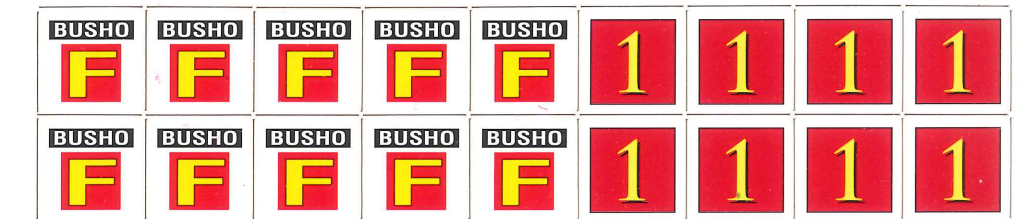
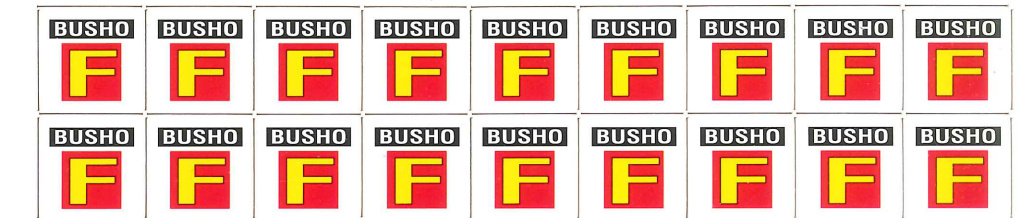
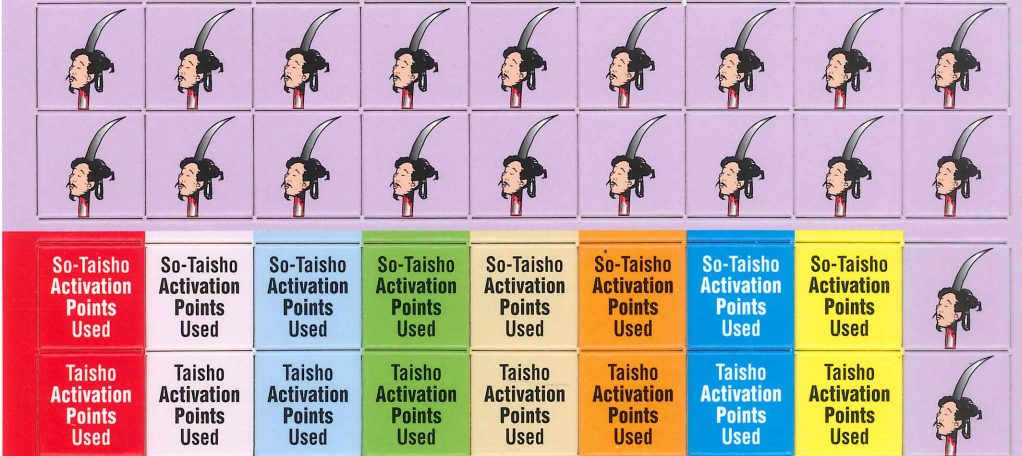
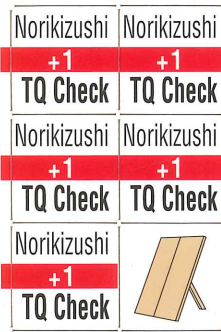
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 9 6 KB 6 5	 8 6 KB 6 5	 8 6 KB 6 5	 7 6 KB 5 5	 6 6 KB 5 5	 5 6 KB 5 5	 4 3 KB 5 5	 4 5 KB 5 5	 4 5 KB 6 5
 ST 6 AS 7 4	 16 4 KB 5 5	 15 2 KB 6 5	 14 2 KB 5 5	 13 6 KB 5 5	 13 5 KB 6 5	 12 6 KB 5 5	 11 6 KB 6 5	 10 7 KB 6 5
 ST 7 AS 6 4	 ST 7 AS 7 4	 ST 4 AS 7 4	 ST 5 AS 5 4	 ST 5 AS 5 4	 ST 5 AS 6 4	 ST 6 AS 5 4	 ST 6 AS 5 4	 ST 6 AS 6 4
 3 7 AS 6 4	 3 3 AS 4 4	 3 5 AS 6 4	 3 5 AS 5 4	 ST 4 AS 5 4	 2 5 AS 5 4	 2 5 AS 5 4	 2 6 AS 6 4	 ST 7 AS 6 4
 4 4 AS 5 4	 4 4 AS 5 4	 4 5 AS 5 4	 4 5 AS 5 4	 3 6 AS 5 4	 3 6 AS 6 4	 3 7 AS 5 4	 3 7 AS 5 4	 3 7 AS 6 4
 6 7 AS 5 4	 5 5 AS 5 4	 5 5 AS 5 4	 5 7 AS 5 4	 5 7 AS 5 4	 5 7 AS 6 4	 4 7 AS 5 4	 4 7 AS 5 4	 4 4 AS 4 4
 8 7 AS 6 4	 9 4 AS 6 4	 9 5 AS 5 4	 7 7 AS 4 4	 4 6 AS 4 4	 7 7 AS 5 4	 7 7 AS 5 4	 6 7 AS 4 4	 6 7 AS 5 4
 11 7 AS 5 4	 11 7 AS 5 4	 10 8 AS 5 4	 10 8 AS 5 4	 9 7 AS 4 4	 9 7 AS 5 4	 9 7 AS 5 4	 8 7 AS 5 4	 8 7 AS 5 4
 13 6 AS 5 4	 13 6 AS 5 4	 13 6 AS 5 4	 13 6 AS 6 4	 14 4 AS 5 4				

REPLACEMENT Tokugawa 12 2 2	REPLACEMENT Tokugawa 2 6 3 0	REPLACEMENT Tokugawa 7 4 3 1	REPLACEMENT Tokugawa 6 4 3 1	REPLACEMENT Tokugawa 4 4 3 2	REPLACEMENT Tokugawa 4 3 3 1	REPLACEMENT Tokugawa ST 5 2 5 2 2	REPLACEMENT Tokugawa 1 5 5 1 2
REPLACEMENT Tokugawa 14 2 2	REPLACEMENT Tokugawa 13 4 2	REPLACEMENT Tokugawa 9 4 4 1	REPLACEMENT Tokugawa 8 4 4 1	REPLACEMENT Tokugawa 5 3 3 1	REPLACEMENT Tokugawa 4 4 3 1	REPLACEMENT Tokugawa 3 3 4 1	REPLACEMENT Tokugawa 2 5 4 2
REPLACEMENT Tokugawa 16 2 2	REPLACEMENT Tokugawa 15 3 3 3 1	REPLACEMENT Tokugawa 10 5 3 1	REPLACEMENT Tokugawa 9 3 3 1	REPLACEMENT Tokugawa 5 2 3 0	REPLACEMENT Tokugawa 5 5 3 3	REPLACEMENT Tokugawa 3 4 4 1	REPLACEMENT Tokugawa 3 3 5 1

