

The Game of SANADA YUKIMURA on the Summer in Osaka

幸村外伝

～真田幸村・大坂夏の陣～



跳梁する真田十勇士!
暗躍する徳川忍びの者!

あなたは、家康を
打ち取れるか!?

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Yukimura Gaiden

Game Journal Separate Volume

Designed by Makoto Fukuda

RULES

1 Introduction

On the 7th day of the 5th Month in Keicho 20 (1615), the Osaka forces led by Sanada Yukimura (Nobushige), who hoped to restore the Toyotomi clan, challenged the Kanto forces led by Tokugawa Ieyasu, who sought to seize control of the country, to a final battle at Tennoji Temple in Osaka.

It was clear that the Osaka forces had no chance of winning this battle, but Sanada Yukimura at the head of 3,000 soldiers charged toward Ieyasu's main camp, determined to die. He crushed Matsudaira Tadanao's Echizen soldiers, scattered Ieyasu's hatamoto forces, and came within a hair's breadth of taking Ieyasu's head. Although Yukimura fought bravely he was outnumbered by the Kanto forces that advanced like a cloud of mist. Eventually he ran out of steam, and Osaka Castle fell. Thus, Ieyasu put an end to the Sengoku period.

This simulation game attempts to recreate the Battle of Tennoji, the climax of the Summer Siege of Osaka, which is considered the last battle of the Sengoku period. While the content is based on the official histories, it also evokes the atmosphere of a traditional Japanese folktale. Players take on the role of commanders of both the Osaka and Kanto sides as they progress through the game.

2 Game Equipment

This game comes with the following items. In addition, you will need two or more six-sided dice.

- ① Rules (this book) 1
- ① Map 1
- ② Units (pieces) 2 sheets (about 500 pieces)

2-1 Maps

This game includes one map depicting the Tennoji area in Osaka.

2-1-2 Hexes

A hexagonal grid covers the map. It is printed to clearly indicate the positions of the pieces.

2-1-3 Terrain:

The hexes represent various types of terrain, but only ponds have any effect during the game. The other terrain types (including the river between hexes 3723 and 3539) have no effect on play.

2-1-4 Charts and Diagrams

The following charts and diagrams are printed on the map. For instructions on how to use them, please refer to the appropriate sections.

- (1) Turn Record Track (section 4)
- (2) Reinforcement Tables (section 8)
- (3) Fire Combat Results Table (section 9)
- (4) Melee Combat Results Table (section 10)
- (5) Mission Boxes (section 14-7)

2-2 Units (Pieces)

There are two types of pieces used in this game: units, which represent combat formations, and markers, which represent various game situations.

2-2-1 Units

- (1) Unit Name

This indicates which commander's force the unit belongs to. It is shown in two ways:

- ① Those with the commander's name: This represents the commander himself.
- ② Those with "〜隊": This indicates which commander's force the unit belongs to.

- (2) Military Branch Illustration

The unit's military branch is represented.

- (3) Combat Strength

This is the value used when performing fire combat (see item 9) or melee combat (see item 10).

- (4) Morale

This is the value used when making morale checks (see item 11).

- (5) Movement Allowance

This is the value used when performing movement (see item 7).

UNITS

	Front	Cavalry	Cavalry Teppō	Teppō	Ashigaru
Commander	真田幸村	伊達隊	毛利隊	忠直隊	
Illustration					
Back	真田幸村	伊達隊	毛利隊	忠直隊	

Illustrations of Military Branches



※ The reverse side has no specific game purpose. Players can use it as needed, such as to indicate units that have fired during the Attack Phase.

2-2-2 Markers

Markers are used to indicate various situations and conditions during the game. The following markers are used in this game. Please refer to the relevant sections for instructions on how to use them.



3 Preparing for Play

Before the game begins, the players should prepare for play by following the instructions below.

- (1) First, decide which player will represent the Osaka side and which will represent the Kanto side.
- (2) Spread out the map and each player should gather together the units he will use.
- (3) Place the units in the designated hexes on the map.
- (4) Place reinforcement units to the side of the map.
- (5) Place the turn marker on the "1" square on the Turn Record Track.

4 Game Progress

The game progresses by repeating the following set of steps. Each step is called a phase, and each set of steps is called a turn. The game continues until the end of Turn 10.

4-1 Sequence of Play

1. Kanto Movement Phase (section 7)
 - ① Reinforcements (section 8)
2. Osaka Defensive Fire Phase (section 9)
3. Kanto Attack Phase
 - ① Fire (section 9)
 - ② Melee (section 10)
4. Osaka Movement Phase
 - ① Reinforcements
5. Kanto Defensive Fire Phase
6. Osaka Attack Phase
 - ① Fire
 - ② Melee

When all of the above phases have been completed, the turn ends. Move the turn marker to the next square and repeat the procedure from step 1.

5 Stacking (Unit Stacks)

In this game, only one unit may occupy each hex. This limit applies at the end of each Movement Phase, during the Defensive Fire Phase, and during the Attack Phase.

If this limit is exceeded, the player must immediately remove excess units from the map.

6 Zones of Control

Each unit is considered to control the hex in which it is located and the six surrounding hexes. From now on, these hexes will be called zones of control (ZOCs).

