

The Game of Ground Battle in the SEKIGAHARA

原ヶ関闘激



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Fierce Battle at Sekigahara

Game Journal Separate Volume

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RULES

1 Introduction

Approximately 400 years ago, on the 15th day of the 9th Month of Keicho 5 (1600), the Toyotomi and Tokugawa armies, totaling over 100,000 men, clashed in a small valley in Mino.

This was the Battle of Sekigahara, a decisive battle that decided the fate of Japan.

This game is the third installment in the "Sengoku Gassen Series," which recreates this battle from a tactical perspective. In addition to the historical Battle of Sekigahara, some scenarios feature units that did not actually take part in the battle, expanding the world of "what if" scenarios. While the game's rules are extremely simple, the unit configurations are highly granular, making it ideal for multiplayer play.

2 Game Equipment

- ① Rules (this book) 1
- ① Maps 2
- ② Units (pieces) 3 sheets (about 750 pieces)
- ③ Quick Reference Guides 2
- ④ Other: Please provide several six-sided dice.

2-1 Maps

This game includes two maps: one full-size map (Map ①) depicting the main battlefield of Sekigahara, and one half-size map (Map ②) depicting the area around Mount Nangu.

2-1-1 Hexes

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

2-1-2 Terrain Legend (Map ②)

Hexes are color-coded to represent various terrain types. These terrain types affect the game in different ways.

- ① Dark green hexes: Mountains (see section 7-2-2)
- ② Light blue hexes: Ponds (see sections 6-2, 7-2-2, and 10-1-7)
- ③ Light blue hex sides: Rivers (see sections 7-2-2 and 10-3-1)
- ④ Hexes other than those listed above: Flat land

Note that hexes at the border between flat land and mountains are considered mountains. Also, terrain features such as Mt. Tenma and Mt. Momokubari are treated as flat land.

The effects of terrain are described in the respective sections of the rules.

⑤ Initial placement hexes: (see section 18-1(2)①)

⑥ Additional initial placement hexes for scenarios: (see section 18(2)②)

2-1-3 Turn Record Track: (Map ①)

Indicate the current turn by placing the turn marker.

Each turn box indicates any forces that will activate during that turn. (see section 17-2)

2-1-4 Victory Score Record Track: (Map ①)

Indicate the current victory score by placing victory score markers for both sides. (see section 12)

2-2 Units (Pieces)

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

2-2-1 Units

(1) Type

The image shows the unit's military branch.

(2) Name

This indicates the taishō who leads the unit.

Units are named in two ways:

1. Units with a full name: Indicates a unit directly led by a taishō, samurai, or bushō.
2. Units with "○○隊": Indicates which force the unit belongs to.
- (3) Combat Strength

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

(4) Morale

This is the value used when performing morale checks (see section 11).

(5) Movement Allowance



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

(6) Command Range

(see section 8)

(7) Victory Points

This is the amount by which your army's morale is reduced when the unit is eliminated. It also determines the outcome of a scenario. (see sections 12 and 18-2)

2-2-2 Markers:

Markers are used to represent various situations and conditions during the game. The following types of markers are used in this game:

1. Turn Marker
2. Victory Score Markers (see sections 12 and 18-2)
3. Participation Markers (see section 17-1)
4. Palisade Markers (see section 11-1-4)
5. Relocation Markers (see section 11-2)



2-3 Quick Reference Sheets

The Quick Reference Sheets contain the following four tables. For instructions on how to use them, please refer to the appropriate sections.

Although there are two identical sheets, please use the Participation Status Display on both sheets.

1. Fire Combat Results Table (see section 9)
2. Melee Combat Results Table (see section 10)
3. Participation Check Table (see section 17-1)
4. Participation Status Display Box (see section 17)

3 Preparing for Play

Before starting the game, players should prepare by following the instructions below.

3-1 First, decide which player will be in charge of the Western Army and which will be in charge of the Eastern Army and decide which scenario to play.

3-2 Spread out the map and place the units on it as specified in the scenario.

3-3 Place the turn marker on the "1" square on the Turn Record Track, and the victory score markers on the "0" square on the Victory Score Record Track.

4 Game Progress

Each game progresses by repeating the following set of steps. Each set is called a turn, and each step is called a phase. The length of the game is given in the scenario.

4-1. Sequence of Play

1. Eastern Army Movement Phase (see section 7)

- ① Participation Check (see section 17-1)
- ② Movement (see section 7)

2. Western Army Defensive Fire Phase (see section 9)

3. Eastern Army Attack Phase

During the Attack Phase, fire and melee combat is resolved in any order. See the rules below.

- ① Fire Combat (see section 9)
- ② Melee Combat (see section 10)

4. Western Army Movement Phase

- ① Participation Check
- ② Movement

5. Eastern Army Defensive Fire Phase

6. Western Army Attack Phase

- ① Fire Combat
- ② Melee Combat

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

5 Stacking (Unit Stacks)

In this game, only one unit may be placed in each hex. This limit applies at the end of the 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 have deployed to control the hex in which it is located and the six surrounding hexes. These hexes are hereafter referred to as zones of control (ZOCs).

6-1 All units, regardless of their type, have ZOCs.

6-2 ZOCs do not extend into hexes on the opposite side of a pond.

6-3 ZOCs have the following effects on enemy units. Please refer to the appropriate sections for details.

1. Restrict movement (see section 7-3)
2. Prevent retreat (see section 11-1)



7 Movement

During the friendly Movement Phase, a player may move any number of his units. The decision 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 one has finished moving.

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

7-2 Movement Procedure

Players move 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 Players move each unit using that unit's movement allowance.

7-2-2 A unit normally expends one movement point per hex. However, depending on the terrain, different movement costs may apply, as follows.

① Moving across a river: 2 movement points [it is unclear whether this cost is an additional 2 MPs or a total of 2 MPs]

② Moving from a flat land hex to a mountain hex: 3 movement points

※ When moving from a mountain hex to another mountain hex or to a flat land hex, a unit expends 1 movement point.

7-3 Effect of Zones of Control on Movement

Enemy zones of control affect unit movement as follows:

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

7-3-2 Units that are in an enemy ZOC at the beginning of your Movement Phase cannot move.

7-4 Movement Restrictions

During movement, a unit may pass through a hex containing another friendly unit, but it cannot end its movement in that hex.

8 Commanders and Units

There are units for taishō, samurai, bushō, as well as units marked with "○○隊". Units marked with "○○隊" have their taishō's name written on them to indicate the force to which they belong to.

Taishō units have victory points printed on them. Both taishō and samurai units have command ranges printed on them, and they can be used as commanders.