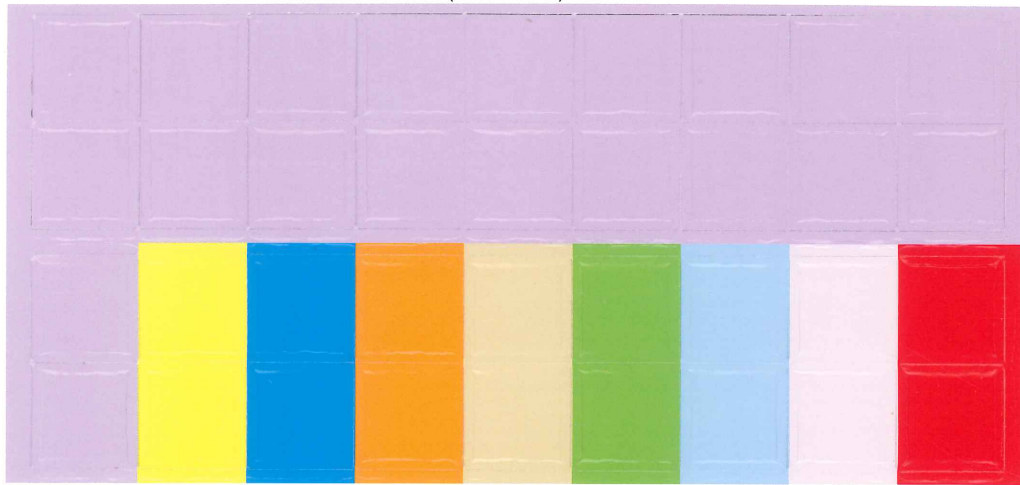
								ISHIDA 2AS 9 1TP			
											
											
											
											
											
											
											
											
REPLACEMENT Ishtida ST 1 4 1 3				OZ NO				OZ NO			
											

LOST TEPPO	LOST TEPPO	REPLACEMENT Ishida 4 14 3 4 1	REPLACEMENT Ishida 3 13 3 4 0	REPLACEMENT Ishida 4 8 3 4 0	REPLACEMENT Ishida 4 7 3 2 1	REPLACEMENT Ishida 4 3 5 4 2	REPLACEMENT Ishida 2 2 4 4 0
LOST TEPPO	LOST TEPPO	LOST TEPPO	LOST TEPPO	REPLACEMENT Ishida 3 10 5 2 1	REPLACEMENT Ishida 2 9 3 3 0	REPLACEMENT Ishida 5 ★ 5 6 2	REPLACEMENT Ishida 2 4 3 2 0
LOST TEPPO	LOST TEPPO	LOST TEPPO	LOST TEPPO	REPLACEMENT Ishida 3 12 4 2 1	REPLACEMENT Ishida 2 11 3 2 2	REPLACEMENT Ishida 4 6 4 4 1	REPLACEMENT Ishida 3 5 3 4 1









OUT of Command	SHOCK NO	SHOCK NO	SHOCK NO	SHOCK NO	SHOCK NO	SHOCK NO	SHOCK NO	SHOCK NO
	Check TQ	Check TQ	Check TQ	Check TQ	Check TQ	Check TQ	Check TQ	Check TQ

OUT of Command	SHOCK NO	SHOCK NO	SHOCK NO	SHOCK NO	SHOCK NO	SHOCK NO	SHOCK NO	SHOCK NO
	Check TQ	Check TQ	Check TQ	Check TQ	Check TQ	Check TQ	Check TQ	Check TQ

OUT of Command	OUT of Command	OUT of Command	OUT of Command	OUT of Command	OUT of Command	OUT of Command	OUT of Command	OUT of Command
OUT of Command	OUT of Command	OUT of Command	OUT of Command	OUT of Command	OUT of Command	OUT of Command	OUT of Command	OUT of Command

2	2	2	2	OUT of Command	OUT of Command	OUT of Command	OUT of Command	OUT of Command
2	2	2	2	OUT of Command	OUT of Command	OUT of Command	OUT of Command	OUT of Command

OUT of Command	OUT of Command	OUT of Command	OUT of Command	OUT of Command	OUT of Command	OUT of Command	OUT of Command
OUT of Command	OUT of Command	OUT of Command	OUT of Command	OUT of Command	OUT of Command	OUT of Command	OUT of Command

RALLIED	RALLIED	RALLIED	RALLIED	RALLIED	RALLIED	RALLIED	RALLIED	RALLIED
RALLIED	RALLIED	RALLIED	RALLIED	RALLIED	RALLIED	RALLIED	RALLIED	RALLIED

CLAN INACTIVE	CLAN INACTIVE	RALLIED	RALLIED	RALLIED	RALLIED	RALLIED	RALLIED	RALLIED
CLAN INACTIVE	CLAN INACTIVE	RALLIED	RALLIED	RALLIED	RALLIED	RALLIED	RALLIED	RALLIED

CLAN INACTIVE	CLAN INACTIVE	CLAN INACTIVE	CLAN INACTIVE	CLAN INACTIVE	CLAN INACTIVE	CLAN INACTIVE	CLAN INACTIVE	CLAN INACTIVE
CLAN INACTIVE	CLAN INACTIVE	CLAN INACTIVE	CLAN INACTIVE	CLAN INACTIVE	CLAN INACTIVE	CLAN INACTIVE	CLAN INACTIVE	CLAN INACTIVE

LOST FACE -1	LOST FACE -1	LOST FACE -1	LOST FACE -1	LOST FACE -1	LOST FACE -1	LOST FACE -1	CLAN INACTIVE	CLAN INACTIVE
LOST FACE -1	LOST FACE -1	LOST FACE -1	LOST FACE -1	LOST FACE -1	LOST FACE -1	LOST FACE -1	CLAN INACTIVE	CLAN INACTIVE

BUSHO F	BUSHO F	BUSHO F	TRUMP Attempt 2	TRUMP Attempt 2	Ozutsu FIRED NO MOVE	CLAN HONOR	CLAN HONOR	LOST FACE -1
OUT of Command	BUSHO F	BUSHO F	TRUMP Attempt 2	TRUMP Attempt 2	Ozutsu FIRED NO MOVE	CLAN HONOR	CLAN HONOR	LOST FACE -1

