

ゲーマーによるゲーマーのためのボードSLG専門誌

Game Journal

GameJournal.Net
<http://www.gamejournal.net/>

2010
RENEWAL
No. 36

ゲームジャーナル

嘘のデザインは
如何なものかと。
戦国戦役級
ゲーム対決

リプレイコミック
松田大秀

正史大坂の陣
大逆転!大坂の陣

真田軍記

収録作品

~決戦!大坂の陣~

大坂の陣を粉砕せよ!



Sanada's War Chronicle

Crush the Siege of Osaka!

— Decisive Battle! The Siege of Osaka —

Game Journal #36

designed by Nakazawa Takatsuga

1 Introduction

This is a Sengoku period simulation game that recreates the two Battles of Osaka.

Players take the Osaka side and the Kanto side and fight to achieve victory for their respective army.

2 Game Equipment

This game includes the following components:

- (1) Map: 1 sheet
- (2) Counters: 1 sheet
- (3) Rulebook: 1 copy (this booklet)
- (4) Other: Please have available several six-sided dice.

2.1 Map

The map depicts the region around Osaka Castle, which serves as the focus of the campaign.

2.1.1 The map is divided into hexagonal grid spaces to clearly indicate unit positions and distances.

Hereafter, these grid spaces will be referred to as "hexes." The distance between adjacent hexes represents a real-world distance of 5 kilometers.

2.1.2 Various types of terrain are depicted within the hexes, influencing movement and combat. For details regarding terrain types, please refer to the Terrain Effects Chart located on the map.

2.1.3 In addition to the hexes, the map features the Command Tracks, the Turn Record Track, the Victory Score Record Track, the Phase Record Track, the Osaka Staging Box, and the Terrain Effects Chart.

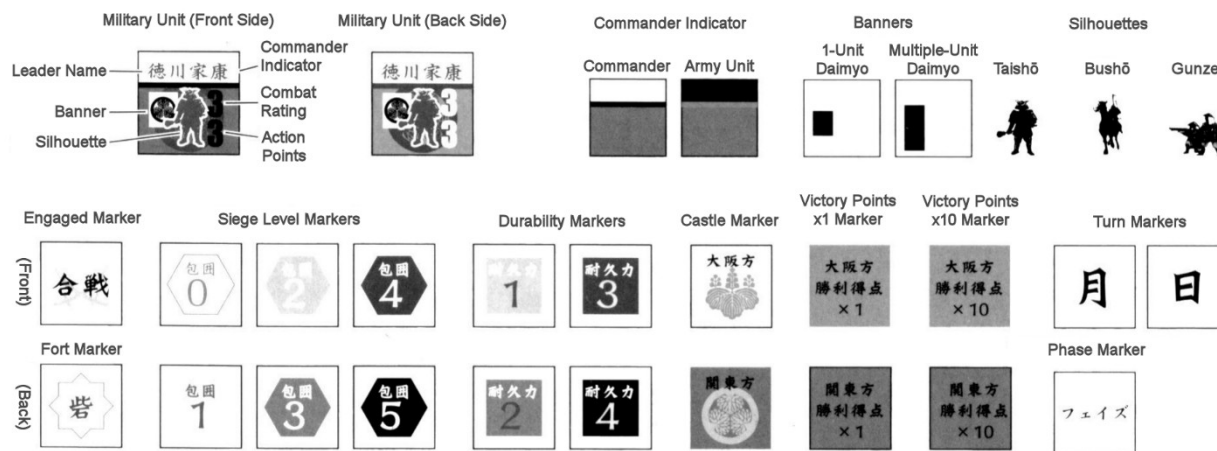
There are two groups of Command Tracks: one for the Kanto Side and one for the Osaka Side. Instructions on how to use them are provided in Section 7: Force Formation.

2.2 Pieces

The game pieces used during play fall into two general categories: "army units", which represent actual historical figures (such as warlords) and their soldiers; and "markers", which represent specific game conditions or situations.

Throughout these rules, unless explicitly stated otherwise, the term "unit" refers specifically to an "army unit".

2.2.1 Each army unit represents a Force of approximately 2,500 troops. Each unit possesses two distinct states: the "front side" (featuring darker colors) and the "back side" (featuring lighter colors). Note, however, that even when an army unit is flipped to its back side, the printed information displayed on the unit itself remains unchanged.



For the Turn marker, use either the Month or Day piece.

2.2.2 Army units are further subdivided into three specific types: sōdaishō, taishō, and bushō.

2.2.3 The color-coding for army units is as follows:

- (1) Osaka Side: Fudai Units Blue
- (2) Osaka Side: Ronin Units Green
- (3) Kanto Side: Fudai Daimyo Units Red
- (4) Kanto Side: Tozama Daimyo Units ... Orange

2.2.4 The specific features and types of army units are as follows:

(1) Warlord Name:

This indicates the name of the specific warlord commanding that army unit. If the warlord's name is printed in black text [or red text] on a white background [or a gray background], it designates a "Commander". If it is printed in white text on a black background, it designates a standard army unit (one that is not a Commander).

Some army units display only the name of a specific daimyo's clan—such as "○○隊"—rather than the name of an individual warlord.

(2) Silhouette:

This graphically represents the specific type of unit, whether it is a taishō, bushō, or gunzei. Among the taishō units, those featuring a red silhouette are specifically designated as sōdaishō

(3) Combat Rating:

This value represents the warlord's capability during combat situations. This numerical value is utilized during "Battles" (Section 18) and "Assaults" (Rule 19.1).

(4) Action Points:

The warlord's Action Points value is used for Action Point Checks (Section 15).

(5) Banner:

Indicates which Daimyo Clan (Section 8) the unit belongs to. Units displaying the same banner belong to the same Daimyo Clan.

If the banner is square-shaped, that specific unit is the only unit belonging to that Daimyo Clan. If the banner is rectangular, multiple units belong to that Daimyo Clan.

2.3 Quick Reference Sheet

The Quick Reference Sheet located at the end of this rule book compiles the various tables used during gameplay. The instructions on how to use each chart are provided in their respective sections.

3 Preparation for Play

Carefully detach the units from their sheets, then decide which scenario to play and which player will command each side. Next, follow the scenario instructions to place the units and markers in their assigned locations.

4 How the Game Progresses

This game progresses by repeating a series of steps called "turns". Turns are further subdivided into "phases". The structure of a single turn is as follows:

(1) Osaka Side Start Phase

1. Victory Point Checks
2. Castle Fall Checks
3. Siege Level Checks
4. Attrition Checks
5. Replenishment
6. Reinforcements

(2) Osaka Side Movement Phase

1. Reorganization
2. Movement

(3) Kanto Side Reaction Movement Phase

1. Action Point Checks
2. Reorganization
3. Movement

(4) Osaka Side Forced March Phase

1. Action Point Checks
2. Reorganization
3. Movement

(5) Osaka Side Combat Phase

1. Battles
2. Assaults

(6) Kanto Side Start Phase

1. Victory Point Checks
2. Castle Fall Checks
3. Siege Level Checks
4. Attrition Checks
5. Replenishment
6. Reinforcements

(7) Kanto Side Movement Phase

(8) Osaka Side Reaction Movement Phase

(9) Kanto Side Forced March Phase

(10) Kanto Side Combat Phase

For steps (7) through (10), repeat the procedures in steps (2) through (5), switching players.

4.1 Phasing Player

For each phase in a turn, a specific player is designated as the one responsible for it. This player is referred to as the "Phasing Player".

4.2 Phase Marker

To clearly indicate the progression of the phases, move the Phase Marker on the Phase Record Track to mark the current phase. At the start of the game, the current phase is (1) Osaka Side Start Phase.

4.3 Turn Marker

Once all phases have been completed, one full turn is considered finished. At this point, the marker placed on the Turn Record Track is advanced one space to the right.

5 Castles

Castles exert various influences on movement (Section 14), combat (Section 18), sieges (Section 19), supply lines (Section 11), and other aspects of gameplay. The castles depicted on the map show the following information:



- (1) Name: The name of the castle.
- (2) Strength: A numerical value representing the castle's defensibility, used during Sieges (Section 19).
- (3) Durability: A numerical value representing the scale of the castle, used during Sieges (Section 19).
- (4) Color: Blue indicates a castle belonging to the Osaka Faction; other colors indicate castles belonging to the Kanto Faction. If ownership of a castle changes during play, place the new owner's castle marker on it to indicate this change.

6 Stacking

Placing multiple units in a single hex is referred to as "stacking." In this game, you may place any number of units in a single hex.