8-1 Commanders and Command Range

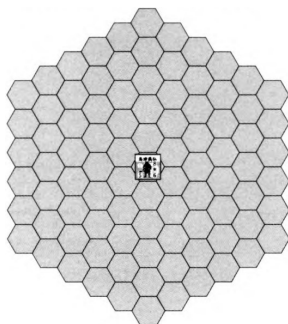
Units labeled "○○隊" are more likely to lose their fighting spirit if they are not within the command range of that unit's commander (taishō or samurai).

8-1-1 "○○隊" units and bushō units outside the command range of their force commander are eliminated if they are required to retreat due to fire or melee combat.

8-1-2 If a force's taishō unit is eliminated, all units in that force, including samurai, are considered to be out of command range, and section 8-1-1 applies.

8-1-3 **Command Range:** Command range is the number of hexes shown on that commander's piece. Command range cannot be blocked or limited by other units.

Example of a taishō with a command range of 5 hexes:



8-2 Combined Attacks

When multiple units engage in melee combat or fire combat against the same target unit, they must be from the same force.

8-2-1 The following groups of forces are exceptions, and their units may engage in combined attacks together:

1. 石田隊 (Ishida) and 七手組 (Shichitegumi)
2. 大谷隊 (Otani), 木下隊 (Kinoshita), 戸田隊 (Toda), and 平塚隊 (Hiratsuka)
3. 毛利隊 (Mōri) and 吉川隊 (Yoshikawa)
4. The Akaza forces: 赤座隊 (Akaza), 小川隊 (Ogawa), 朽木隊 (Kutsuki), and 脇坂隊 (Wakisaka)
5. 徳川隊 (Tokugawa) and 秀忠隊 (Hidetada)
6. 豊臣隊 (Toyotomi), 七手組 (Nanategumi), and 築紫広門 (Tsukushi)

9 Fire Combat

During his Defensive Fire and Attack Phases, a player can fire at enemy units with his teppō and taihō units. Fire is conducted against enemy units adjacent to your own units and is resolved using dice rolls and the Fire Combat Results Table.

When resolving a fire attack, the attacking unit is called the firing unit and the unit receiving the fire is called the target unit. Fire is resolved one location at a time, following the steps below.

1. Calculate the combat strength
2. Resolve the fire
3. Apply the result

9-1 Fire by Teppō Units

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



9-1-1 A player may fire at an enemy unit in a hex adjacent to his firing unit.

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

9-1-3 Fire is not mandatory. Players have the choice whether to fire or not.

9-1-4 When fire is conducted at the same target unit from multiple hexes, the fires are combined into a single combat.

Firing units from different forces cannot combine. (Exception: see section 8-2.)

9-1-5 A player may fire once at each target unit during each Attack Phase or Defensive Fire Phase.

9-1-6 A unit that fires during an Attack Phase cannot engage in melee combat (see section 10) during the same Attack Phase. Conversely, a unit that engages in melee combat cannot fire during the same Attack Phase.

9-2 Fire Resolution

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

9-2-1 **Fire Results:** Fire results are interpreted as follows:

- ① —: No effect

- ② 0-2: The target unit must undergo a morale check (see section 11), adding the number shown to the die roll.
- ③ E: The target unit is eliminated and removed from the map.

9-3 Fire by Taihō Units

Taihō units operate according to the same rules as teppō units, but their range and the resolution procedure differ.



9-3-1 **Fire Range:** Artillery units can fire at target units within two hexes. This range cannot be blocked or limited by other units or terrain.

9-3-2 **Fire Resolution:** The player rolls one die and determines the outcome based on the number rolled.

- ① 1-4: The target unit must undergo a morale check, adding the number shown to the die roll.
- ② 5-6: The **taihō unit** is eliminated and removed from the map.

9-3-3 Taihō units cannot attack in melee combat (see section 10). If attacked in melee combat, they are treated as units with a strength of 1.

10 Melee Combat

During the friendly Attack Phase, a player can 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 a melee combat, regardless of the overall situation, the player initiating the melee is called the attacker and the player subjected to the melee is called the defender. Melee combat is resolved one location unit 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

Before resolving the melee, the player initiating it decides which of his units will engage which enemy units.

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

10-1-2 Each unit may engage in melee combat only once during each Attack Phase.

10-1-3 Melee combat is not mandatory. The attacking player has the choice whether or not to engage in melee combat.

10-1-4 When units in multiple hexes engage in melee combat against an enemy unit, it is resolved as a single melee. In this case, units from different forces cannot engage in combined melee attacks (see section 8-2).

10-1-5 The attacking player can engage each defending unit in melee combat only once during each Attack Phase.

10-1-6 A teppō unit that engages in melee combat during an Attack Phase cannot fire during the same Attack Phase. Conversely, a teppō unit that fires cannot also engage in melee combat during the same Attack Phase.

10-1-7 Melee combat cannot be conducted across ponds.

10-2 Calculating the Combat Strength Difference

When resolving a melee, the attacking player adds up the combat strengths of all of his units participating in the combat. Then, he subtracts the defender's combat strength from the total combat strength he has calculated in order to determine the difference.

10-3 Resolving Melee Combat

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

10-3-1 **Combat Across a River:** When engaging in melee combat against an enemy unit across a river, the attacker is at a disadvantage. When determining the combat result, players shift the combat strength difference column one to the left before rolling the dice. When engaging in melee combat from multiple hexes, if even one of the hexes is not across a river, no modifier is applied.

10-3-2 **Combat Results:** The combat results are interpreted as follows.

- ① **AE:** Attacker Eliminated. All attacking units are removed from the map.
- ② **A1-2:** All attacking units involved in the melee make a morale check (see section 11), adding the number shown to the die roll.
- ③ **B1:** Both the attacking units and the defending units check morale, adding 1 to the die roll. The defending player goes first.
- ④ **D1-2:** All defending units involved in the melee make a morale check, adding the number shown to the die roll.
- ⑤ **DE:** Defender Eliminated. All defending units are removed from the map.

11 Morale

A player who must make a morale check as a result of fire or melee combat does so one unit at a time following the procedure below. Units with a morale of * do not need to make a morale check even if they receive a result that normally would require one.

- (1) Roll one die, adding any modifier required by the fire or melee result, and then subtract the target unit's morale.
- (2) If the result is 0 or less, the unit has passed the morale check. A unit that passes a morale check remains in its current hex.
- (3) However, if the result is 1 or more, the unit has failed the morale check and the following results apply:

- ① 1-2: Retreat the unit the number of hexes indicated (see section 11-1).
- ② 3 or more: The unit is eliminated and removed from the map.