6-1 ZOCs are exerted by all units regardless of their military branch.

6-2 Hexes across a pond cannot be controlled.

6-3 ZOCs have the following effects on enemy units. For details, see the relevant sections.

- (1) Restrict movement (section 7-3)
- (2) Block retreat (section 11-1)



7 Movement

A player may move any number of his units during his movement phase. The choice of whether to move or not is entirely up to the player.

7-1 Principles of Movement

Movement means moving a unit from its current hex to another hex.

7-1-1 Movement is performed one unit at a time. The order in which units are moved is up to the player. However, a unit cannot begin moving until the previous unit has finished moving.

7-1-2 All units move hex by hex. The direction in which they move is up to the player.

7-2 Movement Method

A player moves each unit using the movement allowance assigned to it. A unit's movement allowance is a numerical value that determines how far the unit can move during one Movement Phase.

7-2-1 A player moves each unit using the movement allowance assigned to it.

7-2-2 Units expend one movement point per hex, regardless of the hex's terrain.

7-3 The Influence of Enemy Zones of Control on Movement

Enemy zones of control affect unit movement as follows.

7-3-1 A unit that enters an enemy ZOC during movement must end its movement in that hex.

7-3-2 A unit that is in an enemy ZOC at the start of its own Movement Phase cannot move.

7-4 Movement Restrictions

7-4-1 During the course of movement, a unit may pass through a hex containing another friendly unit, but it may not end its movement in that hex.

7-4-2 A player may not move a unit across a pond hex side.

7-5 Movement Restrictions on the Tokugawa

All Tokugawa units are subject to the following movement restrictions.

7-5-1 All Tokugawa units must move two hexes north each turn until Turn 5. However, this restriction is lifted if an Osaka unit moves adjacent to a Tokugawa unit prior to that time.

7-5-2 Starting on Turn 6, the above restriction is lifted and units may move freely.

7-5-3 The Tokugawa Ieyasu unit may only move north, northeast, or northwest, and it must move at least one hex each turn.



It is permissible to move the unit in a way that does not adhere to the above restriction, but doing so will result in the Osaka player scoring points (see section 13).

7-6 Moving Off the Map

Players can move their units off the map.

7-6-1 A unit must expend 1 movement point in order to move off the map.

7-6-2 Once a unit moves off the map, it can never return.

8 Reinforcements

Reinforcements are units that appear on the map during the course of the game. Reinforcements appear on the map according to the following rules. Note that only the Kanto player receives reinforcements.

8-1 Reinforcement Arrival Determination

At the beginning of his Movement Phase, the Kanto player determines whether reinforcements will arrive as follows.

(1) Consult the Reinforcement Tables and roll two dice for each commander. If the total is less than or equal to the number in the current turn column, that commander's troops will arrive as reinforcements.

(2) Decide which map edge hexes the commander's troops will enter at. Roll one die and have that commander's troops arrive in the area indicated by the roll.

Each commander's force is classified as either left wing or right wing. The left wing forces enter from the western edge of the map, and the right wing forces enter from the eastern edge of the map.

8-2 Reinforcement Movement

Reinforcements are placed and moved onto the map during the friendly Movement Phase according to the movement rules in section 7.

8-2-1 Reinforcements may enter through their designated deployment zone in any turn desired by the player, starting with the turn in which they were deployed.

8-2-2 Reinforcement units are treated the same as units already on the map from the moment they are placed on the map.

8-2-3 A player can place reinforcements in hexes in enemy zones of control, but the units cannot move further.

8-2-4 A player cannot deploy reinforcements in hexes containing enemy units.

8-2-5 If a commander's deployment zone is entirely occupied by enemy units, the force can enter from another deployment zone on the same map edge.

9 Fire Combat

A player can fire at enemy units during the friendly Defensive Fire and Attack Phases. Fire is executed against enemy units adjacent to friendly teppō units and is determined using dice rolls and the Fire Combat Results Table.



When resolving fire, the unit executing fire is called the firing unit, and the unit receiving the fire is called the target unit.

Fire is resolved one location at a time in any order, according to the following procedure:

- (1) Calculate the combat strength
- (2) Resolve the fire
- (3) Apply the result

9-1 Principles of Fire Combat

Before resolving fire, the firing player decides in advance which teppō unit will fire at which enemy unit.

9-1-1 A player can fire at enemy units in hexes adjacent to their teppō units.

9-1-2 Each teppō unit can fire only once during the Defensive Fire Phase and the Attack Phase of each turn.

9-1-3 Fire is not mandatory. Players are free to decide whether or not to fire.

9-1-4 When firing at enemy units from multiple hexes, all fire is combined and resolved together.

9-1-5 A player may only fire once per phase at each target unit.

9-1-6 Fire across a pond hex side is permitted.

9-1-7 A teppō unit that fires during the Attack Phase cannot engage in melee combat (see section 10) during the same phase. Conversely, a teppō unit that engages in melee combat cannot fire during the same phase.

9-2 Resolving Fire

The player adds up the combat strengths of all firing units and rolls two dice. The intersection of the dice roll and the column on the Fire Combat Results Table corresponding to the total combat strength is the result. This result is applied immediately to the unit receiving it.