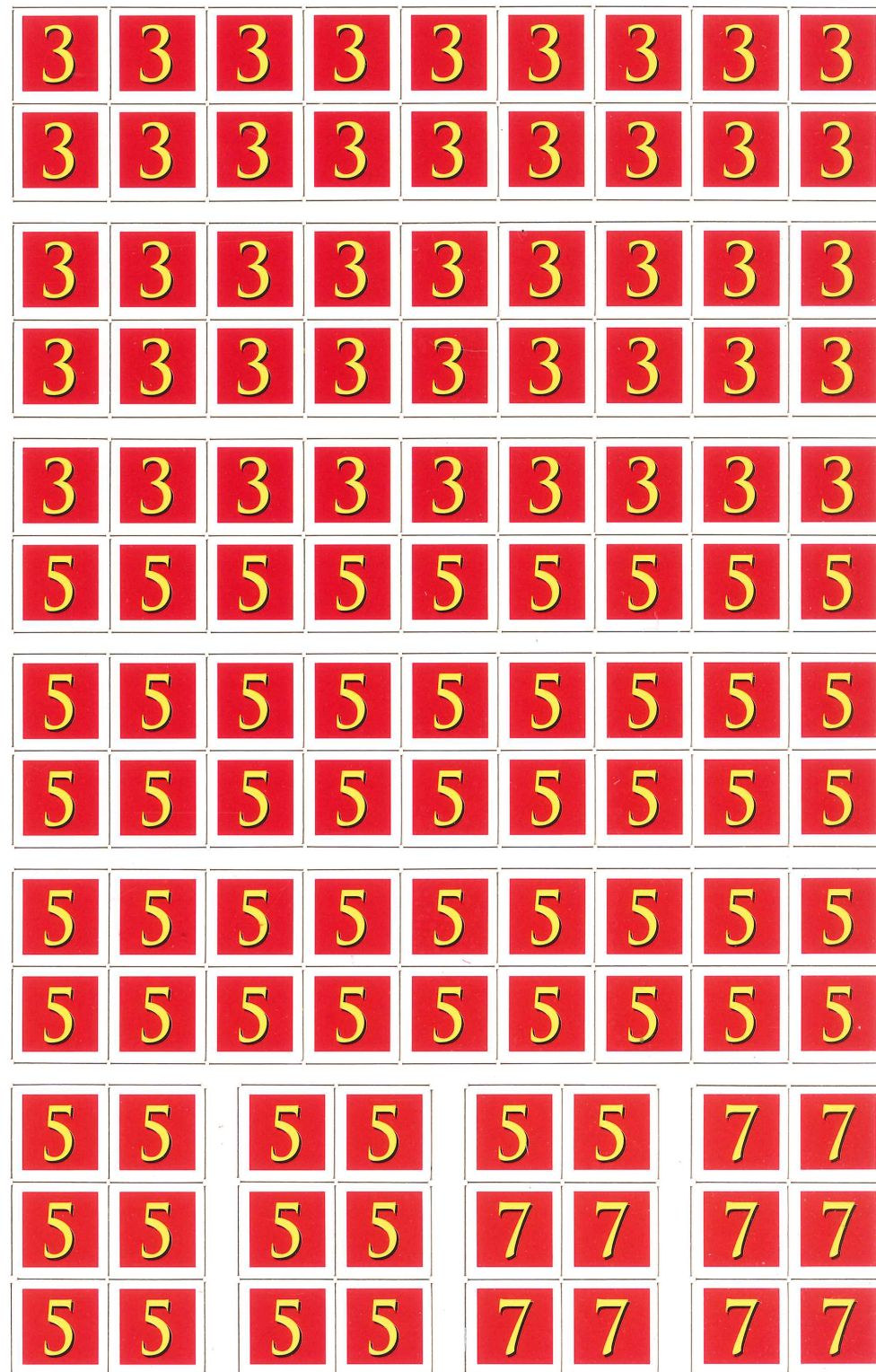
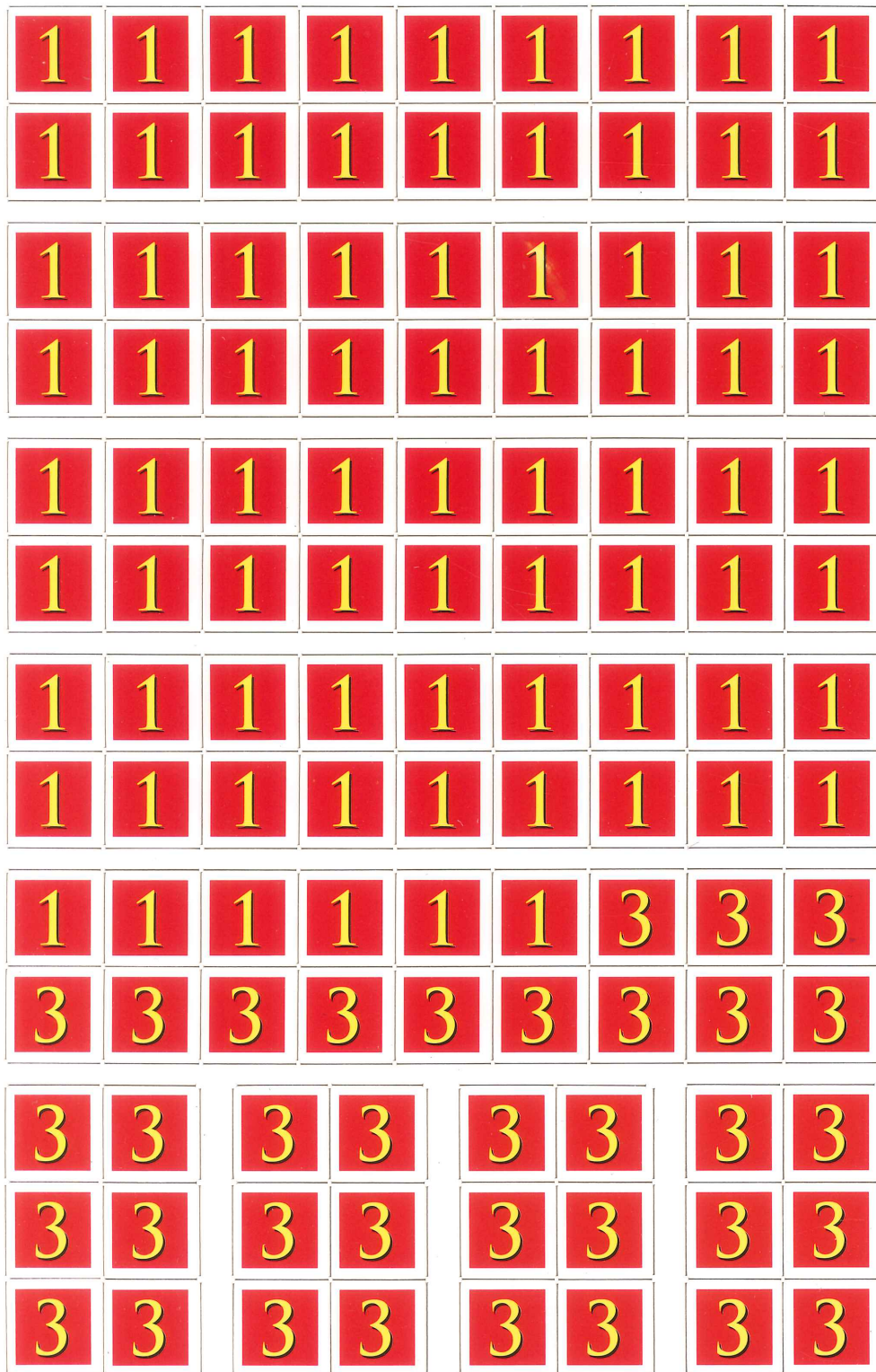
SHOCK NO	SHOCK NO
Check TQ	Check TQ