11-1 Retreat

If a player is required to retreat a unit as a result of a morale check, he does so as follows.

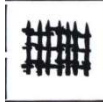
11-1-1 The player must retreat the unit the number of hexes indicated away from the unit that attacked it. The maximum number of hexes that can be retreated is two.

11-1-2 The player may retreat to any hex other than those listed below:

- ① A hex containing an enemy unit
- ② An enemy zone of control
- ③ Off the map

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

11-1-4 **Palisades:** A unit in a hex with a Palisade marker ignores any retreat results. Also, any units that must retreat or displace (see 11-2) into a hex containing a Palisade marker may do so by passing through the hex. Palisade markers do not affect normal movement.



11-1-5 **Out of Command Units:** If an out-of-command unit must retreat, it is eliminated. The same applies if it must be displaced.

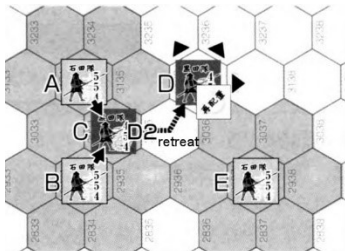
11-2 Displacement

If another friendly unit occupies the only hex into which a unit can retreat, that unit must also retreat. This is called displacement, and the unit performing the displacement follows the normal retreat rules. Indicate this by placing a displacement marker on the unit being displaced.



11-2-1 As a result of the displacement, it is permissible for other friendly units to displace in a chain reaction, but if you cannot displace all of the units in the chain, the first unit (the one that performed the morale check) will not be able to retreat and will instead be eliminated. The same applies to units that move off the map.

<Example of Displacement>



In the diagram, units A, B, and E represent Ishida's unit, and units C and D represent Kuroda's units. First, Ishida's unit engages C in melee combat with units A and B. The result is D2, so Kuroda's unit makes a morale check and rolls a 5. Unit C must retreat two hexes. The only hex it can retreat to is the hex containing unit D (see the section on zones of control).

Therefore, following the Displacement rules, the Kuroda player retreats unit D one hex and unit C to the hex that unit D left (unit D can retreat to any hex marked with a ▲). Per the advance after combat rules (see section 11-3), the Ishida player can advance both units A and B.

11-3 Advance after Combat

If you eliminate an enemy unit or compel it to retreat due to fire or melee, your units that participated in the fire or melee can advance into the hex where the enemy unit was located or even further. This is called an advance after combat.

11-3-1 If you eliminate or compel an enemy unit to retreat with attack fire, 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 you eliminate or compel an enemy unit to retreat during Defensive Fire, you are not allowed to advance after combat.

11-3-3 If the attacking player compels an enemy unit to retreat in melee combat, all of his units that participated in the combat can advance after combat. In this case, the attacking unit advances through the same hexes that the retreating unit moved through up to the hex prior to the final location of the retreated enemy unit. If another enemy unit is in one of the retreat hexes, the advance must end in the hex immediately before that unit. Also, if multiple units engage in melee combat, one can advance as described above, and then the remaining units can advance one by one to the hex immediately before the preceding unit.

11-3-4 If an enemy unit is eliminated in a melee, the attacking player may freely move all of his units that participated in the melee up to three hexes. However, the first hex entered must be the one where the defending unit was located. In this situation, none of the advancing units can end up in a hex already occupied by a friendly unit. Advance after combat is not mandatory.

11-3-5 Advance after combat can be performed without regard to the terrain or the presence of enemy zones of control.

12 Army Morale

Both the Eastern and Western armies are made up of numerous forces, and, as their taishō are eliminated, army morale declines and disintegrates, negatively impacting the troops. Morale is recorded by placing victory score markers on the Victory Score Track.



12-1 Low Morale

When the total victory score due to eliminated enemy commanders and units equals or exceeds the Low Morale Value (戦意低下値) specified in the scenario, all enemy units are immediately affected as follows:

- ① In fire combat, shift the combat strength column on the Fire Combat Results Table one to the left.
- ② In melee combat, shift the combat strength difference column on the Melee Combat Results Table one to the left.

12-2 Demoralization

When the total victory points due to eliminated enemy commanders and units equals or exceeds the Demoralization Value (戦意喪失値) specified in the scenario, all enemy units suffer the following effects in addition to those of Low Morale:

- ① When receiving fire, shift the combat strength column on the Fire Combat Results Table one to the right.
- ② When defending in melee combat, shift the combat strength difference column on the Melee Combat Results Table one to the right.

12-3 Units Unaffected by Declining Morale

The following units are unaffected by a Low Morale or Demoralization.

- ① Eastern Army: Tokugawa (徳川隊), Matsudaira (松平隊), Ii (井伊隊), Hidetada (秀忠隊), Kiyomasa (清正隊)

② Western Army: Ishida (石田隊), Otani (大谷隊), Shimazu (島津隊), Ukita (宇喜多隊), Kinoshita (木下隊), Toda (戸田隊), Tachibana (立花隊), Sanada (真田隊)

13 Toyotomi Clan

The Toyotomi clan is divided into three forces:

- ① Nanategumi (七手組): Family crest is white
- ② Otsu Castle Attack Force (大津城攻撃隊): Family crest is orange (unit led by Tsukushi Hirokado)
- ③ Toyotomi Hideyori's Main Force (豊臣秀頼本隊): Family crest is yellow

In scenarios in which Toyotomi Hideyori participates, Toyotomi Hideyori commands the Nanategumi. In other scenarios, Ishida Mitsunari is their commander.



14 Shimazu Force

By the time of the Battle of Sekigahara, Shimazu Yoshihiro had lost faith in Ishida Mitsunari, and he remained neutral even in the middle of the battle. However, when the Western Army collapsed, the isolated Shimazu force attempted to break through enemy lines to escape the battlefield.

14-1 Shimazu Neutrality

Unlike other neutral units, the zones of control of neutral Shimazu units have the following effects:

- ① No unit on either side can retreat into them.
- ② If a unit other than a Shimazu unit is present during a Defensive Fire Phase, that unit will be subject either to melee combat with the Shimazu unit or defensive fire from it. The player who is not the attacker decides which option to use and he performs it. In this case, the combat strength of the Shimazu unit is doubled. However, they cannot advance after combat. All of this takes place at the beginning of the Defensive Fire Phase.

14-2 Breakout

The Shimazu force may activate without using the Participation Check Table. This is called Breakout.

14-2-1 If the Shimazu unit has not sided with the Western Army, it will begin its Breakout in the turn following the turn in which the Western Army experiences Demoralization, or in Turn 9.

