

Hideyoshi's Battles at the Summits

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1.0 Introduction

This game covers the two most important battles that allowed Hideyoshi Hashiba (later Toyotomi Hideyoshi) to take control of Japan, Yamazaki and Shizugatake. Both games are played with one player playing the coalition against Hideyoshi (the "Hideyoshi anti-player"), each seeking to achieve the victory conditions of each battle.

2.0 Components

This set contains the following items. You must also get two 6-sided dice.

- One rule booklet
- One sheet of 198 counters
- One pack of 32 action cards
- Two maps

2.1 Counters

Separate the army units from the markers.

2.1.1 Units

1) Both Sides

Each unit has a non-activated side (front) and an activated side (back). The non-activated side shows that the unit has not been activated so far and is available to be activated. The activated side shows that the unit has already been activated this turn and is no longer available for another activation.

2) General Unit

This type of unit includes the following information:

- name: the name of general (in ideogram)
- clan banner: the general's clan banner
- attack factor: this value is used for combat
- command factor: the maximum number of army units that the general can control.
- defense factor: this value is used to oppose damage from attacks

3) Combat Unit

- name: the name of the clan the unit belongs to (in ideogram)
- clan banner: the banner of the unit's clan
- defense factor: this value is used to oppose damage from attacks

2.1.2 Markers

- control marker: this type of marker is used to show who controls an area.
- reinforcement marker: it is placed on the reinforcements track and is used to show the current state of reinforcements.

- turn marker: it is placed on the Turn Track and used to display the current game turn.

2.2 The Map

2.2.1 Areas

The map is divided into areas.

1) The types: there are three types of areas.

- plain – yellow-green
- hill - brown
- mountain (Shizugatake and Tennōzan) – a red triangle

2) Area Data

- Name: each region has its name written in Japanese
- Starting Placement: some areas have placement information describing the name of the units to be placed at the beginning of the game.
- Routes: they are printed on the map for historical interest, but have no function in the game.
- Honjin: the Command Post of each army. These areas are used for determining who wins. Symbol = a red flag.
- Defense barrier: only on the map of Shizugatake, these areas have an inherent defense level of 9. It looks like a trench line.
- Reinforcement arrows: these arrows show where reinforcements may enter the map.
- Control indicators: these indicators show who controls which areas at the beginning of the game.

2.2.2 Tracks and Boxes

- Turn Record Track: this track contains the turn marker and is used to display the current turn.
- Reinforcements Track: this track with a reinforcement marker is used to indicate the status of reinforcements. The Hideyoshi player may place his reinforcements on this track during the initial placement for convenience.

2.3 Action Cards

Separate Hideyoshi cards from those of the anti-Hideyoshi camp. [The Hideyoshi mon is three flowers and three leaves seen from the side. The Akechi mon is one five-petalled flower. The Shibata mon is two birds.]

3.0 Preparation of the game

- 1) You must choose a battle and determine who plays which side.
- 2) Each player must place his units on the map and on the reinforcements track, as described by the battle scenario.
- 3) Each player sets up his cards before him.
- 4) Place the reinforcement marker on the first space of the reinforcements track.
- 5) Place the turn marker on the first space of the turn record track.

4.0 Sequence of play

Repeat each of the following sequences on each turn.

- 1) Each player is free to choose any of his cards in his pack for the current turn.
- 2) Each player in turn plays one of his cards chosen during his phase of the turn. The first player of the first round is determined by the scenario. After the first round, the player who controls the mountain area at the beginning of each turn can choose to play first or second.
- 3) During your phase, if you do not play a card or you do not have a card, you can pass. If both players pass consecutively, the turn ends.
- 4) If the turn ends, you must do the following before proceeding to the next turn.
 - The two players flip all of their units to their non-activated side (front).
 - All cards must go back into each player's deck of cards.
 - Move the turn marker to the next space.

5.0 Carry out your actions

During your phase, you can play any one of your cards in your hand (selected at the beginning of each turn) to take actions with your units. You can play a card that says "to be used during his own playing phase" and take the action described on the card. You can play any of your cards face down (without revealing the card). Select a group of units and take action with them. The played card must be discarded.

5.1 Select a Group

You can freely select an area on the map, and freely choose the units in this area. You can select as many units as you wish. If possible, you can select all of the units in the area. The selected units are called a "group".

- All selected units must be front side up (not yet used). Exception: the Rally card.
- You can perform 1 action with this group. Exceptions: Combined Actions, Assault.
- Once the action is performed, you must flip over all units that participated in the action (used).
- You must perform the same action with all units of the group.

