

ゲーマーによるゲーマーのためのボードSLG専門誌

Game Journal

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No. 46

ゲームジャーナル

収録作品

謙信上洛

瀬田の唐橋に毘沙門天の旗を立てよ!

謙信上洛の軍事的可能性

上杉謙信 VS 織田信長
戦国最強 VS 中世の破壊者

西上は夢か

リプレイコミック

松田大秀

坂の上の雲では
読めない日露戦争

別宮暖郎

日本戦史雑話

ゲーム英雄伝説

絶版ゲーム再生

ASL兵器ガイド

知られざる名将たち

各国軍隊分析シリーズ

データで見る日米海戦

B級SFゲーム分科会

新作
ゲームガイド

最新SLG情報

Kenshin's Arrival in Kyoto

Game Journal #46

designed by Nakazawa Takatsuga

1 Introduction

In the sixth month of Tensho 6 (1578), Uesugi Kenshin of Echigo, who was called the incarnation of Bishamonten (the god of war), set out on his long-cherished dream of marching to Kyoto.

Standing in his way was the Oda-Tokugawa allied army, a massive force of 140,000 men. Thus began the greatest battle of the Sengoku period, a clash between "the strongest man of the Sengoku" and Oda, "the destroyer of the medieval era."

This game is a simulation that recreates battles of the Sengoku period based on the premise "What if Uesugi Kenshin decided to march on Kyoto?"

Players are divided into the Uesugi and Oda sides, and they advance the game by moving the armies of their respective factions.

Each side is divided into the armies of several daimyo clans.

2 Game Equipment

- (1) Game board: 1
- (2) Units (pieces): 1 sheet

In addition, please have ready two six-sided dice.

2-1 Game Board

This game includes one full-size game board depicting the campaign area. The following features are printed on the board.

2-1-1 Map

Hexagonal spaces (called "hexes") are printed on the board. Units are mainly moved in this portion of the board in order to advance the game.

- (1) Hexes

These are printed to indicate the position of the units and to clearly define distances, etc. The units that appear in the game must always be placed within these spaces.

- (2) Terrain

The hexes are color-coded to represent various types of terrain. These terrain types have different effects on the game. The effects of the terrain are described in the relevant sections of the rules.

(3) Castles

The castles owned by each daimyo clan are color-coded, just like the units. The numbers displayed with the castles represent its durability on the left and its strength on the right.



Castles with a port symbol are castles that can trace naval supply lines and host naval units ("port castles").

2-1-2 Quick Reference Tables

The following nine tables are available. Please refer to the relevant sections for instructions on how to use them.

- (1) Combat Results Table (See Section 12)
- (2) Terrain Effects Chart (See Section 10)
- (3) Attrition Table (See Section 9)
- (4) Siege Results Table (See Section 9)
- (5) Mōri Clan Deployment Table (See Section 9)
- (6) Oda Clan Replenishment Table (See Section 9)
- (7) Uesugi Clan Replenishment Table (See Section 9)
- (8) Random Events Table (See Section 9)
- (9) Minor Daimyo Determination Table (See Section 9)

2-1-3 Tracks

Markers are placed in the spaces on these tracks to show the current state of the game. Please refer to the relevant sections for each item:

- (1) Phase Record Track (See Section 4)
- (2) Turn Record Track (See Section 4)
- (3) Score Record Track (See Section 21)

2-1-4 Command Tracks

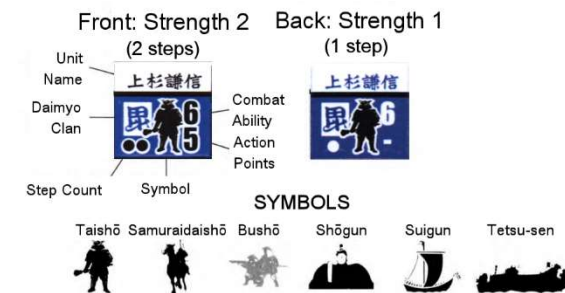
This refers to the rows of squares located below the name of each Commander unit. One command track is provided for each Commander unit, and it is used to clearly indicate which units are part of a force organized by that Commander (see Section 6).

2-2 Pieces

The pieces used in this game consist of two types: units representing combat troops and markers indicating states during the game.

2-2-1 Units:

A unit represents approximately 2000 soldiers. All units are placed initially with their front side showing. The units are interpreted as follows:



(1) Unit Type

The unit type is represented by a silhouette. There are three types of land units: taishō, samuraidai-shō, and bushō. There are two types of naval units: suigun and tetsu-sen.

(2) Unit Name

This indicates which warlord leads the unit. Units with an asterisk (*) to the right of their names are optional units that can be added. (See Section 23)

Units with a double asterisk (**) are replacement units called for by a Random Event. (See 9-2 "Araki's Rebellion")

(3) Commanders

Units with a white stripe behind the name are Commander units. Commander units can organize forces using their Command Tracks. (See Section 6)

(4) Combat Strength

This is the value used when engaging in combat (see Section 11).

(5) Action Points

This value is used during the Reaction Phase (see section 10) and the Forced March Phase (see section 10). Units showing the back side of their counters do not have Action Points. Therefore, they cannot perform Forced Marches or Reactions.

(6) Number of Steps

A unit with its front side showing has 2 steps, and such a unit is called a 2-step unit. When a face-up unit takes a point of damage, it becomes a face-down, 1-step unit. A 1-step unit has a Combat Strength of 1.

(7) Daimyo Clans

Units are color-coded according to the army of each daimyo's clan.

2-2-2 Markers

The following types of markers are included. Please refer to the relevant sections for instructions on how to use them.



- (1) Turn Marker (See Section 4)
- (2) Phase Marker (See Section 4)
- (3) Victory Points Marker (See Section 21)
- (4) Engagement Marker (Front) (See Section 10-7)
- (5) Fortification Marker (Back) (See Section 10-8)
- (6) Investment Marker (See Section 13-1)
- (7) Durability Reduction Marker (See Section 13-2)
- (8) Control Marker

This is used when a castle is controlled by a side different from its original owner. For convenience, it is sufficient to distinguish only between control by the Oda side or the Uesugi side. There is no need to pay attention to the specific clan's name written on each marker.

3 Preparation for Play

Before starting the game, each player prepares according to the following instructions.

- (1) First, decide which player will control the Uesugi side and which will control the Oda side.
- (2) Spread out the map and place each player's units on it as follows. At this time, each player can organize forces as he likes, as long as the units are being deployed in the same hex.

Uesugi Player's Forces

Uesugi Army: Deployed at Kasugayama Castle (5604)





Takeda Army: Deployed at at Nadeshima Castle (5722)



Takeda Navy: Deployed to Ejiri Castle (5330)



Honganji Army: Deployed at Ishiyama Honganji (1628) (invested)



Kaga Ikki Army: Freely deployed to Kaga Ikki castles (3409, 3707, 3709)



Bessho Army: Deployed at Miki Castle (1025) (invested)



Hatano Army: Deployed at Yagami Castle (1521)



Saika-shu Army: Deployed at Saika Castle (1132)



Mōri Army: Appears later in the game



Mori Naval Forces: Placed in the Mori deployment box)



Oda Naval Forces: Deployed at Toba Castle (3234)



Oda Naval Forces: Appear in Turn 7



Tokugawa Army stationed at Hamamatsu Castle (4332)



Neutral forces

Miki Army: Deployed to Sakura Dō Castle (4214)

Samuraidaishō:



Miki Jitsuna

Yamana Army: Deployed to Ariko Castle (1216)

Samuraidaishō:



Yamana Toyokuni

Isshiki Army: Deployed to Takebeyama Castle (1818)

Samuraidaishō:



Isshiki Yoshimichi

Takeda Motoaki Army: Deployed to Goseyama Castle (2218)

Samuraidaishō:



Takeda Motoaki

Negoro-shu Army: Deployed at Negoro-ji Temple (1332)

Samuraidaishō:



Negoro-shu

(3) Place the Victory Points markers on the "0" position of the Score Record Track.

(4) Place the Turn marker on the "1" square of the Turn Record Track.

(5) Place the Phase marker on the "Start of Turn Phase" space of the Phase Record Track.

4 How the Game Progresses

The game progresses by repeatedly following a fixed sequence of steps (wherein each step is called a "phase") as outlined below. This entire sequence of steps comprises a "turn".

(1) Turn Start Phase

- Siege results determination
- Random Events
- Mōri clan deployment
- Supply line checks and Attrition
- Replenishment

(2) Uesugi Movement Phase

- Formation
- Movement
- Overrun

(3) Oda Reaction Phase

- Action Check
- Movement
- Overrun

(4) Uesugi Forced March Phase

- Action Check
- Movement
- Overrun

(5) Uesugi Combat Phase

- Field Battle
- Investment
- Assault

(6) Oda Movement Phase

(7) Uesugi Reaction Phase

(8) Oda Forced March Phase

(9) Oda Combat Phase

Once all of the above phases have been completed, one turn is finished. Move the Turn marker to the next space and repeat the procedure beginning with step (1). Also, advance the marker on the Phase Record Track as the phases progress.