14-2-2 If the Shimazu unit begins its action via a Breakout, the Western player moves it just like other Western Army units. However, please note the following special rules:

- ① Their movement allowances are doubled.
- ② Their combat strengths are doubled.
- ③ During the Movement Phase, their movement is not affected by the zones of control of any units.
- ④ During the Defensive Fire or Attack Phases, if the only units in Shimazu zones of control are Western units, the Eastern player can engage in fire or melee against those units with Shimazu units.

14-2-3 The Shimazu troops attempting to break through enemy lines are not really Western units, but, at the end of the game, the Western player can earn additional points from the Shimazu force as follows:

- ① Each Shimazu unit that expends 1 movement point and leaves along the Isekaido (hex 0136) at the edge of the map will earn him 10 points.

15 Matsuno Shuma

When Kobayakawa Hideaki announced his intention to attack Otani's force, Matsuno Shuma of the Kobayakawa force, although he received the orders, maintained a neutral stance, saying, "I will not betray my master."



If Kobayakawa's force joins the Eastern Army, Matsuno Shuma's unit will remain neutral and be will unable to move from its assigned hex.

16 Honda Tadakatsu

Although Honda Tadakatsu is a samurai of the Tokugawa force, he activates as if a separate force. For example, in Scenario 1, since he is not listed on the Turn Record Track, he activates during Turn 2.



17 Force Participation in the Battle

17-1 Neutral Units (Participation Checks)

Units marked as neutral in a scenario start as part of the Western Army. However, they must decide whether to move and which side to join depending on the battle situation, and they do not initially participate in the battle. The status of

neutral units is displayed by placing a Participation marker on the Participation Status Display.



17-1-1 **Zones of Control:** The zones of control of neutral forces are ignored. Units from both sides may freely move next to them. They do not participate in combat as a result.

17-1-2 **Participation:** Neutral forces join the battle based on the Participation Check Table. In addition, if a neutral force is attacked by fire or melee combat, it will join the army hostile to the attacker and begin Participation in the battle.

Depending on the scenario, a unit may automatically participate in battle once a certain turn has begun. Please pay attention.

17-1-3 **Participation Checks:** At the beginning of his Movement Phase, a player rolls two dice to determine whether a neutral force will enter the battle, using the Participation Check Table specified for the scenario.

(1) Up the three checks can be made during one phase. It is also possible to not make one at all.

(2) The Participation Check Table shows which player can make the participation check and in what turn he can start.

(3) Only one participation check can be made for each force during a single phase.

(4) You can initiate a participation check for any force. The results of previous checks can affect the adjustments made on the Participation Check Table.

(5) First, decide which force you will check for, roll two dice, and find the total. If there are any applicable adjustments, add them to the number you found. Then, check the adjusted number against the Participation Check Table to find the result.

17-1-4 Participation Check Results

① **Join** ○○: Become an ally of the specified side and participate in the battle. At this time, you can move units from the participating force before the normal Movement Phase begins. This can be done regardless of which player's stage it is.

② **Neutral**: Not yet participating in the battle. You can check again during your next Movement Phase.

17-2 Western and Eastern Army Forces (Activation)

The Western and Eastern Army forces do not participate in the battle from the beginning. Some units act quickly, eager to achieve success, while others are slow to act.

17-2-1 The Turn Record Track indicates which forces activate during which turns. Forces not listed on the Turn Record Track activate during Turn 2. Furthermore, forces adjacent to enemy units activate immediately.

18 Scenarios

18-1 Scenario Structure

This game includes eight scenarios. Each scenario is structured as follows:

(1) Scenario Name

This describes the scenario's title, setting, and historical background.

(2) Deployment

The deployment for each force is indicated as shown below. Units from that force can be freely deployed within the designated slots.

① **Initial Placement Hexes**: Historical placements for the scenario are shown for the Western Army, Eastern Army, and neutral forces of the Western Army placed on Map ①, and neutral forces placed on Map ② (see Terrain Legend).

② **Additional Initial Placement Hexes by Scenario**: These show the placement of additional forces depending on the scenario (see Terrain Legend).

(3) Scenario Length

The number of turns and the scenario end conditions are given.

(4) Activation/Participation Check Table

This section lists any changes to the activation turns and the Participation Check Table to be used.

(5) Low Morale/Demoralization Values

This section lists the Low Morale and Demoralization Values for the scenario.

(6) Victory Conditions

This section describes how to determine victory and defeat for the scenario.

(7) Special Rules

This section lists any rules used only in the scenario.

18-2 Victory Scores

Each player scores as follows:

① Victory Score for Eliminated Enemy Taishō

The victory score for enemy taishō eliminated during the game is recorded using a Victory Score marker on the Victory Score Track.

The victory score can trigger Low Morale and Demoralization during the course of the game (see section 12).

② Victory Score for Eliminated Enemy Units.

At the end of the game, the score earned in item ① are added to the score for eliminated enemy units. This is the basis for determining victory or defeat for each scenario.

Example: At the end of the game, if you have eliminated one enemy taishō worth 2 victory points plus two ashigaru units, you will receive 2 taishō points + 3 unit points = a total of 5 points.

18-3 Palisade Placement

Palisades are used in all scenarios (see 11-1-4). A Palisade marker is placed in each hex on the map containing a Palisade symbol. If an enemy unit enters a hex containing a Palisade marker, the Palisade marker is removed.

18-4 Regarding the Mōri Clan

The Mōri clan is divided into three distinct forces, but they are all handled as one force. The forces are composed as follows:

1. Terumoto force (輝元隊) (yellow crest): 1 taishō, 3 teppō, 6 ashigaru units

2. Hidemoto force (秀元隊) (white crest): 1 taishō, 11 teppō, 20 ashigaru units

3. Motoyasu force (元康隊) (orange crest): 1 taishō, 1 samurai, 8 teppō, 18 ashigaru units

Scenario 1: Betrayal at Sekigahara

15th day of the 9th Month of Keichō 5. The Eastern and Western armies were deployed at Sekigahara in Mino Province. The combined force of both sides was over 170,000. This was to be the largest battle in Japanese history.

The Western Army, raised and led by Mitsunari, had completed its formation to encircle the Eastern Army the night before.

But what if the Mount Nangu troops, which were supposed to attack from the rear of the Eastern Army, did not move, and the Kobayakawa troops, intended to attack the left flank of the Akechi army, betrayed them?

The Western Army would end up being surrounded.

