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Tenkatoitsu

Sengoku Jidai



Rulebook

Tenkatoitsu

The Unification battles
Sengoku Jidai



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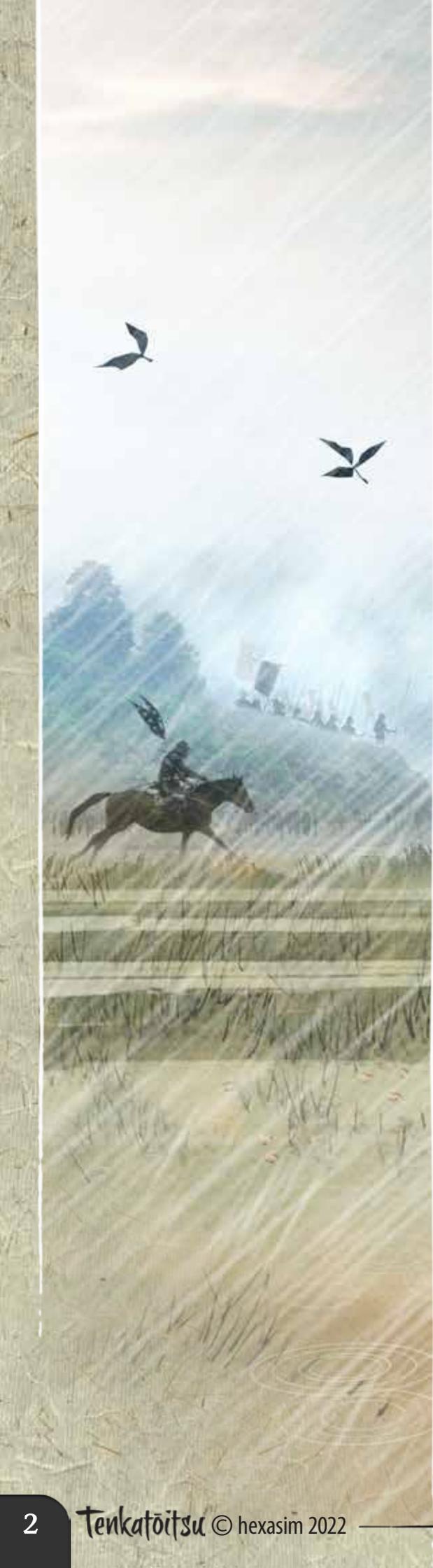
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関ヶ原の戦い
長久手の戦い
山崎の戦い
戦国時代
天下統一

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Wild flowers, wild grasses,
What remains of the fallen warriors



1

Overview

In a game of **Tenkatoitsu**, a turn is composed of various activation phases which occur one after the other in a random order. Some activation phases are obligatory while others are selected by the players. Units belong to Clans and must follow the Order which was given to their Clan. There are four different Orders: Attack, Defense, Regroup and Movement. The Clan's Order defines in which activation phase(s) a Clan's units may be activated, as well as the type of movement and combat that those units may conduct.

The order through which the activation phases occur is determined randomly by drawing activation chits one after the other from a recipient (usually some kind of a bowl or a bag). For instance, when the March chit is drawn, units with a Movement Order can be activated to move. Similarly, when the Combat chit is drawn, units with an Attack Order are activated and combat occurs between units in contact with each other. During the Rally phase, Clans with a Regroup Order are activated and may try to rally their units. Lastly, the Initiative phase allows Clans to try to change their Orders. These are the obligatory activation phases that occur each turn.

Beside these phases, players can activate their Clans during specific Clan phases by putting a number of Clan activation chits in the bowl. This capacity will depend on the skill of their army commander and on the battle's events. A Clan phase allows changing that Clan's Order and then activating that Clan according to its Order.

●
Significant changes and additions from the prior rules are denoted by this red dot.

2

Components

2.1. Counters: There are three kinds of counters in the game:

- Units represent combat troops grouped into Clans [5.1] ;
- Markers are used to indicate a unit's state, a Clan's Order, or help during siege ;
- Activation chits drive the turn's rhythm. They are two types of activation chits: those for the five obligatory activation phases (obligatory activation chits) and those for Clan activation phases (Clan activation chits).

Players will have to provide an opaque recipient, such as a bowl or a bag, from which to draw the activation chits in a random fashion during the game. We'll call this recipient "the Bowl" in these rules.

2.2. The map:

The map represents the battlefield on which is superimposed a hexagon (hex) grid. The sides of a hexagon (hexside) are used to regulate movements [6.2].

To compute a distance between two hexes, one counts the number of hexsides between each of them.

2.3. Player aids (“Honjin”):

Each player has its own Player Aid, also called Honjin, to help manage his activation chits. The Player Aid also contains the Command Table which players should refer to at the beginning of each turn. The ‘Reserve’ box should hold the player’s available Clan activation chits. Boxes numbered 1 to 4 represent the Delay Track. Lastly, each Clan can have its own Order logged on the Honjin.

If both players agree, each Honjin can be hidden from the other player’s sight in order to keep the Clans’ Orders secret [5.2].

2.4. Dice:

Players will have to roll either one six-sided die (D6) or two six-sided dice (2D6) and take the sum of them.

For combats, two pairs of dice are used: a blue one and a red one. Each pair is represented throughout the rules and player aids with these symbols:  and .

3 The sequence of play

3.1. Game turns are of variable length.

At the beginning of each turn, activation chits are put into a recipient (“the Bowl”) and are eventually randomly drawn one after the other until the turn is over. Each time an activation chit is drawn, some units get activated depending on their Clan’s Order.

3.2. A game turn is as follow:

I. The Command sequence

- I.a. Delay phase [9.1]
- I.b. Command Points determination phase [9.2]
- I.c. Battle Plan activation phase [10.2]
- I.d. Activation chits selection phase and preparation of the Bowl [9.3]

II. The Activation sequence

The phases of this sequence occur in a random order determined by the drawing of activation chits. Each Activation sequence has five obligatory phases that are bound to occur. They are noted [o] and are as follow:

- [o] March phase
- [o] Combat phase (x2). There are two such phases in each turn. One phase has one player as the attacker and the other player as the defender, and the other phase is the opposite.
- [o] Rally phase
- [o] Initiative phase

There can also be a variable number of **Clan phases** depending on the players’ choices during the Command sequence. A Clan phase allows changing that Clan’s order then activating its units.

Each phase of the Activation sequence has its own activation chit (March chit, Combat chits, Initiative chit, Rally chit, and Clans chits) and occurs when its chit is drawn. When all actions of a phase have been performed, a new chit is drawn as a new phase of the Activation sequence begins, determining which phase will occur, and so on.

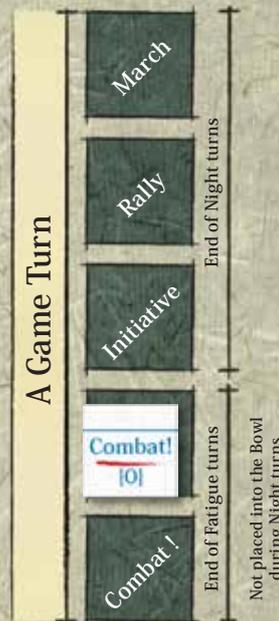
The Activation sequence ends when all five obligatory phases have been performed. However, Night [14] or Fatigue [13] may alter this requirement. Then, if it is the last turn of the game, the game ends and a winner is determined. Otherwise, a new turn begins starting with a new Command sequence.



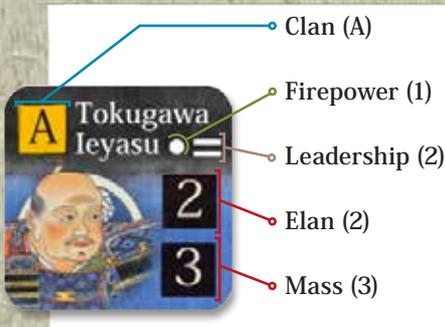
Example 2.3: Akechi Mitsuhide’s Honjin for the Yamazaki Battle

Note 2.3: The Delay Track on the Honjin is used to delay the activation of Clans that are too distant from the Sō-taishō (Commander-in-Chief). It represents the time it takes to bring orders to troops on the battlefield.

Note 2.4: Red dice are used to select the line on the Combat Table, and blue dice are used for the column on the same table.



Note 3.2: the [o] symbol is also printed on the obligatory chits.



Note 4.1: The Leadership value represents a bushō of great ability, as well as his troop's quality under his command.



Bundori points represent the loot snatched from defeated units. In this game, these points mainly represent the heads of bushōs and renowned samurais killed in battle and displayed after the battle.

4.1. Units:

The unit is the basic structure of each army. A unit is represented with a counter which has no particular orientation (when you place a counter on the map, you can choose its orientation as you want as it does not affect the game). Each unit has the following characteristics:

- **Clan:** each unit belongs to a Clan identified by the same letter, color and name [5.1].
- **Elan:** the Elan value represents the shock power of the unit, its offensive quality. A high value indicates a unit composed with many horsemen and/or experienced samurais.
- **Mass:** the Mass value represents the number of soldiers (ashigarus) in the unit: they are able to follow an attack and can defend.
- **Firepower:** the value of this characteristic is given by the number of dots in the upper right corner of the counter. The dots represent the number of firearms (arquebuses) or ranged weapons (archers).
- **Leadership:** the value of this characteristic is given by the number of horizontal bars under the Firepower characteristic.
- **Leadership X:** this cross depicts a unit which is led by an important leader whose ability is however not sufficient enough to provide a positive modifier to the unit, but whose death does provide a Bundori point to his opponent [11.10].

A player's army is led by a Commander-in-Chief (Sō-taishō) and may contain other Generals (Taishō). The Sō-taishō and Taishōs are depicted with a silhouette on their unit's counter.

4.2. Zones of Control (ZoC):

Each unit exerts an influence into each of the six adjacent hexes, known as the unit's Zone of Control (**ZoC**), providing that the unit would be capable to move into such hex (thus, impassable hexsides block the ZoC). A ZoC is not cancelled by the presence of friendly or enemy units, nor is it affected by other ZoCs.

Units inside a Fortress do not exert a ZoC [15.3]. Units outside a Fortress do not exert a ZoC into the Fortress [15.3].

An enemy ZoC (EZoC) affects your units' movements in the following ways:

- A unit may only enter an EZoC when charging [6.3], redeploying (under certain requirements) [6.4], or pursuing [6.7].
- Entering an EZoC immediately ends a unit's movement.
- A unit in an EZoC cannot not move except:
 - if it leaves all EZoC with a withdrawal [6.6],
 - when retreating after combat [11.7],
 - when advancing after combat [11.12],
 - or when pursuing (first hex only) [6.7].

4.3. Units' states:

At any time, a unit is always in one of the five possible states: Good Order, Shaken Disorganized, Exhausted or Eliminated (listed in decreasing order of performance). Units begin the game in good order and their state may change as a result of combat [11.7] and rally [8.5]. Each state is linked to a modifier which corresponds to the number of Step Losses suffered by the unit (see the Units' States Table on the Game Aid). State markers and flipping a unit's counter help track the unit's state.

For each Step Loss that a unit receives, the unit's state goes down one level as shown below:

Good Order → Shaken → Disorganized → Exhausted → Eliminated

Thus, a good order unit that suffers 4 Step Losses is eliminated.

For each rally level gained, a unit's state improves one level as shown below:

Exhausted → Disorganized → Shaken → Good Order



Example 4.2: ZoC exerted by unit A

Note 4.3: Step Losses represent as much casualties (deaths and wounded) as soldiers fleeing the battlefield, disorganization, fatigue, or slight and temporary reductions of combat effectiveness.

This is the reason why a rally action enables unit to recover their Good Order status.

Good Order → Shaken → Disorganized → Exhausted



Example 4.3: A shaken unit that suffers two Step Losses becomes exhausted.

A disorganized unit that gains two rally levels is in good order again.

5.1. Clans:

Each Clan is identified with a letter or number, a color and a name. A Clan may comprise one or several units, all bearing the same identifiers (letter or number, color and name).

5.2. Orders:

A Clan's actions depend on the Order it is given. There are four different Orders:

Attack,

Defense,

Movement,

Regroup.

Note: in order to ease the reading and writing of these rules, when we write that a Clan or a unit is "in attack" (underlined), it means that this Clan was given an Attack Order.

The Clan's Order defines in which phase(s) this Clan may be activated [7.2, 8]. It also defines what type of movement the Clan's units may conduct [6.1]. Finally, it sets the type of combat which is to be fought [11.2, 11.5, 11.8 and 11.12].

A Clan may only have one Order at any given time.