7 Force [部隊] Formation

A "Force", composed of various army units, serves as the operational entity in this game. Players conduct movement and combat operations on a per-Force basis. Players must organize their Forces in accordance with the rules outlined below.

7.1 Forces

A Force is represented by a single piece on the map. However, a Commander unit may form a single Force in conjunction with other units.

7.2 Forming Forces

A Commander unit may form a single Force comprising multiple units by placing other units onto the track bearing its name in the Command Tracks. In this case, the units placed within the track are considered to be under the command of the Commander unit on the map.

Example of Force Formation

Sanada Yukimura is assembling a Force. He has 3 boxes on his Command Track, so he can control a maximum of 3 units.



7.3 Command Restrictions

Units with command capabilities are subject to the following restrictions:

7.3.1 A sōdaishō unit may command taishō units, bushō units, and gunzei units. A taishō unit may command bushō units and gunzei units.

7.3.2 A taishō unit that is currently under the command of a sōdaishō unit may not simultaneously command other units.

7.3.3 The number of boxes in a Commander's track in the Command Tracks represents that Commander's command capacity. Therefore, a Commander may not command a number of units exceeding the number of boxes in his track.

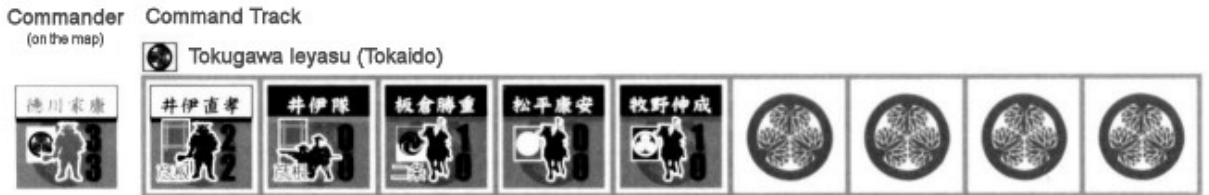
7.4 Force Capabilities

A Force's basic capabilities (Combat Rating and Action Points) are defined by the capabilities of the unit commanding it (the unit placed on the map). The Combat Rating and Action Points of the commanded units cannot be utilized directly.

However, during a Battle (Section 18), the combat strengths of the commanded units are added to the combat strength of the Commander unit.

Example of a Daimyo Clan Affiliation in Force Formation

Tokugawa Ieyasu commands the following units.
As Tokugawa Ieyasu is the sōdai-shō, he can command Ii Naotaka, who is also a commander.
Furthermore, since the Ii units are with their taishō, Ii Naotaka, they can be part of the force led by the sōdai-shō, Tokugawa Ieyasu.



8 Daimyo Clans

Each unit has a banner printed on it. Units with the same banner belong to the same daimyo clan.

8.1 Restrictions on Unit Formation

A unit belonging to a daimyo clan cannot join a Force unless it meets one of the following conditions:

- (1) The Force is led by a taishō of the same daimyo clan.
- (2) The Force is led by the sōdai-shō and includes a taishō of the same daimyo clan.

If either of the above conditions is met, there are no restrictions on the inclusion of daimyo clan units.

9 Zones of Control

Each unit and castle exerts a zone of control over the six hexes surrounding the hex it occupies. Zones of control affect Retreats (Section 18.7) and Supply Lines (Section 11).

9.1 Zone of Control Restrictions

9.1.1 Zones of control do not extend into the following hexes:

- (1) Impassable hexes.
- (2) Hexes occupied by enemy units that are not in an Invested state.
- (3) Hexes on the opposite bank of a sea or lake hex side (Section 14.1.5).

9.1.2 The following units and castles do not exert zones of control:

1. Units in an Invested state.
2. Castles under siege.

10 Siege Checks

During a Start Phase, any hexes currently under Siege (Section 19.2) must undergo a Castle Fall Check and a Siege Level Check.

10.1 Castle Fall Checks

If any of the phasing player's castles are under siege during his Start Phase, he must perform checks to determine whether those castles have fallen.

10.1.1 The phasing player rolls one die for each of his castles currently under siege. If the result of the die roll is less than or equal to the number indicated on the current Siege Level marker, that castle falls.

10.1.2 For any castle that falls, a Castle marker belonging to the besieging Force is placed on it to indicate its new owner.

10.1.3 If any units were Garrisoned (Section 17) within a castle that has fallen, those units are removed from the game.

10.2 Siege Level Checks

10.2.1 Any besieged castles that did not fall during the Castle Fall Check must undergo a Siege Level Check.

10.2.2 The phasing player rolls one die for each of his besieged castles. He then consults the Siege Results Table based on the die roll to determine whether the Siege Level has incremented. Note that the specific column of the Siege Results Table used for this check depends on the type of unit currently in the castle's Garrison (Section 17).

10.2.3 If the result obtained is a number, the Siege Level increments by that amount. The current Siege Level marker is removed and replaced with a new Siege Level marker reflecting the updated level.

Siege Example: A Siege Level Check is performed for a castle currently at Siege Level 2, within which a taishō unit is Garrisoned. Upon rolling the die, the result is a 5. Consulting the table yields a result of 1. Consequently, the Siege Level increases to 3.

During the phasing player's next Start Phase, the Castle Fall Check for this castle will require a die roll of 3 or less for the castle to fall.

11 Supply Lines

11.1 Supply Status

A Force is considered "Out of Supply" unless the hex it currently occupies is within 8 movement points of one of its own side's castles.

11.2 Supply Line Relays

When establishing a supply line, a friendly Force that is currently in supply may be used to relay the line. In such cases, the distance between the Force initiating the supply line and the Force acting as the relay must be no more than 8 movement points, counting from the relaying Force.

11.3 Supply Line Restrictions

11.3.1 A supply line cannot be traced through hexes that are impassable to units. Furthermore, it cannot be traced through hexes in an enemy zone of control.

11.3.2 Even if a hex lies within an enemy zone of control, a supply line may still be traced through it provided that a friendly Force (which is not currently under Siege -- Rule 17) occupies that hex. Similarly, a supply line may be traced through hexes within the zone of control of an enemy castle that is currently under siege (Rule 19.2).

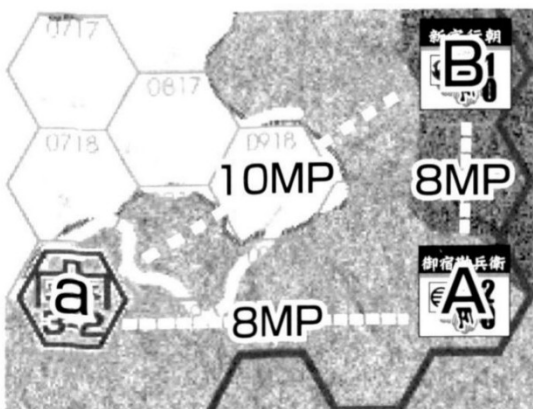
However, a supply line cannot be traced through a hex where the zones of control of both sides overlap unless a Force belonging to one or the other side is physically present in that hex.

Example of Supply Line Relay

Unit B must check its supply status. This castle in the diagram is friendly to units A and B.

First, since unit A is within 8 movement points of the castle, it is in supply.

Unit B is not within 8 movement points of the castle. However, it can use unit A as a relay since it is within 8 movement points of that unit. Thus, unit B is also in supply.



12 Attrition

12.1 Attrition Checks

Forces (not individual units) in the following situations must undergo an Attrition Check:

- (1) Forces that are Out of Supply during their own side's Start Phase.
- (2) Forces that failed an Action Point Check.

12.2 Attrition Procedure

Attrition is resolved according to the following procedure.

12.2.1 Attrition results are determined by rolling one die and consulting the Attrition Table on the Quick Reference Sheet. At this time, modifiers may be applied to the die roll result depending on the state of the Force. The modifiers are as follows:

- (1) Out-of-Supply Forces: +1
- (2) Forces in which all the units are currently face-down: +1

(These two modifiers are cumulative.)

12.2.2 The result of the Attrition Check is the number found at the intersection of the Force's current number of units and the die roll result.

If the result is a number other than zero, that specified number of face-up units within the Force must be flipped face-down.

12.2.3 If further attrition is required even after all counters in the Force have already been flipped face-down, the remaining attrition requirement can be met by removing units from the game. In this case, the owning player may freely choose which specific units to remove.

13 Replenishment

Replenishment is the act of flipping face-down units to face-up status.

13.1 Replenishment Procedure

Replenishment is carried out according to the following steps.

13.1.1 During his own Start Phase, a player rolls one die, cross-references the result with his side's column on the Replenishment Table, and determines his number of Replenishment Points for that turn.