9-2-1 Fire Results

Fire results are interpreted as follows:

- -: No effect
- 0-4: The target unit perform a morale check (see section 11), adding the number shown to the die roll.
- E: Remove the target unit from the map.

10 Melee Combat

During your Attack Phase, you may engage in melee combat against enemy units. Melee combat is performed against enemy units adjacent to your own units, and it is resolved using dice rolls and the Melee Combat Results Table.

When resolving melee combat, regardless of the overall situation, the player engaging in the melee is called the attacker and the player receiving the melee is called the defender.

Melee combat is resolved one location at a time, following the steps below.

- (1) Calculate the combat strength difference
- (2) Resolve the melee
- (3) Apply the result

10-1 Principles of Melee Combat

To resolve a melee, the attacking player decides in advance which units will engage in melee combat with which enemy units.

10-1-1 The attacking player can engage in melee combat with enemy units in hexes adjacent to his own units.

10-1-2 Each attacking unit can only attack once during each Attack Phase.

10-1-3 Melee combat is not mandatory. The attacking player is free to decide whether or not to engage in melee combat.

10-1-4 When engaging in melee combat against an enemy unit from multiple hexes, all the melees combined and resolved together.

10-1-5 The attacking player can only attack each defending unit once during an Attack Phase.

10-1-6 Melee combat cannot be launched against an enemy unit across a pond.

10-1-7 A teppō unit that engages in melee combat during an Attack Phase cannot fire during the same phase. Conversely, a teppō unit that fires cannot engage in melee combat during the same phase.

10-2 Calculating the Combat Difference

To resolve a melee, the attacking player begins by adding up the combat strengths of all of his units participating in the combat. Then, he subtracts the defender's combat strength from the attacker's total to determine the difference.

10-3 Resolving Melee Combat

Once the combat difference has been calculated, roll two dice. The result is the intersection of the dice roll and the column on the Melee Combat Results Table corresponding to the combat strength difference. The result is applied immediately to the unit receiving it.

10-3-1 Melee Combat Results:

Melee combat results are interpreted as follows:

- **AE:** Attacker eliminated. All attacking units are removed from the map.
- **A1-4:** Each attacking unit performs a morale check (see section 11), adding the number shown to the die roll.
- **B1:** Each unit on both sides performs a morale check, adding 1 to the die roll. The defending player goes first.
- **D1-4:** Each defending unit performs a morale check, adding the number shown to the die roll.
- **DE:** Defender eliminated. All defending units are removed from the map.

11 Morale Checks

Players who must perform morale checks as a result of fire or melee combat determine the success or failure for each unit as follows. Units with a morale of "*" are not required to check morale even if they receive a morale check result.

(1) Roll one die and add the number in the fire or melee result, then subtract the target unit's morale.

(2) If the result calculated in (1) is 0 or less, the morale check is successful. A unit that passes a morale check remains in its current hex.

(3) However, if the result calculated in (1) is 1 or greater, the morale check fails, and the following occurs.

- 1 to 4: The unit retreats the number of hexes indicated (see section 11-1).

- 5 or more: The unit is removed from the map.

11-1 Retreats

If a player is forced to retreat a unit as a result of a morale check, they may do so as follows.

11-1-1 When a unit must retreat, the player moves it the indicated number of hexes away from the unit that fired at it or engaged it in melee combat.

11-1-2 When a unit retreats, it may enter any hex except the following:

- (1) A hex containing an enemy unit
- (2) An enemy zone of control
- (3) A hex across a pond
- (4) Off the map

11-1-3 If a unit cannot retreat the required number of hexes, it is removed from the map.

11-2 Chain Retreats

In retreating a unit, a player may move it through a hex containing a friendly unit. However, the unit in the hex it passes through might also retreat. This is called a Chain Retreat.

11-2-1 When a unit retreats, a "Chain Retreat" marker is placed in each of the occupied hexes it passes through.

11-2-2 After the unit has finished retreating, the "Chain Retreat" markers are removed and morale checks are performed for those hexes (with no modifiers).

11-2-3 Units that pass their morale checks remain in the hex. However, units that fail their morale checks must perform a Chain Retreat. The unit retreats the number of hexes matching the difference between the die roll and its morale.

11-2-4 If a unit performing a Chain Retreat passes through a hex containing another friendly unit, the unit in the hex it passed through must similarly undergo a Chain Retreat.

However, the following units are not be required to retreat:

- (1) Units that have already retreated
- (2) Units that have already done a Chain Retreat

11-2-5 If there is another unit in the hex where a retreat or Chain Retreat ends, the unit in that hex must retreat one hex before doing a morale check to determine whether to continue its Chain Retreat.

11-3 Advance After Combat

If an enemy unit is removed from the map or forced to retreat due to fire or melee combat, your units that participated in the fire or melee may advance into the hex where the enemy unit was located or even further. This is called an advance after combat.

11-3-1 If an enemy unit is removed or forced to retreat due to fire combat, you may advance one unit into the hex where the enemy unit was located. This advance after combat is not mandatory.

11-3-2 If an enemy unit is eliminated or retreated by defensive fire, the firing unit cannot advance after combat.