At the beginning of a game, the Battle Plan [10] or the scenario rules will define which Orders a player may assign to his Clans.

5.3. Order marker:

The Order given to a Clan is denoted on the battlefield with an Order marker placed on top of any one of the Clan's units. If a Clan has no Order marker then it follows the Defense Order. Rules 8 and 10 explain further when and how to place Order markers and how to change them.

Both players may agree to keep their Clans' Orders hidden. In that case, Order markers should be placed on the Honjins, in the corresponding Clan box (an empty box denoting a Defense Order), instead of on top of the units' counters.

Note 5.1: The word Clan is used in this game to designate a part of an army. In most of the cases, it represents a historical clan; sometimes, it represents a group of small clans; other times, it represents a force detached from a larger clan.



Note 5.3: There is no Defense Order Marker, therefore a Clan without a marker is considered to be following a Defense Order.

6.1. There are four types of movement, which each corresponds to an Order:

The movement of a unit in Attack is a **charge**,

The movement of a unit in Defense is a **deployment**,

The movement of a unit in Movement is a **march**,

The movement of a unit in Regroup is a **withdrawal**.

6.2. Movements overview

Rule 6.2 hereunder contains the common rules for all movements.

6.2.1. Move your units one after each other. A unit moves from one hex into an adjacent hex by spending a number of Movement Points (MP). The movement allowance (i.e. the number of MP it can spend) per turn for a unit is set by the type of movement it performs.

6.2.2. Each hexside costs a certain amount of MP for a unit to cross, as indicated on the Terrain Chart. A unit can never spend more MP than its remaining amount. A unit's remaining MP are lost as soon as another unit moves.

6.2.3. If a unit must exit the map, it is eliminated.

6.2.4. Important: All units of a same Clan must, as much as possible, be together, in one group, after all units of the Clan have moved. The group may take any shape as long as the units occupy a series of contiguous hexes. There is no penalty for not abiding to this rule, however you must coordinate your units' movements such as to prevent (or remedy to) any dispersal of the Clan by reducing to the maximum the distance between each Clan's unit, while still conforming to the Clan's Order. This rule neither restricts advance after combat nor retreat after combat. When charging or retreating, see [6.3] and [6.6] respectively.

6.3. Charge (movement type for units in Attack)

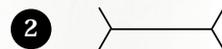
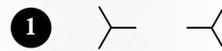
When a unit in Attack moves, it performs a charge.

Clans in Attack must immediately switch their order to Regroup (and immediately follow 8.5) if there are no enemy units at a distance of 6 hexes

Terrain chart

All movement types

MP cost to cross hexside

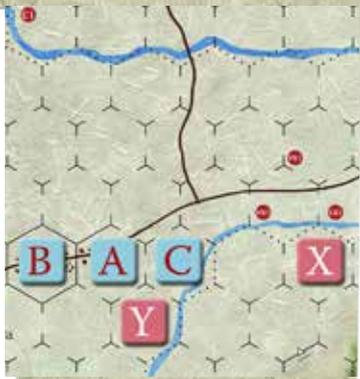


Impassable



Example 6.3: The blue Clan is in Attack and must perform its charge. The player can choose any of A, B or C as the spearhead unit. If he chooses unit A, he can move it towards any of X or Y because both are 2 MP away. If he chooses unit B, then unit Y is the nearest unit and B must charge toward Y. If he chooses unit C instead, then unit X must be the target of unit C's charge.

Example 6.3 (continued):
The player chose unit A as the spearhead unit. He now chooses unit Y as the target of unit A's charge and moves unit A until it comes in contact with unit Y. Then, he moves units B and C so as to have them end their movement adjacent to another unit of the same Clan that has already charged. This figure shows one example of all possible movements for this player.



Example 6.3 (continued):
In this case, the player chose unit C as the spearhead unit instead of unit A. This unit must move towards unit X until it comes in contact with it. Units A and B are then moved (in any order) until they come in contact with another unit of the Clan that has already charged. This figure shows an example of the possible movements for this player.



or less from any of their units. You may choose to ignore enemy units that are at a distance of 6 hexes or less if you would have to cross a river hexside (dotted hexside) to calculate that distance

6.3.1. Movement of the spearhead unit: When a Clan charges, you must pick a unit of this Clan which is not in an EZoC: this will be spearhead unit. Move the spearhead unit towards the nearest enemy unit in MP (if there are several enemy units at the same distance, choose any one of them) until it gets adjacent to it or until it exhausts its MP. Enemy units in the ZoC of your other units may be ignored, however the spearhead unit must end its charge adjacent to an enemy unit if that is possible.

6.3.2. If the Clan comprises several units, then move the other Clan's units that are not in an EZoC in any order you choose. These units must end their movement adjacent to the spearhead unit if possible. If this is not possible, move these units in such a way that they end their movement as near as possible to another unit of the same Clan that has already charged during this activation phase. As opposed to the spearhead unit, these units are not required to end their charge in an EZoC.

6.3.3. Movement allowance for a charge: **3 MP**.

6.4. Deployment (movement type for units in Defense)

When a unit in Defense moves, it performs a deployment.

6.4.1. When a Clan in Defense performs a deployment, all of its units that are not in an EZoC can move into an adjacent hexagon, providing that:

- the units do not cross an impassable hexside,
- the units respect 6.2.4,
- and the units do not enter an EZoC, unless the enemy unit exerting that ZoC is itself in the ZoC of another of your units,

6.4.2. Movement allowance for a deployment: **1 hexagon**

6.5. March (movement type for units in Movement)

When a unit in Movement moves, it performs a march.

6.5.1. When you perform a march, you can move your units as you want (expending MP), providing that:

- the units does not enter an EZoC,
- the units does not exit an EZoC,
- the units respect 6.2.4.

6.5.2. Roads and Paths affect the movement costs for units that perform marches: when a unit follows a road, crossing a hexside costs 1/2 MP; when a unit follows a path, crossing a hexside costs 1 MP. They negate the normal cost of a hexside, allowing marching units to move through otherwise impassable hexsides as well.

6.5.3. Movement allowance for a march: **4 MP**.

6.6. Withdrawal (movement type for units in Regroup)

When a unit in Regroup moves, it performs a withdrawal. Only units which are at a distance of 3 hexes or fewer from an enemy unit can perform a withdrawal ([7.2.3], [8.5]).

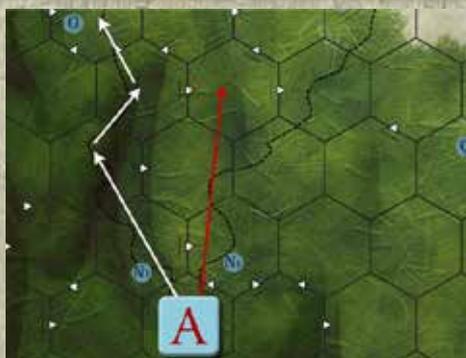
6.6.1. Choose among all eligible units which one shall withdraw first. Move this unit no further than 8 hexes until it is at a distance of 4 hexes from the nearest enemy. During this movement, the unit may have to move closer to enemy units but it may not enter any EZoC. The withdrawal ends as soon as the nearest enemy is at a distance of 4 hexes from the withdrawing unit. If it is not possible to perform such a move, see 6.6.3. After your unit successfully withdrew, your opponent may perform a pursuit [6.7].

6.6.2. If the Clan comprises several units, you may move the other Clan's units in any order you choose. Each unit may move no further than 8 hexes until it is at least at a distance of 4 hexes from the nearest enemy AND as close as possible from other Clan units that already withdrew. The withdrawing units may have to move closer to enemy units but they may not enter any EZoC. If it is not possible to perform such a move, see 6.6.3. After each of your units successfully withdrew, your opponent may perform a pursuit.

6.6.3. Movement Allowance for a withdrawal: 8 hexes. A retreat should be as short as possible. A withdrawal's length may not exceed 8 hexes. Units that cannot end their movement at a distance of 4 hexes or more of

Table 6.5.2 # cost to cross an hexside

All movement types except March	Path Effects for March only	Road Effects for March only
1	1	1/2
2	1	1/2
2	1	1/2
2	1	1/2
1	1	1/2
Impassable	1	1/2



Example 6.5.2: Unit A has a Move Order.

If it marches following the white arrows, it will spend 4 MP, taking into account the effect of the path. Alternatively, it may march along the red arrows, spending 4 MP as well: 2 MP for the path in the first 2 hexagons, and 2MP for crossing the last hexside

the nearest enemy unit (because of EZoC, other units, etc.) may not move at all.

6.7. Pursuit:

After an enemy unit which was in the ZoC of one of your units in Attack withdrew, you must pursue it. Move one unit in Attack that exerted a ZoC on the withdrawing unit along the same path until it reaches an EZoC. The pursuit stops any time the pursuing unit enters an EZoC, whether it is exerted by the withdrawn unit or by any other enemy unit. When several units must withdraw, alternate withdrawals and pursuits one unit at a time. A unit may perform several pursuits successively.

You may try not to pursue withdrawing units by switching your Clan to Defense. To do so, make an Order change attempt as per 8.1. If successful, there is no pursuit with this Clan, and change its Order to Defense immediately.

Exception: Units retreating with the Kōtai tactic cannot be pursued [10.4.3].

6.8. Stacking:

There can be only one unit per hex at all times (Exception: Siege [15]). There can be any number of markers in a hexagon.

7 The obligatory phases of the Activation sequence

7.1. Activation sequence:

The pace of the Activation sequence is driven by the random drawing of activation chits from the Bowl. After a player (any) drew a chit from the Bowl, play the corresponding phase. The Activation sequence ends when all five obligatory phases have been played through. However, Night [14] or Fatigue [13] may alter this requirement.

7.2. The five obligatory phases:

They must be played during each Activation sequence (Exception: Night [14] or Fatigue [13]).

When an obligatory activation chit is drawn, place it on the corresponding box on the Game Aid and execute the corresponding phase as follow:

7.2.1. March phase

Clans which can be activated: all Clans in Movement.

Sequence:

- a. Each player throws a die (throw again in case of a tie).
- b. The player with the highest roll activates one of his eligible Clans to perform a march [6.5] or pass (a player who passes gives up all other Clan activations for this phase). Then it's the opponent's turn to activate one of his eligible Clans to perform a march, or to pass. Go back to step **b.** until all Clans with Movement have moved or until both players have passed.

There is no combat during this phase.

7.2.2. Combat phase

There is one [o]combat chit for each side.

Units which can be activated: all units which are in an EZoC or in Attack and which belong to the side depicted on the chit.

Sequence:

- a. All units in Attack that are not in an EZoC must charge [6.3].
- b. Then, all units in an EZoC must attack [11.1].

7.2.3. Rally phase

Units which can be activated: all units in Regroup.

Sequence:

- a. Each player throws a die (throw again in case of a tie). The player with the highest roll begins.
- b. The player chooses one of his eligible Clans. With each of that Clan's units, he either performs a withdrawal [6.6] if the unit is within 3 hexes of an enemy unit or a rally [8.5] if there are no enemy units at such distance. After each withdrawal, the opponent can perform a pursuit [6.7]. Players may not pass.



Example 6.6: Units A, B and C belong to the same Clan which is in Regroup. Unit C cannot be chosen as the first retreating unit because it has no retreat path. Thus the player chooses unit A as the first retreating unit, which retreats following the red arrows for instance. The retreat stops once all enemy units are 4 hexagons away. Then, unit B retreats following the yellow arrows. Notice that, while they are retreating, A and B are getting closer to Z. C is still not able to retreat and must remain where it is.



Example 6.7: Units A and B belong to the same Clan which is in Regroup. Units X and Y are in Attack. Unit A retreats first following the red arrows. Unit X pursues it until it enters unit B's ZoC (yellow arrow). Unit B's retreat is now cut as it is surrounded with EZoC.



Example 6.7 (alternative): Unit B retreats first following the red arrows. Unit Y pursues it until it comes into unit A's ZoC (yellow arrow).



Example 6.7 (alternative, continued): It is now unit A's turn to retreat (red arrows). Unit X pursues it (yellow arrows). The pink player could also have pursued with unit Y instead of unit X.



Example 7.2.4: It is the initiative phase. In this example, the blue army has four Clans in the area: A, B, C and D. Clans B and C can be activated during this initiative phase since they have units adjacent to the enemy and are in Movement or Regroup, as well as any of A or D if the player wishes it.

Each player rolls a die: the blue side begins the phase. For his first activation, the blue player has three choices:

- He may first activate either Clan A or Clan D to try to change its Order. If he skips this opportunity, he gives up the possibility of activating any of those Clans later during this phase.
- Or he may choose to activate either Clan B or Clan C.
- Or he may pass. If he does so, his turn is over during this phase.