At this time, the following modifiers are applied to the die roll result:

- (1) Occupation of Sakai: +1
- (2) Victory Points are: Less than 0: -1
10 or more: +1

20 or more: +2

40 or more: +3

Of these, the Victory Point modifiers are not cumulative. However, the modifier for Sakai does cumulate with any Victory Points modifier.

Furthermore, to claim the occupation of Sakai, your own forces must be present in Sakai during the Replenishment Phase.

13.1.2: By expending 1 Replenishment Point, you may flip one face-down unit face-up. The unit being flipped face-up may be under command.

13.2 Replenishment Restrictions

13.2.1 Besieged units and unsupplied units may not receive Replenishment.

13.2.2 Replenishment Points cannot be accumulated from one turn to the next. If any Replenishment Points remain unused at the end of a turn, those points are simply lost.

13.2.3 Once a unit has been eliminated, it cannot be returned to the game, even by the expenditure of Replenishment Points.

14 Movement

During his Movement Phase, a player may move as many of his own Forces as he wishes.

14.1 Terrain

14.1.1 Terrain Effects Chart

The Terrain Effects Chart shows examples of all terrain types present on the map, along with the Movement Point cost required to enter a hex containing that terrain. The Terrain Effects Chart is located on the map.

14.1.2 As a general rule, terrain is treated as existing within a hex; however, rivers are an exception, as they are situated along hex sides (the edges of a hex). Consequently, the effects of a river are taken into account only when movement actually crosses a hex side occupied by that river.

14.1.3 Provincial borders have no effect whatsoever on movement or combat.

14.1.4 No Forces may enter lake/sea or mountain hexes.

14.1.5 Hexes containing a mixture of land and lake/sea terrain are treated as land hexes. However, since Forces cannot traverse the lake or sea portions, movement may be impossible even between adjacent land hexes. For example, while hex 2606 and hex 2706 are both land hexes, movement between them is not

Example of Movement

Sanada Yukimura's Force is moving.
All castles shown in the diagram belong to the Kanto side.

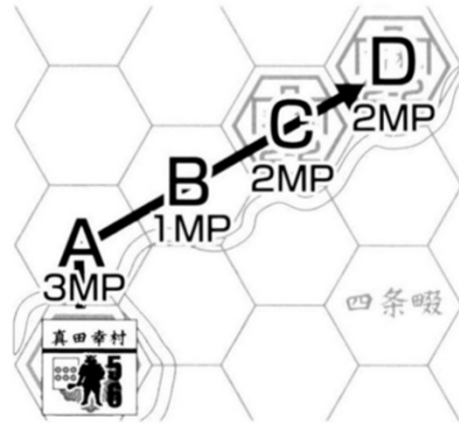
Yukimura first enters the marsh hex A. The cost for the swamp is 2, but, since the Force is also crossing a river hex side, the total cost to enter this hex is 3 movement points.

Next, Yukimura moves into the flat land hex B at a cost of 1 movement point.

Next, he proceeds to hex C, where the enemy castle is located. Moving into this hex will cost 2 movement points in total: 1 for the flat land plus 1 for the enemy castle.

Finally, he moves into hex D. This also costs 2 movement points, exactly as with hex C.

All together, the total cost for the move is 8, so the movement comes to an end.



possible because the intervening area consists entirely of sea.

14.1.6 For hexes containing multiple terrain types, the terrain type at the exact center of the hex is treated as the hex's terrain type (exception: Rule 14.1.5).

14.2 Movement Procedure

14.2.1 Units move in groups by Force (Rule 7.1). You cannot move another Force until the movement of the current Force is complete.

14.2.2 Units have a standard Movement Allowance of 8, and they move across the map by expending this allowance. A Movement Allowance is unique to a specific unit. Therefore, this Allowance cannot be transferred to other units, nor can it be held over.

14.2.3 Forces move by traversing the map one hex at a time, moving from their current hex to an adjacent hex. During this process, a Force must expend the specific movement point cost prescribed for the terrain type of the hex it is entering. If the Force is unable to expend the movement point cost

prescribed for that terrain type, it cannot enter that hex.

14.2.4 A Force may not expend more than 8 movement points during a single Movement Phase. However, provided the total remains within this 8 movement point limit, a Force may expend any number of movement points, or it may choose not to move at all.

14.2.5 A Force may move freely through enemy zones of control. However, it may not enter a hex occupied by an enemy Force.

14.2.6 A Force consisting entirely of face-down units may not enter an enemy zone of control.

14.2.7 A Force may move into—and pass through—a hex containing an enemy castle. However, unless that castle is currently under siege, the Force must expend an additional 1 movement point, in addition to the cost of the hex's terrain.

14.3 Strategic Movement

A Force may perform Strategic Movement if and only if it satisfies both of the following conditions. If Strategic Movement is performed, the Force's Movement Allowance is doubled to 16.

1. At the start of its movement the Force is located in a hex that is in supply.
2. The Force does not enter an enemy zone of control at any point from the start and to the end of its movement.

14.3.1 Strategic Movement may also be performed during a Forced March Phase and a Reaction Movement Phase. However, the unit must successfully pass an Action Point Check (Section 15).

15 Action Point Checks

In addition to the Movement Phase, units may also move during their Forced March Phase and their Reaction Movement Phase. However, to do so, a Force must successfully pass an Action Point Check.

15.1 Action Point Check Procedure

Action Point Checks are conducted according to the following procedure:

15.1.1 To perform an Action Point Check, roll one die. If the result is equal to or less than the unit's Action Point value, the check is successful. Units that successfully pass an Action Point Check may move normally.

15.1.2 Units that fail an Action Point Check cannot move and must undergo an Attrition Check (Section 12.1).

15.1.3 When a specific unit performs an Action Point Check, the check for the next unit cannot be conducted until the current unit's check—and subsequent movement (if the check was successful)—has been fully completed. In other words, you cannot perform Action Point Checks for multiple units all at once and then carry out their movements together.

16 Reorganization

Reorganization is the act of voluntarily re-forming units located within the same hex—including those currently under command—into new Forces, provided that the new Forces adhere to the rules regarding Force Formation (Section 7).

16.1 Conditions for Reorganization

16.1.1 A player may perform a Reorganization in the hex currently occupied by a Force before moving that Force.

Example of Reorganization

Currently, Tokugawa Ieyasu commands a total of eight units.

Maeda Toshitsune detaches, along with three of the units — Honda Masashige, Tomikawa Shigemasa, and Matsudaira Yasuyasu.

As a result, there are now two Forces.

The diagram illustrates the reorganization process. It shows three rows representing the state of a Force and its units. The top row shows Tokugawa Ieyasu (Tokaido) as the Commander with eight units: Tokugawa Ieyasu (1), Maeda Toshitsune (1), Honda Masashige (1), Tomikawa Shigemasa (1), Matsudaira Yasuyasu (1), and three face-down units. An arrow points down to the second row, where Tokugawa Ieyasu (Tokaido) is the Commander with five units: Maeda Toshitsune (1), Honda Masashige (1), Tomikawa Shigemasa (1), Matsudaira Yasuyasu (1), and one face-down unit. A third row shows Maeda Toshitsune (Hokurikudō) as the Commander with three units: Honda Masashige (1), Tomikawa Shigemasa (1), and Matsudaira Yasuyasu (1).

16.1.2 Reorganization may also be performed during the Forced March Phase or the Reaction Movement Phase. However, the hex in which the Reorganization takes place must contain at least one Force that has successfully passed an Action Point Check (Section 15) and is therefore capable of movement.

16.1.3 Reorganization must always be performed before movement. It cannot be performed during or after movement. Consequently, a Force that has already completed its movement cannot participate in a Reorganization, even if another Force performs a Reorganization in the hex where the first Force ended its movement.

17 Garrisons [籠城]

17.1 Conditions for Garrisoning

17.1.1 A Force may enter Garrison within a friendly castle located in its current hex by expending 1 movement point during its Movement Phase. A friendly Castle marker is placed on top of the Garrisoning Force to indicate its status.

17.1.2 To leave Garrison and exit a castle, a Force must expend an additional 1 movement point over and above the normal cost for the movement.

17.1.3 Forces may be deployed in a Garrisoned state at the start of a scenario.

17.2 Number of Units That Can Be in a Garrison

The maximum number of units that can Garrison a castle is limited to twice the castle's Durability value. This limit includes units that are under command.

17.3 Garrison Forces

17.3.1 Garrison forces do not exert a zone of control.

17.3.2 If Garrison and non-Garrison Forces are in the same hex, they cannot be reorganized together (as if they were in separate hexes).