5 Stacking

In this game, there is no limit to the number of units that can be placed in a single hex.

6 Forming Forces [部隊]

A Force is a single operational entity composed of multiple individual units. Actions are performed by each Force as a whole. Therefore, players must organize all of their units into the Forces as described below.

6-1 Force Formation by a Commander

A Commander has the ability to organize other units into a single Force. This ability will henceforth be referred to as "Leadership."

6-1-1 The Leadership of a Commander unit is represented by the number of spaces in his Command Track. One unit can be placed in each space. The more spaces there are, the more units can be organized into a single Force.

6-1-2 A Commander can organize any number of units into a Force, as long as they are within the capacity of his Leadership ability.

6-1-3 Commanders must form their Forces using other units from the same daimyo clan (exception: Section 6-1-8).

6-1-4 A Commander can form a single Force with the units placed on his Command Track. This will hereinafter be referred to as "Command."

6-1-5 A taishō unit can command samuraidai-shō and bushō units.

6-1-6 Samuraidai-shō can only command bushō units. However, a samuraidai-shō unit that is being commanded by a taishō unit cannot command bushō units.

6-1-7 Units that are being commanded cannot use any abilities other than their combat strength.

6-1-8 The following taishō units can command the units of allied minor daimyo:



Uesugi
Kenshin



Mōri
Terumoto



Oda
Nobunaga



Takeda
Katsuyori



Ukita Naoie



Tokugawa
Ieyasu

Minor daimyo are as follows:



Ashikaga



Yamana



Hatano



Honganji



Isshiki



Negoro-shu



Kaga Ikki



Takeda
Motoaki



Saika-shu



Miki



Bessho

6-2 Force Composition

The units placed on the map represent a single Force.

There are three types of Forces:

- (1) Forces led by a taishō unit
- (2) Forces led by a samuraidai-shō unit
- (3) Forces consisting of only one unit

6-2-1 The presence of units on a Command Track indicates that they are under the Command of that Commander, and each one is not treated as a separate unit.

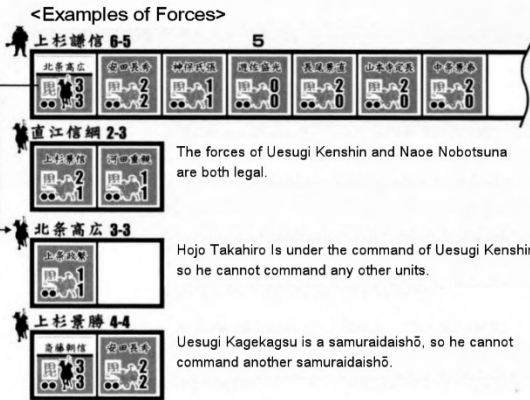
6-3 How to Form Forces

Forces are formed as follows.

6-3-1 At the beginning of the game, each player can form Forces in each hex of his initial unit placement as described in the scenario.

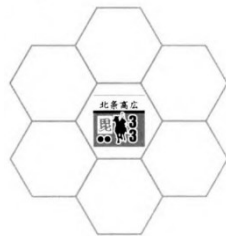
6-3-2 Units in different hexes cannot be combined into a single Force.

6-3-3 Once a Force is formed, its composition cannot be changed unless a Reorganization is performed during a Movement Phase (see Section 10).



7 Zones of Control

Each Force and each hex on the map containing a castle has a surrounding area of six adjacent hexes called its "zone of control" (ZOC).



7-1 Zones of Control of Forces

All land Forces have ZOCs.

7-1-1 Hexes on the opposite side of a sea or lake cannot be part of a ZOC.

7-1-2 Forces under Investment (see Section 8) do not exert ZOCs.

7-1-3 A Force's ZOC has the following effects on enemy Forces and castles. See the relevant sections for details.

- Movement restrictions (see Section 10)
- Blocking of supply lines (see Section 9)

7-2 Zones of Control of Castles

Each castle on the map has a ZOC consisting of the hex containing the castle and the six adjacent hexes.

7-2-1 Hexes on the opposite side of a sea or lake cannot be part of a ZOC.

7-2-2 The castle's ZOC has different effects on enemy Forces depending on whether the Force occupies the hex containing the castle or one of the six adjacent hexes, as follows. See the relevant sections for details.

(1) The hex containing the castle:

Same as a Force ZOC.

- Movement restrictions
- Blocking of supply lines

(2) The six hexes adjacent to the castle:

Only blocking of supply lines.

7-2-3 If enemy Forces have invested the castle (see Section 8), the castle does not have a ZOC.

8 Castles

Castles on the map serve an important role as defensive strongholds.

Castle



Durability Strength

8-1 Castle Durability

Castle Durability quantifies a castle's resistance to siege as well as the number of land units that can garrison that castle.

8-1-1 Castle Durability can decrease due to Assaults (see Section 13-2). Even when Durability decreases during an investment, the number of units that can garrison the castle remains the same as the original value.

8-1-2 Castle Durability can be restored to its original value during the Replenishment Phase at the beginning of each Turn, but it cannot exceed the original value.

8-1-3 When castle Durability decreases due to an Assault, a Durability Reduction marker is placed to indicate this.

8-1-4 If the ownership of a castle changes as a result of a siege or Assault, the castle's Durability returns to the original value indicated on the map.

8-2 Garrisons (籠城)

A garrison is formed when land units located in the hex containing their own army's castle take refuge inside that castle. Units can also take refuge in a castle belonging to another daimyo if it is friendly.

8-2-1 If a Force is in the hex of a friendly army's castle and the enemy player performs any of the following actions, that Force can avoid them by taking refuge in the castle:

- Overrun
- Engagement
- Field battle

However, players who successfully execute an Overrun, Engagement, or Field Battle can advance into the castle's hex and conduct a siege action during the next Combat Phase.

8-2-2 The defending player places an appropriate marker on the garrisoning Force to indicate that status. **[It is not clear what marker this should be.]**

8-2-3 Regarding the hex containing a garrisoned castle, if there is at least one garrison unit still present, a siege cannot be ended. If all units are eliminated from the hex, the siege ends at that point.

8-2-4 Forces under Investment can attack enemy Forces in the same hex as the castle during their Combat Phase (see Section 11). When multiple Forces attack, the combat modifiers used are those of the highest-ranking Commander. If there are multiple Commanders of the same rank, the player can choose which one to use. In this case, only combat modifiers based on the difference in the Forces' Combat Abilities are applied; modifiers for terrain and other factors are not used.

8-3 Castle Strength

Castle strength represents the difficulty of attacking it and the ease of defending it during a siege.

8-3-1 Castle strength never changes.

8-3-2 Castle strength acts as a modifier when determining the outcome of an Assault. Specifically, it is a negative modifier for the attacking side and a positive modifier for the defending side.

9 Turn Start Phase

During the Turn Start Phase, the following steps are performed in order:

- (1) Siege Results Determination
- (2) Random Events
- (3) Mōri Clan Deployment
- (4) Supply Line Checks and Attrition
- (5) Replenishment

9-1 Siege Results Determination

Players whose castles are under Investment must determine how much the morale of the garrison drops for each besieged castle, and then the besieging player can perform a Surrender Check for each castle where morale has dropped.

9-1-1 Siege Resolution

Siege resolution is performed by rolling one die and locating the result in the Siege Results Table based the type of unit defending the besieged castle. In the "Defending Unit Type" column of the Siege Results Table, the result shows the number of morale points the defending side loses. If morale drops, the reduction is represented by a numbered Investment marker.

9-1-2 Surrender Checks

The besieging player can perform a Surrender Check for any besieged enemy castles that have lowered morale. A Surrender Check is performed individually for each such castle. Roll one die; if the result is less than or equal to the number on the Investment marker, that castle surrenders.

9-1-3 Surrender of a Castle

If a castle surrenders, it becomes the property of the besieging side, and all units defending the castle are removed (exception: naval units).

9-2 Random Events

A Random Event is determined by rolling two dice and adding the results, then consulting the Random Events Table in the column corresponding to the current Victory Points count. The results of the Random Events are as follows.

• Mōri's Advance

You can deploy one Commander unit and one [sic] bushō unit from the Mōri army. Additionally, you receive a +1 modifier to your dice roll when checking for Mōri army deployment this turn.

• Hojo Invasion

Remove one Commander unit and two bushō units of the Uesugi army from the map. These units do not count towards victory points. This event can occur only once; subsequent occurrences will result in "No Event".

• Yoshiaki's Uprising

The Uesugi player can use the Ashikaga Yoshiaki unit. The Mōri, Saika-shu, Negoro-shu, Ukita, Yamana, and Takeda (Motoaki) armies can be moved by the Uesugi player without any restrictions. This event can occur only once. At this time, all Ukita army units and the Ashikaga Yoshiaki unit are placed in the Mōri army's Deployment Box, just like the Mōri army. They are then organized there and move onto the map from hexes at the western edge.



• Ukita's Defection

The Mōri army is removed from the game. Remove all Mōri units, including those placed on the map. However, this effect is nullified if Uesugi Kenshin marches to Kyoto or if the "Yoshiaki's Rebellion" event has already happened. This event can occur only once.