11-3-3 If an attacking player forces an enemy unit to retreat as the result of melee combat, he must advance all of the attacking units that participated in the melee. In this case, the attacking unit advances along the path of hexes used by the retreating unit and stops in the hex adjacent to the retreated enemy unit.

If another enemy unit is in one of the retreat hexes, the advancing unit must stop in the hex immediately preceding that unit. Also, if multiple units participated in the melee, the first unit advances as described above, and the remaining units advance one by one to the hex immediately behind the preceding unit.

11-3-4 If an enemy unit is removed from the map due to a melee, the attacking player may freely move all of his participating units up to four hexes. However, the first hex must be the hex in which the enemy unit was located. In this case, the advance cannot end in a hex already occupied by a friendly unit.

11-3-5 If an [attacking?] enemy unit is removed from the map or retreated due to a melee, you may advance into the hex where the enemy unit was located. This advance after combat is not mandatory. Also, if there are multiple hexes available for advance, you may advance into any of the hexes.

11-3-6 Advance after combat can be performed without regard to the terrain or the presence of enemy zones of control.

12 Chausuyama

Chausuyama was an important hill (ancient burial mound) that affected the morale of both sides.

12-1 If a Kanto unit enters hex 1408 and the Kanto player captures it, the morale of all Kanto units will increase by 1 and the morale of all Osaka units (except the Sanada troops) will decrease by 1 for the duration of the turn in which it was captured. [Sic, but the next rule makes it appear that the changes in morale are more lasting.]

12-2 If the Kanto player has captured hex 1408 and the Osaka player recaptures it, the morale of both sides will return to normal.

13 Victory Conditions

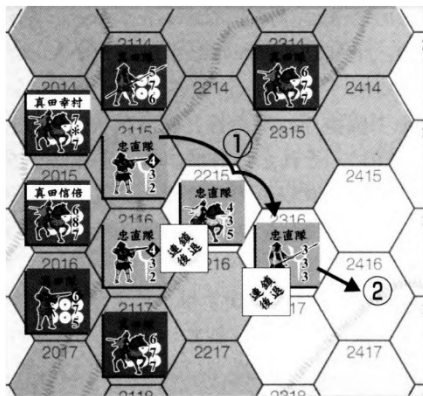
The outcome of this game is determined by comparing the score difference between the Osaka player and the Kanto player at the end of the game.

13-1 Osaka Player Scoring

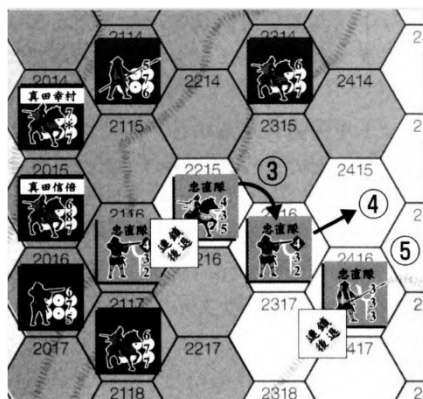
During the game, Osaka players score as follows.

- (1) 200 points for eliminating the Tokugawa Ieyasu unit.
- (2) 1 point for each Kanto unit eliminated.
- (3) 10 points for each turn in which the Kanto player does not move the Tokugawa Ieyasu unit even one hex.
- (4) 20 points for each turn in which the Kanto player moves the Tokugawa Ieyasu unit in violation of its movement restriction.

<Example of a Chain Retreat>



- ① The Tadanoo teppō unit failed a morale check and retreated two hexes. The two units in the hexes it passed through might be forced to perform a Chain Retreat.
- ② The hex where the unit retreated contains the Tadanoo ashigaru unit, so it must move one hex away, avoiding enemy zones of control.



- ③ The Tadanoo cavalry performs a morale check to determine whether it must Chain Retreat, but it fails and retreats one hex. However, the hex they can retreat to contains the Tadanoo teppō unit that retreated earlier.
- ④ As a result, the Tadanoo teppō unit is moved one hex, avoiding enemy zones of control. In this case, a morale check to determine whether to perform a Chain Retreat is not performed.
- ⑤ The Tadanoo ashigaru unit has moved one hex already, but a Chain Retreat morale check is performed. The die roll shows that the morale check was successful, so they do not retreat any further.



⑥ The attacking units advance after combat along the path of retreat (section 11-3).

13-2 Kanto Player Scoring

During the game, the Kanto player scores as follows.

- (1) 1 point for each Osaka unit eliminated.
- (2) 1 point each time the player moves a unit off the north edge of the map.
- (3) 50 points if the player holds the Chausuyama hex (1408) at the end of the game.

13-3 Determining Victory

The player with more points wins the game.

Optional Rules

These optional rules allow for a variety of historical "what if" situations. When playing with optional rules, both players must agree on which rules to use from the available choices.

14-1 Death of a Commander

When a commander unit (a unit with the commander's name written on it) is removed from the map by fire or melee combat, that commander is considered killed in action.

14-1-1 When a commander is killed in action, all units belonging to that commander will be unable to perform any action for the next turn.

14-1-2 Also, beginning with the turn in which the commander is killed in action, the morale of all units belonging to that commander will decrease by 1.