SHOCK NO	SHOCK NO
Check TQ	Check TQ

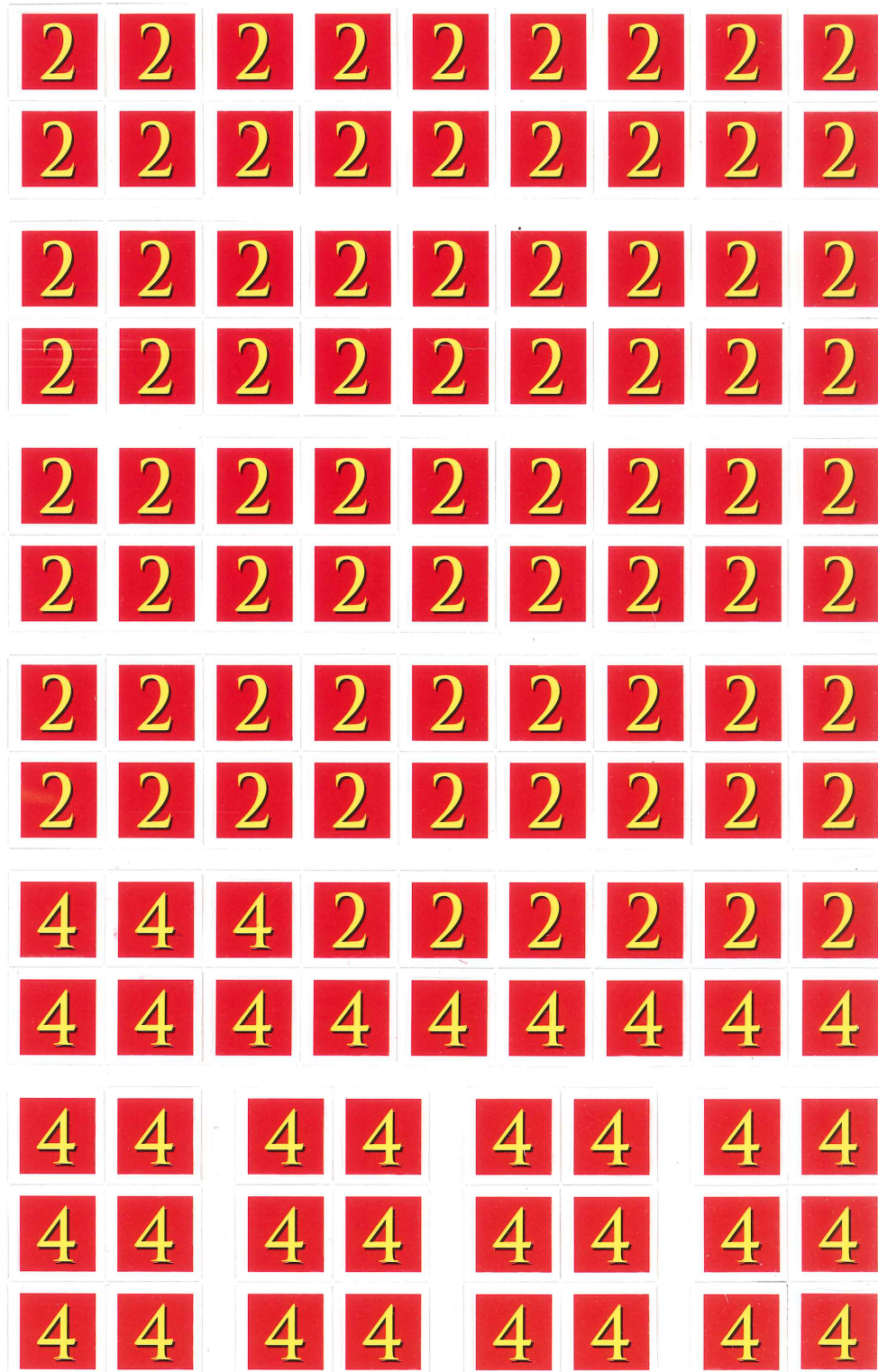
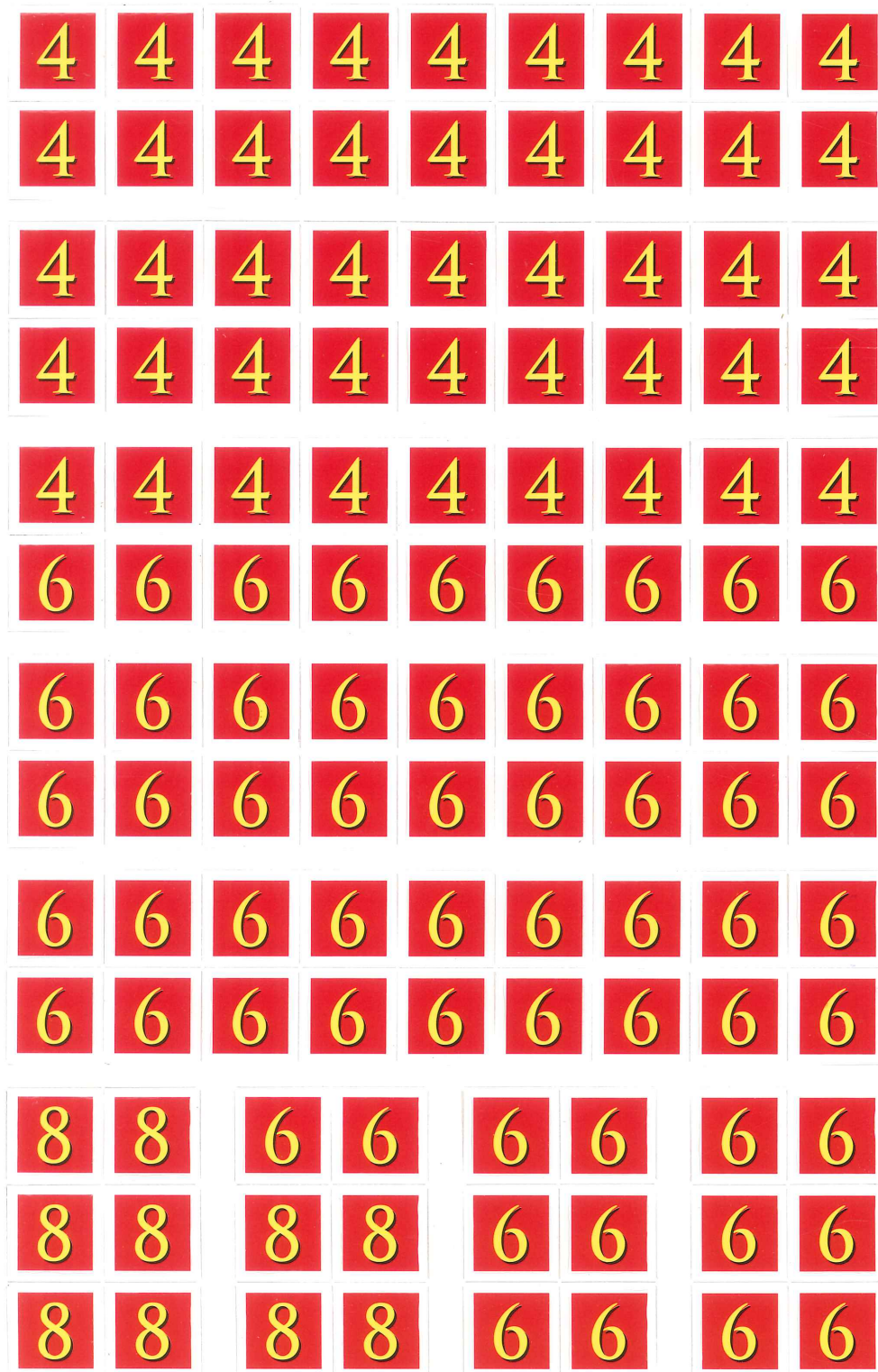
OUT of Command	SHOCK NO
Check TQ	Check TQ