• Araki Rebellion



Araki
Murashige



Takayama
Shigetomo



Nakagawa
Kiyohide

Araki Murashige and his retainers, Nakagawa Kiyohide and Takayama Shigetomo, betray the Oda side. Units with "***" to the right of their name can be used to

replace the original units if the "Araki Rebellion" Random Event occurs.

Araki Murashige will immediately move to Arioka Castle [sic, but I cannot find it on the map and the Random Events Table sends him instead to Hanakuma Castle (1326) and Itami Castle (1626)], Nakagawa Kiyohide to Ibaraki Castle (1826), and Takayama Shigetomo to Takatsuki Castle (1925). After the move, the Oda player will check whether each warlord has ended his betrayal. This check is done by rolling one die. For Araki Murashige a roll of 1 ends his betrayal and for Nakagawa Kiyohide and Takayama Shigetomo a roll of 1-5 ends the betrayal. If the betrayal is ended, the warlords' positions simply change, and there are no other effects. However, warlords who do not end their betrayal will function as Uesugi warlords from then on.

At this time, if Araki Murashige remains a traitor, the three will be treated as belonging to the same daimyo clan, and their main castle will be Arioka Castle [probably Itami Castle (1626)]. Conversely, if Araki Murashige ends his betrayal but the other two (or even just one of them) continue their betrayal, each will be treated as an independent minor daimyo. Also, Araki Murashige can use Hanakuma Castle (1326) as his own castle.

These checks are performed only once during the game. If the target warlord has already been killed in battle when this result is determined, it does not apply to him.

• Neutral → Oda

Using the Minor Daimyo Determination Table, roll one die to determine which neutral minor daimyo will side with the Oda clan. If that minor daimyo is not neutral, the result is "No Event".

• Neutral → Uesugi

Using the Minor Daimyo Determination Table, roll one die to determine which neutral minor daimyo will side with the Uesugi clan. If that minor daimyo is already on the Oda side, the result is "No Event".

• Oda → Uesugi

Using the Minor Daimyo Determination Table, roll one die to determine which minor daimyo allied with the Oda clan will switch allegiance to the Uesugi clan. If the daimyo in question is not aligned with the Oda clan, then it becomes "No Event".

• Uesugi → Oda

Using the Minor Daimyo Determination Table, roll one die to determine which minor daimyo allied with the Uesugi clan will switch allegiance to the Oda side. If the minor daimyo in question is not aligned with the Uesugi clan, then it becomes "No Event".

• Saika-shu Neutrality

The Saika-shu army is demoralized. Any remaining Saika-shu army units will move immediately to Saika Castle.

• Saika-shu Rejoins the Battle

If the Saika-shu forces have been neutralized, they now rejoin the Uesugi side in the war.

9-2-1 Special cases for Random Events are handled as follows.

(1) "Araki Rebellion"

In the case of Araki's Rebellion, if the castle to which the unit should move is already under Uesugi control or is being besieged by Uesugi forces, a betrayal check is performed at the unit's current hex for convenience. Only if the unit actually defects will it move to the designated castle. If that castle is under siege by Uesugi forces, and if there are Oda units garrisoned there, they will join the besieging army. If there are no Oda units (the castle is empty), it automatically becomes a Uesugi castle (it is counted as a captured castle and added to the Uesugi side's victory point total).

(2) "Saika-shu Neutrality"

In the case of Saika-shu Neutrality, the Saika-shu units that returned to Saika Castle (1132), along with the castle itself, revert to a neutral state. Units from other factions that were in the castle hex are moved to an adjacent hex of their controlling player's choice. In the rare situation where Oda forces are being besieged at Saika Castle, the Saika-shu units that return to the castle hex do not become neutral but instead join the Uesugi forces besieging the castle. If other Uesugi units are being besieged at Saika Castle, the Saika-shu units do not become neutral but instead enter the castle and join the defenders.

(3) "Oda → Uesugi" / "Uesugi → Oda"

If a unit is in the same hex as an enemy unit, the side that gains the unit as an ally moves the defecting unit to any adjacent hex. However, if the unit is in a garrison with enemy units, it is moved outside the castle into the same hex. If the unit is being transported by a naval force (at sea), the defector unit is removed along with the naval unit, but it is

considered killed in action and the points are added to the victory point total of the side that commanded the naval force. Also, if the unit is in the Mōri Deployment Box, it is simply removed and the points are added to the Uesugi side's victory point total.

9-3 Mōri Clan Deployment

The Mōri army is a daimyo clan on the Uesugi side in the game, and, although they have many units, their morale is low, and it is difficult to get them to operate very actively. The only units of the Mōri army that the player can actually control are those that appear on the map according to the Mōri Clan Deployment Table each turn.

9-3-1 Mōri Clan Deployment Table

The Mori clan's deployment is determined by rolling one die on the Mōri Clan Deployment Table, with the result being the number of units that appear.

The units that appear according to the Mōri Clan Deployment Table are placed in the Mōri Deployment Box on the map.

Units placed in the Mori Deployment Box can be organized there and then moved onto the map from the western edge hexes or transported by naval units.

The Uesugi side can freely decide whether to have them enter the map, transport them by sea, or keep them in the Box.

9-4 Supply Line Checks and Attrition

Each unit will undergo an attrition check if it cannot establish a supply line between itself and its main castle, as listed below. Replenishment also cannot be received.

Uesugi Side's Main Castles

Kasugayama Castle (5604)

Takeda Army: Tsutsujigasaki Castle (5722)

Mōri Army: Western edge of the map

Ukita Army: Western edge of the map

Ashikaga Army: None

Hongwanji Army: Ishiyama Hongwanji (1628)

Kaga Ikki Army: Komatsu Castle (3409)

Bessho Army: Ki Castle (1025)

Hatano Army: Yagami Castle (1521)

Saika-shu Army: Saika Castle (1132)

Oda Side's Main Castles

Oda Army: Azuchi Castle (2523) • Kitanosho Castle (2912) • Kiyosu Castle (3524) • Gifu Castle (3422) • Kyoto (2024: not really a castle, but treated the same as a main castle)

Tokugawa Army: Hamamatsu Castle (4332)

Neutral Main Castles

Miki Army: Sakurabora Castle (4214)

Yamana Army: Ariko Castle (1216)

Isshiki Army: Tatebeyama Castle (1818)

Takeda Motoaki Army: Goseyama Castle (2218)

Negoro-shu Army: Negoro-ji Temple (1332)

9-4-1 Tracing Supply Lines

Players trace supply lines from each unit to their main castle. Supply lines cannot be established through the following types of hexes:

- (1) Hexes occupied by enemy units
- (2) Hexes containing enemy castles
- (3) Enemy zones of control
- (4) Hexes across sea, lake, or mountainous terrain

9-4-2 Even if a hex contains an enemy castle, a supply line can be traced through that hex if there are friendly units present in it.

9-4-3 Similarly, even if a hex is in enemy zone of control, a supply line can be established through that hex if there are friendly units present in it.

9-4-4 Since the Mōri and Ukita armies do not have their main castles depicted on the map, a supply line is considered to be established to their main castles if a supply line reaches the western edge of the map board, or if a naval supply line can reach the Mōri Deployment Box.

9-4-5 Ashikaga army units do not need to establish supply lines.

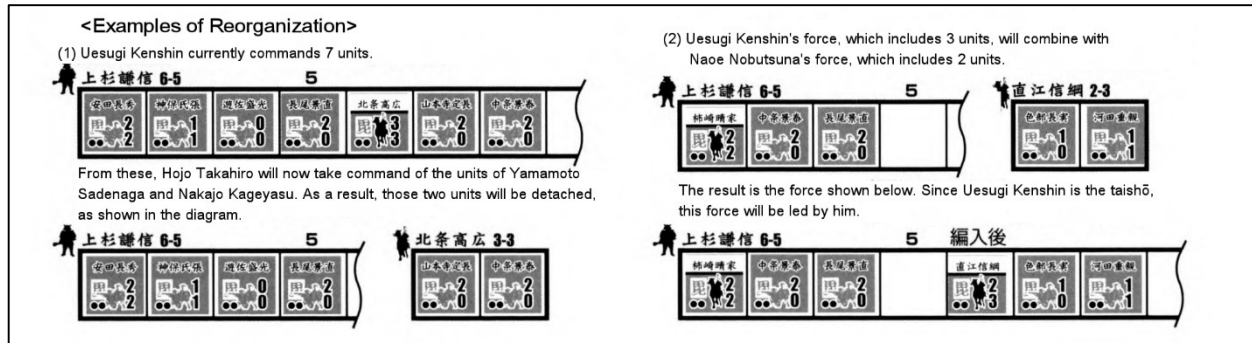
9-4-6 Distance is irrelevant to the establishment of supply lines.

9-4-7 Attrition

Attrition is determined by rolling one die for each unit that is subject to attrition due to the following circumstances:

- (1) Units that cannot trace a supply line to their main castle during a Turn Start Phase.
- (2) Units that fail their Action Point Check during a Reaction Phase.
- (3) Units that fail their Action Point Check during a Forced March Phase.