14-1-3 The Sanada force has two commanders, Sanada Yukimura and Sanada Nobumasa, and their morale will not decrease if one of them is removed from the map.



14-2 Hideyori's Entry into Battle

The Osaka player may attempt to bring in Toyotomi Hideyori at the beginning of each turn.



14-2-1 Roll two dice. If the total is 2, the Osaka player may bring in Hideyori's force and Sanada Daisuke. Hideyori's force will enter the map from the north edge according to Section 8-2, "Moving Reinforcements."

14-2-2 However, if the total is 10 or higher, Hideyori's troops become no longer available. The Osaka player may no longer attempt to deploy these reinforcements in subsequent turns.

14-3 Akashi Zento Morishige's Surprise Attack

The Osaka player may attempt to bring on Akashi Morishige's force in any turn after both Date Masamune's force and Matsudaira Tadateru's force on the Kanto side's left wing have appeared on the map.



Roll two dice. If the total is 5 or less, you can bring Akashi's force onto the map. Akashi's troops can enter on the southern edge of the map from hexes west of hex 1038 or from hexes on the western side of the map. When entering these units, follow the rules in Section 8-2, "Movement of Reinforcements."

14-4 Goto Matabei Mototsugu Survives

Although Goto Mototsugu was killed in action during the Battle of Domyoji on the 6th day of the 5th Month, the Osaka player can consider him to have survived and include him in the game.



14-4-1 Placement of the Goto Force

The Goto force can be placed anywhere within 12 hexes of the northern edge of the map, as long as the units are in hexes that do not have unit placement images. However, Goto force units must be placed within two hexes of the Goto Mototsugu unit.

14-4-2 When using this rule to include the Goto force, the Osaka player can only use the following five units:

- Goto Mototsugu
- Goto teppō units x 2
- Goto ashigaru units x 2

14-4-3 Also, when using this rule, the "Goto's Remaining Soldiers" unit (後藤残兵 in hex 2404) are not used.

14-5 Kimura Shigenari Survived

Kimura Shigenari was also killed in action in the Battle of Yao-Wakae on the 6th of the 5th Month, but the Osaka player can include him in the game as if he had survived.



14-5-1 Placement of the Kimura Force

Kimura's force is placed in the same manner as in Section 14-4-1, "Placement of the Goto Force".

14-5-2 When using this rule to include Kimura's force, the Osaka player can only use the following eight units:

- Kimura Shigenari
- Kimura cavalry unit x 1
- Kimura teppō units x 3
- Kimura ashigaru units x 3

14-5-3 Also, when using this rule, the "Kimura's Remaining Soldiers" units (木村残兵 in hexes 2304 and 2305) are not used.

14-6 Tennoji Battle Ready



The Osaka player may begin the game as if the Battles of Domyoji and Yao-Wakae on the 6th day of the 5th Month had not taken place.

14-6-1 When using this rule, the Osaka player may deploy all units from the Goto, Kimura, and Chosokabe forces.

14-6-2 Troop Deployment

Each force may be placed in any hex within 12 hexes of the northernmost point on the map that does not have a unit placement image. However, each unit must be placed within 4 hexes of its commander unit.

14-6-3 When using this rule, the "Goto's Remaining Soldiers" (後藤残兵) and "Kimura's Remaining Soldiers" units (木村残兵) are not used.

14-6-4 Also, when using this rule, all points earned by the Kanto player are doubled.

14-7 Sanada Ten Braves and Tokugawa Shinobi

The Osaka player can use the Sanada Ten Braves markers to attempt the assassination of Ieyasu or to engage in disruption from the rear. Meanwhile, the Kanto player can use the Tokugawa Shinobi markers to thwart the Sanada Ten Braves' missions.

14-7-1 Sanada Ten Braves Missions

The Osaka player places each of the Sanada Ten Braves markers in one of the following four mission boxes.



(1) Assassination of Ieyasu

The Osaka player rolls two dice for each marker assigned to this mission.

- If the total is 3 or less, the assassination of Ieyasu is successful. The Tokugawa Ieyasu unit is not removed from the map, but the Osaka player scores 200 points. All Tokugawa units are also immobilized for one turn.
- If the total is 4 or 5, the assassination of Ieyasu fails, but all Tokugawa units are immobilized for one turn.
- If the total is 6 or more, there is no effect.

(2) Rear Disruption

This mission attempts to delay reinforcements for the Kanto side and is divided into two missions, one for the right flank and one for the left flank.

The Osaka player rolls one die for each marker assigned to this mission.

- If the roll is 3 or lower, the mission fails. There is no effect.
- If the roll is 4 or 5, the player performing the rear disruption must add 1 to his reinforcement arrival checks.
- If the roll is 6, the player performing the rear disruption must add 2 to the reinforcement arrival check.

The number added to these arrival checks accumulates with each success.

[This effect appears to be permanent.]

(3) Body Double

If you place a marker on this mission, when the Sanada Yukimura unit is removed from the map, that Yukimura is considered to be a body double. Remove one marker from this mission box and replace any Sanada unit on the map with the Yukimura unit.

Only three character markers can be assigned to this mission: Anayama Kosuke (穴山小助), Nezu Jinpachi (根津甚八), and Mochizuki Rokuro (望月六郎).