17.3.3 If there are enemy Forces in a hex in which a Force is in Garrison, the Garrison Force cannot move outside the castle, even if it is not Invested (section 19.2).

17.3.4 Garrison Force cannot engage in Battle (Section 18) against adjacent hexes. However, it can engage in Battle against enemy Forces in the same hex.

18 Battles [合戦]

A Force may conduct Battle against an adjacent enemy Force once per friendly Combat Phase.

18.1 Battle Requirements

It is at the player's discretion whether or not a specific Force engages in Battle. However, the player must declare which Forces will participate in Battle before the Battle takes place.

18.1.1 Since Battles are resolved on a hex-by-hex basis, it is not possible for Forces within the same hex to simultaneously include both units that are participating in Battle and units that are not.

18.1.2 A Battle cannot be initiated against a Force currently in Garrison. However, a Garrison unit may initiate Battle against an enemy Force located in the same hex.

18.2 Combat Rating

During a Battle, the Combat Rating of the Force(s) involved is utilized. If multiple Forces occupy the hex where a Battle is taking place, the Combat Rating of the highest-ranking Commander present is used. Specifically, if both a bushō-led Force and a taishō-led unit are present, the taishō Force's Combat Rating is used. If all three types—bushō, taishō, and sōdaishō—are present, the sōdaishō Force's Combat Rating is used. In cases where multiple Forces satisfy the criteria, the player is free to choose which Force's Combat Rating to apply.

18.3 Battle Procedure

Battles are resolved according to the following procedure.

18.3.1 Determine the combat strengths of both the attacking and defending Forces participating in the Battle. At this stage, face-up units count as a combat strength of 2, while face-down units count as a combat strength of 1.

18.3.2 Both players roll two dice simultaneously. At this stage, apply the following modifiers to the dice roll results.

(1) Add the terrain combat modifier for the defending hex to the defender's Combat Rating. The modifiers are as follows:

1. River: +2
2. Rough, Marsh: +1

(2) Compare the Combat Ratings of both sides:

1. The player with the higher Rating: add the difference to his die roll result.
2. The player with the lower Rating: subtract the difference from his die roll result.

(3) If combat is taking place across a river hex side, subtract 1 from the die roll result for both sides.

18.3.3 Each player checks his own Force's Combat Strength—modified by the result of the die roll—on the Combat Results Table to determine the damage inflicted upon his opponent.

18.3.4 Damage is considered to occur simultaneously for both the attacker and the defender; therefore, the damage sustained by each Force is determined concurrently.

18.3.5 The player sustaining the damage must immediately flip a number of his face-up units to their back (reduced) sides matching the amount of damage received. In the event that all the units in the hex have already been flipped to their reverse sides while additional damage remains, that damage must be applied by eliminating units from the game.

18.3.6 Once both sides have applied all damage, a round is considered to have ended. The Battle continues for any number of rounds until one side or the other meets any of the following conditions:

- (1) All units in the hex have been eliminated.
- (2) All units in the hex have been flipped face-down.
- (3) The player declares a retreat.

The side that meets any of the above conditions is deemed to have been defeated and must retreat unless all of that side's units have been eliminated, in which case no retreat is necessary.

18.4 Forces Consisting Entirely of Face-Down Units

18.4.1 If a Battle is initiated against a hex containing only Forces consisting entirely of face-down units, those Forces must retreat at the conclusion of the first round.

18.4.2 A Battle cannot be initiated from a hex containing only Forces consisting entirely of face-down units.

18.5 Special Retreat Situation

If both forces are required to retreat simultaneously (e.g., if all units on both sides are flipped face-down during the same Battle round), both forces must retreat. In such cases, the attacker retreats first, and neither Force may conduct a Pursuit (Section 18.6).

18.6 Pursuit

If an enemy Force retreats, the Force that compelled the retreat may conduct a Pursuit of the retreating Force.

18.6.1 A Pursuit is conducted in the same manner as a standard Battle, with the following exceptions:

- (1) It consists of only one round.

- (2) The pursuing side attacks unilaterally, and it cannot suffer casualties.

- (3) Terrain combat modifiers are ignored.

- (4) A Pursuit modifier of +3 is applied to the die roll result.

18.6.2 If the Combat Rating of the Force being pursued is greater than that of the pursuing Force, the player controlling the pursued Force rolls one die. If the result of this roll is equal to or less than the difference in Combat Rating, the pursuit is averted.

18.7 Retreat

18.7.1 Retreat is performed by moving away from the enemy Force that engaged in the Battle. The number of hexes to retreat is between 1 and 3.

18.7.2 Retreat is performed Force by Force. The units that constitute a Force cannot retreat separately.

18.7.3 Retreat is not considered to be movement. It does not consume movement points regardless of the terrain or the number of hexes retreated. However, a retreating Force cannot enter terrain that it could not otherwise enter or pass through hexes where enemy Forces are located.

18.7.4 When a Force retreats, if it enters a hex containing a friendly castle, it can take refuge in that castle. However, if there are more units than the number that can occupy the castle, the retreating player can take refuge after eliminating units until the number of units that can occupy the castle has been reached (the retreating player is free to choose which units to eliminate).

18.7.5 If a Force enters an enemy zone of control while retreating, it suffers 1 casualty for each such hex entered. This casualty is added to the results of the preceding Battle and is resolved in accordance with the standard rules for applying combat results.

18.7.6 Provided that the Retreat remains within the bounds of the rules, the retreating player is free to determine the specific path of the retreat.

18.7.7 Any Force that has no valid hexes to retreat into is immediately removed from play.

18.7.8 As a result of a Retreat, a Force may enter a hex occupied by friendly Forces whose Battle has not yet been resolved. However, the retreating Force cannot participate in that Battle. Furthermore, since a Force cannot retreat more than once during a single Combat Phase, if the friendly Force occupying that hex is subsequently defeated, the retreating Force will be unable to retreat again and instead will be eliminated.

18.8 Advance After Combat

After a Battle, if an enemy Force is required to retreat or is eliminated, the victorious Force may advance into the hex previously occupied by the enemy Force.

18.8.1 An Advance After Combat consists solely of moving into the hex previously occupied by the enemy Force. No further movement is permitted.

18.8.2 An Advance After Combat may only be performed by Forces that were victorious in that Battle. This applies regardless of whether the Force was on the attacking or defending side.

18.8.3 The victorious side has the option to decide whether or not to perform an Advance After Combat. Furthermore, if multiple Forces participated on the victorious side, it is permissible to have only a portion of those Forces perform the Advance After Combat.

18.8.4 As a result of Advance After Combat, even if a Force moves adjacent to an enemy unit that has not yet resolved its Battle, it may not participate in additional Battle, in accordance with Rule 18.

18.9 Battles Involving Multiple Hexes

A Battle involving multiple hexes is possible, but the following restrictions apply.

18.9.1 Attacks launched from multiple hexes against a single hex are resolved separately for each attacking hex.

For example, if an attacking Force initiates Battle against a defending Force in hex C from two locations—hexes A and B—the combat strength for hexes A and B must be calculated separately, and the combat results for each must be determined separately.

18.9.2 When attacking multiple hexes from a single hex, the player may freely allocate his combat strength among the various hexes being attacked. In this case, the same (standard) Combat Rating value applies to—and may be used for—all of the targeted hexes.

18.9.3 In a multi-hex Battle, all attacks are resolved one round at a time. **[Does this mean that all of the attacks are resolved simultaneously?]**

18.9.4 When engaging in Battle across multiple hexes, the attacking player is free to determine how to allocate his combat strength.

18.9.5 The attacking player allocates his combat strength first.

18.9.6 If a retreat occurs during a multi-hex Battle, only units adjacent to the hex from which the enemy is retreating may conduct Pursuit and Advance After

Combat, in accordance with standard rules. However, Forces that remain adjacent to other enemy Forces that have not yet retreated may not conduct Pursuit or Advance After Combat.

18.9.7 Even if a Force moves adjacent to an enemy Force currently engaged in the Battle as a result of an Advance After Combat, it may not join that Battle, according to Rule 18.

18.10 Combat Involving Garrison Forces

18.10.1 Forces currently in Garrison may engage in combat only against enemy Forces occupying the same hex. In such cases, combat is resolved in the same manner as standard combat, with the following exceptions.

(1) Terrain modifiers are ignored.

(2) If the Garrison Force is defeated, it may retreat only into the castle.

18.10.2 Forces in Garrison and Forces located outside the castle may simultaneously engage the same enemy unit. In such cases—in accordance with Rule 17.3.2—the attacks by the Garrison Forces and the Forces outside the castle are resolved separately.