TOKGWA RFO 3 TP 5	TOKGWA RFO 3 TP 5	16 AS 6 4 4	16 AS 6 5 4	13 AS 6 5 4	13 AS 6 5 4
TOKGWA RFO 4 YU 6	TOKGWA RFO 4 YU 6	4 AS 6 5 4	4 AS 6 5 4	14 AS 4 4 4	13 AS 6 4 4
TOKGWA RFO 4 YU 6	TOKGWA RFO 4 YU 6	TP 3 5	TP 3 5	15 AS 4 5 4	15 AS 4 5 4











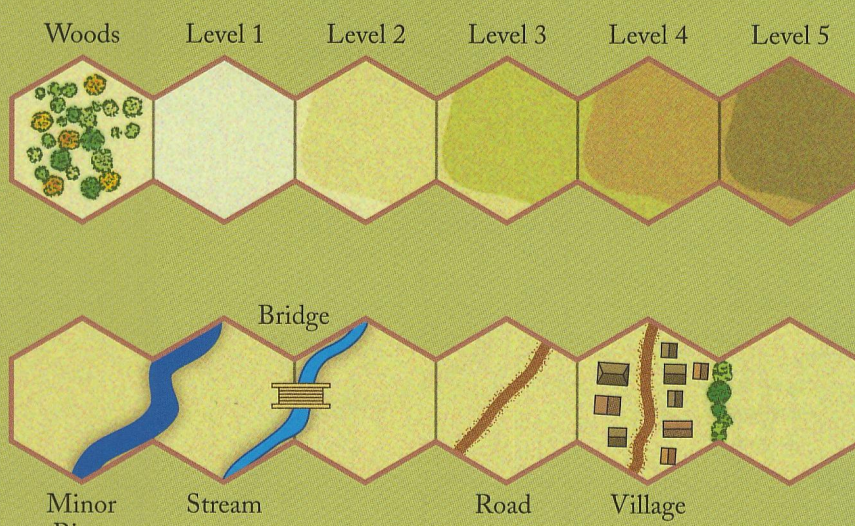
Unit Firing		Fire Table							
		Range in Hexes							
Teppo (Pre-Hayago)	4		3		2	1			
Teppo (Hayago)	4			3		2	1		
Yumi	4(Ext)	3		2		1			
Yabusu		8-12		4-7		3	2		1
DIE ROLL									
<0	-	-	-	-	-	-	-	-	1
0	-	-	-	-	-	-	-	1	1
1	-	-	-	-	-	-	-	1	1
2	-	-	-	-	-	-	1	1	1
3	-	-	-	-	-	1	1	1	1
4	-	-	-	-	1	1	1	1	2
5	-	-	-	1	1	1	1	2	2
6	-	-	1	1	1	1	2	2	2
7	-	1	1	1	1	2	2	3	3D
8	-	1	1	1	2	2	3	3D	3D
9BC	1	1	1	2	2	3	3D	3D	4Ds
10+	1	1	1	2D	3D	3D	3D	4D	4D

--No effect #=Hits D=Check for Disruption if not Disrupted BC=Check for Busho Casualty  
Ex=May Fire only if on higher level, as per 8.26  
x=Check for Ozutsu explosion; on a die roll of 7-9, Ozutsu explodes.  
DRMs: -2 if firing through Flank Hexside; -? Check Terrain Effects; -1 Unit moved in same phase as it Fires; +1 for each unit over one using Volley fire (8.27); +1 Teppo firing at AS;  
+1 if firing inside a Castle (not Fort); +2 if two stacked Teppo are using Combined Fire (8.23);  
+4 if three stacked Teppo are using Combined Fire (8.23)