(Commentary)

This scenario uses only about half the map and units of the other scenarios, and the playing time is shorter, so we recommend trying it first. Because it's a historical scenario, the story unfolds with the Eastern Army having a one-sided advantage, but all of the actual events that occurred are recreated, including the heroic efforts of Ishida and Ukita, the effects of Kobayakawa's betrayal, and Shimazu's breakout through enemy lines.

(1) Deployment

Neutral Forces: Kobayakawa, Akaza (Akaza, Ogawa, Kuchiki, Wakisaka Units), Shimazu

(2) Scenario Length

Turn 15 or elimination of a unit with victory score marked as "**".

(3) Activation/Participation Check Table

The Participation Check Table is not used. The Kobayakawa force and the Akaza forces will join the Eastern Army during Turn 9.

(4) Low Morale/Demoralization Values

① Low Morale: Western Army 6, Eastern Army 6

- ② Demoralization: Western Army 12, Eastern Army 12

(5) Victory Conditions

Win by eliminating an enemy unit with victory score marked as "**". Alternatively, regardless of the Eastern Army's score, the Western Army wins if the Western Army's score is 80 or more at the end of the game. The Eastern Army wins by preventing this.

(6) Special Rules

Only the map of the main battlefield of Sekigahara (Map ①) is used.

Scenario 2: The Greatest Battle in History

The Western Army, led by Ishida Mitsunari, was deployed at Sekigahara with over 80,000 men. Their fighting strength was equal to that of the Eastern Army, but their deployment was far more advantageous.

However, morale among the Western troops was low and many units displayed suspicious behavior, so it was impossible to know which side had the advantage until the battle began.

And then the fateful day arrived.

(Commentary)

This scenario is a historical depiction of the entire Battle of Sekigahara, and units that did not historically take part in the battle may possibly do so.

However, the question here is the motivation of units that engaged in betrayal or remained neutral in real life. Did Kobayakawa Hideaki struggle to decide which side to join and end up joining the Eastern Army? Or did he go to Sekigahara intending to side with the Eastern Army from the start? All of this remains a mystery.

Therefore, we have created two Participation Check Tables for the game: one favoring the Western Army and one favoring the Eastern Army. Which table you use is up to you, the players, and your imagination.

(1) Deployment

Neutral Forces: The Kobayakawa, Akaza (Akaza, Ogawa, Kutsuki, Wakisaka), Shimazu, Mōri, Yoshikawa, Ankokuji, Natsuka, and Chosokabe forces

(2) Scenario Length

25 turns or until elimination of a unit with victory score marked as "**"

(3) Activation/Participation Check Table

Use either Participation Check Table ① or Participation Check Table ②.

The Tokugawa, Arima, Yamauchi, Asano, and Ikeda units of the Eastern Army will also activate if any neutral units on the map in the Mt. Nangu area join the Western Army.

(4) Low Morale/Demoralization Values

- ① Low Morale: Western Army 6, Eastern Army 6
- ② Demoralization: Western Army 12, Eastern Army 12

(5) Victory Conditions

Win by eliminating an enemy unit with victory score marked as "**". Alternatively, the side with more points at the end of the game wins. However, if the selected Participation Check Table is ①, add 20 points to the Western Army's score before determining victory.

(6) Special Rules

Nabeshima force (鍋島): If both players agree, the Nabeshima force, a neutral force in the Western Army, may be deployed.

Scenario 3: Meckel's Battle of Sekigahara

In the early Showa period, Meckel was invited from Prussia to serve as a military advisor to the Japanese Army. After observing the strength and formations of the Eastern and Western sides at the Battle of Sekigahara, he declared, "The Western Army will undoubtedly win!"

However, in reality, the Western Army was defeated due to betrayal and non-participants.

If the entire Western Army had united in battle as Meckel envisioned, would the outcome have been as he predicted?

(Commentary)

Could the Western Army have won without the betrayals? This scenario recreates this situation.

Meckel saw certain victory, but the Western Army's strength was split in two, and newly arrived forces such as the Kobayakawa and Mōri had low morale, so a crushing victory will not be easy for the Western Army.

The Eastern Army is at a disadvantage, but, if they play their cards right, they can defeat the enemy in front and the enemy behind them one at a time.

Who will claim the glory of victory?

(1) Deployment

Neutral Forces: None

(2) Scenario Length

25 turns or elimination of a unit with a victory score marked as "**"

(3) Activation/Participation Check Table

The Participation Check Table is not used. Also, activation notes on the Turn Record Track are ignored.

The Kobayakawa force will join the Western Army from Turn 2, and the Tokugawa force will activate from Turn 3. All other forces are active from Turn 1.

(4) Low Morale/Demoralization Values

- ① Low Morale: West Army 8, East Army 6
- ② Demoralization: West Army 13, East Army 12

(5) Victory Conditions

Win by eliminating an enemy unit with victory score marked as "**"

Regardless of the score, if Ieyasu is not eliminated, the Western Army loses.

(6) Special Rules

Nabeshima force (鍋島): If both players agree, the Nabeshima force, a neutral force in the Western Army, may be deployed (see Scenario 2 for deployment).

Scenario 4: Mōri Terumoto, Commander-in-Chief of the Western Army

Mōri Terumoto, commander-in-chief of the Western Army, was tasked with protecting Hideyori at Osaka Castle. Upon hearing Ishida Mitsunari's recent request for military action and news of Ieyasu's arrival in Kiyosu, Owari, he finally decided to march out.

On September 13th, Terumoto set out from Osaka Castle with the forces of Masuda Nagamori, one of the Five Commissioners, and traveled through Kyoto -- passing the Western Army troops under Mōri Motoyasu who were attacking Otsu Castle -- and headed for Sekigahara.

Terumoto's troops arrived at Sekigahara on the night of the 14th day of the 9th Month, and the following dawn marked the beginning of a fateful day.

(Commentary)

In reality, the Western Army had been defeated even before its commander-in-chief, Mōri Terumoto, left Osaka Castle. Terumoto was merely the nominal commander-in-chief. The defeat of Ishida Mitsunari -- the actual commander-in-chief -- sealed the Western Army's fate.

However, even though he was merely the nominal commander-in-chief, Terumoto's arrival might have had a significant impact on the strength of the Western Army's troops.

Out of the 30,000 total Mōri troops, 15,000 were on Mount Nangu and 10,000 were involved in the attack on Otsu Castle, so Terumoto had only around 5,000 troops available.

(1) Deployment

- ① Neutral forces: Kobayakawa, Akaza (Akaza, Ogawa, Kutsuki, Wakisaka), Shimazu, Mōri, Yoshikawa, Ankokuji, Natsuka, and Chosokabe.
- ② The Mōri (Terumoto) force and the Masuda force join the Western Army

(2) Scenario Length

25 turns or until the elimination of a unit with victory points marked as "*".