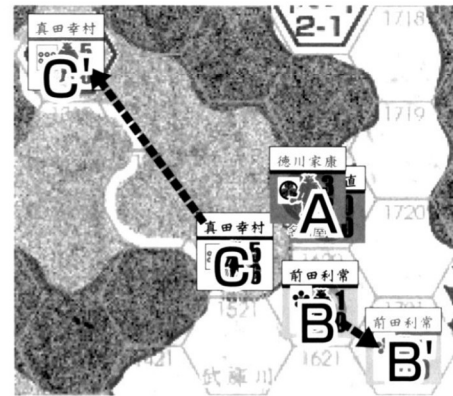
A



B



C



Example of a Battle

Kanto Forces located in hexes A and B initiate a Battle against the Osaka Force located in hex C. The Kanto side is the attacker, while the Osaka side is the Defender. Additionally, hexes A and B are flat land, while hex C is rough.

First, total the combat strengths of both the attacker and the defender. Since the attacking side is conducting combat from multiple hexes, their combat strength is totaled individually for each hex. In hex A, there are 11 face-up units, resulting in a total combat strength of 22. In hex B, there are 3 face-up units, resulting in a total combat strength of 6. Facing them, the defending side has 5 face-up units, giving them a total combat strength of 10.

Next, we determine which commander's Combat Rating will be applied for each specific hex. In hex A, there are two units present—Tokugawa Ieyasu and Tokugawa Yoshinao—but since their unit types are sōdai-shō and taishō, the combat rating of the sōdai-shō (Tokugawa Ieyasu, rating 3) must be used. In hex B, only the Maeda Toshitsune unit is present, so Maeda Toshitsune's rating of 1 is used. In hex C, two units are present: Sanada Yukimura and Goto Matabei. In this instance, since both are taishō units, the defending player is free to choose which one to use. Consequently, the defending player decides to use Sanada Yukimura's combat rating of 3.

Next, we determine the combat results. First, regarding the attack from hexes A and C: the attacking player rolls two dice. The result is an 11 (treated as 10), to which we now apply the following modifiers:

Dice Roll	Hex B Combat Rating	Hex C Combat Rating	Modified Result
10	+	3	- (5 + 1) = 7

Checking this value in the "21–30" column of the Combat Results Table yields a result of 2, representing the damage sustained by the defending side in this attack.

Similarly, we determine the combat results for the attack from hex B against hex C. The dice roll is a 9, to which we apply modifiers:

Dice Roll	Hex B Combat Rating	Hex C Combat Rating	Modified Result
9	+	1	- (5 + 1) = 4

Checking this value in the "5–6" column of the Combat Results Table yields a result of 0. Thus, this attack has no effect.

Next, the defending side launches its own counterattack. Since the attacking side is attacking from multiple hexes, the defending side may freely allocate its total combat strength of 10 among the attacking side's hexes. However, the defending player declares that he will commit his entire combat strength to hex B. The die roll result is a 7, to which the following modifiers are applied:

Dice Roll	Hex C Combat Rating	Hex B Combat Rating	Modified Result
7	+	(5 + 1)	- 1 = 12

Checking this value in the 7–10 column of the Combat Results Table yields a result of 3, representing the damage sustained by the attacking units in hex B.

With both sides' attacks concluded, both players now apply the damage results.

Since the defending side sustained 2 points of damage, the units of Shingu Yukitomo and Onjuku Kanbei are flipped to their reduced strength (back) sides.

Meanwhile, since all of the attacking units in hex B have been flipped to their reduced strength sides, they must retreat. The defending Force cannot execute a Pursuit, as it remains adjacent to the Force in hex A. The Force from hex B retreated to hex B'.

At this point, the defending Force also declares a voluntary retreat. The defending player rolls a single die. If the result is a 2 or higher—a value exceeding the Combat Rating difference of 2 between the two sides—they can successfully evade Pursuit. The die roll result is a 2, so the retreat was successful and free of Pursuit, allowing the units to withdraw to hex C'.

This concludes the Battle. Since the enemy units in hex C have been removed, the attacking units targeting that hex may now execute an Advance After Combat into hex C.

19 Siege Warfare [攻城戦]

19.1 Assault

An Assault is the act of attempting to capture a castle by force of arms.

19.1.1 Assaults are resolved after the Battles segment of the phasing player's Combat Phase. Units that participated in a Battle may also conduct an Assault.

19.1.2 An Assault is initiated by the phasing player against an enemy castle located in a hex also occupied by his Forces. The side conducting the Assault is always designated as the attacker.

19.1.3 The procedure for an Assault is, in principle, identical to that for a Battle; however, the modifiers applied to the die roll differ. The modifiers for Assault are as follows:

- (1) Attacker: Subtract the castle strength.
Defender: Add the castle strength.
- (2) Side with higher Combat Rating: Add 1.
Side with lower Combat Rating: Subtract 1.
(If Combat Ratings are equal, apply no modifier.)

(If there are no Forces Garrisoning the castle, the castle's Combat Rating is considered to be 0.)

19.1.4 A castle's combat strength is 1, regardless of its inherent strength or Durability. However, if a unit is Garrisoning the castle (Section 17), that unit's combat strength may be added to the total.

19.1.5 There is no upper limit to the combat strength that may be committed to an Assault.

19.1.6 The attacking player may call off an Assault at the end of any combat round. In this case, the attacking Force does not Retreat and is not subject to Pursuit.

19.1.7 After calling off an Assault, the attacking player may initiate an Investment (Section 19.2) during the same phase.

19.1.8 If the Garrisoning Force suffers damage, that damage may be applied either to the castle's Durability or to the Garrisoning Force(s).

19.1.9 Damage inflicted upon a castle reduces its Durability. When a castle's Durability is reduced, a Durability marker is placed to indicate this. Furthermore, if a castle's Durability reaches 0, it falls and comes under the control of the enemy.

19.1.10 For a Garrison Force within a castle, the fact that all of its units are face-down has no effect on combat.

19.1.11 A castle does not fall—even if the Garrison Forces are eliminated via an Assault—provided that the castle retains remaining Durability.

19.1.12 A castle's Durability is restored to its original value if its owner changes, or if the castle is not Invested during the Start Phase.

19.2 Investment of a Castle [包囲]

An Investment is the act of surrounding an enemy castle to lower its morale, thereby capturing it over time.

19.2.1 If a Force enters a hex containing an enemy castle, it may place that castle under Investment.

19.2.2 To conduct an Investment, the attacking Force must consist of a greater number of units than the enemy units Garrisoning the castle. If there are no enemy units present, an Investment can be established with as few as one unit. Furthermore, the Investing Force may consist of multiple separate Forces. In other words, an Investment is valid provided that the total number of units occupying the castle's hex exceeds the total number of units Garrisoned inside.

19.2.3 A Siege Level marker with a value of 0 is placed on any castle currently under Investment.

19.2.4 During the Start Phase of the player who owns the invested castle, that castle is subject to a Castle Capture Check (Rule 10.1) and a Siege Level Check (Rule 10.2).

19.2.5 Once a castle has been Invested, the state of Investment persists even if the besieging Force changes. Consequently, within the same phase, it is possible to move a new Force into position to Invest a castle that is currently under Investment, and subsequently move away the Force that was previously conducting the Investment.

19.2.6 Even while Investing a castle, a Force remains capable of engaging in Battle, replenishing supplies, Reorganizing, and performing other such actions.

19.2.7 Once a castle has been Invested, the Investment continues until the number of units present in the hex drops below the minimum required to maintain a siege against the castle.

Example of an Assault



The Osaka side launches an assault against Ibaraki Castle, held by the Kanto side. The Osaka Force has a combat strength of 8, while the Kanto Force has a combat strength of 3 (2 from the Force + 1 from the castle). Both players roll two dice each.

The Osaka side rolls a total of 11. Adjustments are then applied to this result. First, since its Combat Rating is higher, 1 is added to the roll. Next, 2 is subtracted to account for the strength of the castle. Checking the resulting value of 10 in the 7–10 column on the Combat Results Table yields a result of 2; thus, the Kanto side sustains 2 points of damage.

Meanwhile, the Kanto side rolls a total of 4. From this, 1 is subtracted to reflect their inferior Combat Rating, and 2 is added to account for the strength of the castle. As a result, their adjusted die roll becomes 5. Applying this to the Combat Results Table yields a result of 0, meaning the Osaka side sustains no damage.

Next, the damage is applied.

Since the Kanto-side player sustained 2 points of damage, they flip the Katagiri Katsumoto unit to its reverse side and reduce the Durability of Ibaraki Castle by 1, bringing it down to a 1. A marker is placed to indicate the reduced Durability.