If, at this time, the unit cannot trace a supply line to any castle of its allied daimyo (not limited to the main castle), it is considered isolated and a +1 modifier is applied to its attrition die roll.



Units besieged in a castle other than their own main castle are subject to attrition. However, the +1 modifier to the die roll due to isolation is not applied.

9-5 Replenishment

Replenishment restores unit steps and castle Durability lost during siege battles (see Section 13) and Field Battles (see Section 11).

9-5-1 Replenishment is conducted for each side using that side's Replenishment Table. Roll one die for each side; the number indicated in the column corresponding to the die roll is the number of steps that can be replenished.

9-5-2 Replenishment requires that a supply line be traced between the main castle and the unit. If the main castle is under siege, that main castle can only be used for Replenishment of units within that castle. (Exception: naval supply lines)

The Oda army has five main castles (supply centers), so, in practice, the Oda player can roll the dice once for each base, for a total of five rolls. The total number of steps by which the Oda army can be replenished is the sum of those rolls.

9-5-3 Once the Replenishment results are available, immediately perform step recovery. The units that can perform step recovery must be able to establish a supply line from the main castle.

Step recovery can be performed by using all available Replenishment steps on a single unit or by dividing them among multiple units.

9-5-4 Please note that in the case of Replenishment for the Oda clan, it is only possible for units that can trace a supply line from the main castle.

9-5-5 Unused steps obtained through Replenishment cannot be carried over to the next turn and will be lost.

9-5-6 Eliminated units cannot be recovered. However, the Ikkō-ikki (Honganjī/Kaga) are an exception. If any of their units are completely eliminated, they can be restored and redeployed using a number of steps

equal to the number of units that were destroyed. If multiple units are destroyed, the steps can be distributed to restore and redeploy multiple units. The rebuilt Ikkō-ikki units appear at the main castle of the corresponding Ikkō-ikki faction. They can be deployed as castle garrison troops even if the main castle is under siege.

Please note: The above action cannot be performed by any army other than the Ikkō-ikki

9-5-7 Replenishment for castles with reduced Durability is carried out in the same way as above, but for every 1 Replenishment point used, you can restore a castle's Durability by 3.

10 Movement

During his Movement Phase, a player can move any number of his Forces. Whether or not to move Forces is entirely up to the player. The Reaction Phase and Forced March Phase are also movement phases, but moving Forces in these phases requires a successful Action Point Check. (Therefore, a unit that has suffered casualties and been flipped over to its back side cannot perform Reaction or Forced March).

10-1 Reorganization (Movement Phase Only)

Players can change the composition of their Forces by reorganizing them prior to movement. Reorganization can only be performed during the Movement Phase and cannot be done during the Reaction Phase, Forced March Phase, or during advance after combat or retreat.

10-1-1 Force Reorganization can only be performed between Forces located in the same hex. It cannot be performed between Forces in different hexes. Force Reorganization involves changing a Force's composition within the limits of the formation rules (Section 6).

10-1-2 Force Reorganization is performed prior to movement.

10-2 Action Point Checks (Reaction Phase and Forced March Phase)

During the Reaction Phase and Forced March Phase, in order to move a Force, you must successfully perform an Action Point Check.

10-2-1 Action Point Check

The player designates the Force they wish to move and performs an Action Point Check using that Force's Action Points. An Action Point Check is successful if the result of rolling one die is less than or equal to the Force's Action Point value.

If successful: the Force can move.

If unsuccessful: the Force cannot move and must instead perform an Attrition Check.

10-2-2 There is no limit to the number of Forces that can perform Action Point Checks. Also, if an Action Point Check is successful, the next Force's Action Point Check can be performed only after the current Force has finished moving.

10-3 Principles of Movement

Movement is the act of moving a Force from its current hex to another hex.

10-3-1 Movement is performed one Force at a time. The order of movement is at the player's discretion. However, the movement of the next Force cannot begin until the movement of the current Force is complete.

10-3-2 All Forces move by traversing one hex at a time. The direction of movement is at the player's discretion.

10-4 Movement Procedure

Players move their Forces using the movement allowance assigned to each Force.

10-4-1 All land Forces are uniformly given an allowance of 6 movement points. Players move each Force within that range of 6 movement points.

10-4-2 The movement points required for a Force to enter a hex vary depending on the terrain (see Terrain Effects Chart).

10-4-3 Forces cannot be separated or merged during the course of movement.

10-5 Influence of Zones of Control on Movement

Enemy zones of control affect Force movement in the following ways.

10-5-1 To enter a hex in an enemy ZOC during movement, you must expend +1 movement point in addition to the normal movement cost.

10-5-2 When entering a hex containing an enemy castle during movement, you must expend +1 movement point in addition to the normal movement cost, similar to entering a hex in an enemy ZOC.

10-5-3 Forces that enter an enemy ZOC during movement (or that begin movement in one) do not require any extra movement points to leave that hex.

10-5-4 Moving directly from one enemy ZOC hex to another enemy ZOC hex is permitted, as long as it is within the Force's movement range.

10-5-5 If a friendly Force is already in an enemy ZOC hex or an enemy castle hex, you can move into that hex without expending an extra movement point.

10-6 Movement Restrictions

10-6-1 Forces cannot move across sea or lake terrain.

10-6-2 Forces cannot move into mountain hexes.

10-6-3 Forces cannot move into hexes occupied by enemy Forces that are not under Investment.

10-6-4 Forces marked as being engaged in combat cannot move or build fortifications.

10-7 Engagements (交戦)

During movement or at the beginning of movement, a Force in a hex adjacent to an enemy Force's hex can place an Engagement marker on that enemy Force.



Forces with an Engagement marker placed on them cannot move during the Reaction Phase or Forced March Phase prior to the next Combat Phase. Furthermore, they must participate in a Field Battle when the Combat Phase begins.

10-7-1 Engagement markers can be placed on enemy Forces during movement. An Engagement marker can be placed by expending +1 movement point, regardless of the terrain of the hex occupied by the enemy Force.

10-7-2 Neither the Force with an Engagement marker nor the Force that placed the marker can perform an Action Point Check.

10-7-3 The Force that placed the Engagement marker must attack the hex where the Engagement marker was placed during the next Combat Phase. This combat follows the normal rules for Field Battles, except that the side that placed the Engagement marker is always the attacking side. The Engagement marker is removed when the Field Battle ends.

10-7-4 An Engagement marker is also placed when an Overrun fails. In this case, the player who attempted the Overrun is considered to have placed the Engagement marker.

10-8 Fortifications

Forces can construct fortifications during any phase in which they can move by expending all of their movement points (instead of moving). In order to construct fortifications during a Forced March Phase or Reaction Phase, an Action Point Check is required. Fortifications are represented by placing a Fortification marker on top of the Force that constructed them. When a Force defending in a



Field Battle has a Fortification marker, it receives a bonus (see Section 12).

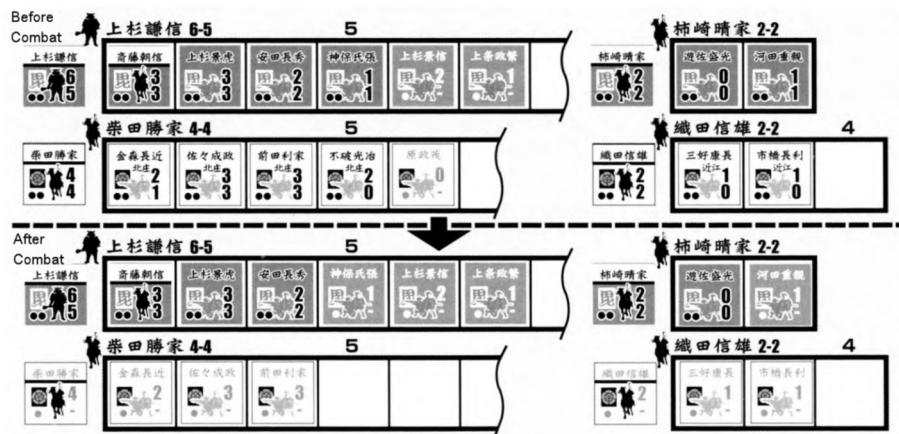
10-8-1 The marker remains in the hex where it was placed until all of the Forces of the player who placed it have left that hex. Additionally, the player who placed the marker can remove it from the map at any time if he wishes.

11 Combat

During the Combat Phase, a player can attack enemy Forces or castles. There are three types of attacks:

(1) Field Battle: Combat against an enemy Force (see section 12)

<Example of Combat>



Uesugi Kenshin and Kakizaki Haruie's forces attack Shibata Katsue and Oda Nobuo's forces, which are located on a mountain hex.

First, the combat strength of both sides is calculated.

Uesugi Kenshin's force consists of 5 two-step units and 2 one-step units, and Kakizaki Haruie's force consists of 3 two-step units, so the attacking force's total combat strength is 18. On the other side, Shibata Katsue's force consists of 5 two-step units and 1 one-step unit, and Oda Nobuo's force consists of 3 two-step units, so the defending force's total combat strength is 17.

Then, both sides determine their combat results.