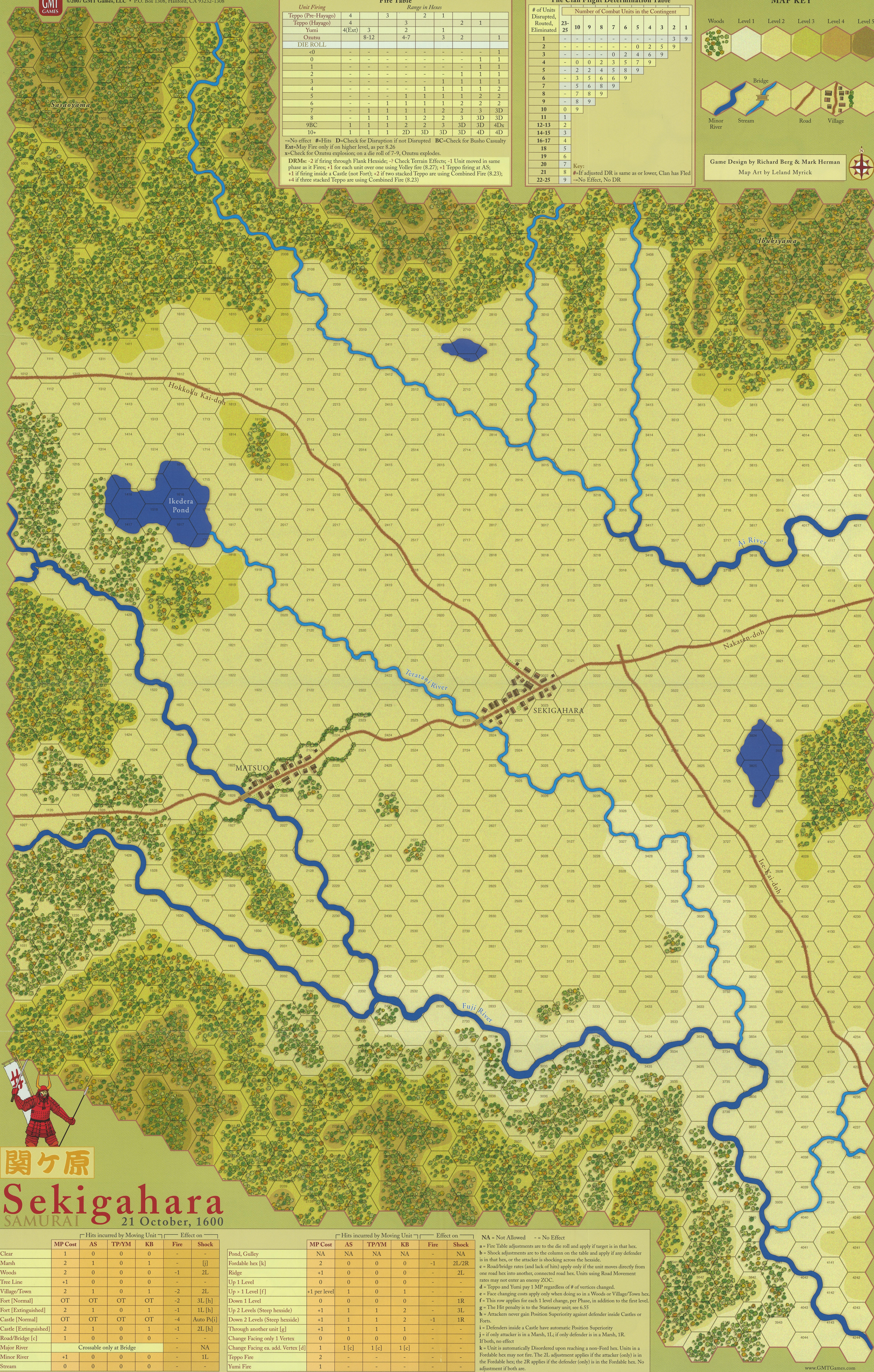
The Clan Flight Determination Table		Number of Combat Units in the Contingent												
# of Units Disrupted, Routted, Eliminated		23-25	10	9	8	7	6	5	4	3	2	1		
1	-	-	-	-	-	-	-	-	-	-	3	9		
2	-	-	-	-	-	-	-	-	0	2	5	9		
3	-	-	-	-	-	0	2	4	6	9				
4	-	0	0	2	3	5	7	9						
5	-	2	2	4	5	8	9							
6	-	3	5	6	6	9								
7	-	5	6	8	9									
8	-	7	8	9										
9	-	8	9											
10	0	9												
11	1													
12-13	2													
14-15	3													
16-17	4													
18	5													
19	6													
20	7													
21	8													
22-25	9													

Key:  
#-If adjusted DR is same as or lower, Clan has Fled  
--No Effect, No DR

## MAP KEY



Game Design by Richard Berg & Mark Herman  
Map Art by Leland Myrick



関ヶ原

# Sekigahara

SAMURAI 21 October, 1600

	Hits incurred by Moving Unit				Effect on	
	MP Cost	AS	TP/YM	KB	Fire	Shock
Clear	1	0	0	0	-	-
Marsh	2	1	0	1	-	[j]
Woods	2	0	0	0	-1	2L
Tree Line	+1	0	0	0	-	-
Village/Town	2	1	0	1	-2	2L
Fort [Normal]	OT	OT	OT	OT	-2	3L [h]
Fort [Extinguished]	2	1	0	1	-1	1L [h]
Castle [Normal]	OT	OT	OT	OT	-4	Auto Ps[i]
Castle [Extinguished]	2	1	0	1	-1	2L [h]
Road/Bridge [c]	1	0	0	0	-	-
Major River	Crossable only at Bridge				-	NA
Minor River	+1	0	0	0	-	1L
Stream	0	0	0	0	-	-

	Hits incurred by Moving Unit						Effect on	
	MP Cost	AS	TP/YM	KB	Fire	Shock		
Pond, Gully	NA	NA	NA	NA	-	NA		
Forable hex [k]	2	0	0	0	-1	2L/2R		
Ridge	+1	0	0	0	-	2L		
Up 1 Level	0	0	0	0	-	-		
Up > 1 Level [f]	+1 per level	1	0	1	-	-		
Down 1 Level	0	0	0	0	-	1R		
Up 2 Levels (Steep hexside)	+1	1	1	2	-	3L		
Down 2 Levels (Steep hexside)	+1	1	1	2	-1	1R		
Through another unit [g]	+1	1	1	1	-	-		
Change Facing only 1 Vertex	0	0	0	0	-	-		
Change Facing ea. add. Vertex [d]	1	1 [c]	1 [c]	1 [c]	-	-		
Teppo Fire	2	-	-	-	-	-		
Yumi Fire	1	-	-	-	-	-		

NA = Not Allowed - = No Effect

a = Fire Table adjustments are to the die roll and apply if target is in that hex.

b = Shock adjustments are to the column on the table and apply if any defender is in that hex, or the attacker is shocking across the hexside.

c = Road/bridge rates (and lack of hit) apply only if the unit moves directly from one road hex into another, connected road hex. Units using Road Movement rates may not enter an enemy ZOC.

d = Teppo and Yumi pay 1 MP regardless of # of vertices changed.

e = Face changing costs apply only when doing so in a Woods or Village/Town hex.

f = This row applies for each 1 level change, per Phase, in addition to the first level.