(3) Activation/Participation Check Table

Use Table ①, but with some modifications. The Tokugawa, Arima, Yamauchi, Asano, and Ikeda forces of the Eastern Army will also participate when any neutral units on the map in the Mt. Nangu area participate for the Western Army.

(4) Low Morale/Demoralization Values

- ① Low Morale: Western Army 8, Eastern Army 6
- ② Demoralization: Western Army 12, Eastern Army 12

(5) Victory Conditions

Win by eliminating enemy units with victory score marked as "*".

Alternatively, the side with more points at the end of the game wins.

Add 10 points to the Eastern Army's score before determining victory.

(6) Special Rules

- ① Nabeshima force (鍋島): If both players agree, the Nabeshima force, a neutral force in the Western Army, may be deployed (see Scenario 2 for deployment).
- ② Western Army Morale: With the arrival of Mōri Terumoto, morale in the Western Army has risen. Add +1 to the dice roll for Participation Checks.

Scenario 5: Siege of Tanabe Castle

Led by Onogi Shigenobu, a Western Army force of 15,000 men began sieging Tanabe Castle in Tango -- home to Hosokawa

Yusai's dragon-shaped castle -- on the 20th day of the 7th Month.

Though the Western Army held an overwhelming military advantage, the battle was at a stalemate due to Yusai's determination to die, and the Imperial Court attempted to negotiate a peace deal, fearing the loss of the flower-arranging master.

However, on the 2nd day of the 9th Month, Tanabe Castle finally surrendered after persuasion by Emperor Goyozei.

Onogi then marched to Sekigahara with a force of 15,000 men to participate in the decisive battle.

(Commentary)

One of the reasons for the Western Army's defeat is the dispersion of their forces. The Tanabe Castle siege force was too large for a such a small castle with little offensive capability, and, considering that it never actually arrived, this was poor strategy.

However, Onogi's main force that besieged Tanabe Castle was actually a ragtag group of minor feudal lords. Even taking into account that Onogi Shigenobu -- with a stipend of 32,000 koku from Fukuchiyama, Tanba -- was the commander, it was hardly a powerful force, and its impact on the other Western Army units would likely have been minimal.

(1) Deployment

- ① Neutral forces: Kobayakawa, Akaza (Akaza, Ogawa, Kuchiki, Wakisaka), Shimazu, Mōri, Yoshikawa, Ankokuji, Natsuka, and Chosokabe.
- ② Onogi force: Participates with the Western Army

(2) Scenario Length

25 turns or until elimination of a unit with victory points marked as "*".

(3) Activation/Participation Check Table

Use Participation Check Table ①.

The Eastern Army's Tokugawa, Arima, Yamauchi, Asano, and Ikeda forces will also participate in the battle when any neutral force on the map in the Mt. Nangu area participate for the Western Army.

(4) Low Morale/Demoralization Values

- ① Morale Loss: West 6, East 6
- ② Morale Loss: West 12, East 12

(5) Victory Conditions

Win by eliminating enemy units with victory score marked as "*".

Alternatively, the side with more points at the end of the game wins.

Add 10 points to the Eastern Army's score before determining victory.

(6) Special Rules

Nabeshima force (鍋島): If both players agree, the Nabeshima force, a neutral force in the Western Army, may be deployed (see Scenario 2 for deployment).

Scenario 6: The Fierce Taishō Tachibana Muneshige

Kyōgoku Takatsugu, whose headquarters was Otsu Castle, a key transportation hub connecting Kyoto, Osaka, and the eastern provinces, initially sided with the Western Army, but later

defected to the Eastern Army and established himself at Otsu Castle.

The Western Army immediately dispatched an attack force to Otsu Castle, consisting of a Mōri force led by Mōri Motoyasu, a Tachibana force led by Tachibana Muneshige, and a Toyotomi force led by Tsukushi Hirokado.

The Otsu Castle attack force began its attack on the 7th day of the 9th Month, and, by the 10th, only the main keep remained. The next day, the castle surrendered and Takatsugu "ascended Mount Koya".

The Otsu Castle attack force then left only a small garrison behind as its main force headed for Sekigahara.

The date was the 14th day of the 9th Month of Keichō 5, the day before the Battle of Sekigahara.

(Commentary)

The situation is similar to Scenario 5, but the Otsu Castle attack force is far more powerful than Onogi's and includes the fierce commander Tachibana Muneshige plus the Mōri troops -- who form the core of the Western Army, albeit in name only -- and will have a significant impact on the other Western Army forces in terms of combat strength.

(1) Deployment

① Neutral forces: Kobayakawa, Akaza (Akaza, Ogawa, Kutsuki, Wakisaka), Shimazu, Mōri, Yoshikawa, Ankokuji, Natsuka, and Chosokabe.

② Tachibana (立花), Mōri (Motoyasu) (毛利(元康)), and Toyotomi (Tsukushi) (豊臣(筑紫)) participate with the Western Army.

(2) Scenario Length

25 turns or until elimination of a unit with victory points marked as "*".

(3) Activation/Participation Check Table

Use Participation Check Table ①.

The Tokugawa, Arima, Yamauchi, Asano, and Ikeda forces of the Eastern Army will also participate in the battle when any neutral force on the map in the area of Mt. Nangu participate for the Western Army.

(4) Low Morale/Demoralization Values

① Low Morale: Western Army 8, Eastern Army 6

② Demoralization: Western Army 12, Mounted 12

(5) Victory Conditions

You win by eliminating an enemy unit with victory score marked as "*".

Alternatively, the side with more points at the end of the game wins, but add 10 points to the Eastern player's score.

(6) Special Rules

Nabeshima force (鍋島): If both players agree, the Nabeshima force, a neutral force in the Western Army, may be deployed (see Scenario 2 for deployment).

Scenario 7: Sennari Gourds at Sekigahara

Ishida Mitsunari, who supported Hideyori, the surviving son of the Taiko, acted under Hideyori's authority. Hoping to unite the spirit of the suspicious Western Army troops, he sent a messenger to Osaka to urge Hideyori to march out.

There were many voices within Osaka Castle expressing concern about sending Hideyori, who was only eight years old, to the battlefield, but Mitsunari's repeated requests and the words of Western Army commander-in-chief Mōri Terumoto -- who declared, "I will protect Hideyori even at the cost of my life" -- led to his decision to march out.

On the 10th day of the 9th Month, Hideyori left Osaka Castle, protected by the Nanategumi and the Mōri and Masuda troops. He arrived at Sekigahara in Mino Province on the 14th day of the 9th Month. The Sennari Gourds, a tradition dating back to his father, Hideyoshi, were now raised at Sekigahara.