The attacking Uesugi player rolls the dice using the 16-20 column of the Combat Results Table. The dice roll is 8, but a modifier is added based on the difference in Combat Ability. When there are multiple units of the same rank, the player can choose which unit's Ability to apply. In this case, the Oda player chose Shibata Katsue, so, comparing his Combat Ability with that of Uesugi Kenshin, the values are 4 and 6. Since the attacking side's Combat Ability is higher, 2 (the difference in Combat Ability) will be added to the dice roll.

Also, since the defending side is in a mountain hex, a terrain modifier of -1 is applied to the dice roll. The dice roll is 1, which, after modification, becomes 9, and the combat result is a "2".

The defending Oda player also rolls the dice in the 16-20 column of the Combat Results Table. The dice roll modifier in this case is -2 due to the difference in Combat Ability (Uesugi Kenshin has 6 while Shibata Katsue has 4) and +1 for the defending side being in a mountain hex, resulting in a total modifier of -1. The rolled number is 6, which becomes 5, and the combat result is a "1".

The attacking player decided to apply his 1 step of damage by reducing Jinbo Ujizane.

Meanwhile, the defending player applies his 2 steps of damage by so reducing Fuwa Mitsuharu and Kanamori Nagachika by 1 each.

Both sides still have units with 2 steps remaining, and they agree to continue the battle.

After taking damage, the total strength of Uesugi Kenshin's force is 11, and that of Kakizaki Haruie's force is 6, totaling 17. On the other side, Shibata Katsue's force is 9 and Oda Nobuo's force is 6, totaling 15.

The attacking player rolls the dice in the 16-20 column of the combat results table, and the defending player rolls in the 11-15 column. The rolled numbers are 9 and 7, respectively, but, as in the first battle, the Combat Ability difference and terrain modifiers are applied, so the die rolls become 10 and 6, and the combat results are "3" and "1". Having received 1 step of damage, the attacking player inflicts 1 step of damage on Kawada Shigechika's unit in Kakizaki Haruie's force.

The defending player received 3 steps of damage, so he inflicts 1 step of damage each on Maeda Toshiie in Shibata Katsue's force, Ichihashi Nagatoshi in Oda Nobuo's force, and Miyoshi Yasunaga's unit.

At this point, the defending player decides to retreat his forces. In response, the attacking player can pursue the retreating forces (this is automatically successful because Uesugi Kenshin, who is leading the troops, has higher combat ability than Shibata Katsue).

During the pursuit, only the pursuing side (the attacking player) can attack. His total combat strength is 16, so the dice are rolled in the 16-20 column of the Combat Results Table. The result is 12, but the Combat Ability modifier makes it a 14 (the terrain modifier is not applied during Pursuit). The result is a "5", and the defending player inflicts one step of damage on each of the remaining two-step units (the three units of Sasa Narimasa, Oda Nobuo, and Shibata Katsue), reducing them all to one-step units. The two units of Hara Masashige and Fuwa Mitsuharu are eliminated, and all remaining units retreat two hexes. The battle ends here, and the attacking player can advance his forces after combat.

(2) Assault: Combat against an enemy castle (see section 13)

(3) Investment: Laying siege to an enemy castle (see section 13)

12 Field Battles (野戦)

Players can engage in Field Battles with enemy Forces during the Combat Phase. When resolving a Field Battle, regardless of the overall situation, the player initiating the attack is called the attacker, and the player receiving the attack is called the defender.

Field Battles are resolved one hex at a time using dice and the Field Battle Results Table.

12-1 Principles of Field Battles

Field Battles are resolved one hex at a time according to the following procedure:

- (1) Calculate the combat strengths of the attacker and defender.
- (2) Resolve the attacks from both sides
- (3) Apply the combat results to both sides
- (4) Decide whether one side retreats or the battle continues

Repeat steps (1) to (4) until one side retreats or is completely eliminated.

12-1-1 To resolve a Field Battle, the attacking player must clearly indicate in advance which hex he will attack from and which hex he will attack into.

12-1-2 The attacking player can attack enemy Forces located in hexes adjacent to his own Forces.

12-1-3 Combat is resolved one hex at a time. When attacking from a hex containing multiple Forces, these Forces must attack a single enemy Force in a single hex collectively.

12-1-4 Each Force can attack enemy Forces in a single hex once during a Combat Phase. It is not possible to attack enemy Forces in multiple hexes simultaneously.

12-1-5 If there are multiple enemy Forces in a hex, the attacking player must attack them all together.

12-1-6 Each defending Force can only be attacked once during a single Combat Phase.

12-1-7 Attacks cannot be made across seas or lakes.

12-1-8 Combat is not mandatory. Players are free to choose whether or not to attack; however, if an Engagement marker has been placed, combat must take place.

12-1-9 Engagement Markers

Forces with an Engagement marker must participate in combat. In combat initiated via an Engagement

marker, the side that placed the Engagement marker is the attacking side (see Section 10-8).

12-2 Resolving Combat

Both players total the combat strength of the units participating in the battle. This "combat strength" is the sum of the units' step counts. Each player then rolls two dice and consults the column in the Combat Results Table corresponding to his total combat strength. The sum of the dice indicates the damage inflicted on the opponent.

12-2-1 Modifiers

The dice roll used to resolve the attack is modified as follows:

Attacker's Combat Modifiers

- (1) If the defending Force is in a foothills or forest hex, subtract 1 from the dice roll.
- (2) If there is a river between the attacking and defending Forces, subtract 1 from the dice roll.
- (3) The difference in Combat Ability is calculated by subtracting the defending Force's Ability from the attacking force's Ability.

Defender's Combat Modifiers

- (1) If the defending Force is on a foothills or forest hex, add 1 to the dice roll.
- (2) If there is a river between the attacking and defending Forces, subtract 1 from the dice roll.
- (3) The difference in Combat Ability is calculated by subtracting the attacking Force's Ability from the defending Force's Ability.

All of the above modifiers are cumulative. For example, if the defending Force is in a foothills hex and has built fortifications, his total modifier will be +2.

12-2-2 Combat Ability

When units are organized into a Force, only the Combat Ability of the Commander of the Force is used.

If there are multiple Forces, the Combat Ability of the highest-ranking Commander is used, in the order of taishō, samuraidaijō, and bushō. If there are multiple units of the same rank, the player can choose which one to use.

12-3 Combat Results

The result shown in the table is the number of casualties inflicted on the enemy Force. The player who suffered casualties reduces the step count of the units composing his Force by the number of casualties.

12-3-1 When reducing the number of steps, priority must be given to reducing units whose front side is showing (2-step units).

12-3-2 If a unit that has already lost a step loses another, then that unit is eliminated.

12-4 Retreat or a Decision to Continue the Battle

If either Force consists entirely of 1-step units, that side's Force must retreat. Also, if either side wishes to retreat, that army may retreat.

If both sides still have 2-step units and neither wishes to retreat, the battle continues, and steps (1) through (4) of Section 12-1 are repeated.

12-4-1 The attacking side declares whether or not to retreat first.

12-4-2 When retreating, all Forces that participated in the battle must retreat. If multiple Forces are retreating, each one can retreat individually to different hexes. However, units within a Force cannot be removed from the Command Track and scattered across the map during the retreat, nor can they be left behind during the retreat.

12-4-3 Retreats can be from 1 to 3 hexes, and the player whose Forces are retreating makes the choice about how many hexes to retreat.

12-4-4 Retreats are conducted one hex at a time, moving away from the enemy Forces that participated in the battle.

12-4-5 The direction of retreat can be freely chosen by the owning player for each Force, but Forces cannot retreat into the following hexes:

- (1) A hex that requires crossing a sea or lake hex side
- (2) A mountain hex
- (3) A hex occupied by an enemy Force

12-4-6 If there is a friendly castle in a hex where a Force is retreating, the player can put the Force into garrison in that castle and end the retreat midway. Also, if there is a friendly castle in the hex that was attacked, the Force can remain in that castle.

12-4-7 If all Forces on both sides consist entirely of 1-step units, both sides must retreat. In this case, neither side can pursue.

12-5 Pursuit

If either side retreats, that Force may be pursued before the retreat takes place.

12-5-1 Whether a pursuit can be carried out is determined by the difference in Combat Ability of the two armies' Forces, as follows:

(1) If the pursuing side has greater Combat Ability, Pursuit is successful

(2) If they have equal Combat Ability, Pursuit is successful

(3) If the retreating side has greater Combat Ability, the retreating player rolls one die. If the difference in Combat Ability is less than the die roll, the Pursuit fails.

12-5-2 If the Pursuit is successful, the outcome of the Pursuit can be determined by rolling two dice on the Combat Results Table, just like in regular combat.

However, in this case, the pursuing side resolves only one attack unilaterally, and the retreating side cannot roll the dice (i.e., cannot counter-attack). Even if there are multiple retreating Forces, the Pursuit is resolved in a single instance.

12-5-3 In the case of a Pursuit, the dice roll modifier is determined solely by the difference in Combat Ability, and no other modifiers are applied.

12-6 Advance after Combat

Forces that have caused the enemy to retreat can perform an advance after combat. This entails the Force moving into the hex previously occupied by the retreating enemy Force.