(4) Force Command

Placing a marker on this mission will enable you to increase the combat strength of any unit in Sanada's force by the amount indicated on the marker. Place the marker on the unit you wish to command. [It is unclear how long this effect lasts.]

14-7-2 Tokugawa Shinobi Missions:

The Kanto player can place each Tokugawa Shinobi marker in one of the following two mission boxes to thwart the Sanada Ten Braves' missions.



(1) Escort Ieyasu

If a marker is placed in this mission, the Osaka player cannot attempt to assassinate Ieyasu until all of these enemy shinobi are first defeated.

(2) Prevent Rear Entrance Disruption

If a marker is placed in this mission, the Osaka player cannot attempt a reinforcement disruption until all of these enemy shinobi are first defeated.

14-7-3

Marker Placement

Before the game



begins, the Osaka and Kanto players flip their markers over, along with their dummies, and place them one by one in each mission box, taking turns. The Osaka player places a marker first.

14-7-4 Executing a Mission:

At the beginning of each turn, the Osaka player declares the execution of a particular mission and turns all the markers placed in that mission box face up.

If the Kanto player has placed markers in a box that could block the mission, he also turns those markers face up and challenges the Osaka player to a showdown. The Osaka player cannot execute a mission until he has defeated all of these shinobi.

The Osaka player can perform as many Body Double and Force Command missions as he wants, turning them face up.

Also, dummy markers can perform no missions.

14-7-5 How to Resolve a Battle:

A battle between Sanada Ten Braves markers and Tokugawa Shinobi markers is resolved as follows.

- (1) First, the players place their markers one at a time to create battle combinations. [Who goes first is not specified.]
- (2) When creating battle combinations, if one player has more markers than the other, he can add those extra markers to an existing combination. The player with the most markers is free to choose which combinations to add them to.
- (3) Once the combinations have been decided, a showdown will be resolved for each combination. Each player rolls a die. If the number rolled is less than or equal to or the number of markers on his side that are participating in that combination, he can remove one of his opponent's markers. If a marker has a combat strength printed on it, the player can subtract this number from his die roll.
- (4) If all the combinations have been resolved and markers remain for both sides, repeat steps (1) through (3) until one side's markers are all gone.
- (5) If all combinations have been resolved and only Sanada Ten Braves markers remain, they can carry out their mission.

14-8 Sanada Masayuki Unit

Please feel free to use the Sanada Masayuki unit.



Designer's Notes

This game is based on the Battle of Tennoji, the climax of the Summer Siege of Osaka in 1615, but the challenge in creating it was deciding which sources to use as reference.

This is because the "Sengoku period" as commonly portrayed in movies, TV dramas, and books is thought to be quite different from the real "Sengoku period." For example, well-known stories such as Hideyoshi's castle being built overnight and the one-on-one duel between Takeda Shingen and Uesugi Kenshin at Kawanakajima are largely untrue and are fantasies invented by later generations. The Summer Siege of Osaka is no exception.

However, if we ignore these things in order to create a so-called historical game, there is a risk that the atmosphere of the battle as many people imagine it will not be conveyed.

So, for this game, we tried to recreate the world that has been imagined in movies and storytelling, without being too concerned about historicity. In other words, the Yukimura that appears in this game is the "unparalleled military strategist Yukimura" that everyone knows, and Ieyasu is "the wily old fox Ieyasu."

However, we have tried to simulate as many of the military branches and their effects as possible.

At the time of the Summer Siege of Osaka, the ratio of military branches was about 1:1, with 4 spearmen to every 5 gunmen. Teppō were the main weapon of the time. Matchlock guns of that time were only used to suppress attacks and were not very effective, but they had tremendous power when used defensively.

Now that the basic premise of the game had been decided, we thought about a game system to match it.

The rules we adopted included strong ZOCs (you cannot leave a zone of control except as a result of combat) and an advance-after-combat system that allows you to ignore even the enemy ZOCs but forces you to advance. By combining these with a Fire Combat Result Table and a Melee Combat Results Table that include extreme results, we were able to create a system that is truly reminiscent of a battle in the Sengoku period, allowing for both major breakthroughs and grueling melees.

Finally, I will touch on basic strategies for both armies.

First, for the Osaka side, their target is, of course, Ieyasu's main camp, and whether or not they can take Ieyasu's head will be the deciding factor in the outcome. Therefore, try to break through the enemy lines by sandwiching Ieyasu between Yukimura's troops. If you only attack from one side, Ieyasu will surely escape.

Next, for the Kanto side, a good strategy is to lure the Osaka forces into your own lines and defeat them individually and decisively. Also, focus on firearms in your attacks and try to avoid taking damage to your own army.

Yukimura Gaiden

After the death of the Great Minister (Hideyoshi), Tokugawa Ieyasu, the head of the Five Elders, took over the duties of the young Hideyori and took advantage of the situation to begin plotting to take power himself.

First, he tried to divide the vassals who remained loyal to the Toyotomi clan, including Ishida Mitsunari, Kato Kiyomasa, Fukushima Masanori, and Konishi Yukinaga.

Most of them fell for the ruse, but Ishida Mitsunari was the only one who saw through it, and he raised an army to overthrow Ieyasu in 1600. However, his efforts were not enough and he was defeated at the Battle of Sekigahara.