The Osaka player has decided to continue his assault in an effort to capture the castle. Both players roll the dice once again. This time, the Osaka forces roll a 12. Calculating the damage as before yields a result of 2.

The Kanto forces roll a 9, which becomes an 11 after applying modifiers. Applying this result to the column corresponding to a combat strength of 2 (1 point from the unit, 1 point from the castle), the damage inflicted is 1.

Applying the combat results, the Kanto unit is eliminated. Moreover, since Ibaraki Castle's Durability is reduced to zero, the castle falls.

Additionally, as the Osaka forces sustained 1 point of damage, Fukushima Masamori's unit is flipped over to its damaged side.

Finally, since the castle has fallen, an Osaka Castle marker is placed upon it, and its Durability is restored to 2 (by removing the Durability marker).

20 Overruns

A Force may perform an Overrun against an adjacent enemy Force while moving.

20.1 Overrun Procedure

An Overrun is conducted according to the following sequence.

20.1.1 To perform an Overrun, a Force must possess sufficient Movement Points to enter the hex occupied by the enemy Force.

20.1.2 During an Overrun, the Force conducts a standard combat against the enemy Force for a single round. If the enemy Force is eliminated or required to retreat as a result of this combat, the Overrun is considered successful.

20.1.3 An Overrun is not treated as a standard Battle engagement. Even if successful, the attacking Force may not conduct a Pursuit or an Advance After Combat.

20.1.4 A Force that successfully performs an Overrun moves into the hex previously occupied by the enemy Force. At this time, the Force expends the usual Movement Points for the movement. Thereafter, a Force that successfully performed an Overrun may continue its movement.

20.1.5 A Force may attempt an Overrun any number of times, provided that each successive attempt is successful.

20.1.6 You may not perform an Overrun against multiple hexes simultaneously. However, you may perform an Overrun against multiple Forces in the same hex.

20.1.7 If an Overrun fails and neither side retreats, an Engaged marker (Rule 21) is placed between the Overrunning unit and the enemy unit, and neither unit may move any further.

20.1.8 If the Overrunning Force retreats, the Force subjected to the Overrun may perform a standard Pursuit and Advance After Combat.

20.2 Overrun Restrictions

You may not perform an Overrun against the following targets:

- (1) Units that already have an Engaged marker placed on them.
- (2) Units in Garrison.

21 Engaged Markers

A Force can restrict the movement of an enemy Force by placing an Engaged marker.



21.1 Placement of Engaged Markers

21.1.1 A unit may place an Engaged marker between itself and an adjacent enemy unit during its own movement (including Forced Marches and Reaction Movement).

21.1.2 Placing an Engaged marker requires the expenditure of 1 movement point. Furthermore, a unit that has placed an Engaged marker may not move any further.

21.1.3 An Engaged marker is also placed in the event of a failed Overrun attempt. In this case, the side that attempted the Overrun is considered to have placed the Engaged marker.

21.2 Effects of Engaged Markers

21.2.1 A Force upon which an Engaged marker has been placed cannot perform an Action Point Check.

21.2.2 A Force upon which an Engaged marker has been placed must, during the subsequent Combat Phase, engage in a Battle with the Force that placed the Engaged marker. In this Battle—regardless of which player is the phasing player—the Force that placed the Engaged marker always acts as the attacker.

21.2.3 Forces of both sides may move into a hex occupied by a friendly Force upon which an Engaged marker has been placed.

22 Forts

22.1 Placement of Fort Markers

During any phase in which a Force is permitted to move, it may instead place a Fort marker in its current hex by expending its entire Movement Allowance.



22.2 Effects of Fort Markers

22.2.1 Units located in a hex containing a Fort marker may, during combat, apply a +1 modifier to their combat strength as a terrain bonus provided by the Fort.

22.2.2 If no units belonging to the side that placed a Fort Marker remain in the hex containing that marker, it is removed.

23 Reinforcements

The Kanto side possesses specific army units that appear during the course of the game. These units that enter play mid-game are referred to as "Reinforcements."

23.1 Reinforcement Procedure

Reinforcements are introduced into the game in accordance with the following rules.

23.1.1 All reinforcements are assigned a specific turn and area of entry. During the friendly Start Phase, the player controlling that army places these reinforcements onto their designated entry hexes.

23.1.2 All units being deployed must be placed face-up. Furthermore, provided that the specified entry turn and area are adhered to, reinforcements may be placed in any hex and organized into Forces in any manner the player chooses.

23.1.3 Reinforcements placed in a area on the map may perform actions (movement, combat) starting from that same turn.

23.2 Entry Restrictions

23.2.1 Reinforcements cannot enter from an entry hex that is occupied by an enemy Force. However, if all valid entry hexes are occupied by enemy Forces, reinforcements may enter from an adjacent hex on the same edge of the map. If that hex is also occupied by an enemy Force, the entry hex may be shifted further, sequentially, to the next adjacent map edge hex.

23.2.2 A player may voluntarily delay the turn in which his reinforcements enter.

23.2.3 Units that never enter the map are not counted toward Victory Conditions.

24 Mobilization

The Osaka forces are initially subject to restrictions on deploying outside Osaka Castle. However, as the campaign progresses, the number of units available for deployment increases.

24.1 Initial Setup

24.1.1 At the start of the game, the Osaka player may freely select a specified number of army units from his total unit pool and place them at Osaka Castle (1724) as their initial setup.

24.1.2 All units deployed during this setup must be placed face-up. Additionally, the player may organize these units into Forces if he so chooses.

24.1.3 Units located in the Osaka Player's Holding Box exert no influence whatsoever on the game state. This remains true even in the event that Osaka Castle comes under attack.

24.2 Mobilization Procedure

24.2.1 During his Start Phase, the Osaka player rolls one die and consults the Mobilization Table to determine the number of army units that may be mobilized during that turn.

The following modifiers are applied to this die roll result:

(1) Sakai is occupied:	+1
(2) Victory Points are less than 0:	-1
15 or more:	+1
20 or more:	+2
40 or more:	+3

24.2.2 Once the number of units available for mobilization has been determined, the player selects that exact number of units from the Osaka Holding Box and places them at Osaka Castle (1724).

24.2.3 All units deployed during Mobilization must be placed face-up. Additionally, the player may form Forces at this time.

24.3 Toyotomi Hideyori

Toyotomi Hideyori, the sōdaiishō of the Osaka forces, may not be included among the units placed during the initial setup. Furthermore, during Mobilization, he cannot be mobilized until the very end (when no other units remain in the Holding Box).



25 Tokugawa Ieyasu

Although the nominal sōdaiishō of the Kanto forces during the Sieges of Osaka was the Shogun, Tokugawa Hidetada, the de facto sōdaiishō was Tokugawa Ieyasu.



This was because Ieyasu's ample combat experience far surpassed that of any other general of the era. Consequently, if Ieyasu were to suffer a defeat, there was a distinct possibility that the Tozama daimyo (vassal lords from outside the shogunate) currently allied with the Kanto forces might defect.

25.1 Return Home Check

If a Force that includes Ieyasu is defeated in Battle, an immediate Return Home Check must be conducted for the Tozama daimyo.

25.1.1 This Return Home Check applies only to Tozama daimyo units (colored orange). It does not apply to Fudai daimyo units (colored red).

25.1.2 The Return Home Check is performed collectively for units belonging to a Daimyo Clan and individually for units that do not belong to a specific clan.

25.1.3 The outcome of the Return Home Check is determined by the Kanto player rolling a single die. The target values required for a successful Return Home Check for each specific unit are as follows [Does "successful" mean that the clan returns home or that it does not return home?]:

(1) Fukushima clan: 3 or less

(2) Maeda clan, Date clan, Ikeda clan, Asano clan, Mori clan, Nabeshima clan, Uesugi clan, Hachisuka clan, Satake clan, Hosokawa clan, Kuroda clan, Kato clan: 2 or less

(3) Other units: 1 or less

25.2 Effect of Return Home Check

25.2.1 Daimyo clan units that are impacted by a Return Home Check are immediately removed from the map. At this time, units returning home are removed from the map regardless of whether they are in Garrisons or in the Forces of Commanders that are not returning home.

25.2.2 If any of the following units return home, the castles listed below will become unusable. Castles that become unusable are treated as if they are not on the map. However, if they were already controlled by the Osaka side, they remain Osaka castles.