The pink player may now perform his first activation of this phase with similar choices.

For his second activation, the blue player may choose to activate Clan B or Clan C (if it has not been activated during the previous activation of this phase) or to pass.

- c. Players perform step b. alternatively until all Clans in Regroup have been activated and all pursuits have been executed. There is no combat during this phase.

7.2.4. Initiative phase

Clans which can be activated: all Clans in Movement or Regroup, and which have at least one of their units in an EZoC, plus any one Clan of the player's choice (this Clan must be activated first in this phase) can be activated during this phase. (**Exception:** during Night [14], only those Clans in Movement or Regroup which have at least one unit in an EZoC can be activated). No Clan may be activated more than once during this phase.

Sequence:

- a. Each player throws a die (throw again in case of a tie). The player with the highest score starts this sequence.
- b. Activate one of the eligible Clans or pass (a player who passes gives up all other Clan activations for this phase). Make an attempt to change this Clan's current Order [8.1], and:
 - If you rolled an unmodified 1, switch the current Clan's Order to Regroup and immediately perform a withdrawal [6.6] with eligible units, followed by a possible pursuit [6.7] by your opponent's eligible units.
 - If the Order was changed successfully, switch the Clan's Order marker with the appropriate marker and immediately perform a Clan phase [8] with this Clan, skipping the "a. Order change" and the g. steps.
 - Else, nothing happens.
- c. Your opponent does the same.
- d. Go back to step b. until all eligible Clans have been activated or both players have passed.

8 The Clan phase

A Clan phase is played when a Clan activation chit has been drawn from the Bowl. All units of the Clan indicated on the Clan chit then perform their actions according to their Clan's Order. The Clan's current Order may be changed during this phase.

Sequence:

- a. **Order change.** The owner of the Clan can try to change the Clan's current Order [8.1]. Then he either performs steps b. c. d. and e. as defined by the Order of this Clan [8.2-5], or he performs the step f.
- f. Activate the Battle Plan tactic written on the Battle Plan Log Sheet [10.4].

After the Clan phase has been played through:

- g. place the corresponding Clan chit on the Reserve box on the player's Honjin.

8.1. Order change:

During the Clan phase, you may first try to change that Clan's Order. Choose the new order you would like to assign to this Clan, then roll a die and add the highest Leadership value among all units of the Clan. If the result is equal to or greater than the value indicated in the Order Change Table, at the intersection of the Current Order line and New Order column, the change is successful and the Order marker is switched; the Clan's units can now perform the actions allowed by the new Order. Otherwise, the Clan's Order remains unchanged, and the units must follow that Order.

8.2. Attack

Sequence:

- b. **Movement:** the Clan charges [6.3]
- c. **Combat:** The Clan's units must attack all enemy units in their ZoC.

8.3. Movement

Sequence:

- b. **Movement:** the Clan marches [6.5]
- c. **Combat:** The Clan's units must attack all enemy units in their ZoC, unless 11.2 applies.

Order Change Table [8.1]

The change is successful if (1D6 + highest Leadership value of the Clan) is greater than or equal to the number indicated on this table:

Current Order	New Order			
	Attack	Movement	Defense	Regroup
Attack	-	4	5	5
Movement	3 (4) ^a	-	4	3
Defense	3 (4) ^a	4	-	3
Regroup	5 (6) ^a	4	4	-

^a during night turns, use the number between brackets.

Example 8.1: Clan A (which has only one unit) is in Attack. A can choose to change its Order to Regroup automatically. Indeed, one of the enemy units (B) is further than 6 hexagons away. The other is further than 6 hexagons away the path avoids crossing the river. It can thus be ignored. If the player chooses to ignore it, then Clan A automatically switches to Regroup. If the player chooses not to ignore it, then Clan A remains in Attack and can try to change its Order.



8.4. Defense.

Sequence:

b. Movement: the Clan performs a deployment [6.4]

c. Combat: The Clan's units must attack all enemy units in their ZoC, unless 11.2 applies.

8.5. Regroup

Sequence:

b. Rally: The Clan's units that are at least 4 hexes away from the nearest enemy unit can make a rally attempt.

Roll 1D6 for each unit that makes a rally attempt and add to each roll a Leadership value from among the Clan's units (even if the unit making the rally attempt is not the one bearing this Leadership value). Check this result on the Rally Table. If the rally attempt is successful, the Rally Table will indicate how many Steps the unit may recover (one, two or three) [4.3]. Change the unit's State marker accordingly.

If the die roll is an unmodified "1", the unit must move 3 hexes away from the nearest enemy, without entering any EZoC. If this is not possible, the unit remains in the hexagon.

c. Movement: units at a distance of less than 4 hexes from an enemy unit must withdraw [6.6].

d. Pursuit: Withdrawing units may be pursued by enemy units [6.7].

e. Combat: The Clan's units must attack all enemy units in their ZoC, unless 11.2 applies.

8.6. Activation delay:

A player may decide to delay a Clan's activation by putting the Clan activation chit just drawn back into the bowl. However, he may not delay two such chits in a row.

Rally Table [8.5]	
1D6 + Highest Leadership value among the Clan	
Result	Effect
1 (unmodified)	Retreat (3 hexes)
2-4	No effect
5	Rally 1 level
6	Rally 2 levels
7 +	Rally 3 levels



Example 8.6: The Clan G chit is drawn. The G Clan's player does not wish to activate it now. So he delays this Clan's activation by putting the chit back into the Bowl. Next, the March chit is drawn. It is an [O] obligatory chit that cannot be delayed. Marches are performed by both players. Then, Clan G chit is again drawn. As the G Clan's player still do not wish to activate this Clan, he puts it back into the bowl. The Clan C chit, which belongs to the same player, is now drawn. As the player has just delayed a Clan phase by putting the Clan G chit back into the Bowl, he may not delay that new Clan chit. Thus, it is now Clan C's activation phase.

9 The command sequence

This chapter explains how to set up the Bowl at the beginning of a turn, as well as other phases of the Command sequence.

9.1. Delay phase:

Clan activation chits remaining in the Bowl from the previous turn must be removed from the Bowl. For each chit, roll 1D6 on the Messengers Table, and apply the result (Exception: activation chits of Clans which were assigned a tactic and of off-map Clans are automatically placed on the '1' box of the Delay Track). Then, place all Clan chits from the '1' box of the Delay Track into the Bowl, and slide all other Clan chits one box down the Delay Track.

9.2. Command Points determination phase:

The Command Table of your Sō-taishō is given on your Honjin. If neither the Sō-taishō nor his unit has been eliminated, roll 1D6 on the Command Table to check how many Command Points (CP) you will receive this turn. The die roll is modified as follow:

-1: if the Sō-taishō's Clan is not in Defense ;

(-): this modifier is given by the position of your opponent's Bundori marker [11.10].

You can use these CP to add Clan chits into the Bowl [9.3] or to activate your Battle Plan [10.2]. Unused CP are lost.

9.3. Activation chits selection phase :

Each CP allows you to select one Clan chit from your Reserve box on your Honjin.

- When you pick a Clan chit, calculate the distance in MP between the unit of that Clan which is nearest from the Sō-taishō and the Sō-taishō. Hexsides with a road or a path count for ½ MP. If the Sō-taishō is off-map, use his entry hex instead [12]. You may pass through an EZoC, but not through an enemy unit. In case you must pass through a Fortress, see 15.3.

- If this distance is less than 15 MP, put that chit directly in the Bowl.

- If the distance is equal to or larger than 15 MP, divide it by 15, round down, and put the Clan chit on the Delay Track in the box that corresponds to that number.

Messenger Table [9.1]

五

1. The Order is delivered by the messenger, but without the proper etiquette. What an insult! The Order is ignored. Place the chit in the "Reserve" box.
2. The Order is delivered by the messenger, but the daimyō has a different idea. He sends back the messenger with a counter-proposal. The Order is ignored. Place the chit in the "Reserve" box.
3. The messenger was killed before delivering the Orders. Place the chit in the "Reserve" box.
4. The daimyō acknowledge the Orders, however he needs some time to carry them out. Place the chit in the "2" box of the Delay Track.
5. The messenger got lost. He tries to find the right Clan in the chaos of battle. Place the chit in the "1" box of the Delay Track.
6. The messenger must take a detour to avoid enemy movement. Place the chit in the "1" box of the Delay Track.

Bundori

0
1
2 -1
3 -1
4 -2
5 -2
6 -2
7 -3
8 -3
9 -4

Modifier to your opponent's Command Points die roll as a result of the Bundori accumulated.

Example 9.2: If your opponent has 3 Bundori, you earn a -1 modifier to your Command Point die roll.

Note 9.3: A Sō-taishō who is completely surrounded may thus only use tactics [10.4].

Example 10.2: Activation of the Battle Plan
The player cumulated 8 CP during the previous turns in order to activate his Battle Plan. He now tries to activate it. He must roll 8 or less with 2d6 for his attempt to be successful. He rolls 10. The Battle Plan is not yet active, and the player loses $10 - 8 = 2$ CP. After this failed attempt, he has thus 6 remaining CP for his Battle Plan's activation.

Chōda [Long snake]

Initial Orders: at the player's choice

	Tactics	Clan	Turn	
[10.4.1]	'Totsugeki' (Assault)	B	1	
	'Totsugeki' (Assault)			
[10.4.3]	'Kōtai' (Retreat)			
	'Kōtai' (Retreat)			
[10.4.4]	'Kidō' (Combined maneuvers) (cost 2 CP)	A C	B J	3
[10.4.5]	'Ashibaya' (Fast movement)	C	K	2
	'Ashibaya' (Fast movement)			

Example 10.3: On this Chōda Battle Plan Log Sheet, one can see that the player activated one of his Totsugeki tactics during turn 1. Clan B was selected to perform this tactic.

If the Clan chit belongs to an off-map Clan [12] or has been assigned a tactic [10.3], place the chit directly in the Bowl.

For calculating the distance from, to or through a Fortress, see [15.3].

9.4. At the end of the Command sequence,

put the five obligatory activation chits [o] in the Bowl. (**Exception:** Night [14]).

10

The battle plans

10.1. Before starting the game:

Each player secretly chooses a Battle Plan for his army. Each Battle Plan provides tactics and special abilities as indicated on the Battle Plans Log Sheets [10.4]. A Battle Plan may also restrict the Orders available for the army's Clans at the beginning of the game. The choice of the Battle Plan must remain a secret until a player uses a tactic or one of the special activities provided by its Battle Plan. There are 10 possible Battle Plans that you can choose from and they are described in the Battle Plans Log Sheets.

10.2. Battle Plan activation:

In some scenarios, the Battle Plan is not yet active at the beginning of the game. In order to activate it, the Sō-taishō must spend Command Points and make a successful activation attempt.

During the Command sequence, you may spend a number of CP to activate the Battle Plan. These CP cannot be used to select Clan activation chits anymore. These CP are cumulated from one turn to the other so that you can reach enough CP for your Battle Plan activation attempt. You should keep a record of the number of CP that you are spending each turn in order to track them.

During the Battle Plan activation phase of the Command sequence you may try to activate your Battle Plan. Roll 2D6. If the sum of these dice is lower than or equal to the number of CP you have accumulated so far, your Battle Plan is successfully activated. However, if the attempt fails, then you must lose a number of CP equal to the difference between the 2D6 sum and the number of CP you have accumulated so far (down to 0 saved CP). For instance, if you had 6 CP and you rolled 8 with 2D6, then you lose 2 of your CP so that you have 4 CP left for your next Battle Plan activation attempt.

When your Battle Plan becomes active, all your Clans which do not have any unit in an EZoC can immediately be assigned new Orders from among the Initial Orders of your Battle Plan (see Battle Plan Log Sheet). Your Battle Plan's special abilities and tactics also become available.

10.3. Tactics use:

Each active Battle Plan allows the army to use a limited number of tactics during the game, as listed on the Battle Plan Log Sheets [10.4].

To use a given tactic, the player must pick a Clan during the Activation chit selection phase of the Command sequence and put that Clan's chit in the Bowl using the same procedure as in [9.3], with the following modifications:

- First, log on the Battle Plan Log Sheet which Clan will use the chosen tactic and at which turn (in order to be able to track the tactics used, and for your opponent to verify).
- Then put that Clan's activation chit in the Bowl, spending 1 CP but ignoring the distance between the Clan and the Sō-taishō (Exception: "Katta! Katta!" [10.4.2]).

When this Clan's chit will be drawn, you will be able to apply the chosen tactic.