Having won this battle, Ieyasu exerted pressure on the Imperial Court and assumed the position of Shogun. He then gradually demoted or reduced the fiefs of the daimyo who had been patronized by the Toyotomi, weakening the power of that clan. Sadly, Toyotomi Hideyori, head of the Toyotomi clan, was only eight years old at the time of the Battle of Sekigahara.

Completely at the mercy of Ieyasu, Hideyori was demoted to a daimyo with a stipend of 650,000 koku of rice in Settsu, Kawachi, and Izumi. Of course, Ieyasu's attacks on Hideyori continued unabated, and in 1614 he ordered Hideyori to carry out repairs to Kyoto's Hokoji Temple, and even attempted to provoke war with him by making a ridiculous accusation about the inscription on a newly cast bell: "Peace and prosperity for the nation and its subjects, prosperity for the ruler and his subjects."

Hideyori could no longer remain silent. He immediately sent messages to feudal lords around the country, requesting their participation in a campaign against Ieyasu, but none of them were willing to join the campaign, fearing Ieyasu. Furthermore, Kato Kiyomasa, a feudal lord who had been indebted to Hideyori, had already died, and Fukushima Masanori was stranded in Edo. When Masanori received Hideyori's letter, he wrote a letter to his clan asking that they support Hideyori even if it meant their own deaths, but his request was never heeded.

However, even though the feudal lords did not appear, a steady stream of ronin (masterless samurai) gathered around Hideyori. They numbered over 100,000. Among them were Chosokabe Morichika, the former lord of Tosa with 220,000 koku of rice and the fierce commander Goto Mototsugu, also known as Matabei the Spear, who was said to be unrivaled when it came to wielding a spear; and Mori Katsunaga, the former lord of Kokura with 100,000 koku of rice. There was also Sanada Yukimura, who had been exiled to Kudoyama in Kishu for aiding the Western Army in the Battle of Sekigahara. All of these men were equally heroic, but Sanada Yukimura, the son of Sanada Masayuki of Ueda, Shinshu, achieved the remarkable feat of holding back a Tokugawa force of 38,000 for nearly 10 days with just 2,000 soldiers.

The Sanada and Tokugawa had already faced off once before in 1585, when the Tokugawa had a force of 18,000 and the Sanada had a force of 2,000, a huge difference in military strength. However, Ieyasu was unable to take Ueda Castle, where the Sanada were holed up, and instead suffered heavy losses.

Ieyasu could not forget this incident, and, when he received the news that Sanada had begun work on a large castle in Osaka, he pressed on, asking, "Is the Sanada who is building it the father or the son?", and at that moment he heard the door rattle as he put his hand on it. Unfortunately, Masayuki, who had so frightened Ieyasu, died in 1611, and the construction of his Osaka Castle was never completed.

The Winter Siege of Osaka began on the 19th day of the 12th Month in 1614. The Osaka forces were holed up in Osaka Castle, preventing the Kanto forces, numbering nearly 300,000, from getting any closer. Yukimura built a secondary fortress called

Sanadamaru on the south side of the castle, and, with his brilliant military tactics, inflicted heavy damage on the invading Kanto forces.

Seeing his army at a disadvantage, Ieyasu once again resorted to deviousness and eloquent proposals for peace. The Osaka side fell for this and signed a peace agreement. However, as soon as the peace agreement was concluded, Ieyasu filled in the moats around the Ninomaru and Sanadamaru baileys of Osaka Castle, nullifying the castle's defensive capabilities. Furthermore, Ieyasu once again imposed unreasonable demands on Hideyori and showed disrespect toward him.

The Osaka side decided that they could no longer tolerate any further rudeness from Ieyasu and resolved to engage in battle with him once again. This was in April of the first year of the Genna era (1615).

However, you cannot barricade yourself inside a castle without a moat. Even if there is an overwhelming difference in military strength, the decisive battle must take place outside the castle.

Thus began the Summer Siege of Osaka.

On the 29th day of the 4th Month, 3,000 troops led by Ono Harufusa of Osaka attacked 5,000 troops led by Asano Nagaakira at Kashii. However, in a futile battle for the vanguard, Kagataemon Naoyuki of the Osaka side was killed, and a counterattack by Asano's forces led to a defeat for the Ono forces. This was a truly dreadful start to the struggle for the Osaka side.

Then, on the 6th day of the 5th Month, the Osaka forces met the Kanto forces at Oguchi, Domyouji, Yao, and Wakae in Osaka. But, fog prevented them from concentrating their forces and they lost brave commanders such as Goto Matabei Mototsugu, Usuda Kaneaki, and Kimura Shigenari. The Osaka army was compelled to retreat, with Yukimura's force as their rearguard.

By the 7th, the next day, the Kanto forces had already spread across the Osaka Plain, and it seemed as though they were about to move towards Osaka Castle. Meanwhile, the Osaka forces, knowing that the time for a decisive battle had now come, deployed their army near Tennoji and Okayama.

Now, Yukimura. He believed that if Hideyori marched out for a decisive battle that day, morale on his side would inevitably be boosted, so he sent his son, Daisuke, to Osaka Castle to request on his behalf that Hideyori march out to battle. However, Yododono opposed this request, and Hideyori ultimately did not march out.