- ① Asano Nagaki: Wakayama Castle
- ② Ikeda Toshitaka: Himeji Castle
- ③ Kanman Takatora: Ueno Castle, Nabari Castle
- ④ Kyogoku Takatomo: Miyazu Castle
- ⑤ Kyogoku Tadataka: Obama Castle
- ⑥ Katagiri Katsumoto: Ibaraki Castle
- ⑦ Koide Yoshihide: Kishiwada Castle



⑧ Kuwa Ichi: Koriyama Castle

25.2.3 Units that are removed and castles that become unusable as a result of Return Home Checks are not eligible for Victory Points.

26 Victory Points

26.1 Recording Victory Points

26.1.1 During his Start Phase, the phasing player checks his Victory Points and records them on the Victory Score Track.

26.1.2 The Victory Points markers display the score for only one side—either the Osaka side or the Kanto side. If the player corresponding to the face-up side of the marker scores points, this is indicated by advancing the marker; if the enemy side scores points, this is treated as a reduction, indicated by moving the marker backward. Consequently, if the score falls into negative territory, the marker is flipped over to represent the score for the opposing side.

26.2 Types of Victory Points

26.2.1 Players may earn Victory Points based on in-game events, as detailed below. In addition to determining the winner and loser of the game, Victory Points serve as modifiers for Mobilization (Section 24) and Replenishments (Section 13).

- (1) Capture a castle with Durability 21
- (2) Capture a castle with Durability 32
- (3) Capture a castle with Durability 44
- (4) Eliminate a bushō unit.....1
- (5) Eliminate a taishō unit.....5
- (6) Eliminate the Tokugawa Hidetada unit.....20
- (7) Osaka forces only:
 - ① Located in Kyoto (2419)3
 - *If the unit in Kyoto is Toyotomi Hideyori.....8
 - ② Located in Sakai (1626)1
 - ③ Located in any hex within Omi Province1
 - ④ Located in any hex within Mino Province1
 - ⑤ Located in any hex within Owari Province3
- (8) Kanto forces besiege Osaka Castle3
- (9) In Battle
 - ① Defeat a taishō unit2
 - ② Defeat a sōdaishō unit10

26.2.2 For both the Kanto and Osaka sides, Victory Points awarded for occupation of a specific hex are

awarded only if a unit (regardless of size) actually occupies that hex during the owning player's Start Phase. Simply passing through a hex during movement does not qualify as occupying it for the purpose of scoring points.

26.2.3 Regarding Victory Points awarded for the presence of Osaka side units in Kyoto: During any single phase, a player may score either the standard points for unit presence or the points specifically associated with Hideyori's presence, but not both.

26.2.4 Victory Points awarded for defeating a sōdaishō or taishō in Battle do not depend on the type of unit that achieved the victory. The sole determining factor is the specific unit (i.e., the sōdaishō or taishō) that was defeated.

26.2.5 Victory Points earned for capturing a castle, eliminating an enemy unit, or winning a Battle are scored immediately upon the completion of the corresponding action.

27 Victory Conditions

27.1 Standard Victory Conditions

At the conclusion of the game, the victor is determined based on the Victory Points accumulated by each player by the end of the final turn specified in the scenario. Please refer to the scenario details to determine the specific point threshold required for victory.

27.2 Special Victory Conditions

If any of the following events occur during the course of gameplay, the game ends immediately at that moment, and the victor is determined simultaneously:

- (1) If the Tokugawa Ieyasu unit is eliminated: A Decisive Victory for the Osaka side.
- (2) If the Toyotomi Hideyori unit is eliminated: A Decisive Victory for the Kanto side.
- (3) If Osaka Castle is captured: A Decisive Victory for the Kanto side.

Game Design: Takatsugu Nakazawa
 Original Edition (1992)
 Produced by: Ten-to-Fubu Co., Ltd.
 Playtesting: Shoji Iwasaki, Akinori Aiga
 GJ Edition (2010)
 Produced by: Simulation Journal Co., Ltd.

Ise-Kameyama Castle (3824)



Sasayama Castle (1514)



Nijo Castle (2419)



Wakayama Castle (0732)



Asano
Nagaki

Himeji Castle (0216)



Ikeda
Toshitaka



x2

Ueno Castle (3025)



Kanman
Takatora



Miyazu Castle (1704)



Obama Castle (2807)



Ibaraki Castle (1922)



Kishiwada Castle (1328)



Koriyama Castle (2226)



(3) Reinforcements

① Place in any hex in the "Northern Region" during Turn 10/13.



Matsudaira
Tadanao



x2



Maeda
Toshitsune



x2

② Place in any hex within the "Eastern Region" during Turn 10/16.



Tokugawa
Ieyasu



Tokugawa
Yorinobu



③ Place in any hex in the "Western Region" during Turn 10/19.



Ikeda
Tadatsugu



x2



Mōri
Hidenari



x2



Nabeshima
Katsushige



x2



Ikeda
Tadao



Hachisuka
Yoshishige



④ Place in any hex in the "Eastern Region" during Turn of 11/1.



(4) Victory Conditions

Victory is determined based on the score of the Osaka player.

1. Osaka Score: 60 points or more — Osaka Decisive Victory
2. 30–59 points — Osaka Victory
3. 20–29 points — Draw
4. 21–19 points — Kanto Victory
5. 0 points or less — Kanto Decisive Victory

(5) Special Rules

Kanto units stationed at Nagoya Castle (4921) cannot move until Turn 10/13.

Nijo Castle (2419)



Wakayama Castle (0732)



Asano
Nagaki



Himeji Castle * (0216)



Ikeda
Toshitaka



X2

Ueno Castle (3025)



Kanman
Takatora



Miyazu Castle * (1704)



Obama Castle * (2807)



Ibaraki Castle (1922)



Kishiwada Castle (1328)



Koriyama Castle (2226)



Place in any "Northern Region" hex.



Matsudaira
Tadanao



X2



Maeda
Toshitsune



X2

(3) Reinforcements

① Place in any hex in the "Eastern Region" during Turn 4/4.



Tokugawa
Yorinobu



Matsudaira
a Tadateru



X3



Mizuno
Katsushige



Date
Masamune



Ikeda
Tadatsugu



② Place in any hex in the "Eastern Region" during Turn 4/7.



Tokugawa
Hidetada





(4) Victory Conditions

- 1) Osaka's score is 1 or higher — Osaka wins.
- 2) Kanto's score is 0-19 — Osaka wins.
- 3) 20-49 points — Draw.
- 4) 50 points or more — Kanto wins.
- 5) If Osaka Castle falls and Toyotomi Hideyori's unit is removed — Kanto wins.

In this scenario, a decisive victory for the Kanto side cannot occur.

(5) Special Rules

- ① Among the initial placements of the Eastern forces, units marked with an asterisk (*) cannot move until an Osaka Force comes within three hexes of them.
- ② Osaka Castle is treated as a 3-12 castle.

Scenario 3: Masayuki Enters the Castle

Sanada Masayuki—the renowned general who made the Sanada name known throughout the land.

This illustrious commander, whose tactical brilliance had twice routed the Tokugawa army, had eagerly awaited the opportunity to once again wield his command—this time within the walls of Osaka Castle. Yet, even a general of his stature could not prevail against the passage of time; in the 16th year of the Keichō era, his life came to an end in Kudoyama, Kishū. However, had Masayuki’s life been spared just a little longer, the Siege of Osaka might well have unfolded in a vastly different manner.

(1) Scenario Duration

From Turn 10/7 to Turn 12/18 (28 turns).

(2) Initial Deployment

① Osaka



From the units in Scenario 1 (plus Sanada Masayuki ) , place 20 units at Osaka Castle (1724), and place all remaining units in the Osaka Holding Box.

② Kanto

Same as Scenario 1.

(3) Reinforcements

Same as Scenario 1.

(4) Victory Conditions

1. Osaka Score: 90 points or more — Osaka Decisive Victory
2. 70–89 points — Osaka Victory
3. 50–69 points — Draw
4. 12–49 points — Kanto Victory
5. 9 points or less — Kanto Decisive Victory

(5) Special Rules

Same as Scenario 1.