10.4. The Battle Plan's tactics:

10.4.1. 'Totsugeki' (Assault)

- a. The Clan which applies this tactic immediately switches its Order to Attack, then
- b. **Movement:** the Clan charges as in [6.3] but with 5 MP instead of 3.
- c. **Combat:** The Clan's units must attack all units within their ZoC. Assaults [11.5] receive a  +2 modifier.

10.4.2. 'Katta! Katta!' (Impetuous attack)

This tactic is in fact delivered to you by your opponent. If you chose one of Hoshi or Kuruma Gakari Battle Plans, give the Katta! Katta! chit to your opponent when your Battle Plan becomes active. He will decide when you'll apply this tactic. Each time the tactic is used, mark it on the Battle Plan Log Sheet. If there are still Katta! Katta! tactics remaining, give the chit back to your opponent. Your opponent may not use more than one Katta! Katta! chit per turn.

When preparing the Bowl (phase I.4.) [3.2], your opponent can put the Katta! Katta! chit in the Bowl at no cost. When the chit is drawn, your opponent chooses one of your on-map Clan. This Clan immediately switches its Order to Attack, then you perform a normal Clan phase, skipping step "a. Order Change" [8.2].

If the Katta! Katta! chit is not drawn at the end of the turn, put it back in the Bowl on the next turn.

10.4.3. 'Kōtai' (Retreat)

- a. The Clan which applies this tactic immediately switches its Order to Regroup, then
- b. **Rally:** as in 8.5 b.
- c. **Movement:** withdraw eligible units as in 8.5. c.
- d. Your withdrawing units DO NOT trigger pursuits when using this tactic.
- e. There is NO combat when using this tactic.

10.4.4. 'Kidō' (Combined maneuvers)

This tactic activates up to four Clans simultaneously, irrespective of their current Orders. When you want to use this tactic, put one of the four Clan chits in the Bowl and put the other Clan chits aside (you may not use those for as long as the Kidō tactic has not been performed). Write down the letters or numbers of the four Clans to be activated on the Battle Plan Log Sheet.

Using this tactic costs 2 CP instead of 1 CP (unless you only received 1 CP this turn, in which case it costs 1 CP).

When you apply the Kidō tactic, roll 1D6 for each of the Clans to be activated and add to each roll the highest Leadership value of that Clan.

- If you roll an unmodified 1, this Clan immediately changes its Order to Regroup and your opponent performs a withdrawal with this Clan. Then this Clan's activation ends.
- If the result is equal to or lower than 2, then this Clan is not activated.
- The Clans for which the result is equal to or greater than 3 are activated together:
 - a. **Order change:** Each Clan can try to change its Order, independently from the others [8.1].
 - b. **Rally:** Clans in Regroup rally [8.5 b.].
 - c. **Movement:** Each Clan moves according its Order in any order you choose. Withdrawals do trigger pursuits.
 - d. **Combat:** Units of the activated Clans must attack all enemy units in their ZoC, unless 11.2 applies. These units may attack together without testing for a combined attack [11.4].

10.4.5. 'Ashibaya' (Fast movement)

This tactic activates up to two Clans simultaneously, irrespective of their current Orders. When you use this tactic, put one of the two Clan chits in the Bowl and put the other Clan chit aside (you may not use it for as long as the Ashibaya tactic has not been performed). Write down the letters for the two Clans on the Battle Plan Log Sheet.

- a. Clans which apply this tactic immediately switch their Order to Movement, then
- b. **Movement:** These Clans march [6.5], except they do so with 6 MP instead of 4 MP.
- c. **Combat:** Units of the activated Clans must attack all enemy units in their ZoC, unless 11.2 applies.



Example 10.4.4: On the Battle Plan Log Sheet in example 10.3, one can see that the player used its single Kidō tactic on turn 3. He threw a die to activate Clans A, B, C and J. The rolls were 4, 3, 2 and 5: Clan C was not activated, but the other Clans were.



Example 11.1: Pink player's combat phase.

Clans X and Y are in Attack. The player may organize its attacks in different ways, but blue units A and B must be attacked. Various possibilities are:

Y1 and Y2 attack A, and X attacks B ;

Y1 and X attack A, and Y2 attacks B ;

Y1 attacks A, et Y2 and X attack B



Example of a non-obligatory attack [11.2]: It is the Pink player's combat phase.

Unit X is in Defense. As all enemy units are across "non-obligatory attack" hex sides, the player decides not to make any attack.

Unit Y is in Attack. As such, it must attack units B and C together.

Alternatively, the player could choose to attack unit B with unit X, which would leave only unit C to attack for unit Y.



Example of a combined attack [11.4]: It is the Blue player's combat phase. The three blue Clans A, B and C would like to attack the pink unit X.

The Blue player rolls 1d6 for each of his Clans: he rolls 5 for Clan A, 2 for Clan B and 5 for Clan C. The highest roll defines which of the three Clans will attack. Here, both Clan A and Clan C rolled 5, which means those Clans can combine their units to attack X (two units of Clan A plus one unit of Clan C). Clan B is not allowed to attack, but it can nonetheless provide support.



Example of support [11.6.1]: It is Clan A's phase. The player attacks unit X with Clan A. Clan B cannot provide support as it is in unit Y's ZoC.

11.1. Units that must attack:

These units must attack all enemy units in their ZoC. All enemy units in the ZoC of the activated units must be attacked during this activation phase.

11.2. Non-obligatory attack:

Units that are not in Attack do not have to attack enemy units in their ZoC which are:

- already attacked by another unit, or
- on the other side of a "non-obligatory attack" hexside, as described on the Terrain Effect Chart.

Units in Attack must always attack, although the "11.4. Combined attack" rule may sometimes exclude those units as a result of the die roll.

11.3. An activated unit may only attack once during an activation phase.

An enemy unit may only be attacked once during an activation phase as well. It may thus be necessary to combine forces of several activated units to fight a single enemy unit, or to combine forces of several enemy units against a single attacking unit in order to fulfill 11.1. A single combat cannot involve several active units and several enemy units at the same time.

11.4. Combined attack:

If the attacker wants to fight or must fight with units belonging to different Clans, he must first roll 1D6 for each of those Clans. If several Clans roll the highest number, they attack simultaneously. If only one Clan rolls the highest number, it must attack alone. The other Clans may not attack at all during this activation phase. They can however provide support [11.6.1].

11.5. There are four different types of combat depending on the circumstances of the units involved in the combat.

There are described hereunder by decreasing order of priority:

- 1- A unit which moved in this activation phase in order to come into contact with an enemy unit executes an assault (Shingeki).
- 2- A unit in Attack which is the target of an assault executes a counterattack (Hangeki), even if it is already adjacent to another enemy unit.
- 3- A unit not in Attack which is the target of an assault closes ranks (Yari Fusuma), even if it is already adjacent to another enemy unit.
- 4- All other units fight in a melee (Ransen).

Depending on the type of combat, a unit's characteristics (Elan, Mass, Firepower) will be used differently for the combat resolution [11.6 and Combat Types Table].

11.6. Combat resolution:

The attacker rolls 2D6 (with the blue dice, noted as ) and 2d6 (with the red dice, and noted as ). The rolls are modified with the characteristics of the units fighting in that combat according to the combat type, and modified further to take in account the Combat Modifiers Table. He eventually checks the result on the Combat Results Table (the blue dice result for the column, and the red dice result for the line).

The intersection of the line () and column () of the Combat Results Table indicates the combat result to apply to units that fought in that combat [11.7].

11.6.1. Support: a friendly unit that exerts a ZoC on one of the defending units, and which itself does not fight in any combat during this phase, nor is in the EZoC from another enemy unit, provides a support bonus to the units of the attacker.

11.6.2. Terrain modifiers: The Terrain Effect Chart lists all combat modifiers caused by terrain. The  -1 / +1 combat modifiers apply as soon as one hexside is involved. They are cumulative up to one type of modifier for each attacking unit. The Firearms Prepared modifier [11.9] only applies if all hexsides through which the unit is attacked have the Firearms Prepared symbol.

11.7. Combat result:

If the combat result takes the form 'aM^N', then it applies to the attacking units.

- The value 'M' corresponds to the Step Losses which must be suffered by any one unit (attacker's choice) ;
- The value 'N' corresponds to the Step Losses which must be suffered by all other units.

If the combat result takes the form 'dXY', then it applies to the defending units.

- The value 'X' corresponds to the Step Losses which must be suffered by any one unit (defender's choice) ;
- The value 'Y' corresponds to the Step Losses which must be suffered by all other units.

If the value 'M' or 'X' is equal to 'E', then the unit is eliminated. If the value 'X' or 'Y' contains an 'R', then the unit(s) concerned must retreat one hex without entering an EZoC, otherwise it must suffer 1 additional Step Loss and remain in place.

The result 'a1-d1' indicates that an attacking unit (attacker's choice) and a defending unit (defender's choice) each suffer 1 Step Loss.

11.8. Defensive position:

Players who selected the Saku or Gyorin Battle Plans [10] for their army receive Defensive Position markers. These markers must be stacked on a unit at the beginning of the game during the set up phase. There can be only one Defensive Position marker in a hexagon. This marker can't be moved, has no particular orientation, and must be removed from the game if the unit with which it was stacked leaves the hexagon. Units stacked with a Defensive Position marker receive the following combat benefits if they are in Defense:

- -1 on the  [11.6] ;
- Firearms Prepared [11.9].

11.9. Firearms prepared:

A unit in Defense which is stacked with a Defensive Position marker or which is attacked only through hexsides that bear the Firearms Prepared symbol always use their Firepower, even when fighting in a melee [11.5].

11.10. Leader loss (Bundori):

When a unit with a Leadership value fights in a combat, there is a chance that it loses its Leader. If the unit suffers a 2 Step Loss combat result, its Leader dies on a 1d6 roll of '1'. If the unit is eliminated, its Leader dies on a 1d6 roll equal to or lower than 4. If its Leader dies, put a Leader Killed marker on the unit. Its Leadership value becomes zero. Then, the opponent gains an amount of Bundori Points equal to the original Leadership value of the unit.

11.11. Rout:

As soon as a unit is eliminated (before any advance after combat), there is a chance that other units of the same Clan rout. Roll 1D6 and add the highest Leadership value of that Clan, plus one per unit of the Clan that is not exhausted [4.3]. Then check the Rout Table to know which result occurred among:

- **Rout**: All units of the Clan which routs are eliminated (and the opponent may advance after combat) ;
- **Withdrawal** : All units of the Clan withdraw [6.6] and the Clan eventually switches to Regroup. The opponent can pursue [6.7].
- **Seppuku**: One of the Leaders of the Clan commits suicide. Put a Leader Killed marker on any unit of the Clan with a Leadership value; the opponent gains Bundori Points corresponding to that Leadership value. If there are no units with a Leadership value available, the opponent still gains 1 Bundori Point.

11.12. Advance after combat:

When a unit is eliminated or has to leave its hexagon, its opponent may or must advance one of his units in the vacated hex:

- A unit in Attack that fought in the same combat must advance in the vacated hex.
- A unit in Defense that fought in the same combat may advance in the vacated hex.

Neither EZoC nor rule 6.2.4 may prevent an advance after combat.



Example with Terrain modifiers [11.6.2]:

Units of Clan A attack the pink unit X. Each hex side provides a  -1 modifier to each attacking unit, so the resulting penalty is  -2.

Unit X attacks the two blue units of Clan A. Each hex side provides a  +1 bonus, but this bonus can only be counted once per attacking unit, so the resulting modifier for the attacking unit is  +1.

Examples [11.7]:

1) A combat involving three attacking units vs one defending unit results in 'a2!'. One attacking unit (chosen by the attacker) must suffer 2 Step Losses, and the other two attacking units each suffer 1 Step Loss.

2) A combat involving one unit attacking two units results in 'dE2'. One defending unit (defender's choice) is eliminated while the other suffers 2 Step Losses. Suppose that the result for this combat was instead 'd1R^R': one defending unit (defender's choice) suffers 1 Step Loss, and both units in defense must retreat one hex. If they had a river at their back (impassable terrain), they would not be able to retreat and would have thus to remain in their hexagon and suffer another Step Loss.

Note 11.8: These markers simulate the preparations and manning of defensive positions, the use of fences, etc.