12-6-1 Advance after combat, like movement, can be performed by some of the Forces or by all of them. Units organized into a single Force cannot be separated on the map to have some advance and others remain behind.

13 Siege Warfare (攻城戦)

A player can attack his opponent's castles. There are two types of siege warfare: Investment and Assault.

13-1 Investment of a Castle (包囲)

To invest a castle, you must have more units than the number of enemy land units in the castle's garrison. An investment cannot be initiated with an equal number of units.

13-1-1 A castle Investment can be conducted by combining multiple Forces.

13-1-2 To indicate that a castle has been invested, place an Investment marker on top of the Forces conducting the siege. Begin with the Investment marker with "0". The number on the Invested marker signifies the decrease in the castle's morale.

13-1-3 If a castle has been invested, the troops defending the castle cannot leave the garrison, even if the Investment is lifted, unless all enemy Forces have been removed from that hex.

13-1-4 A player whose castle has been invested must perform a Siege Results Check for each invested castle during the Turn Start Phase. (See Section 9)

13-1-5 If the number of investing units in a castle's hex becomes equal to or less than the number of enemy units garrisoning the castle, the Investment is lifted. When the Investment is lifted, all morale penalties for the castle are removed.

13-1-6 The Investment can continue as long as there are more investing land units in the castle's hex than the number of enemy land units defending the castle. The investing troops may be replaced by other units through movement.

13-1-7 If the investing forces engage in a Field Battle against another hex, they must lift the Investment. However, if the enemy initiates a Field Battle, the Investment does not need to be lifted unless the investing Forces retreat. Also, there are no special restrictions on the investing troops when they are attacked in a Field Battle.

13-1-8 A Force under Investment can attack enemy Forces in the same hex. In this case, terrain and other modifiers are ignored (see Section 8).

13-1-9 A castle with a port is not required to undergo a Siege Results Check as long as its naval supply line is not cut (it remains at Investment level 0). As an exception, naval units can be used to transport land units into or out of an invested port castle to reinforce or withdraw the garrison.

13-2 Assault (強襲)

Players can reduce the Durability of an enemy castle by launching an Assault on it.

13-2-1 Only Forces located in the hex containing the enemy castle can launch an Assault.

13-2-2 An Assault can be carried out even if the castle has been invested.

13-3 Resolution of an Assault

Assaults are resolved similarly to field battles, but with the following differences.

13-3-1 Assaults are resolved one hex at a time. If there are multiple assaulting Forces in that hex, these Forces can perform the Assault either together or individually.

13-3-2 The Assault continues until the besieged castle falls or the attacking side retreats or ends the Assault.

13-3-3 The total strength of the attacking side is limited to three times the castle's Durability value as indicated on the map.

13-3-4 The defending side can add the castle itself as one point of strength to their total strength, regardless of the castle's Durability.

13-3-5 Modifiers

The modifiers to the dice roll used to resolve an Assault are as follows.

• **For the attacking side:**

(1) Subtract the strength of the castle from the dice roll.

(2) Determine the difference in Combat Ability between the unit leading the attacking force and the unit leading the defending force, and apply the following modifiers:

- If the attacking side is stronger: add 1 to the dice roll.
- If the defending side is stronger: subtract 1 from the dice roll.
- If they are equal: no modification.

• **For the defending side:**

(1) Add the strength of the castle to the dice roll.

(2) Determine the difference in Combat Ability between the unit leading the attacking force and the unit leading the defending force, and modify the result as follows:

- If the attacking side is stronger: subtract 1 from the dice roll.
- If the defending side is stronger: add 1 to the dice roll.
- If they are equal: no modification.

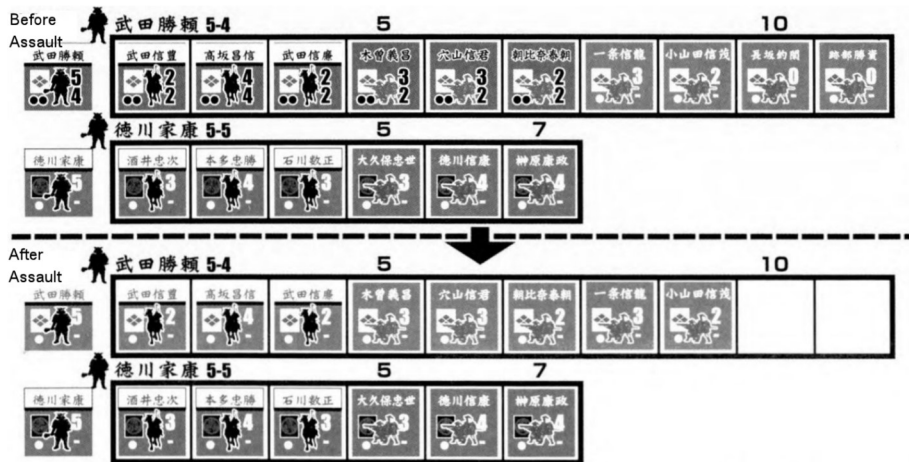
All of the above modifiers are cumulative.

13-4 Combat Results

The combat results have the same meaning as in Field Battles. However, in the case of an invested Force, you can choose to reduce either the number of steps of the garrisoning units or the Durability of the castle.

13-4-1 If the attacking player chooses to reduce the number of steps, he must prioritize reducing the steps of units that are showing their front side (2-step units). The garrison side does not have this restriction and can freely choose to reduce steps from 1-step units or from the castle's Durability. There is no penalty even if the Durability falls below the number of garrison units.

<Example of Assault>



Takeda Katsuyori's forces launch an assault on the forces of Tokugawa Ieyasu, who are garrisoning Hamamatsu Castle.

The composition of each force is as shown in the diagram above. The Takeda army is the attacking force, and the Tokugawa army is the defending force.

The combat strength of each army is calculated. The attacking force is composed of 7 two-step units and 4 one-step units, while the defending force is composed of 7 one-step units, resulting in combat strengths of 18 and 7, respectively. However, the defending force can add the castle's strength as 1 point of combat strength, so their strength becomes 8.

Both players roll dice in the corresponding columns of the Combat Results Table. The results are 8 and 9, but the strength of the castle modifies the dice rolls. The strength of Hamamatsu Castle is 3, so 3 is subtracted from the attacking force's dice roll and 3 is added to the defending force's dice roll. Similarly to Field Battles, a modifier based on the difference in the commanders' Combat Abilities is also applied, but since the difference in Combat Ability between Takeda Katsuyori and Tokugawa Ieyasu is 0, no modification is made. The modified dice rolls are 8 and 12, and the combat results are "2" and "3".

The attacking player decided to inflict 3 steps of damage, giving 1 step of damage each to the units of Takeda Nobunaga, Asahina Yasutomo, and Anayama Nobukimi. On the other side, the defending player decided to reduce the castle's durability by 2.

Since the attacking player wants to continue the battle, both armies calculate their combat strengths again. The attacking force has suffered 3 steps of damage, so its strength is 15, while the defending force remains at 8. Similarly to the first round, they both roll dice in the corresponding section of the Combat Results Table. The results are 6 and 11, but, after applying the modifiers, they become 3 and 14, and the combat results are "0" and "4".

The attacking force suffered 4 steps of damage, resulting in all its units becoming one-step units. In this case, they can no longer continue the assault and must retreat one hex. In response, the defending force can pursue. Pursuit during an assault is automatically successful. Pursuit, like an assault, uses the Combat Results Table, and dice are rolled in the corresponding column. However, in a Pursuit, only the pursuing side can attack, and the only modifiers used are the difference in the commanders' Combat Abilities and the strength of the castle. Additionally, during a Pursuit, one point of the castle's strength can be added to the attacking force. The die roll is 7, but adding the castle's strength of 3 results in a total of 10. The combat result is a "2", and the retreating side suffers 2 steps of damage. The retreating player decided to inflict 1 step of damage each on the two units of Nagasaka Tsuriki and Atobe Katsusuke, eliminating those units. This concludes the assault.

13-5 Retreat or a Decision to Continue the Battle

If all of the attacking units become 1-step units, the attacking Force must retreat one hex.

Also, if the attacking player rolls the same number on both dice, he must end the Assault for that turn.

The attacking player can stop the Assault at any time if he wishes. If the attacking player does not wish to stop the Assault, the battle continues, and steps (1) through (4) of section 13-3 are repeated.

13-5-1 If the attacking Force is forced to retreat, the defending Force can pursue it.

13-5-2 The Pursuit of the attacking side is conducted in the same way as Pursuit in Field Battles, but in addition to the combat modifiers of the Commander, the strength of the castle can be added to the dice roll. The defending side can also add 1 combat strength as the strength of the castle itself.

13-5-3 If Durability reaches zero and the castle falls, that castle becomes the property of the attacking side

(see Section 8), and the Assault ends. All units that were defending the castle are eliminated.

14 Overrun (オーバーラン)

An Overrun is an attempt to eliminate an enemy Force in an adjacent hex during the course of movement. The fundamental procedure is the same as for a regular Field Battle, but with the following differences.

[There are no rules labeled 14-1 through 14.6]

14-7-1 Overruns take place during movement. An Overrun is performed by expending movement points (based on the terrain) to enter the hex occupied by the enemy Force.