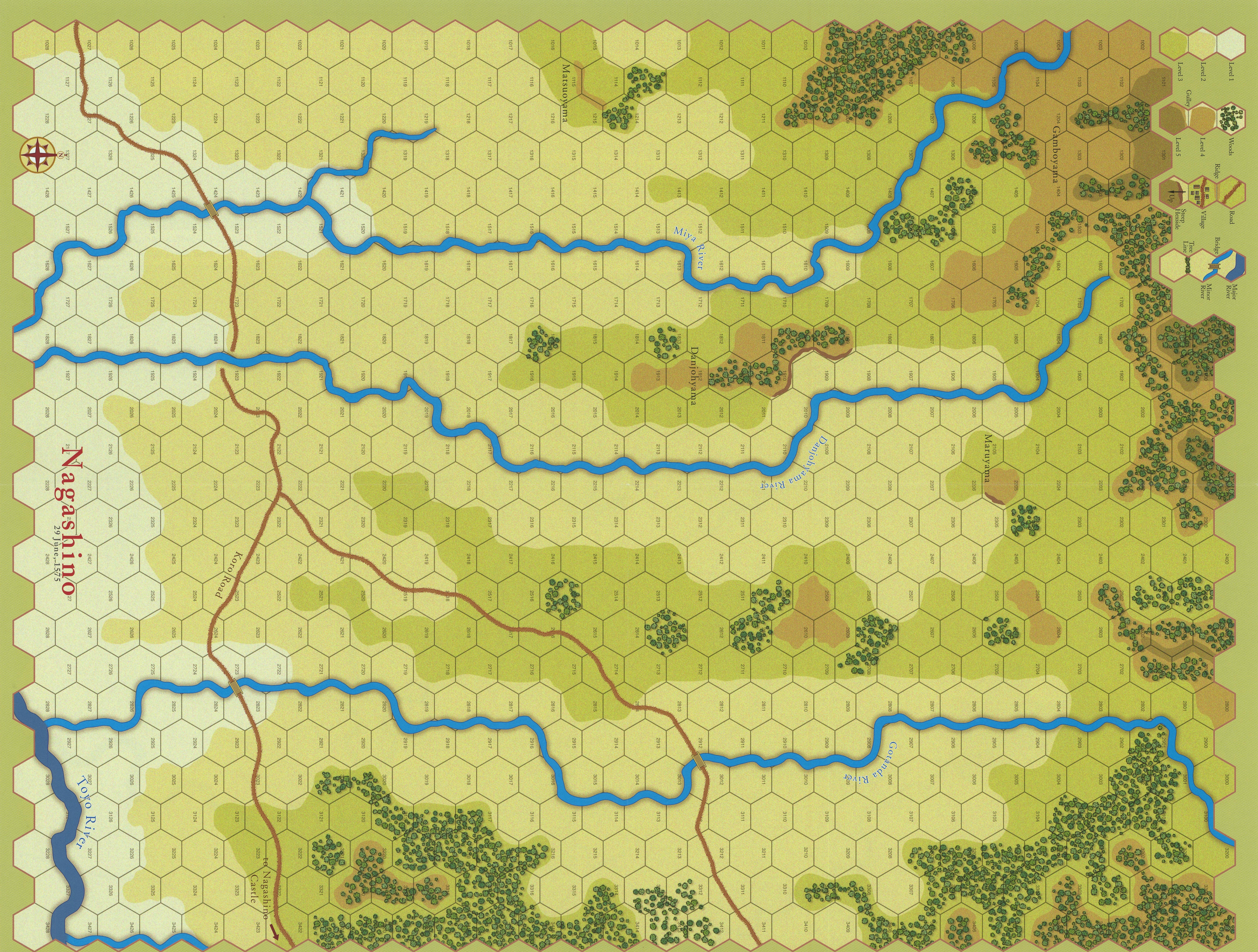
g = The Hit penalty is to the Stationary unit; see 6.55

h = Attackers never gain Position Superiority against defender inside Castles or Ports.

i = Defenders inside a Castle have automatic Position Superiority  
j = if only attacker is in a Marsh, 1L; if only defender is in a Marsh, 1R.  
If both, no effect

k = Unit is automatically Disrupted upon reaching a non-Ford hex. Units in a Fordable hex may not fire. The 2L adjustment applies if the attacker (only) is in the Fordable hex; the 2R applies if the defender (only) is in the Fordable hex. No adjustment if both are.