5.2 How to take action

- 1) During your phase, one group can perform one action. Exceptions: Combined Actions, Assault.
- 2) In an action, you can either move or attack. Exceptions: Rally and Ambush cards.
- 3) You must perform the same action with all of the units in the group.
- 4) Flip all units that acted to their opposite side after their action. Exception: Rally, Ambush.

6.0 Actions cards

The information on the card always replaces the main rules. If there is no detailed description on the card, apply the main rules for the details of the action.

6.1 Types of cards

- 1) Combined Actions cards and Assault cards may increase the number of your actions in a single phase.
- 2) The action "Fire" is a special type of action where you can attack an adjacent area.
- 3) The action "Reinforcements" is a special type of attack action where a group of reinforcements enters the map.
- 4) The action "Rally" is a different special type of action.
- 5) Ambush is not doing an action. Ambush is conducted during an opponent's action.
- 6) You can only play one Reinforcements action card in a turn. Exception: see Shizugatake.

6.2 Combination (see Q & A)

- 1) During your phase, you can combine several cards and play them simultaneously. Your phase then ends with the playing of the last card.
- 2) You must choose the cards you want to combine before playing them.
- 3) You cannot combine the same type of cards. In other words, you cannot play two or more times the same card in a combination.
- 4) "Ambush" cannot be combined with other cards.

Game Play [Not in the original rules.]

At the beginning of a turn both players go through their deck of cards and create a custom hand of cards for that turn. The maximum number of cards a player can have is specified in each scenario.

The first player plays one card on one group of units. This allows those units to perform one or two actions or allows two groups to perform one action each. After the first player has finished playing one card, the second player plays one card. This process continues, going back and forth between the two players until both players cannot or will not play a card, or have no cards to play.

The restriction on not playing the same card twice means you cannot play the same type of card on the same group or members of a group twice. You can play a Fire card in one area on one group and then play a Fire card in another area on another group in the same turn.

7.0 Movement

- 1) Each group can move 2 movement points maximum in a single action.
 - the group must use one movement point to move from one area to another.
 - if the group enters an area occupied by the enemy, it must use 2 movement points to enter.
 - if the group wants to leave an area occupied by the enemy, it must use 2 movement points to come out.
 - the above conditions are considered at the time of the movement.
- 2) To enter a hill or mountain area, the group should begin its move adjacent to the area. Then it must stop its movement immediately after entering the area.
- 3) For each move action, all units of the group must begin moving together in the same area and end all in the same area.
- 4) The stacking limit in an area is 10 units maximum. You can never make a

movement in violation of this rule. (You cannot exceed the 10 unit limit even temporarily as a unit moves through an area.) Generals count as units.

5) If a group does not have enough movement points to move into an area, it cannot enter the area.

8.0 Attack

1) Only a General unit can attack enemy units in the same area. Exception: the Fire card and Ambush.

- during an attack, all the generals in a group must attack the same area.
- if the group includes several generals, every general must make his own attack.

The player can choose the order to attack freely.

- if one of the attacks has no enemies in the target area (due to previous attacks), the attack is canceled (in other words, you cannot appoint a new target). In this case, the attack units who did not attack are not considered active, and are not flipped to their back side.

2) Combat units cannot attack alone. They can attack to support their general. Exception: the Fire card and Ambush.

- before your first attack action, you must decide which combat units support a particular general in the group.
- a general can attack with a number of combat units equal to or below his command value.
- generals can attack only with the armed units of his clan.

3) How to resolve the attack

- See 9.0 to calculate the damage from the attack.
- See 10.0 to apply the damage caused by the attack.

If you attack with more than one general in a group, you have to calculate all the damage from the attacks of all of the generals combined before applying damage.

9.0 Calculate the damage

1) When you attack, roll 2d6 and apply these modifiers:

- The general's attack factor: +X
- For every two combat units supporting the general: +1
- If coming from a mountain area into a plain area: +2
- If shooting from the top of a hill: +1
- If coming from a hill area into a plain area: +1
- If coming from a plain area into a hill area: -1
- If shooting at a hill: -1
- If shooting from a plain area to a mountain area: -2

2) From the above result, deduct the highest level of defense factor of the enemy units in the target area. If this result is greater than zero, the difference is applied as damage.

- 3) If there is a defensive barrier in the target area, the defender may use its defense value "9" instead of the value of his units.
- 4) If the result is negative, the attack has no effect.

10.0 Apply Damage

10.1 Principle

If there is damage in the attack, the owner of the defending units must inflict damage following the rules below.

1) 1 damage

- Flip a non-active unit (front) over, or
- Retreat an activated unit (on its back) to an adjacent area.

2) 2 damage

- Eliminate an activated unit (back) from the game, or
- Flip a non-activated unit (front), then retreat it to an adjacent area.

3) 3 damage

- Eliminate an unactivated unit (front) of the game.