14-7-2 Overruns can be performed multiple times within the Force's movement allowance, as long as they are successful.

14-7-3 If an Overrun is unsuccessful, an Engagement marker (see Section 10-8) is placed on the enemy Force.

14-7-4 Overruns are conducted using the same procedure as a standard Field Battle, but only one dice roll is made.

14-7-5 If there are multiple enemy Forces in a hex, the Overrun must be performed against all of them.

14-7-6 The results of an Overrun are applied immediately during movement. If the defending Force is required to retreat, the Overrun is successful, and the attacking unit can move into the hex previously occupied by the enemy. No Pursuit occurs during an Overrun.

14-7-8 If, as a result of the Overrun, both sides have units with 2 steps remaining and neither wishes to retreat, an Engagement ensues (see Section 10-7). The attacking player declares whether or not to retreat first.

14-7-9 Retreat

Retreat is carried out in the same way as in Field Battles (see Section 12-4). However, neither side is subject to Pursuit (see Section 12-5).

15 Killed in Action

If a land unit is eliminated, it is treated as having been killed in action.

15-1 Killed in Action

Land units killed in action will not reappear on the map (exceptions: Honganji and Kaga Ikki).

15-2 Death of a Taishō

If a taishō is killed in action, all units of that daimyo's clan are removed from the map (they are counted as killed in action and contribute to victory points). However, castles remain under the control of that daimyo's clan (unless they have been captured by the enemy).

16 Navies

Naval units are not treated the same as land units and do not control territory. They are special units that, even when located in a castle hex, do not directly participate in Investments or Assaults on the castle. The characteristics of naval units are as follows:



16-1 Naval Supply Lines

Castles marked with an anchor symbol (port castles) can trace naval supply lines. Naval supply lines can be established between castles marked with an anchor symbol, allowing for Replenishment and supply lines as if they were connected by land. Furthermore, port castles connected by a naval supply line cannot be completely Invested by land units alone. Therefore, if there is a castle hex serving as a supply source, Oda-aligned port castles around Lake Biwa will not surrender due to Investment.

23-2.1 [sic] Naval supply lines cannot be used if there are enemy naval units in the target castle hex or the sea areas adjacent to that castle, or in the castle hex available for supply or the sea areas adjacent to that castle.

23-2.2 [sic] Replenishment can be conducted via naval supply lines.

16-2 Movement

A player can move any number of his naval units during his Movement Phase, Reaction Phase, and Forced March Phase. Whether or not to move them is entirely up to the player. Note that naval units do not require an Action Point Check and can move freely during the Reaction Phase and Forced March Phase.

All naval units have 1 sea movement point.

16-2-1 Principles of Naval Movement

Naval movement refers to moving a naval force from its current sea area to another one. Sea areas are treated as areas, not hexes (even though hexes are printed on the map for sea areas, you should disregard them). Players can only move their naval forces to the following coastal hexes and sea areas:

- Seto Inland Sea Area
- Pacific Ocean Area
- Coastal hexes adjacent to the above areas
- Mōri Deployment Box (treated as a sea area adjacent to the Seto Inland Sea)

16-2-2 Movement is performed one naval unit at a time. The order of movement is at the player's discretion. However, you cannot begin moving the next naval unit until the current naval unit has finished its movement.

[There is no rule labeled 16-2-3]

16-2-4 When a naval unit enters a coastal hex (or sea area) where an enemy naval unit is located, combat takes place automatically. Place an Engagement marker on the enemy naval unit.

16-2-5 Naval units belonging to the friendly side located in a port castle hex can receive the protection of that port castle when enemy naval units advance towards them. This is represented by placing the naval unit on top of the castle. In this case, no combat occurs. While it is not possible to invest a castle with naval units alone, you can force combat when enemy naval units leave the castle.

16-2-6 Only Oda clan naval units can move between the Pacific Ocean area and the Seto Inland Sea area.

<Example of Naval Unit Movement>

In order for an Oda naval unit stationed at Toba Castle (3234) to move to Ishiyama Honganji Temple (1628), the route will be as follows: Toba Castle → Pacific Ocean → Seto Inland Sea → Ishiyama Honganji Temple.

16-3 Naval Combat

Naval combat takes place between naval units in the same sea area or in adjacent coastal hexes. This combat is resolved using the same rules as Field Battles, but terrain modifiers are not applied, and Pursuit does not occur. Also, naval units are not considered land units, so their destruction does not contribute to the victory points total.

If a port castle falls as a result of an Investment or Assault and there are naval units belonging to the defending side in that castle, those units lose the protection of the castle. Thus, if there are enemy naval units in that hex, an Engagement marker must be placed there.

16-4 Naval Transport by Naval Units

Naval units have the ability to transport land units by sea.

16-4-1 A naval unit with transport capabilities can carry and transport only one land unit [sic] at a time. It can transport all friendly units, even those belonging to other daimyo clans. Embarkation occurs when the naval unit begins its movement while occupying the same hex as the land unit.

Disembarkation occurs automatically when the naval unit finishes its movement on a coastal hex. However, with the exception of port castles under Investment, a naval unit engaged in sea transport is not allowed to end its movement on a coastal hex occupied by enemy land units (13-1-9). Note that a land unit cannot move on land and then embark in the same phase, nor can it disembark and then move on land in the same phase.

16-4-2 An embarked land unit and the naval unit transporting it is considered to have a combat

strength of "0" during naval combat. However, their Combat Ability remains unchanged. An embarked land unit does not exert a zone of control, and it cannot attack or be attacked by enemy land units.

16-4-3 1-step naval units and Oda's ironclad ships do not have transport capabilities. If a 2-step naval unit that was transporting a land unit is damaged and reduced to 1 step, the transported unit is eliminated (counted as killed in action, contributing to victory points).

<Example of Naval Transport>

A Mōri naval unit in the Seto Inland Sea finishes its movement during the Uesugi Forced March Phase in the invested Ishiyama Honganji hex, disembarks one Saika-shu unit that it had been transporting, and adds it to the garrison. In the subsequent Uesugi Combat Phase, the Saika-shu unit can attack the Oda army units investing the castle along with the castle garrison. Note that the naval unit cannot participate in Field Battles or siege warfare, so its combat power cannot be added to ground combat.

The Mōri naval unit in the invested Ishiyama Honganji hex embarks one Honganji bushō unit in the same hex during the Uesugi Reaction Phase and moves to the Seto Inland Sea area to transport it to the Mōri Deployment Box.

16-5 Tetsu-sen (Ironclad)

Oda's powerful tetsu-sen (ironclad) naval unit, commanded by Kuki Yoshitaka, should be deployed to Toba Castle (3234) at the beginning of Turn 7.



16-6 Replenishment

Naval units cannot be replenished.

17 Mōri Terumoto



During combat, if Mōri Terumoto is in the same hex as either Kikkawa Motoharu or Kobayakawa Takakage, you can choose to use the Combat Ability of either the samuraidaishō Kikkawa Motoharu or the samuraidaishō Kobayakawa Takakage instead of the taishō Mōri Terumoto.

18 Uesugi Kenshin

At the start of each turn, if the Uesugi Kenshin unit is in Kyoto, the "Yoshiteru's



Rebellion" event on the Random Events Table is automatically considered to have occurred.

19 Ishiyama Honganji

Ishiyama Honganji (1628) was an extremely strong fortress. Therefore, regardless of which units are garrisoned there, during siege resolution it is treated as if a taishō is present within the fortress (note the importance of the naval supply line).

20 Neutral Castles and Troops

Neutral castles and Forces do not have zones of control. Both players can move their units into hexes - adjacent to neutral castles or Forces, but they cannot move their units into hexes occupied by neutral castles or Forces.

21 Victory Points

When a player scores victory points, he should move the Victory Point marker by the number of points scored. If the Uesugi side scores points, the marker is moved to the right (positive), and if the Oda side scores points, it is moved toward the left (negative). This is done every time points are scored. The different types of points are as follows.

Victory Points

- Gain a castle with Durability of 3: 1 point
- Gain a castle with Durability of 4-6: 2 points
- Gain a castle with Durability of 7-10: 3 points
- Gain a castle with Durability of 11: 4 points
- Eliminate an enemy bushō unit: 1 point
- Eliminate an enemy samuraidaishō unit: 2 points
- Eliminate an enemy taishō unit: 10 points

For the Uesugi side only, during each Turn Start Phase:

- A Uesugi unit is in Kyoto: 5 points
- Uesugi Kenshin is in Kyoto: 15 points

22 Victory Conditions

This game continues until the end of Turn 15 or until one of the following termination conditions is met.

22-1 Termination Conditions

The game ends immediately if any of the following occurs:

(1) The Uesugi Kenshin unit is eliminated. In this case, the Oda player wins.



(2) The Oda Nobunaga unit is eliminated. In this case, the Uesugi player wins.



(3) One of the players loses the will to continue the game. In this case, the opposing player wins.

22-2 Determining the Winner

If the score is 30 points or more at the end of Turn 15, the Uesugi player wins. If the score is 29 points or less, the Oda player wins.

