

## History of the Samurai score sheet

	1st Epoch	2nd Epoch	3rd Epoch	4th Epoch	5th Epoch	6th Epoch	7th Epoch	
Daimyo								Provinces needed for influence/ dominance
Combat strength								
Total strength								
Event cards								
Kyuushuu	1 2 3 4 5	2 4 6 8 10	2 4 6 8 10	2 4 6 8 10	2 4 6 8 10	2 4 6 8 10	2 4 6 8 10	3 / 5
Shikoku	1 - 3 4 5	1 - 3 4 5	1 - 3 4 5	1 - 3 4 5	1 - 3 4 5	1 - 3 4 5	1 - 3 4 5	- / 3
Central Japan	1 - 3 4 5	1 - 3 4 5	1 - 3 4 5	1 - 3 4 5	2 - 6 8 10	2 - 6 8 10	2 - 6 8 10	- / 3
Kinai	1 2 3 4 5	2 4 6 8 10	2 4 6 8 10	2 4 6 8 10	2 4 6 8 10	2 4 6 8 10	3 6 9 12 15	3 / 4
Miyako	- - - 4 5	- - - 4 5	- - - 4 5	- - - 4 5	- - - 4 5	- - - 4 5	- - - 8 10	- / -
Northern Lands	1 2 3 4 5	2 4 6 8 10	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	2 4 6 8 10	2 4 6 8 10	3 / 4
Eastern Coast	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	2 4 6 8 10	2 4 6 8 10	2 4 6 8 10	3 / 4
Kantou	1 2 3 4 5	2 4 6 8 10	2 4 6 8 10	2 4 6 8 10	2 4 6 8 10	2 4 6 8 10	3 6 9 12 15	3 / 5
Dewa-Mutsu	1 - 3 4 5	2 - 6 8 10	1 - 3 4 5	1 - 3 4 5	1 - 3 4 5	1 - 3 4 5	2 - 6 8 10	- / 3
Sea Zones	x1=	x1=	x1=	x1=	x1=	x1=	x1=	
Political Centers	x1=	x1=	x1=	x1=	x1=	x1=	x1=	
Cities	x1=	x1=	x1=	x1=	x1=	x1=	x1=	
Capitals	x2=	x2=	x2=	x2=	x2=	x2=	x2=	
Sakai, Hakata	x1=	x1=	x1=	x1=	x1=	x1=	x1=	
Special Rules								
Subtotal								
<b>Total</b>								

- Presence (x1): At least 1 army in at least 1 province in the region (including past daimyos)
- Influence (x2): At least 1 army in at least 3 provinces in the region (including past daimyos)
- Dominance (x3): At least 1 army in more than half the provinces in the region (including past daimyos)
- Control (x4): At least 1 army in all provinces in the region (including past daimyos)
- Supremacy (x5): At least 1 current daimyo army in all provinces in the region
- Only score highest level of control