Rout Table [11.11]

1D6 + 1/non-exhausted unit of the Clan + Highest Leadership value among the Clan	
Result	Effect
1-2	Rout
3	Withdrawal / Seppuku
4	Withdrawal
5 +	Nothing

Combat types for attacker			
Attacking unit which moved to come into contact with an enemy unit (Type 1) [11.5]	Shingeki (Assault)	+ Elan + Masse	
Other attacking unit (Type 4) [11.5]	Ransen (Melee)	 + Elan + Masse	

Combat types for the defender			
Unit in <u>Attack</u> fighting a moving attacker (Type 2) [11.5]	Hangeki (Counter-attack)	- Elan - Masse	
Unit not in <u>Attack</u> fighting a moving attacker (Type 3) [11.5]	Yari Fusuma (Closed ranks)	- Firepower - Elan - Masse	
Other unit (Type 4) [11.5]	Ransen (Melee)	- Firepower (if Firearms prepared [11.9]) - Elan - Masse	

Combat Modifiers Table
+ smallest modifier for the defender's State (0-3, see States Table)
- highest modifier for the attacker's State (0-3, see States Table)
+2 if all defending units are in <u>Movement</u> or in <u>Regroup</u>
-2 if at least one attacking unit is in <u>Movement</u> or in <u>Regroup</u>
+1 per support provided [11.6.1]
+2 if Totsugeki [10.4.1]
or at the choice of the player whose Leadership is used (must be declared before rolling dice ; attacker first)
+ the Leadership value of an activated attacking unit ;
- the Leadership value of a defending unit

Terrain Effect Chart [11.6.2]	
	Impossible
	No effet
	Shingeki vs Yari Fusuma: -1
	Shingeki vs Yari Fusuma: -1 Firearms prepared / non-obligatory attack
	-1 Firearms prepared
	+1 non-obligatory attack
	-1 Firearms prepared
	non-obligatory attack

The -1 / +1 modifiers apply as soon as one hexside is involved and are cumulative up to one type of modifier for each attacking unit

Firearms prepared: apply if attacker attacks only through hexsides which bear the Firearms Prepared symbol.

12

Reinforcement & off-map Clans

Entry of off-map units:

In some scenarios, some units may not be on the map at the beginning of the game. Their entry hex is indicated with an arrow.

All off-map Clans are in Movement (this supersedes any Initial Order requirement of the Battle Plan).

These Clans may only enter the map if they are activated during a Clan phase.

A Clan may enter the map only if all of its units enter the map altogether. In other words, none of the Clan's units may enter the map if any of the Clan's units remains off-map.

When a Clan activation chit is drawn, this Clan's units may enter the battlefield. They move as normal, with all their MP, as if they were stacked on the edge of the map. Should the Clan activation chit not be played (because the player chose to return it to the Bowl, or because he could not or would not put all of the Clan's units on the map altogether), the Clan chit

Combat modifier examples:

1) Clan B attacks the Clan F unit. Units were already adjacent to each other: both the attacker and the defender are in Ransen (melee). is modified with the Elan and Mass of all units. No one receives a Firearms Prepared modifier. Li Naomasa has a Leadership value of 1: +1 or +1; the player chooses +1.

The attack therefore has the following modifiers: +1 +5 (Elan +0 Mass +3, Elan +2 Mass +3, Elan -1 Mass -2).

2) Clan B attacks unit of Clan F. Clan B is in Attack. One unit of B was already in contact with the unit of F (Ransen), and the other performs an assault (Shingeki). F is also in Attack, so it performs a counterattack (Hangeki).

The modifiers are thus as follow:

Unit of B in Ransen: +0 +3 (Elan +0 Mass +3)

Unit of B in Shingeki: +3 (Elan +2, Leadership +1) +3 (Mass +3)

Unit of F in Hangeki: -1 (Elan -1) -2 (Mass -2)

Final modifiers: +2 +4

2bis) Clan B attacks unit F. Clan F is in Defense. One unit of B was already in contact with the unit of F (Ransen), and the other performs an assault (Shingeki). As Clan F is in Defense, its unit performs a Yari Fusuma (closed ranks). Thus, F receives the Firepower modifier as well, and the unit of B in Shingeki receives a -1 as per the Terrain Effect Chart.

The modifiers are thus as follow:

Unit of B in Ransen: +0 +3 (Elan +0 Mass +3)

Unit of B in Shingeki: +2 (+2 Leadership +1 Terrain -1) +3 (Mass +3)

Unit of F in Yari Fusuma: -2 (Firepower -2) -3 (Elan -1 Mass -2)

Final modifiers: +0 +3

3) Clan B attacks unit of Clan F. Clan F is in Defense. Units were already in contact with each other, so all units are in Ransen (melee). One unit of B attacks through a difficult terrain hexside, but not the other: the Clan F unit does not receive the Firearms Prepared bonus.

The modifiers are thus as follow:

Unit of B with Leadership value attacking through the slope hexside: +0 (Leadership +1 Terrain -1) +5 (Elan +2 Mass +3)

Other unit of B: +0 +3 (Elan +0 Mass +3)

Unit of F in Ransen: +0 -3 (Elan +0 Mass -3)

Final modifiers: +0 +5

3bis) This time, it is the unit of Clan F that attacks. Clan F is in Defense. Units were already in contact with each other, so all units are in Ransen (melee). A Non-Obligatory Attack hexside separates unit F from the unit of Clan B with a Leadership value, so the unit of Clan F can choose between attacking both units or attacking one unit and ignoring the attack on the unit with a Leadership value.

If the unit of F attacks both Clan B units, the combat modifiers are:

Clan B units in Ransen: -1 (Leadership) -8

Clan F unit in Ransen: +1 (Terrain) +3

Final modifiers: -0 -5

If the Clan F unit only attacks the 0/3 Clan B unit, the combat modifiers are:

Clan B unit in Ransen: -0 -3

Clan F unit in Ransen: +0 (Terrain) +3

Final modifiers: +0 +0

4) The Clan F unit has just been drawn. Clan F is in Defense. Clan D is not activated. Units were already in contact, so all units are in Ransen (melee). All of the Clan B units are on the other side of Non-Obligatory Attack hexsides, so the Clan F unit may attack any one, both, or none of the Clan B units. The player chooses to attack the 0/3 Clan B unit only.

The combat modifiers are:

Clan B unit in Ransen: -0 -3

Clan F unit in Ransen: +2 (Terrain & Support of Clan D unit) +3

Final modifiers: +2 +0

must be placed on the '1' box of the Delay Track during the Delay phase [9.1].

Some scenarios may have specific rules for off-map Clans and reinforcements, which shall supersede these rules.

13 Fatigue

If there is an 'F' in the current turn box, fatigue occurs and the following apply:

- From now on, the end of a turn occurs when the two obligatory [o] combat! chits have been drawn and played through.

14 Night

Night turns are indicated on the Turn Track. During night turns, the following apply:

- When preparing the Bowl [9.4], do not put the two combat chits in it. The turn ends when the other three [o] chits have been drawn and played through.
- When the [o] march chit is drawn, Clans in Movement of which at least one unit is not on a road, on a path, in an encampment, in a village, or in a Fortress must pass a test to be successfully activated in this phase. Before you try to move one of these Clans' units, roll 1D6 and add the highest Leadership value among that Clan. If you roll 4 or higher, then you may activate this Clan [7.2.1]. Otherwise, the Clan may not be activated during this phase. It is now your opponent's turn to try to activate one of his Clans.
- Rolls to activate a Battle Plan suffer a +2 modifier [10.2].
- Rolls to switch a Clan's Order to Attack suffer a modifier as described on the Order Change Table.
- During the initiative phase [7.2.4], only Clans in Movement or Regroup with at least one unit in an EZoC can be activated.

15 Fortress siege

15.1. All forms of combat in and around a Fortress are resolved on a separate map, known as the Siege Map.

This map depicts the Fortress divided into areas, each linked to another by lines, known as Lines of attack. A Defense value is marked on the map wherever a Line of attack touches an area: this measures the difficulty for the attacker in overcoming this area via this Line of attack. If a single Defense value is mentioned on the edge of an area where several Lines of attack converge, then each Line of attack has the same Defense value. A combat which takes place entirely within a Peripheral Area is considered to have a Defense value of zero.

15.2. Areas:

There are two sorts of areas: Key Areas (marked on the map with a square) and Base Areas (the yellow square at the center of the fortress and the 3 Peripheral Areas). Each Peripheral Area is identified by a letter (a, b, c) indicating the hex on the map with which it is linked. Initially, the besieged player's Base Area (the yellow square) is the center of the fortress, and the attacker's Base Area is any one of the Peripheral Area. But the situation may vary during the battle, and both the besieged and the attacking player may have more than one Base Areas.

15.3. The Fortress:

The hex (or hexes if a Fortress comprises several hexes) on the main map that contains the Fortress is known as the Fortress and has special rules. The cost for entering the Fortress is 3 MP. Contrary to [6.7], there is no stacking limit in the Fortress: it may contain several units from each side.

When calculating a distance which includes a Fortress (for Delays for instance [9.3]), count 1 MP to enter the Fortress and 1 MP to exit the Fortress (do not take the Terrain cost into account). If the Fortress is occupied by an enemy unit, you may not enter the Fortress if the unit for which you calculate the distance is not inside.

If the Fortress is occupied by an enemy unit, any unit of the besieger wishing to enter the Fortress must be in Attack, and any unit of the besieged wishing to enter the Fortress must be in Defense, Movement or Regroup. Units entering the Fortress increase their army's Siege values accordingly [15.4, 15.7]. Clans keep their Order unchanged when they enter the Fortress. Units in the Fortress do not exert a ZOC [4.2] and may not leave the Fortress unless the whole Clan relinquishes the siege [15.8]. Units outside a Fortress do not exert a ZoC into a Fortress.

15.4. Attacker and besieged:

The besieged player is the player who has the center of the Fortress as Base Zone. Players do not use their units in the Fortress to resolve combats. Instead, their units are represented in an abstract way through 3 Siege values – Manpower, Out of Combat and Siege Actions – and by Control Markers on the Siege Map.

15.4.1. Manpower:

The Manpower score is equal to the sum of the Elan and Mass of units which are in Good Order or Shaken [4.3]. Changes in the Manpower score are recorded by moving the Manpower marker along the Manpower Track.

Note 15.4.1: This value represents the forces of the combat units in the Fortress, but which are not yet engaged in combat. This value fluctuates with the engagement of forces, reinforcements and casualties.

15.4.2. Out of Combat:

The Out of Combat score is equal to the sum of the Elan and Mass of units which are Disrupted or Exhausted [4.3]. Changes in the Out of Combat score are recorded by moving the Out of Combat marker along the Out of Combat Track.

Note 15.4.2: This value represents the forces of the combat units in the Fortress that are dispersed, shaken disorganized, and thus not available for combat. This value fluctuates with rallies and combats.

15.4.3. Siege Actions:

The Siege Actions score is calculated for a player when his [o] combat! activation chit [7.2.2] is drawn. It is equal to 1 plus the sum of the Firepower values of all his units in the Fortress, plus the highest Leadership value among his units in the Fortress. When his obligatory activation chit is drawn, the player can undertake a number of siege activities [15.6.1] equal to his Siege Actions score.

Note 15.4.3: This value represents the activity of the Leaders and their forces. It is linked to the number of gunners available to cover assault troops, to prepare assaults or to create a diversion.

15.4.4. Control markers:

There can be at most one Control marker in any Area, except for the Peripheral Areas which can contain a Control marker of each side (enemy units are then considered adjacent in this area). Placing a Control marker on the Siege Map reduces the player's Manpower score by 1 [15.4.1].

Design notes: These markers represent the troops engaged in combat, and their position inside the Fortress.

15.5. Beginning of a siege:

To attack a Fortress occupied by an enemy Clan, a Clan must be in **Attack**, and its units must enter the Fortress [15.3]. At this point, Clans of the besieged players inside the Fortress switch to **Defense**, then Manpower and Out of Combat scores are calculated for each side and reported on the appropriate tracks. The player who is besieged can then place Control markers in his Base Area and other areas of his choice, spending one Manpower point per Control marker. The attacker can then place Control markers in his Base area(s) (the Peripheral Area(s) which is(are) linked to the hexagon(s) from which the attacking units arrived) and, if desired, in those areas which are connected to his Base Area(s) by an uninterrupted sequence of areas free of enemy Control markers, each time spending one Manpower point per marker.

15.6. Resolving the siege:

Clans participating in the siege are activated only when the [o] combat! [7.2.2] or [o] Rally [7.2.3] activation chits are drawn. Their Clan activation chits can only be used to try to change their Order [8.1] in order to relinquish the siege [15.8]. When a Clan chit is drawn, if this Clan's units are not all inside the Fortress, then those units outside the Fortress are activated as normal according to their current Order. However, these units must conform to 6.2.4 and thus move toward the Fortress. When new units enter the Fortress, increase the Manpower and Out of Combat scores accordingly.