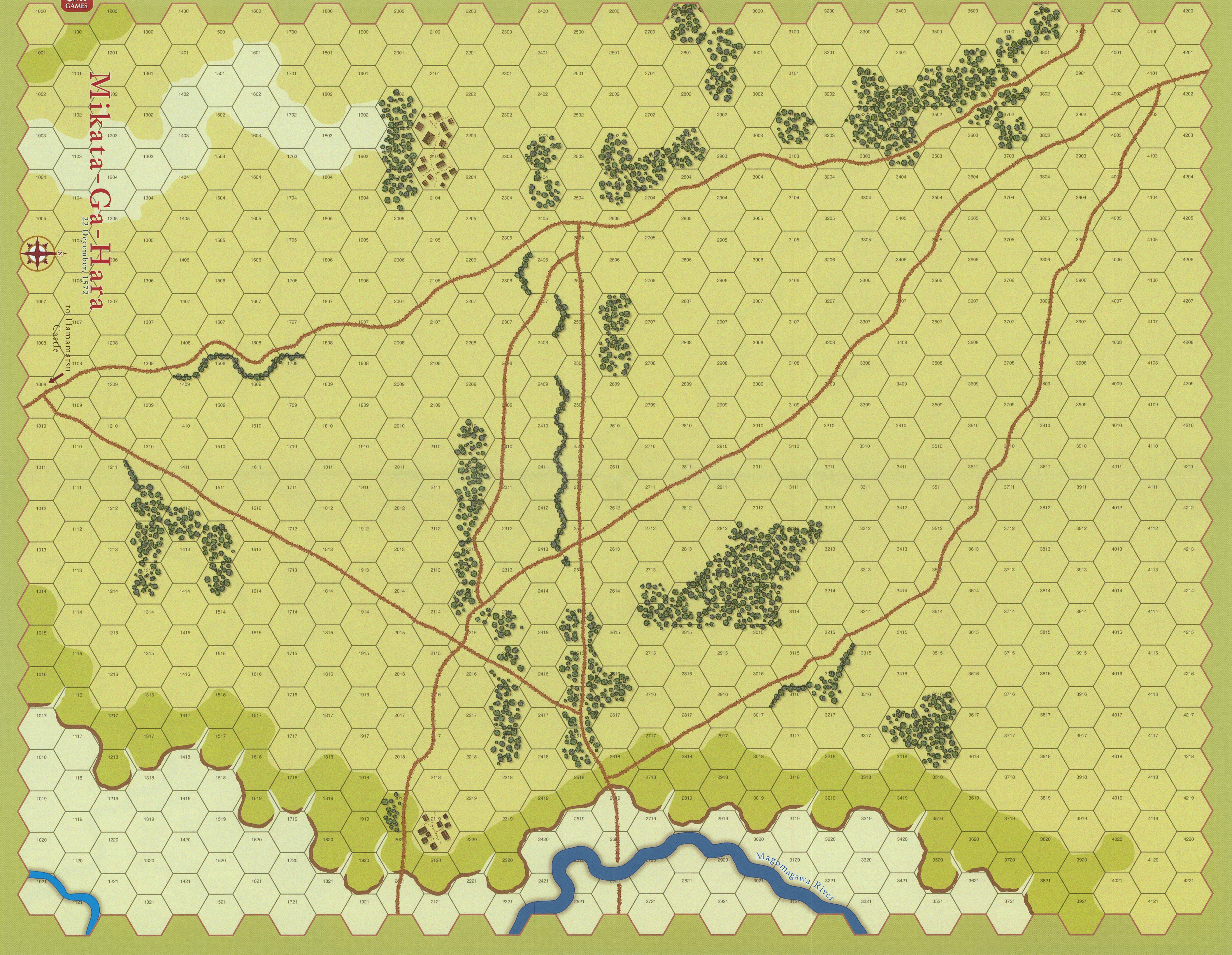




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## SAMURAI

Game Design by Richard Berg & Mark Herman • Map Art by Leland Myrick



Mikata-Ga-Hara  
22 December, 1572  
to Hamamatsu



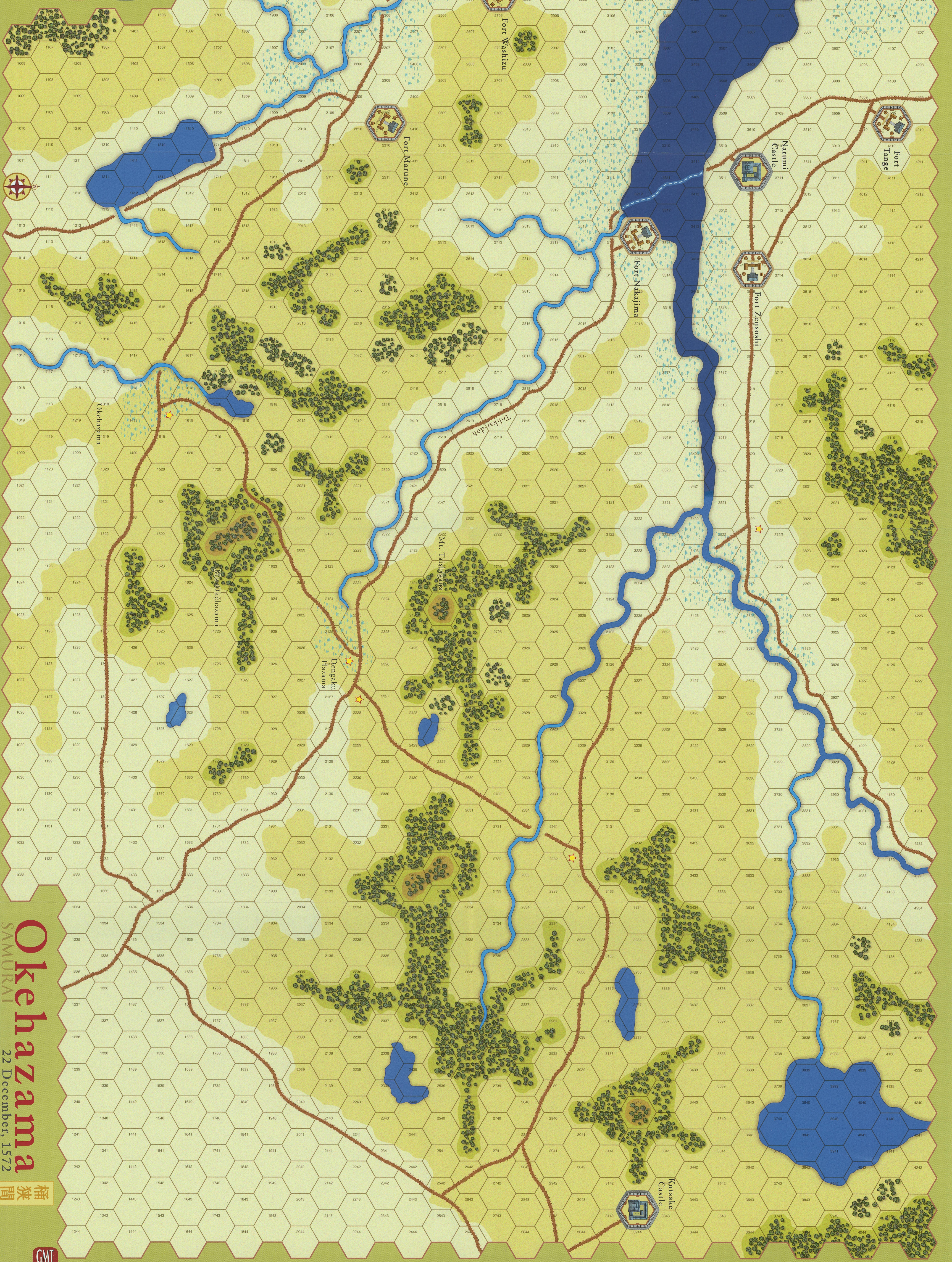
Game Design by Richard Berg & Mark Herman  
Map Art by Leland Myrick

**MAP KEY**

Woods Level 1 Level 2 Level 3 Level 4 Castle

Stream Minor River Major River Swamp Foothill Fort Road Hecate

Point Hecate



Okehazama  
SAMURAI  
22 December, 1572  
桶狭間





Anagawa  
28 June 1570  
Kawanakajima  
10 September 1561



Anagawa River

Kusanogawa River