(Commentary)

In reality, Hideyori's deployment as in this scenario would have been virtually impossible. However, it was not completely impossible. And once he arrived, he would have had an impact on both the Eastern and Western armies incomparable to that of Mōri Terumoto, the commander-in-chief of the Western Army.

(1) Deployment

① Neutral Units: None

② The Toyotomi (Hideyori) force (豊臣(秀頼), the Mōri (Terumoto) force (毛利(輝元), and the Masuda force (増田) participate with the Western Army

※ The Nanategumi force (七手組は) should be deployed to the location identified as "Scenario 7" in the Scenario-Specific Additional Initial Deployment Hexes.

(2) Scenario Length

25 turns or until elimination of a unit with a victory score marked as "*".

(3) Activation/Participation Check Table

The Participation Check Table is not used. Also, activation notes on the Turn Record Track are ignored.

The Kobayakawa force will join the battle on the side of the Western Army from Turn 2, while the Tokugawa and Toyotomi forces will join the battle from Turn 3. All other units will join the battle from Turn 1.

(4) Low Morale/Demoralization Values

① Low Morale: Western Army 8, Eastern Army 5

② Demoralization: Western Army 14, Eastern Army 12

(5) Victory Conditions

Win by eliminating an enemy unit with victory score marked as "*".

Regardless of the score, the Western Army loses if they fail to eliminate Ieyasu.

(6) Special Rules

① Nabeshima force (鍋島): If both players agree, the Nabeshima force, a neutral force in the Western Army, may be deployed (see Scenario 2 for deployment).

② The Eastern Army's Pro-Toyotomi Hideyori forces: Many of these forces joined the Eastern Army out of hostility toward Mitsunari but were also pro-Toyotomi. The following units cannot fire or engage in hand-to-hand combat against a Toyotomi force:

Fukushima (福島隊), Kuroda (黒田隊), Kato (加藤隊), Hosokawa (細川隊), Ikeda (池田隊), Asano (浅野隊),

Yamauchi (山内隊), Tanaka (田中隊), Oda (織田隊),
Kiyomasa (清正隊)

Scenario 8: Hidetada's Forces Arrive

Ieyasu's third son, Hidetada, led half of the main Tokugawa army -- numbering 35,000 men -- from Utsunomiya on the 24th day of the 8th Month, traveling along the Nakasendo road toward Mino.

En route, Hidetada's forces diverted to Ueda to attack Sanada Masayuki at Ueda Castle in Shinano. They laid siege to the castle, but, upon learning that Masayuki and Yukimura, father and son, had already left for Mino, they hastily lifted the siege and headed toward Mino.

On the 13th day of the 9th Month, Hidetada reunited with Ieyasu's Tokugawa forces at Gifu Castle. On the 15th, during the Battle of Sekigahara, they would face off against the Mōri forces at Mt. Nangu.

(Commentary)

The Eastern Army's biggest miscalculation at the Battle of Sekigahara was that Hidetada's 30,000 Tokugawa troops were involved at Ueda Castle and did not arrive in time for the battle. This scenario imagines what would have happened if Hidetada's troops had arrived.

The Eastern Army would have an advantage in the game, but the Western Army now includes the Sanada troops, who have the most powerful abilities in the game, and they would have drawn surrounding troops, such as those at Mt. Nangu, into the battle, so they would likely have put up a good fight.

(1) Deployment

- ① Neutral forces: None
- ② Sanada force (真田隊): Participates with the Western Army.
- ③ Hidetada force (秀忠隊): Participates with the Eastern Army.

(2) Scenario Length

25 turns or until elimination of a unit with victory score marked as "**".

(3) Activation/Participation Check Table

The Participation Check Table is not used. Also, activation notes on the Turn Record Track are ignored.

The Kobayakawa force joins the battle with the Western Army from Turn 2. The Tokugawa forces join the battle from Turn 3. All other forces join the battle from Turn 1.

(4) Low Morale/Demoralization Values

- ① Low Morale: West 8, East 8
- ② Demoralization: West 12, East 12

(5) Victory Conditions

Win by eliminating an enemy unit with victory score marked as "**".

Alternatively, the side with more points at the end of the game wins, but add 10 points to the West's score for the calculation.

(6) Special Rules

Nabeshima force (鍋島): If both players agree, the Nabeshima force, a neutral force in the Western Army, may be deployed (see Scenario 2 for deployment).

■ Designer's Notes

"Sekigahara" marks the second installment in the Sengoku Gassen series, which recreates battles from the Warring States period at the tactical level. Unlike the strategic-level Gunyuden series, this game was originally intended to be a single-game system, but "Sekigahara" uses the same game system as the first game in the series, "Yukimura Gaiden." Unlike the previous game, "The Tiger of Kai," this system makes it much easier for units to be eliminated. This is because, in my opinion, the Sengoku period battles were much more brutal than imagined. In the Sengoku period, where fighting relied solely on physical strength, units gradually lost strength as they grew tired and eventually became unable to fight. In typical tactical games, this decline in combat strength is represented by step losses or disorganization, but in a game with a large number of units like "Sekigahara," this would be tedious and time-consuming. Furthermore, I believe that, in the Sengoku period, it would be nearly impossible to restore disorganized units to combat readiness, so I included as targets for elimination those units that could no longer continue fighting.

Now, as a tactical game, we had to recreate the distinction between military branches. We divided these into three types: samurai, ashigaru, and teppō (to be precise, taishō are added to these). However, in a game like this, where each unit is 300-400 people, it's not possible to simply divide them into three branches; each unit merely represents the majority of troops of that branch. How players use these three branches in the game reflects their individual personalities. I personally like to push my samurai to the forefront and charge forward, but developer K often used a strategy of putting his teppō in the forefront, which allowed him to avoid losses during his Attack Phase and attack during his Defensive Fire Phase. (Thanks to this, I can't count the number of times Shima Sakon was killed on a roll of 12.) Well, I'll leave it to you to try it out and come up with your own strategies.

Once the system was finalized, we created the diplomatic rules. These form the backbone of the game but were extremely difficult to design. Because, in real life, if a neutral unit were to join either side, it's likely that other neutral units would all take the same action.

However, in a game, if all the neutral forces suddenly took sides like this, the game would no longer be playable, so we had a lot of problems creating the table.

Last of all, I created the scenarios. Since tactical games tend to have little variety in their plot development, I decided to include as reinforcements various forces that didn't actually participate at Sekigahara. While I have included a number of scenarios, there are many more possible combinations for each situation, so please feel free to think of combinations that suit your own needs without being bound by the scenarios in the rule book. However, since I'm a fan of the Western Army, I ended up using only Western Army reinforcements.