15.6.1. Combat chit

If the [o] combat chit is drawn, the player whose chit is drawn performs his charges first [15.6] then determines his Siege Actions score [15.4.3]. During step b of the combat phase sequence [7.2.2], he can perform various siege activities (detailed below), paying one Siege Action point for each siege activity undergone. Unused Siege Action points are lost at the end of the phase. He can choose from the following possible siege activities:

- **15.6.1a. Move troops:**

The player can place Control markers in the areas connected to his Base Area by an uninterrupted sequence of areas free of enemy Control markers (reduce the Manpower score by 1 for each marker placed).

- **15.6.1b. Rally the troops:**

This action allows the player to reduce his Out of Combat score by one, and increase his Manpower score by one.

The next two actions are combat actions. "Conduct an assault" (**15.6.1c**) allows the attacker to take the attacked Area and is resolved by comparing a modified attacker's roll with a defender's die roll. "Fire!" (**15.6.1d**), on the other hand, only inflicts casualties to the defender but does not allow to take the targeted Area.

- **15.6.1c Conduct an assault:**

The player chooses an area containing an enemy Control marker which is adjacent to at least one area containing one of his Control markers, or a Peripheral Area that contains markers of each side [15.4.4]. The attacker and then the defender calculate their modifiers as follows:

- The attacker adds:

the number of his Control markers adjacent to the target area,

+1 if he spends one of his Siege Action points (Only once for each assault)

+1 for each Manpower points spent (Manpower score is reduced accordingly), not exceeding the number of Control markers that the attacker has committed to the attack.

- The attacker announces his modifier and then the defender

calculates his one. He adds

the lowest Defense value among the Lines of attack used by the attacker

+1 for each Manpower points spent (Manpower score is reduced accordingly), not exceeding the number of Control markers that the attacker has committed to the attack.

Then the players each simultaneously roll a d6 modified by the previously calculated value. **The defender's score is subtracted from the attacker's score.**

- **If the attacker's total is greater than the defender's,** then the defender's Control marker is removed from the target area, and his Out of Combat score is increased by one on the Out of Combat Track. The attacker can then place a Control marker of his own in the conquered area, either by moving one of his Control markers involved in the attack, or by placing a new Control marker and decreasing his Manpower score by one. (Exception: Do not remove the last defender's Control marker unless the defender's Manpower score is 0 or 1. Instead, lower the defender's Manpower score by 2. If it was zero or one, and only in this case, the player's last presence marker is removed and the 'Manpower' value is set to 0).

- **In case of a tie,** the attacker must either remove a Control marker that was involved in the assault or lose one Manpower point. In addition, he must add one point to his Out of Combat score. Then, if the attacker still has at least one Control marker adjacent to the area that was attacked, he may spend one Manpower point in order to force the decision, in which case the attack is considered successful (apply the results as if the attacker rolled a greater score than the defender), unless the defender also spend a Manpower point in response, in which case the result remains a tie with no additional effect.

- **If the result is -1 or -2,** the attacker suffered one loss. He either removes one of his Control marker involved in the attack, or decreases his Manpower score by one.

- **If the result is -3 or -4,** the attacker suffered two losses. For each loss, he either removes one of his Control marker involved in the attack, or decreases his Manpower score by one.

and so on ...

- **15.6.1d Fire!:**

The attacking player chooses an area containing an enemy Control marker which is adjacent to at least one area occupied by one of his Control markers [15.4.4]. The attacker throws 1D6 to which he adds the number of friendly Control markers adjacent to the area under attack, and subtracts the smallest Defense value of the Lines of attack used for this action. If the result is greater than or equal to 4, then the defending player must first, remove one Control marker from this area or from any connected area or lose one point of Manpower; and second, increase his Out of Combat score by 1.

15.6.2. Rally chit:

When the [o] Rally Chit is drawn, before retreats are conducted, each player rolls 1D6 for each of their Out of Combat points:

- **On a roll of 1 or 2,** decrease the Out of Combat score by 1 (this Out of Combat point is effectively eliminated) ;

- **If the result is 3 or 4,** nothing happens ;

- **If the result is 5 or 6,** decrease the Out of Combat score by 1 and increase the Manpower score by 1.

15.7. Reinforcements:

15.7.1. Entry of reinforcements into a besieged Fortress

A Clan enters a Fortress via the Peripheral Area which bears

the same letter than the hex from which the units come. When the Clan's units enter the Fortress, add their Elan and Mass values to the Manpower and Out of Combat scores according to the units' states [15.4]. The Clan's owner can then place a Control marker in this Peripheral Area and in any area which is connected to it by an uninterrupted sequence of areas free of enemy Control markers, spending one Manpower point per marker.

15.7.2. Entry restrictions for the besieged player's units

Only Clans in Defense, Movement or Regroup may enter the Fortress.

Units that withdraw [6.6] can enter the Fortress if their withdrawing path leads them there (the Fortress counts as one hex for the length of the withdrawing path).

15.7.3. Entry restrictions for the besieger's units

Only Clans in Attack may enter the Fortress.

Units that pursue cannot enter a Fortress. They must stop their pursuit in the last hex through which the withdrawing unit moved.

15.8. Leaving the siege:

A Clan can relinquish a siege by leaving the Fortress through any Peripheral Area with a Control marker of his side.

The owning player must decrease his Manpower score by an amount equal to the sum of the Elan and Mass values of the exiting units which are in Good Order or Shaken [15.4.1], and must decrease his Out of Combat score by an amount equal to the sum of the Elan and Mass values of the exiting units which are Disorganized or Exhausted [15.4.2]. The exiting units are then placed on the main map in the hexes linked to the chosen exit area, or in any adjacent hex if necessary. This ends their movement.

For each Manpower point that he should remove, the player whose Clan left the Fortress may choose to remove one of his Control markers in exchange. The removed Control marker must be connected to the exit area by an uninterrupted sequence of areas free of enemy Control markers.

A Clan may not partially relinquish a siege: all its units must exit the Fortress during the same activation phase (eliminated units are ignored).

Example 15.8: A Clan composed of a shattered unit (Elan 1, Mass 2) and an exhausted unit (Elan 2, Mass 2) relinquish the Fortress. There is a Control marker in the (b) Peripheral Area. The player thus decreases his Manpower score by 3 (for the shattered unit) and his Out of Combat score by 4 (for the exhausted unit), then places these units in the two hexagons linked to the (b) Peripheral Area.

15.8.1. Exit restrictions for the besieged player's units

Clans of the besieged player must first successfully change their Order to Attack to be able to relinquish the siege.

15.8.2. Exit restrictions for the besieger's units

Clans of the besieger must first change their Attack Order to be able to relinquish the siege.

15.8.3. Exiting a Fortress controlled by a sole player

That player's units can leave the Fortress simply by paying the normal cost to cross the hexside.

15.9. End of the siege:

If one player has no Control marker left on the Siege Map, and a Manpower score of zero, then all units on that side that participated in the siege (and therefore are still present in the Fortress) are eliminated.

The victor of the siege adds together his Manpower score, Out of Combat score, and the number of Control markers on the Siege Map. This gives his Survivor score. He then needs to choose which of the units that participated in the assault (and therefore who are inside the Fortress) he would like to keep, and which (if

any) will be eliminated. The player can choose any number of units who will be kept provided the total of the Elan and Mass of these units is no greater than his Survivor score. Any units left over are eliminated. Then, among the units which are to be kept, the player must choose some whose combined total of Elan and Mass is at least as great as his Out of Combat score: these units become disorganized, and any others are in good order. Finally, for all the units that have suffered two or more losses (i.e. are Disorganized or Eliminated), roll to see whether any Leaders have died as if they had participated in combat [11.10].

All Clans in the fortress hex change their Order to Defense. They now follow the normal activation rules.

16

Samurai (Optional rule)

*“When meeting calamities or difficult situations,
it is not enough to simply say that one is not at all flustered.*

*When meeting difficult situations,
one should dash forward bravely and with joy.*

It is the crossing of a single barrier and is like the saying:

The more the water, the higher the boat.”

Hagakure.

16.1. The more the water, the higher the boat:

When one army is gaining the upper hand, the other army may invoke a heroic samurai. When the Victory Point marker reaches a 'Samurai' line marked on the Victory Point Track, the army with the lowest Victory Points total can bring one of his available Samurai markers into play: place immediately the marker in the Bowl.

16.2. When the Samurai marker is drawn, the owning player can place it on any one of his units. The Clan who owns this unit can either:

- try immediately to Rally [8.5.b] the chosen unit (even if it is in a EZOC, and even if the Clan is not in Regroup), OR
- automatically switch to Attack and be activated as if its Clan chit had been drawn [8.2].

In both cases, the Leadership value of the Samurai marker applies as a normal Leadership value.

16.3. A unit with a Samurai marker is like any other unit with a Leadership value. If the Samurai marker is placed on top of a unit that already has a Leadership value, both Leadership values add up for a maximum of 2. The Samurai marker may be removed from the map in three cases: if it is killed [11.10], if the host unit is eliminated, or if the unit ever ends a turn NOT in an EZOC. When a unit with a Leadership value and a Samurai marker must make a Leader loss test, perform two tests: one for the unit's Leader and one for the Samurai. [11.10].

16.4. A Samurai marker removed from the map becomes available again. When the marker is removed from the map, adjust the opponent's Bundory Points and Victory Points accordingly.

16.5. A Samurai marker who remained in the Bowl at the end of a turn is put on the "1" box of the Delay Track (it will be added to the Bowl as an activation chit).

"I never knew about winning from beginning to end, but only about not being behind in a situation."

Uesugi Kenshin cited in Hagakure

17.1. When playing the game, Victory Points (VP) can be earned by both players. At the beginning of a game, the Victory Point marker is placed on the zero space of the Victory Point Track of the Game Aid. The difference in VPs is recorded on the Victory Point Track: when a player earns a VP, move the Victory Point marker 1 space toward his end of the Track (this may trigger a Samurai [16.1]). If the marker is in the 'zero' space, then it means both players have earned the same number of VPs.

In some scenarios Bundori Points may be added as Victory Points, but only at the end of the game.

When an immediate victory condition requires that a specific Leader dies, it is meant that this Leader should be eliminated according to [11.10], not that his unit should be merely eliminated.

Design note 17.1: A Leader who survived the elimination of his unit flees the battlefield and cannot be eliminated anymore. Thus his head won't be used as a trophy.

The end of the game and the victory conditions depend on the scenario being played.

The end of the game and the victory conditions depend on the scenario being played.

Players place their units on the battlefield map according to each scenario's set up instructions. Victory Points and Bundori markers should be placed on the '0' box of their respective track. Manpower and Out of Combat markers should be placed next to their track. Control markers should be placed next to the scenario's Siege Map.

Players place their Clan chits in the 'Reserve' box on their Honjin.

Then they should secretly choose a Battle Plan for their army and take the corresponding Battle Plan Log Sheet.

Finally, players should assign the initial Order of each Clan and use the corresponding Order marker, taking into account their Battle Plan's restrictions if it is activated at the beginning of the game. All Clans in the fortress hex may start the game with a Defense Order.

19.1. Scale

A hex is about 200 meters across. One point of Elan, Mass and Firepower corresponds to about 70-120 soldiers.

19.2. Command

19.2.1. Hashiba Hideyoshi

Hashiba Hideyoshi was able to move with an outstanding speed. As such, Hashiba Hideyoshi's Clan (Clan A) does not receive any penalty to hit Command Point roll [9.2] if his Clan is in Defense or in Movement.

19.2.2. Command Points

See the Honjins.

19.2.3. Mount Tennō

The heights of Mount Tennō were highly disputed because they dominated the battlefield. Two zones on those heights are enclosed by yellow borders. To control such a zone, a side needs:

- to have at least one unit in the zone,
- with no enemy units or EZOC in the zone.

Each zone provides the following cumulative benefits to the side that controls it:

- during his Command phase, the player may pick one of his Clan chits and put it in the Bowl for free (and without any delay).
- the player receives a -1 modifier to his dice roll to activate his Battle Plan [10.2].

19.3. Set up and special rules - Short scenario

This scenario allows players to deploy their Clans following the historical way. The game that ensues is then mostly the main melee.

The initial set up is indicated on the map: hexes with white labels indicate the positions of the corresponding Hashiba Hideyoshi's Clans; hexes with pink labels indicate the positions of the corresponding Akechi Mitsuhide's Clans.

The Battle Plans of both sides are active at the beginning of the game.