23 Additional Optional Units

With the agreement of both players, any of these units marked with an asterisk (*) to the right of its name can be placed on the designated hex at the start of the game and used.

Uesugi Army: Deployed at Kasugayama Castle (5604)



Takeda Army: Deployed at Tsutsujigasaki Mansion (5722)



Game Design: Nakazawa Takatsugu
 Additional Optional Units: Yamauchi Katsusuke
 Production: Simulation Journal Co., Ltd.

Combat Results Table

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

Siege Results Table

Die Roll Commander	1	2	3	4	5	6
Taishō	×	×	×	×	-1	-1
Samuraidaijū	×	×	×	-1	-1	-2
Bushō	×	×	-1	-1	-2	-2
None	×	-1	-1	-2	-2	-3

Attrition Table

Isolated +1

Die Roll	1	2	3	4	5	6
Result	-	-	A	A	B	B

A: 1/10 of the units are lost, with fractions rounded down.

B: 1/10 of the units are lost, with fractions rounded up.

Random Events Table

Victory Points Die Roll	-10 or less	-9 ~-1	0 ~-5	6 ~-10	11 ~-15	16 or more
2	Neutral → Uesugi	Mōri's Defection	Ukita's Defection	Ukita's Defection	Ukita's Defection	Neutral → Uesugi
3	.	Ukita's Defection	Ukita's Defection	Uesugi → Oda	Yoshiaki's Uprising	Uesugi → Oda
4	Ukita's Defection	Neutral → Uesugi	Saika Rejoins the Battle	Neutral → Oda	.	Yoshiaki's Uprising
5	.	Saika Rejoins the Battle	Uesugi → Oda	Saika Rejoins the Battle	Neutral → Uesugi	Saika Rejoins the Battle
6	Saika Neutrality	Saika Neutrality	Neutral → Uesugi	Neutral → Uesugi	Neutral → Uesugi	Neutral → Uesugi
7	Neutral → Oda	Neutral → Oda	Neutral → Oda	.	Araki Rebellion	Araki Rebellion
8	Uesugi → Oda	.	.	Araki Rebellion	Oda → Uesugi	Oda → Uesugi
9	.	Uesugi → Oda	Araki Rebellion	Oda → Uesugi	Saika Rejoins the Battle	Neutral → Oda
10	.	Araki Rebellion	Saika Neutrality	Mōri's Advance	Mōri's Advance	Mōri's Advance
11	Hojo Invasion	Hojo Invasion	Hojo Invasion	Hojo Invasion	Hojo Invasion	Hojo Invasion
12	Araki Rebellion	Oda → Uesugi	Mōri's Advance	Yoshiaki's Uprising	Uesugi → Oda	Oda → Uesugi

Mōri's Advance: You can deploy one Commander unit and two [sic] bushō units of the Mōri army. Also, a +1 modifier is applied to the Mōri clan deployment check for this turn.

Hojo Invasion: Remove one Commander unit and 2 bushō units of the Uesugi army from the map. These units do not count towards victory points. This event can occur only once.

Yoshiaki's Uprising: The Uesugi player can use the Ashikaga Yoshiaki unit. The Mōri, Saika, Negoro, Ukita, Yamana, and Takeda Motoaki armies can be moved by the Uesugi player without any restrictions. This event can occur only once.

Ukita's Defection: The Ukita army is removed from the game. All Ukita army units are removed from the map. However, this result is invalid if Uesugi Kenshin marches to Kyoto or if the "Yoshiaki's Uprising" event has occurred.

Araki Rebellion: Araki Murashige, Takayama Ukon, and Ogawa Kiyohide betray the Oda side.

Araki Murashige ... Moves to Hanakuma Castle (1326) and Itami Castle (1626) (ends on a roll of 1).

Uesugi Replenishment Table

Die Roll Clan	1	2	3	4	5	6
Uesugi	1	1	1	2	2	2
Takeda	0	1	1	1	1	2
Mōri	0	1	1	1	1	2
Ukita	0	0	0	1	1	1
Ikkō-ikki	1	1	1	2	2	2
Others	0	0	0	0	1	1

Honganji Temple and the Kaga Ikkō-ikki rebels are discussed in more detail in the rules section on the Ikkō-ikki.

Oda Replenishment Table

Die Roll Clan	1	2	3	4	5	6
織田	1	1	1	1	1	2
徳川	0	0	1	1	1	1
その他	0	0	0	0	1	1

The Oda army can receive Replenishment from five locations: Echizen, Kyoto, Azuchi, Gifu, and Kiyosu.

Minor Daimyo

Determination Table

Die Roll	小大名
1	三木
2	一色
3	武田元昭
4	山名
5	根来
6	根来

Mōri Clan Deployment Table

Die Roll	結果
1	ナシ
2	武将1ユニット
3	武将2ユニット
4	指揮官1ユニット
5	武将2ユニット
6	指揮官1ユニット + 武将2ユニット

Mori's Clan Deployment Table

Modifiers due to the recent Random Events:

Neutral → Oda:	-1	Four or fewer Oda units in Harima:	+1
Uesugi → Oda:	-1	Oda castle in Inaba, Tajima, or	
Neutral → Uesugi:	+1	Harima fell in the previous turn:	-1
Oda → Uesugi:	+1	Mitsunari castle in Inaba, Tajima,	
		or Harima fell in the previous turn:	+1

Takayama Shigetomo ... Moves to Ibaraki Castle (1826) (ends on a roll of 1-5).

Nakagawa Kiyohide ... Moves to Takatsuki Castle (1925) (ends on a roll of 1-5).

Neutral→Oda: Neutral daimyo joins Oda (Minor Daimyo Determination Table)

Neutral→Uesugi: Neutral daimyo joins Uesugi (Minor Daimyo Det. Table)

Oda→Uesugi: Oda daimyo joins Uesugi (Minor Daimyo Determination Table)

Uesugi→Oda: Uesugi daimyo joins Oda (Minor Daimyo Determination Table)

Saika Neutral: Saika-shu becomes neutral and goes to Saika Castle (1132).

Saika Rejoins the Battle: If the Saika-shu is neutral, the Uesugi player can now move them again.

Turn Record Track

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Early Month 6th Month	Middle 6th Month	Late 6th Month	Early 7th Month	Middle 7th Month	Late 7th Month	Teikō-shū Early 8th Month	Middle 8th Month	Late 8th Month	Early 9th Month	Middle 9th Month	Late 9th Month	Early 10th Month	Middle 10th Month	Late 10th Month

Phase Record Track

1	2	3	4	5	6	7	8	9
Turn Start Phase	Uesugi Movement Phase	Oda Reaction Phase	Uesugi Forced March Phase	Uesugi Combat Phase	Oda Movement Phase	Uesugi Reaction Phase	Oda Forced March Phase	Oda Combat Phase

Score Record Track

0	1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---	---

Terrain Effects Chart

	Fiat Land Movement: 1 Combat: 0		Castle (Main)
	Rough Movement: 2 Combat: 0		Castle
	Foothills Movement: 3 Combat: ±1		Port Castle
	Mountain Movement: n/p Combat: n/p		Lake, Pond
	Sea Movement: n/p Combat: n/p		Border
	River Movement: +1 Combat: -1		Kyoto

Errata

Regarding the movement points required for an overrun, is the +1 needed to enter enemy-controlled territory in addition to the movement cost of the terrain where the enemy is located? According to the rules, hexes occupied by the enemy also seem to be considered controlled territory, so it seems necessary, but the overrun section only mentions terrain.

No, it's not necessary. For example, if you want to launch an overrun attack against an enemy at Torigoe Castle in hex 3709 which is not currently under siege, you can resolve the overrun battle by paying a total of 4 MP: +1 MP for crossing the river hex side and 3 MP for the "mountain" hex terrain. Think of an overrun as a "one-round battle" that takes place during movement.

In the 9-1-1 Siege Resolution Table, does the "X" mark indicate surrender?

The Siege Resolution only determines any decrease in the castle's morale. Surrender is determined by a separate Surrender Check, and the castle does not surrender during Siege Resolution. (See sections 9-1-1 and 9-1-2)

In the replay article, the explanation of placing Engagement markers during Turn 5 states that, when attacking from two hexes, the attacking side does not combine the attacks from both hexes but rather attacks from each hex separately, after which the defending side can allocate its forces and counterattack. However, rule 12-1-6 states that the defending side can only be attacked once per Combat Phase. Since the defending side is being attacked from two hexes, wouldn't they be subject to two attacks?

We sincerely apologize for the confusion this has caused.

Depending on the combination of actions, such as counterattacking an enemy who has declared an attack, the situation can become somewhat complex.

We ask for your understanding that there are exceptions to the rule that "the defending side can only be attacked once per Combat Phase."

In that sense, we are considering simply deleting section 12-1-6. Incidentally, the rule that "the defending side can be attacked once per Combat Phase" has been removed in *Sanada Gunki*, the sequel to this system.

Notes on This English Translation

This translation of the exclusive rules for *Game Journal* 46 was created in December 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.

As with the Sengoku Gunyuden 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), 野戦 (field battle), 強襲 (assault), and 交戦 (engagement). I hope that I have detected and distinguished all instances correctly.