Regretting that Hideyori would not be joining him, Yukimura descended Chausuyama toward the advancing Kanto forces, his goal being Ieyasu's main camp. Although the Sanada forces numbered only 3,000, they crushed Matsudaira Tadanao's 15,000 troops in a single blow and launched a sudden assault on Ieyasu's main camp. In the process, Ieyasu's flag was toppled, and he himself became separated from his comrades. However, the difference in numbers was insurmountable, and, as Yukimura repeatedly charged toward Ieyasu's main camp, Chausuyama to his rear fell into Kanto hands.

Seeing this, Yukimura realized that there was no hope of survival. And then: "That's it! My goal is Ieyasu's head!"

As soon as he shouted this, he launched a final attack on Ieyasu together with his Ten Braves. However, Yukimura was unable to kill Ieyasu, and he himself was killed.

But, upon closer examination, it was discovered to be the head of Anayama Kosuke. Furthermore, when another head was taken, supposedly also that of Yukimura, it was discovered to be that of Nezu Jinpachi. Ieyasu ordered his hatamoto forces to examine each and every head lying on the battlefield, and issued a proclamation throughout the country, but Yukimura's head was never found.

Where did Yukimura go? Rumors circulated that he fled to Satsuma with Hideyori, but no one knows for sure.

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Assistant Designers: Nakazawa Takatsugu and Kenji Ikaniwa

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Fire Combat Results Table

Combat Strength Dice Roll	1 ~ 3	4 ~ 6	7 ~ 9	10 ~ 12	13 ~ 16	17 ~ 20	21 ~ 25	26 or more
2	-	-	-	0	1	2	2	3
3	-	-	0	1	2	2	3	3
4	-	0	0	1	2	3	3	4
5	-	0	1	2	3	3	4	4
6	0	1	1	2	3	4	4	E
7	0	1	2	3	4	4	E	E
8	1	2	2	3	4	E	E	E
9	1	2	3	4	E	E	E	E
10	2	3	3	4	E	E	E	E
11	2	3	4	E	E	E	E	E
12	3	4	E	E	E	E	E	E

Melee Combat Results Table combat strength difference (attacker - defender)

Combat Strength Dice Roll	-8 以下	-7 ~ -5	-4 ~ -3	-2 ~ -1	0 ~ 1	2 ~ 3	4 ~ 5	6 ~ 8	9 ~ 12	13 ~ 17	18 or more
2	AE	AE	AE	AE	AE	A4	A3	A2	A1	B1	D1
3	AE	AE	AE	AE	A4	A3	A2	A1	B1	D1	D2
4	AE	AE	AE	A4	A3	A2	A1	B1	D1	D2	D3
5	AE	AE	AE	A3	A2	A1	B1	D1	D2	D3	D4
6	AE	AE	A4	A2	A1	B1	D1	D2	D3	D4	DE
7	AE	A4	A3	A1	B1	D1	D2	D3	D4	DE	DE
8	A4	A3	A2	B1	D1	D2	D3	D4	DE	DE	DE
9	A3	A2	A1	D1	D2	D3	D4	DE	DE	DE	DE
10	A2	A1	B1	D2	D3	D4	DE	DE	DE	DE	DE
11	A1	B1	D1	D3	D4	DE	DE	DE	DE	DE	DE
12	B1	D1	D2	D4	DE	DE	DE	DE	DE	DE	DE

Reinforcement Table (Left Wing)

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
伊達政宗 Date Masamune	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
本多忠政 Honda Tadamasu	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
松平忠輝 Matsudaira Tadamasa	-	2	3	4	5	6	7	8	9	10	11	12	13	14	15
古田重治 Furuta Shigeharu	-	2	3	4	5	6	7	8	9	10	11	12	13	14	15
溝口宣勝 Mizoguchi Nobukatsu	-	2	3	4	5	6	7	8	9	10	11	12	13	14	15
村上義明 Murakami Yoshiki	-	2	3	4	5	6	7	8	9	10	11	12	13	14	15
松平忠明 Matsudaira Tadamasa	-	-	2	3	4	5	6	7	8	9	10	11	12	13	14
一柳直盛 Ichiyonagi Naomori	-	-	2	3	4	5	6	7	8	9	10	11	12	13	14
徳永昌重 Tokunaga Masashige	-	-	-	2	3	4	5	6	7	8	9	10	11	12	13

Reinforcement Table (Right Wing)

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
井伊直孝 Ii Naotaka	-	2	4	8	10	12	13	14	15	16	17	18	19	20	21
細川忠興 Hosokawa Tadaoki	-	2	3	6	9	11	12	13	14	15	16	17	18	19	20
藤堂高虎 Toudou Takatora	-	2	3	4	8	10	11	12	13	14	15	16	17	18	19

Notes on This English Translation

This translation of the rules for *Yukimura Gaiden* was created in August 2025 by Terry Gordon. It is based on ABBYY FineReader OCR, machine translation by Google Translate (with second opinions where needed from DeepL Pro), and a human effort to make the resulting text genuinely usable as game rules. But, please note that I do not speak, read, or write Japanese.