The game begins with the turn counter on the '11' box of the Turn Track.

19.4. Set up and special rules - Long scenario

This scenario begins on the eve of the battle. Players will be able to choose how to deploy their troops and how to engage the enemy. This scenario begins with Turn 1.

19.4.1. Set up of Akechi Mitsuhide's army

Akechi Mitsuhide's troops are initially spread between the Fortress and one or two encampments. Choose one or two hexes at a distance of 3 hexes or less from the Fortress. These hexes and their 6 adjacent hexes represent the encampments. Place up to 7 units in each encampment (one unit per hexagon). The remaining units are placed inside the Fortress. When positioning the units, do not split the Clans (all of a Clan's units must be together in the same encampment or inside the Fortress).

Clan chits are then placed on one unit of their respective Clan (instead of in the 'Reserve' box of the Honjin). Clans which have their Clan chit on the map (not in the 'Reserve' box, that is) may not be activated at all.

During the Activation chit selection phase (I.4) of the Command sequence, after the player controlling Akechi Mitsuhide's army has spent Command Points to select Clan chits from the 'Reserve' box, he can move his Clan chits that are on the map to his 'Reserve' box by spending 1/2 CP each.

At the end of Turn 5, all Clan chits still on the map are moved to the 'Reserve' box.

All Clans begin the game with a Movement Order.

19.4.2. Set up and entry of Hashiba Hideyoshi's troops

All Clans of Hashiba Hideyoshi's army begin off-map and enter the battlefield from Turn 1 on through the hex indicated by the blue arrow, according to [12] and with the following restrictions:

Vanguard: On Turn 1, only Clan E can be selected and its chit put into the Bowl. This Clan's symbol is a triangle instead of a square to remind the players of this rule.

Rearguard: Clans M and N cannot be selected until all other Clans have entered the map. These Clans' symbols are circles instead of squares to remind the players of this rule.

19.4.3. Battle Plans

Battle Plans are not active at the beginning of the game. Rule 10.2 applies, with the following modifications:

- Hashiba Hideyoshi has a +4 modifier to activate his Battle Plan. (This modifier represents the difficulty of activating a Battle Plan after a long, forced march on unreconnoitred ground).
- Akechi Mitsuhide has a +2 modifier to activate his Battle Plan.
- Players rolling to activate their Battle Plan during a night turn add 2 to their roll.

19.4.4. Night

Turns 1 to 5 are night turns. Rule 14 therefore applies. Moreover, all of Akechi Mitsuhide's Clans that have all of their units outside the Fortress or the encampments add 1 to the delay they should normally have had on a day turn upon activation (thus all these Clan's chits are delayed at least by 1 turn).

19.4.5. Ninjas

On the night before the battle began, Hashiba Hideyoshi sent ninjas to disturb Mitsuhide's expected untroubled night. They managed to create a large disorder in the encampments which delayed the preparation of Mitsuhide's defenses.

During one of the night turns, after both players have rolled for their CP of the turn, the player controlling Hashiba Hideyoshi can state that he's using his ninjas. He must then spend 2 CP and roll 1D6. Akechi's CP for the turn are decreased by the value of the roll. In case the roll exceeds the number of CP available, then decrease the number of CP accumulated by Akechi for his Battle Plan by the remaining amount (if possible).

19.4.6. The Fortress and encampments

Clans in the Fortress and the encampments are not affected by the additional delay caused by the night [19.4.4].

For the purpose of determining the delay of his Clan chits, Akechi Mitsuhide can calculate the distance to his Clans either from where his unit is (as in 9.3) or from the Fortress (for as long as he controls it).

19.5. Victory and end of the game

19.5.1. Automatic victory

If Mitsuhide is killed [11.10], Hashiba wins. If Hashiba is killed [11.10], Mitsuhide wins.

19.5.2. Victory level and end of the game

Each side earns 1 VP for each of his opponent's Elan Point that has been eliminated, plus 1 VP for each Bundori Point that he has gained [17.1].

The following table indicates the victory level reached according to the Victory Point difference between the players and depending on the situation in the Shōryūji-jō at the end of Turn 21.

19.6. Optional rules and variants

19.6.1. Hosokawa Tadaoki

After having eliminated Oda Nobunaga at Honnoji, Akechi Mitsuhide expected Hosokawa Fujitaka to support him. But this powerful Lord refused, even though his son Hosokawa Tadaoki did marry Mitsuhide's daughter. On the contrary, Hosokawa became a faithful follower of Hideyoshi.

This variant explore the "what if" scenario of Hosokawa joining Akechi's side. Fujitaka sends his son Tadaoki to support Akechi Mitsuhide. Clan N is added to Akechi's army. If playing the short game, this Clan begins inside the Fortress. If playing the long game, the player may position this Clan as he wishes, following rule 19.4.1.

This variant makes the battle less unbalanced.

19.6.2. Tsutsui Junkei

Tsutsui Junkei was a vassal of Oda Nobunaga. Akechi Mitsuhide expected him to join his side after Nobunaga's death. But on the day of the Yamazaki battle, Junkei remained undecided. His army remained still and eventually joined up with Hashiba Hideyoshi once the victory was decided. Tsutsui ended up in disgrace because of this late support.

This optional rule allows Tsutsui to join Akechi's side depending on some conditions.

As soon as Akechi controls the two heights, or as soon as he is 4 Victory Points above Hideyoshi (even if for a short moment), Tsutsui's Clan (Clan O) joins up with Akechi. The Akechi player immediately rolls 1D6, the result indicating how many turns later will Clan O enter the game. At his point, Clan O's chit is placed into the Bowl, at no cost, and Tsutsui's Clan may enter the battlefield through the hex indicated with an arrow as per rule 12. Should this hex be occupied by any unit or in an EZoC, the Akechi player must have Clan O enter the map through any riverbank hex eastward from this entry point.

19.6.3. Mimaki Kaneaki

Mimaki Kaneaki fought in this battle with a rare intensity. Until the end. He died facing an overwhelming number of Hashiba's troops.

This variant allows the Akechi player to continue playing with Mimaki Kaneaki even if his unit is eliminated.

If Clan J's unit is eliminated without losing its Leader (as per 11.10), then the Akechi's player immediately takes the Samurai marker with a Leadership value of 2 (this marker can only be used when playing this variant), which he uses according to 16.2.



Akechi Mitsuhide

明智光秀



Akechi leads by 5 VP or more | The Shōryūji-jō is controlled by Akechi

Absolute victory for Akechi Mitsuhide

The recognition from the imperial administration as well as his success at Yamazaki will help him overcome his isolation. War will continue, and that's the best that what Mitsuhide could have done.

Akechi leads by 5 VP or more | The Shōryūji-jō is controlled by Hideyoshi

Marginal victory for Akechi

His army leaves the battleground avoiding any pursuit. But the 1582 campaign is not over. Akechi is on thin ice.

Akechi leads by 1-4 VP

Akechi barely wins

Akechi takes refuge in a castle (either Shōryūji, or more probably Yodo). A siege will follow, which shall make it difficult for Hideyoshi, especially if it lasts, as the Mori Clan will surely oppose Hideyoshi. Even if there are few chances that Akechi Mitsuhide will make it alive, he still wins the day as his opponent's future has been undermined.

Hideyoshi leads by 0-5 VP | Akechi Mitsuhide is in the Shōryūji-jō

Draw

The remainings of Mitsuhide's army outside the fortress flee. Mitsuhide's last option is: to commit seppuku. His venture is over, but at least he took revenge from Oda and his enemies did not capture him alive.

Hideyoshi leads by 0-5 VP | Akechi Mitsuhide is not in the Shōryūji-jō

Marginal victory for Hashiba Hideyoshi

Hashiba Hideyoshi wins, Mitsuhide's army is fleeing. Mitsuhide is looking for a place to take refuge. Maybe a Daimyō will dare oppose Hideyoshi, but nothing's certain. Akechi's future looks ominous.

Hideyoshi leads by 6-10 VP | Akechi Mitsuhide is in the Shōryūji-jō

Marginal victory for Hashiba Hideyoshi

Hashiba Hideyoshi holds the battlefield. His only regret is not to have been able to capture Mitsuhide. This one commits seppuku as he realizes that he was no match.

Hideyoshi leads by 6-10 VP | Akechi Mitsuhide is not in the Shōryūji-jō

Decisive victory for Hashiba Hideyoshi

Hashiba Hideyoshi holds the battlefield and this beautiful victory yields him a confident edge over his contemporaries. The enemy army has been completely dispersed. Akechi Mitsuhide was killed by a band of robbers while he was fleeing along with a very small escort. His servant claims that he brought his head back to Sakamoto, but others are showing off the head as a trophy.

Anyhow, Hashiba Hideyoshi is now on his way to the capital.

Hideyoshi leads by 11 VP or more

Absolute victory for Hashiba Hideyoshi

Hashiba Hideyoshi crushes his opponent. The military prestige he gains from this victory adds up to the one that comes from the terrible punishment he inflicts on Oda Nobunaga's murderer. Who may now stand on Hashiba Hideyoshi's way?



Hashiba Hideyoshi

羽柴秀吉



20 Scenario rules: Nagakute 1584

20.1. Scale

A hex is about 220 meters across. One point of Elan, Mass or Firepower corresponds to about 70-120 soldiers.

20.2. Command

Command Points for each player are indicated on the Honjins. The Mikawa's invading force sent by Hashiba Hideyoshi is led by Ikeda Tsuneoki.

Tokugawa is the Commander-in-chief of his army.

20.3. Set up

The initial set up is indicated on the map: hexes with letters on a black label indicate the positions of the corresponding Tokugawa's Clans; hexes with letters on a blue-green label indicate the positions of the corresponding Ikeda's Clans.

Some of Tokugawa's Clans begin the game off-map and will enter the game from Turn 3 on through the hex identified by a red arrow (as per 12).

20.4. Surprise attack

Ikeda's invading force is completely taken by surprise on the morning of the 18th of May. As a result, his Battle Plan is not active at the beginning of the game. It can be activated normally following rule 10.2. All Clans of Ikeda's army begin the game in Regroup.

The Battle Plan of Tokugawa's army is active at the beginning of the game, thus his Clans must be assigned initial Orders as stated on the chosen Battle Plan. (EXC: Clan J may start the game with a Defense Order)

20.5. Victory and end of the game

20.5.1. Automatic victory:

If Tokugawa is killed [11.10], Ikeda wins immediately.

20.5.2. Victory determination

Each side earns 1 VP for each of his opponent's Elan Point that has been eliminated, plus 1 VP for each Bundori Point that he has gained [17.1].

The side that occupies the Iwasaki-jo hex (Iwasaki Castle) at the end of the game earns 5 VP.

The side with the most Victory Point total at the end of Turn 16 wins the game if his total exceeds his opponent's total by at least 2 VP. Otherwise, the game ends in a draw.



Tokugawa Ieyasu

徳川家康



Ikeda Tsuneoki

池田恒興



21 Scenario rules: Sekigahara 1600

The Eastern Army is led by Tokugawa Ieyasu. Its Clans are identified by numbers and a black and ochre back side on the counters.

The Western Army is led by Ishida Mitsunari. Its Clans are identified by letters and blue/grey counters.

Clans identified by a letter are said to belong to the Western Army (see Betrayals 21.4).

21.1. Scale

A hex is about 250 meters across. One point of Elan, Mass or Firepower corresponds to about 300 soldiers.

21.2. Command

Command Points for each player are indicated on the Honjins.

In addition to Ishida and Tokugawa, Mōri can generate Command Points and act as another Sō-taishō within Ishida's army (that is, he can activate Clans with his own CP, calculating delays from his own position). Ishida's player rolls on the CP Table only after the Mōri Clan joined his side (see Betrayals 21.4.2). The Tokugawa player never rolls on Mōri's CP Table, even when the Mōri Clan has joined his side.

If Ishida is eliminated, then the new Sō-taishō becomes Ukita Hideie (Clan E1), and eventually Ōtani Yoshitsugu (Clan G) if the latter is also eliminated. These two Leaders generate CP only when they are replacing Ishida. They use the same CP Table as Ishida's.

Clans A1 and 18A never rout [11.11].

21.3. Set up

The initial set up is indicated on the map: hexes with numbers on an ochre label indicate the positions the corresponding Tokugawa's Clans; hexes with letters on a blue/grey label indicate the positions the corresponding Ishida Mitsunari's Clans.

The Ishida player sets up his army first.

Battle Plans of both sides are already active when the game begins.

21.4. Betrayals

Sekigahara is a battle characterized by betrayals. An important part of Ishida's army defected and turned against him.