10.2 Priority

1) You must choose the losses in the order below.

- You must first flip unactivated units (front). If you have not yet activated a unit, you cannot choose another method.

- You then need to retreat your units. As long as you have a unit that can be retreated to absorb damage, you cannot choose to remove one.

- You can choose to remove units as your last option.

2) As long as you follow the above priorities, you can choose any unit.

3) All damage should be applied when possible. If you remove the last unit and there are left over damage points, there are no other effects.

10.3 Retirement

If you choose to retreat a unit, you must make a retreat to an area under your control. If you do not control one of the adjacent areas, you must remove the unit from the game.

- If you retreat your units, you must choose an area under your control which is adjacent to the fewest number of areas controlled by the enemy. In case of a tie, you can choose one of the zones.

- If the result of a retreat would result in overstacking, you must choose another area first. If there is no other option, you can retreat one additional zone. If you do not have this option, remove the unit from the game.

11.0 Reinforcements

1) If the Hideyoshi player plays a Reinforcements card, he can receive a reinforcement group.

2) If you play the Reinforcements card, you can move the reinforcement marker on its track one space to the right and receive the reinforcements indicated in that space.

3) The reinforcements perform a movement action to enter the map. You must

spend 1 movement point to enter the map. If the area is occupied by the enemy, you must spend 2 movement points.

4) If you do not have an area the reinforcements can enter, the reinforcements cannot enter the map. In this case, they can enter when they have an entrance area available later.

12.0 Control of an Area

1) At the beginning of the battle, Hideyoshi (3 flowers, side view) controls areas that are marked with the symbol of the family of Hideyoshi. Akechi (5-petal flower) and Shibata (birds) control areas that have the symbols of Akechi and Shibata, respectively.

2) During the game, if a player has a unit in an area and the opponent has none, the owner of the unit takes control of the area. The player places his control marker in the area.

13.0 Victory Conditions

1) If a player takes control of the Honjin (本 □) of his opponent during the game, the player immediately wins the battle.

2) If a player destroys an opponent's Taishō (army commander) or forces him to retreat off the map, the player immediately wins the battle.

3) At the end of the battle, if no player has achieved one of the above victory conditions, the player who achieves the conditions described in the special rules of each battle wins the battle.

14.0 Optional Rules

If you think the battle is unbalanced, you can apply one of the following rules on the basis of mutual agreement. These optional rules are printed on cards the same size as the action cards.

14.1 Auction

- Before the battle, both players secretly select the number of the turn after which he believes he can achieve victory. Both players simultaneously reveal their bid.

- The player who submits the lowest number gets the right to play Hideyoshi. The battle ends at the end of the turn chosen instead of the regular number of turns.

- If both players make the same offer, use this number of turns. The Hideyoshi player is determined randomly.

14.2 Change to Hand Limit

In the general rules, Hideyoshi can have 4 cards of the same type in his hand and the maximum the anti-Hideyoshi player can have is 2 of the same type. You can eliminate these limitations. But in this case, you need to prepare additional anti-Hideyoshi cards.

15.0 Scenarios

15.1 Tennōzan (Yamazaki)

Use the Tennōzan map.

The Hideyoshi player also takes the Ikeda, Hori, Nakagawa, Takayama, Niwa, and Oda counters. The Akechi player takes the Akechi counters.

1) The game ends at the end of turn 12. But if Hideyoshi loses one of his generals, the battle is shortened by one turn for each lost general. Hideyoshi is the first player of the first turn.

2) Size of Card Hands

- On each turn, the Akechi player can choose a specific number of cards (see below) from his deck of cards. If he controls the area of Tennōzan mountain, he can choose 6 cards. Otherwise, he may select only 4 cards. In both cases, if one of Hideyoshi units is in an area beyond the final line of Akechi defense on the map (the broken line), he may increase the size of his hand by an additional card .

- On each turn, the Hideyoshi player can choose 3 cards plus a card for each box used on his reinforcements track from his deck of cards. However, the number of additional cards cannot exceed 5. So 8 cards is the maximum hand size.

3) Honjin Area (本 □)

- Hideyoshi has no Honjin

- Akechi has his Honjin in Onbō-zuka.

4) Army Taishō

- Hashiba Hideyoshi is the Hideyoshi Taisho.

- Akechi Mitsuhide is the Anti-Hideyoshi Taishō.

5) Indecisive victory at the end of the game

If no player can achieve the victory conditions at the end of the last turn, the Akechi player wins the battle.

15.2 Shizugatake

Use the Shizugatake map. The Hideyoshi player also takes the Hori, Nakagawa, Takayama, Ogawa, and Niwa counters.

The Shibata player also takes the Maeda, Kanamori, and Fuwa counters.