As you can see, we put a lot of effort into creating "The Fierce Battle at Sekigahara," so please play it again and again.

Well, see you all again soon.

8th Month of Shōwa 63
Nakazawa Takatsugu

At first, it was much simpler.

Nakazawa's original plan didn't have any rules about how units interacted, such as command range or not being able to attack jointly with units from other forces, but in the end, there were quite a lot of them.

In early playtests, we played the "Sudden Scenario" (we hadn't yet decided on a name for the scenario, which eventually became "Meckel's Battle of Sekigahara"), which included a rule that caused the entire army to lose its will to fight. About halfway through the game, the Eastern Army began forming a huge circle. While that wasn't particularly bad, what made me grimace was seeing the Eastern Army's taishō huddle together in the safety of the center of the circle, ignoring their own soldiers as they fought. I'd intended the game to be simple from the start, but I figured that any player would do the same thing if I left it like that, so I thought, "This isn't good!" and started adding rules like command ranges.

One other comment about command ranges. When you look at the characters who are samurai in this game, some people might think, "I don't understand why this guy and that guy have the same command range. That guy's range should be higher than a normal taishō." But I made them all "3". I thought about putting the command range value on the unit and changing it individually, but I don't like having so many numbers on a unit (one, two, three, full), and I thought it would be tedious.^{Note 1}

Another thing that was difficult, or perhaps interesting, about making this game was that Nakazawa would provide a rough draft, and I would work on the details, and, through the testing process, we were able to figure out how to express Nakazawa's passion for the subject. The result is something like this, so what do you think? I hope you enjoy it.

Katō Shinrō

^{Note 1} In the *Game Journal* edition, the Command Range rating has been added to the counters.

First Edition (Tsukuda Hobby): September 1988

Reprint (Game Journal): September 2023

Game Design: Nakazawa Takatsugu and Katō Shinrō

Illustrations: Matsuda Hirohide

Reprint Production: Simulation Journal Co., Ltd.

Reprint Materials Provided by: Kanō Kazuharu

FIRE COMBAT RESULTS TABLE

Combat Strength Dice Roll	1	2	3 ~ 4	5 ~ 7	8 ~ 12	13 or more
2	-	-	-	-	-	0
3	-	-	-	-	0	0
4	-	-	-	0	0	1
5	-	-	-	0	1	1
6	-	-	0	1	1	2
7	-	0	0	1	2	2
8	-	0	1	2	2	E
9	0	1	1	2	E	E
10	0	1	2	E	E	E
11	1	2	2	E	E	E
12	2	E	E	E	E	E

MELEE COMBAT RESULTS TABLE combat strength difference (attacker - defender)

Combat Strength Dice Roll	-8 or less	-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	A2	A2	A1	A1	B1	D1
3	AE	AE	AE	AE	A2	A2	A1	A1	B1	D1	D1
4	AE	AE	AE	A2	A2	A1	A1	B1	D1	D1	D2
5	AE	AE	A2	A2	A1	A1	B1	D1	D1	D2	D2
6	AE	A2	A2	A1	A1	B1	D1	D1	D2	D2	DE
7	A2	A2	A1	A1	B1	D1	D1	D2	D2	DE	DE
8	A2	A1	A1	B1	D1	D1	D2	D2	DE	DE	DE
9	A1	A1	B1	D1	D1	D2	D2	DE	DE	DE	DE
10	A1	B1	D1	D1	D2	D2	DE	DE	DE	DE	DE
11	B1	D1	D1	D2	D2	DE	DE	DE	DE	DE	DE
12	D1	D1	D2	D2	DE	DE	DE	DE	DE	DE	DE

Fierce Battle at Sekigahara

What will Ieyasu do? What will happen at Sekigahara!?

Quick Reference



PARTICIPATION CHECK TABLE ①

Die Roll	Force	Join Eastern Army	Neutral	Join Western Army
2	Azaka Forces	5 or lower	6~10	11 or higher
	Chosokabe	2 or lower	3~10	11 or higher
	Nabeshima	3 or lower	4~10	11 or higher
3	Shimazu	-	9 or lower	10 or higher
	Mōri	-	10 or lower	11 or higher ※1, 2
4	Yoshikawa	2 or lower	3~11	12 or higher ※3
	Kobayakawa	5 or lower	6~10	11 or higher ※4

PARTICIPATION CHECK TABLE ②

Die Roll	Force	Join Eastern Army	Neutral	Join Western Army
2	Azaka Forces	3 or lower	4~9	10 or higher
	Chosokabe	2 or lower	3~9	10 or higher
	Nabeshima	3 or lower	4~9	10 or higher
3	Shimazu	-	7 or lower	8 or higher
	Mōri	-	9 or lower	10 or higher ※1, 2
4	Yoshikawa	1 or lower	2~10	11 or higher ※3
	Kobayakawa	4 or lower	5~9	10 or higher ※4

Modifiers

- High losses for the Eastern Army: +1
- Kobayakawa joins the Western Army: +3
- Chosokabe joins the Western Army: +2
- Nabeshima joins the Western Army: +2
- High losses for the Western Army: -1
- Kobayakawa joins the Eastern Army: -2
- Yoshikawa joins the Eastern Army: -1
- Chosokabe joins the Eastern Army: -1
- Nabeshima joins the Eastern Army: -1

- ※ 1: Ankokuji and Nagatsuka are treated as part of the Mōri forces.
- ※ 2: If the Mōri join the battle on the Western side, all neutral armies join the battle on the Western side.
- ※ 3: If Yoshikawa joins the battle on the Eastern side, the Mōri army will be neutral and will not take any further action.
- ※ 4: If the Kobayakawa joins the battle, the Akaza and other armies will join the battle on the same side if they are still neutral.

PARTICIPATION STATUS DISPLAY

Shimazu		Azaka Forces			Kobayakawa			Nabeshima		
Neutral	Joined Western Army	Joined Eastern Army	Neutral	Joined Western Army	Joined Eastern Army	Neutral	Joined Western Army	Joined Eastern Army	Neutral	Joined Western Army
Mōri		Yoshikawa			Chosokabe					
Neutral	Joined Western Army	Joined Eastern Army	Neutral	Joined Western Army	Joined Eastern Army	Neutral	Joined Western Army	Joined Eastern Army	Neutral	Joined Western Army



Illustrations by Matuda Hirohide

Notes on This English Translation

This translation of the rules for *Fierce Battle at Sekigahara* 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.