To simulate those potential betrayals, players use the Betrayal Aid and a recipient from which to draw Influence chits (the Betrayal Bowl) [21.4.3].

21.4.1. Undecided Clans

Some Clans of the Western Army are said to be "undecided" because their engagement in the battle is uncertain.

- Clans I, J, K, L, M, O, P, Q and R: these Clans may switch sides to join Tokugawa's army. Those Clans have counters and activation chits for each army.
- Clans C (Shimazu) and N (Mōri): these Clans remain neutral when they defect: they do not join Tokugawa's army. Thus, there are only activation chits and counters for the Western Army.

Undecided Clans begin the game inactive (that is, they do not act during any of the obligatory phases). They can only act once they joined a side, as detailed in 21.4.2. Should a Clan switch sides, change its counters accordingly. Once a Clan has joined a side, it may not switch sides anymore for the rest of the game.

Undecided Clans may be ignored when performing a charge [6.3.1]. Thus, when performing a charge, if the closest Clan is an undecided Clan, a player may ignore it and charge against the closest enemy unit instead.

As an exception to 11.1, units of undecided Clans can be ignored during a combat if at least one other enemy unit is attacked. However, undecided Clans do provide support [11.6] to Ishida's units. Units of undecided Clans do not have a ZoC (they are not activated during Ishida's combat phase). However, they defend as normal. If a unit of an undecided Clan is attacked, that Clan immediately joins Ishida's side, and all effects of this commitment apply (21.4.5 and Betrayal Aid).

21.4.2. Joining a side

At the beginning of the game, place the undecided Clans' activation chits of both sides in the central box ("Undecided") of the Influence Track of each Clan on the Betrayal Aid (in other words, for a given undecided Clan, place its two activation chits, one for each side, in the "Undecided" box of its Influence Track).

Clan chits of Ishida's color will move from the central box towards the "Loyal!" box, and Clan chits of Tokugawa's color will move from the central box towards the "Treason!" box.

When a Clan chit reaches one of the end-of-track boxes, this Clan joins the corresponding side (Ishida's side for "Loyal!" and Tokugawa's side for "Treason!") and remains on that side until the end of the game (it is no more "undecided"). The player who gains control of this Clan immediately places that Clan's chit in the activation Bowl at no CP cost (**Exception:** Clans C and N behave differently, as explained on the Betrayal Aid, and Clan R has an alternative choice [21.4.8]). Players discard the other activation chit for this Clan (of the opponent's color) as well as the corresponding Influence chits. If this Clan remains loyal to Ishida, Ishida's player freely chooses an Order for this Clan. If this Clan betrays, then it automatically switches to Attack.

Clan chits on the Clans' Influence Tracks move according to the random drawing of Influence chits from the Betrayal Bowl at the beginning of each turn.

21.4.3. Preparation of the Betrayal Bowl

Each player owns a Diplomacy marker of his color that he should place on the Diplomacy Track. This Track has three rows:

- Place the white Diplomacy marker in the "Turn 1" box on the first row, labeled "Number of chits to draw from the Betrayal Bowl".
- Place Ishida's Diplomacy marker in the "2" box of the second row, labeled "Number of Loyalty chits to place into the Betrayal Bowl".
- Place Tokugawa's Diplomacy marker on the "2" box of the third row, labeled "Number of Treason chits to place into the Betrayal Bowl".

At the beginning of each turn, before the Command sequence, players update the position of the Diplomacy markers according to the turn number (white Diplomacy marker), according to events that occurred during the previous turn and according to Tokugawa's initial pledges (players' Diplomacy markers).

Events: Events which may influence the position of the Diplomacy markers are recorded in the following table.

Event	Effect
Elimination of the first unit of Ishida's army.	Move Tokugawa's Diplomacy marker one box to the right.
Elimination of the first unit of Tokugawa's army.	Move Ishida's Diplomacy marker one box to the right.
Ishida is leading by at least 4 VP.	Move Ishida's Diplomacy marker one box to the right. (When this condition is not in effect anymore, move Ishida's Diplomacy marker one box to the left)
Tokugawa is leading by at least 4 VP.	Move Tokugawa's Diplomacy marker one box to the right. (When this condition is not in effect anymore, move Tokugawa's Diplomacy marker one box to the left)
The first time one of Ishida's Clan switches his order to <u>Regroup</u> .	Move Tokugawa's Diplomacy marker one box to the right.
The first time one of Tokugawa's Clan switches his order to <u>Regroup</u> .	Move Ishida's Diplomacy marker one box to the right.

Tokugawa's initial pledges:

Before the game starts, the Tokugawa player must write on a paper sheet the number of land promises he wishes to do (0 to 3) in order to court the undecided Clan Leaders. Each of his pledges will increase his Diplomacy marker by one and gives VP to his opponent at the end of the game (effects and VP gains are cumulative).

Pledge	Effect on Tokugawa's Diplomacy marker (cumulative)	Victory Points gained by Ishida at the end of the game (cumulative)
None	No effect	0 PV
First promise	Move the marker one box to the right at the beginning of Turn 2.	5 PV
Second promise	Move the marker one box to the right at the beginning of Turn 3.	10 PV
Third promise	Move the marker one box to the right at the beginning of Turn 4.	5 PV



Ishida Mitsunari
石田三成
大膳



Tokugawa Ieyasu
徳川家康
大膳

Then players place a number of Influence chits in the Betrayal Bowl, as given by the position of their Diplomacy marker. There are two Influence chits for each undecided Clan, one for each side, named Loyalty chit and Treason chit (Clan C's Treason chit is white). The Ishida player selects the Clans he wishes to influence from the Loyalty chits, and the Tokugawa's player selects the Clans he wishes to influence from the Treason chits. These chits and the white Treason chit of Clan C are then placed in the Betrayal Bowl. One of the players then randomly draws from the Betrayal Bowl as many Influence chits as indicated by the white Diplomacy marker.

21.4.4. Effect of Influence chits

- If a Loyalty chit is drawn, then that Clan chit with Ishida's color is moved one box towards the "Loyal!" box on his Clan-specific Influence Track (this Clan is closer to joining Ishida).
- If a Treason chit is drawn, then that Clan chit with Tokugawa's color is moved one box towards the "Treason!" box on his Clan-specific Influence Track (this Clan is closer to defecting).

Example: At the beginning of Turn 4, a player draws the "Loyalty - M" chit. The Clan M chit with Ishida's colors is then moved one box towards "Loyal!" on the Clan M Influence Track.

At the end of this draw, the Betrayal Bowl is emptied and players take their Influence chits back.

21.4.5. Feudal and influence bounds

When a Clan joins a side, feudal bounds may influence other undecided Clans as described in each Clan's Influence Track on the Betrayal Aid.

21.4.6. The Arquebuses gambit

After the Betrayal Bowl has been prepared but before any one draws Influence chits from it, if the Kobayakawa Clan (Clan L) is still undecided the Tokugawa player can state that he shoots at it in order to force that Clan to make a decision. The Tokugawa player then randomly draws one Influence chit from the Betrayal Bowl. If he draws any Treason chit, then the Kobayakawa Clan joins Tokugawa's side, otherwise the Clan joins Ishida's side. In any case, all effects of this commitment apply ([21.4.2], [21.4.5] & Betrayal Aid) and the Treason chit drawn is returned to the Betrayal Bowl. The drawing of Influence chits from the Betray Bowl resumes as normal [21.4.3].

21.4.7. Matsuno Shigemoto (unit L2 of Clan L)

If Clan L betrays Ishida, the L2 Matsuno Shigemoto unit refuses to follow suit. It is removed from the game (there is no such counter to Tokugawa's colors) and does not count as an eliminated unit. Also, if Tokugawa has more VP than Ishida when Clan L betrays, then Ishida takes a Samurai chit (if available) and places it in the activation Bowl.

21.4.8. Chōsokabe Clan (Clan R)

Chōsokabe begins the game off-map. It may enter the battlefield as per rule 13 once it has joined a side.

The player who gains control of this Clan may either activate it immediately or redeploy it to a different part of the battlefield:

Immediate activation: Place the Clan R activation chit in the activation Bowl at no CP cost, and choose an Order for this Clan. When the Clan R chit is drawn, it enters the battlefield through the entry hex noted A.

Redeployment: Place the Clan R activation chit on the "2" box of the Delay Track at no CP cost, and choose an Order for this Clan. When the Clan R chit is drawn, it enters the battlefield through the entry hex noted B.

21.5. Large Clans

Some of the Clans involved in this battle were too large to be represented as a single Clan entity. They have thus been divided in several Clans identified with an exponent (such as L1 and L2).

These Clans are treated as separate Clans at all times, except for:

Joining a side: a single Loyalty/Treason chit is used for all Clans identified with the same letter. All Clan activation chits bearing the same letter and color (Ishida or Tokugawa) move together on their Influence Track.

Combined attack: units designated by the same letter (for Ishida) or number (for Tokugawa) can attack together without being restricted by rule 11.4.

Rout (for Clans E, L and N): If Clan L1 routs, then Clan L2 routs as well. However, if Clan L2 routs, there is no effect on Clan L1. The same applies to Clans E and N.

Clan chit selection: When the Ishida player spends a Command Point to place Clan A1 chit in the Bowl [9.3], he may also place either Clan A2 or Clan A3 chit in the Bowl at no cost.

21.6. Li Naomasa's impetuosity.

If the first Clan activation of the game for Tokugawa is one of Clans 1 to 8, immediately roll 1D6.

On a 4, 5 or 6, put this Clan chit on the '1' box of the Delay Track and activate instead Clan 9 (Li) and Clan 10 (Matsudaira). These Clans immediately switch their Order to Attack, and one unit of Clan 9 (any) is placed in the nearest EZoC (if there are more than one EZoC at the same distance the Tokugawa player chooses one). Other units of these Clans are activated and act as normal. Take those Clan chits out from the Bowl and place them in the 'Reserve' box of the Honjin (they cannot be activated anymore during this turn).

21.7. Victory and end of the game

21.7.1. Automatic victory

If Tokugawa is killed [11.10], then Ishida wins immediately.

If all units of Clans A1, E1 and G have been eliminated, Tokugawa wins automatically.

21.7.2. Victory Points during the game

During the game, each side earns 1 VP for each of his opponent's Elan Point that has been eliminated.

21.7.2.1. Tokugawa's Hatamoto: The first time that Clans 18 (A, B and C) fight or provide support, Ishida earns 1 VP (thus for a maximum of 3 VP).

21.7.2.2. Matsudaira Tadayoshi (Clan 10): Tadayoshi is one of Tokugawa Ieyasu's sons. A cross is symbolized on the Clan 10 counter to depict his presence. He does not grant a Leadership value but his death should be checked as normal [11.10] and gives 1 Bundori to Ishida.

21.7.2.3. Otani Yoshitsugu's head (Clan G): Yoshitsugu's head was never found. It was thus never claimed as a trophy. If Otani Yoshitsugu is killed, add 1 Bundori Point to his opponent. However, at the end of the game, only add 1 VP for this Bundori point [17.1] on a 1D6 roll of 5 or 6.

21.7.3. End of the game

If no side earned an automatic victory [21.7.1], the game ends at the end of Turn 16.

Players then earn additional VP for as follow:

- Players earn VP for each hex with a star of their color that they control. The number of VP to add is given by the number inside the star. A hex is considered controlled if a player has one unit in it and there is no EZoC in the hex.

- Each side earns 1 VP for each Bundori Point that he has gained [17.1] (Exception: Otani Yoshitsugu's head [21.7.2.3]).
- Each side earns 1 VP per unit left on the map at the end of the game. Clans that remained undecided add their VP to Ishida's total.

Compare the VP total of each player:

- If the difference between the VP totals is less than 5 VP, it is a draw ;
- If Ishida has 5 more VPs than Tokugawa, then Ishida wins.
- If Tokugawa has 5 more VP than Ishida, then add to Ishida's VP total the VP awarded by Tokugawa's initial pledges [21.4.3]. If the VP difference is no more in favor of Tokugawa (or is equal to 0), then the game is a draw, even if Tokugawa won on battle.

This system prevents Ishida from winning the game thanks to the bonus VP awarded by Tokugawa's pledges. But if Tokugawa makes too many promises, he may be denied victory.

 Yamazaki
1582 

 Magakute
1584 

 Sekigahara
1600 

Tenkatoitsu

The Unification battles
Sengoku Jidai

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Tenkatoitsu

The Unification battles
Sengoku Jidai

関ヶ原の戦い
長久手の戦い
山崎の戦い
戦国時代
天下統一

*Wild flowers, wild grasses,
What remains of the fallen warriors*