1) The game ends at the end of turn 10. But, the game is shortened by one round the first time each of these conditions occur:

- If the Shibata player controls the three zones of Hokkoku-Kaidō at any time during the game.

- If the Shibata player controls the Iwasakiyama area at any time during the game.

2) The size of hands

- On each turn, Shibata can choose a certain number cards from his pack of cards.

On turn 1, he can choose 8 cards. After turn 1, he can choose 4 cards.

- If Shibata controls the Shizugatake summit, add a card.

- If Hideyoshi is not on the map, add a card.
- On each turn, the Hideyoshi player can choose 4 cards plus a card for each reinforcement box he has used, from his deck of cards. However, the number of additional cards cannot exceed 4. So 8 cards is the maximum hand size. The empty boxes at the beginning of the reinforcements track (between the starting box and the box of the first reinforcement) does not increase his hand size.

3) Placement of reinforcements

Hideyoshi can place any of reinforcements below in each space marked 1 to 4 of the reinforcement track.

- Hashiba Hideyoshi and 8 Hashiba units
- Nakamura Kazuuji, Katou Mitsuyasu, and 8 Hashiba units
- Yamauchi Kazutoyo, Asano Nagamasa, Ikoma Masachika and 6 Hashiba units
- Fukushima Masanori, Katou Kiyomasa, Yoshiaki Katou, Katagiri Naomori, Wakisaka Yasuharu, Hirano Nagayasu, and Nukaya Takenori

4) Honjin Area (本 □)

- The Hideyoshi Honjin are in Tagamiyama and Saneyama
- The Shibata Honjin is in Yanagase

5) Taishō

- The Taishō of Hideyoshi's army are Hashiba Hideyoshi and Hashiba Hidenaga
- The Taishō of the anti- Hideyoshi army is Shibata Katsuie

6) Special Rules for Turn One

- Shibata is the first player of the first turn
- Shibata groups attack with a +1 modifier for all attacks in turn 1.

7) Special Requirements for Victory

In addition to the normal victory conditions described in section 13.0, Shibata can win if he controls the four areas of the Hokkoku-Kaidō road.

8) Indecisive victory at the end of the game

If no player can achieve the victory conditions at the end of the last turn, the player who controls more areas of the Hokkoku-Kaidō road wins the battle. If both players control two zones of Hokkoku-Kaidō, the player who has lost fewer units wins the battle. If still tied, the battle ends in a draw.

9) Treason

If Hashiba Hideyoshi is on the map, the Hideyoshi player can put a second Reinforcements card into his hand. Only in this case can he play two reinforcing action cards during one turn. If Hideyoshi plays this second Reinforcements card, he can choose one of the groups below.

- Maeda Toshiie + 4 Maeda units
- Kanamori Nagachika + 2 Kanamori units
- Fuwa Katsumitsu and two Fuwa units

The group of selected units must be flipped if the units are not activated, or removed from play if they are already activated. Units removed by this method are not taken into account when calculating the losses when deciding victory. (They leave the battle.)

This second action card reinforcement will never advance the reinforcement marker and will not provide reinforcement units for Hideyoshi.

In addition, if the marker on the reinforcements track is already on the 4th (last) space, Hideyoshi can always choose to put two Reinforcements cards in his hand. In this case, the first Reinforcement card will have no effect at all.

16.0 Questions and Answers

(1) Attacks

Q: When resolving an attack, each general's attack is resolved one by one. In this case, can the player stop the attack in the midst of its resolution?

A: You can only stop the attack if the target area is empty of units.

(2) Assault

Q: During an assault, is it possible to leave out some of the group's units between the first action and the second action?

A: No, the same units perform two consecutive actions.

(3) Ambush

Q: In an ambush, can a group of flipped units perform the ambush action?

A: If there are no units facing up in the area, the group conducts the ambush with the values of their back side (no bonus).

Q: When conducting an ambush in an area already containing enemy units, do all enemy units suffer the ambush or only those just entering the area?

A: Proceed to ambush against all enemy units in the area.

Q: In a defense barrier area, can a group use the area's defense value against an ambush?

A: If the player whose group enters the area controls this area, he can use the defense barrier.

(4) Card Hand

Q: Can the maximum size of a hand of cards change size during a turn?

A: No, hand size is not changed during a turn.

(5) Reinforcements

Q: Is it possible to postpone the arrival of reinforcements?

A: In part yes: don't play a reinforcing action card. But once you play a Reinforcements card, you must bring reinforcements onto the map if possible.

(6) Map

Q: On the map of Shizugatake, are Tenjinyama and Shinmeisan, or Kitsonezuka and Fumuroyama are adjacent?

A: No, these areas are not adjacent.