Scenario 4: Masanori's Escape

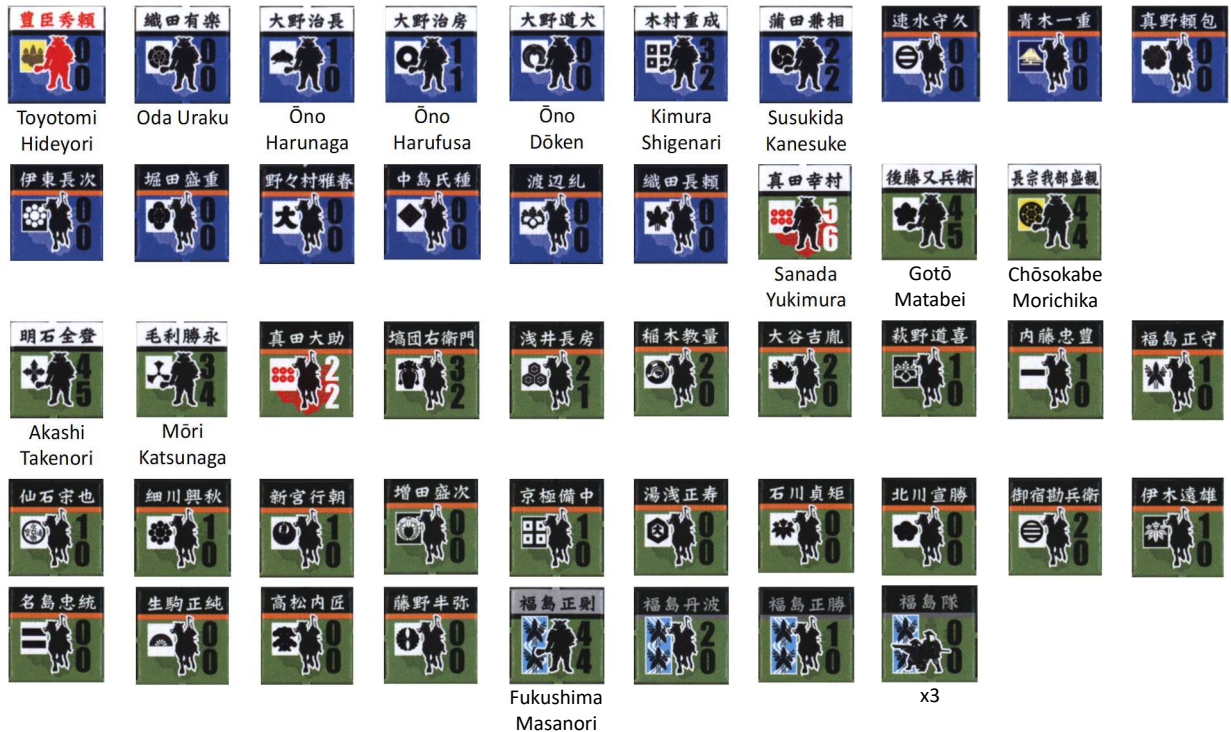
At the time of the Siege of Osaka, Fukushima Masanori was the sole surviving daimyo among those who had served directly under Hideyoshi. In reality, he was viewed with suspicion by the Tokugawa Shogunate and effectively held under house arrest at his Edo residence. Yet, it would have come as no surprise had he suddenly broken free and entered Osaka Castle. Indeed, had Masanori succeeded in making his way to Osaka, would the course of history have been altered?

(1) Scenario Duration

From Turn 10/7 to Turn 12/28 (28 turns).

(2) Initial Deployment

① Osaka



Of these, 20 units are placed at Osaka Castle (1724), while the remaining units are placed in the Osaka Holding Box.

② Kanto

Same as Scenario 1.

(3) Reinforcements

① Place in any hex in the "Northern Region" during Turn 10/13.



② Place in any hex within the "Eastern Region" during Turn 10/16.



③ Place in any hex in the "Western Region" during Turn 10/19.



④ Place in any hex in the "Eastern Region" during Turn of 11/1.



(4) Victory Conditions

1. Osaka Score: 80 points or more — Osaka Decisive Victory
2. 60–79 points — Osaka Victory
3. 40–59 points — Draw
4. 1–39 points — Kanto Victory

5. 0 points or less — Kanto Decisive Victory

(5) Special Rules

1. At the start of the scenario, the Osaka player rolls one die. If the result is 1, 2, or 3, Katō Yoshiaki [加藤嘉明] (originally belonging to the Kanto side) is added to the Osaka side.

2. Kanto units stationed at Nagoya Castle (4921) are prohibited from moving until Turn 10/13.

Scenario 5: Ukita Hideie

Ukita Hideie—Hideyoshi Toyotomi’s adopted son and a member of the Toyotomi regime’s Council of Five Elders—was exiled to Hachijō-jima following his defeat at the Battle of Sekigahara. But what if he had managed to escape from Hachijō-jima and make his way to Osaka Castle? Would he not have once again led a massive army—tens of thousands strong, just as in the past—to challenge Ieyasu in a Battle to avenge his defeat at Sekigahara?

(1) Scenario Duration

From Turn 10/7 to Turn 12/28 (28 turns).

(2) Initial Deployment

① Osaka



From the units in Scenario 1 (plus Ukita Hideie), place 20 units at Osaka Castle (1724), and place all remaining units in the Osaka Holding Box.

② Kanto

Same as Scenario 1.

(3) Reinforcements

Same as Scenario 1.

(4) Victory Conditions

1. Osaka Score: 80 points or more — Osaka Decisive Victory
2. 60–7 [sic] points — Osaka Victory
3. 40–5 [sic] points — Draw
4. 1–39 points — Kanto Victory
5. 0 points or less — Kanto Decisive Victory

(5) Special Rules

Same as Scenario 1.

Sanada Gunki — The Decisive Battle! The Siege of Osaka — Quick Reference Sheet

Osaka Mobilization Table

Die Roll	0	1	2	3	4	5	6	7	8 or more
Number Mobilized	1	1	1	1	2	2	3	4	5

Modifiers: Occupation of Sakai	+1
Victory Points less than 0	-1
15 or more	+1
20 or more	+2
40 or more	+3

Replenishment Table

Die Roll	0	1	2	3	4	5	6	7	8 or more
Osaka	0	0	0	1	1	1	2	2	3
Kanto	2	3	3	3	4	4	5	5	6

Modifiers: Occupation of Sakai	+1
Victory Points less than 0	-1
10 or more	+1
20 or more	+2
40 or more	+3

Attrition Table

Die Roll	1	2	3	4	5	6	7	8
Number of Units								
1~3	0	0	0	0	0	1	2	3
4~6	0	0	0	0	1	2	3	4
7~10	0	0	0	1	1	2	3	5
11 or more	0	0	1	1	2	3	5	7

Modifiers: Out of Supply	+1
All units flipped to back side	+1

Siege Results Table

Die Roll	1	2	3	4	5	6
Unit Type						
Sōdaishō	-	-	-	-	-	1
Taishō	-	-	-	-	1	1
Bushō	-	-	1	1	2	2
Gunzei	-	1	1	2	2	3

Combat Results Table

Combat Strength	1	2	3·4	5·6	7~10	11~15	16~20	21~30	31~40	41~50	51~60	61~70	71~80	81 or more
Die Roll														
1 or lower	0	0	0	0	0	0	0	0	0	0	1	1	1	2
2	0	0	0	0	0	0	0	0	0	1	1	1	2	2
3	0	0	0	0	0	0	0	0	1	1	1	2	2	3
4	0	0	0	0	0	0	0	1	1	1	2	2	3	3
5	0	0	0	0	0	0	1	1	1	2	2	3	3	4
6	0	0	0	0	0	1	1	1	2	2	3	3	4	4
7	0	0	0	0	1	1	1	2	2	3	3	4	4	5
8	0	0	0	1	1	1	2	2	3	3	4	4	5	5
9	0	0	1	1	1	2	2	3	3	4	4	5	5	6
10	0	1	1	1	2	2	3	3	4	4	5	5	6	6
11	1	1	1	2	2	3	3	4	4	5	5	6	6	7
12	1	1	2	2	3	3	4	4	5	5	6	6	7	7
13	1	2	2	3	3	4	4	5	5	6	6	7	7	8
14	2	2	3	3	4	4	5	5	6	6	7	7	8	8
15 or higher	2	3	3	4	4	5	5	6	6	7	7	8	8	9

Modifiers: Terrain effects	
Difference in Combat Rating	
Pursuit	+3



Notes on This English Translation

This translation of the exclusive rules for *Game Journal* 36 was created in March 2026 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.

As with the *Sengoku Gunyuden* and *Kenshin Joraku* rules translations, you should keep in mind that Google Translate tends to want to translate 部隊 (Force) the same way as ユニット (unit). These are two very distinct and important concepts in the game. Similarly, Google can get very confused when called on to cope with the terms 籠城 (Garrison), 攻城戦 (siege), 包囲 (Investment), 合戦 (Battle), 強襲 (assault), and 交戦 (engagement). And, this particular game introduces a new (and quite understandable) confusion between 戦闘力 (Combat Rating) and 戦力 (combat strength). I hope that I have detected and distinguished all instances correctly.