待望久しい名作、
堂々の復活！

最新SLG情報

新作ゲームガイド

リプレイコミック
松田大秀

坂の上の雲では
描かれない日清戦争
別宮暖郎

各国軍隊分析シリーズ
日本戦史雑話／絶版ゲーム再生
データで見る日米海戦／ASL兵器ガイド
B級SFゲーム分科会／知られざる名将たち

ヒストリカルノート「信玄上洛の可能性」福田誠
ワイドグラビア「そのとき山が動いた」
プレイ指針「瀬田に武田の旗を立てよ！」
「信玄上洛」ミニシナリオ：三方ヶ原の合戦
「信玄上洛」デザイナーズノート
[特別企画]ゲームの中の武田信玄

福田誠デザイン

信玄上洛

Shingen's Arrival in Kyoto

A Makoto Fukuda design

1.0 Introduction

In the 10th Month of Gunma 3 (1572). Takeda Shingen, the hero of Koshu, stands on his horse at Tsutsugasaki in Fuchu ready to achieve his long-cherished wish of taking Kyoto. Arrayed before him are the combined forces of Oda and Tokugawa, numbering a total of 70,000. Now, the largest battle in the history of the Sengoku period is about to begin.

This game is a simulation that tries to recreate a period of the Sengoku period based on the hypothesis, "If Shingen had advanced on Kyoto, what would Oda, Tokugawa, and their generals have done?" Players are divided into two sides, Takeda and Oda, and each player takes action with the following forces to progress through the game.

(1) Takeda player

Takeda army • Azai army • Asakura army • Ashikaga army • Ikkō-Ikki • Saika-Tō

(2) Oda player

Oda army •Tokugawa army

The above armies are considered to be in alliances controlled by the two player, and in this game the armies are collectively called "allied armies". In addition, among the armies controlled by the Takeda player, the Azai army, Asakura army, Ashikaga army, Ikkō-Ikki, and Saika-Tō are collectively called the Anti-Oda Armies.

2.0 Game Equipment

① 1 map

② 1 counter sheet (about 250 pieces)

③ Rulebook (this book)

④ Please also provide some 6-sided dice.

2-1 Map

This game includes one map of central Japan spanning from the Tokugawa Castle in Kai in the east to the Ishiyama Honganji Temple in Settsu in the west.

2-1-1 Hexes

The map is covered by a hexagonal grid that divides it into spaces called "hexes." These are printed to regulate the positions of the pieces and to clarify distances. The sides of a hex are called "hexsides." The distance between the opposite sides of a hex corresponds to approximately 6 km in real life.

2-1-2 Terrain

Hexes are categorized into various types according to the actual terrain. These terrain types have different effects during the game. Please refer to the "Terrain Legend" on the map to see what type of terrain each hex or hexside represents and the "Terrain Effects Chart" in this rulebook to see what effects they have.

2-1-3 Territories:

The following armies have their own territories. From now on, these will be called their "own territory", and other areas will be called "other territory".

① Takeda army - Kai, Shinano, Suruga

② Oda army - Owari, Mino, Ise, Yamato, Izumi

③ Tokugawa army - Mikawa, Totomi

④ Asakura army - Echizen

⑤ Other – none

2-1-4 Castles

The castles owned by each army are color-coded as follows:

1. Takeda army - red

2. Oda army - yellow

3. Tokugawa army - dark red

4. Azai army - blue

5. Asakura army - green

6. Ashikaga army - white

7. Ikkō-ikki - gray

The numbers on the castles indicate their level (see section 13).

2-1-5 Tracks

The following tracks are printed on the map to keep track of the game situation.

(1) Turn Record Track

This is used to clarify the progress of the game (see section 4). Turns represent the following periods in the six months covered by the game:

10th Month (Genki 3): Turns 1 to 4

11th Month: Turns 5 to 8

12th Month: Turns 9 to 12

1st Month (Tensho 1): Turns 13 to 16

2nd Month: Turns 17 to 20

3rd Month: Turns 21 to 24

(2) Stage Record Track/Operations Phase Record Track

Used to clarify the sequence of play (see section 44).

(3) Snow/Thaw Record Track

Used to record whether snow has fallen or melted during that turn (see section 18).

(4) Score Record Track

Used to display the scores of both players during the course of the game (see case 19-2).

2-1-6 Command Tracks

These are the squares next to the name of each commander unit at the top of the map. When organizing a force (see section 6), these are used to clarify which units are being commanded.

2-1-7 Charts and Tables

The following charts and tables are printed on the map.

(1) Field Battle Results Table

(2) Assault Results Table/Call for Surrender Table

(3) Siege Results Table

(4) Replenishment Tables

The same contents appear on the Quick Reference. (see 2-3)

2-2 Units (Pieces)

There are two types of pieces used in this game: "units" that represent the troops led by military commanders and "markers" that reflect various conditions during the game.

2-2-1 Units

(1) Leader Name

The name of the general who leads the unit.

(2) Combat Strength

A numerical value used in sieges (see section 13 and field battles (see section 14).

(3) Field Battle Modifier

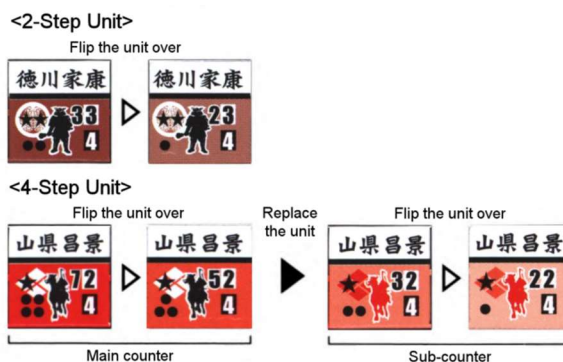A numerical value used when the unit engages in field battles (see case 14-2-1).

(4) Activation Points

The number of stages during which the unit can activate in one turn (see case 12-2).
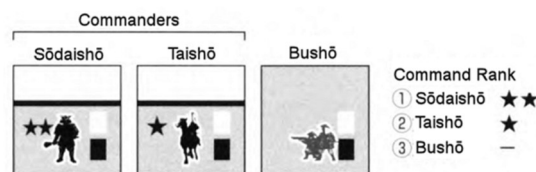
(5) Number of Steps

This indicates the unit's size. One step is approximately 500-1000 men.

Some units have two steps while others have as many as four steps. Each step is displayed as follows:


(6) Command Rank

This indicates that the leader represented by that unit is a type of "Commander". The relationship between superior and inferior units is as follows:

2-2-2 Markers:

Markers are used to indicate various situations and conditions during the game. The following eleven types of markers are used. Please refer to the relevant section for instructions on how to use each one.
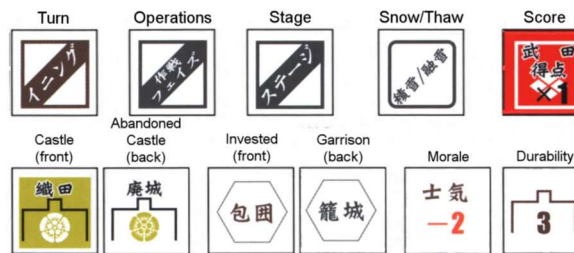
2-3 Quick Reference

The following tables are included in the Quick Reference in the center of this rulebook.

(1) Field Battle Results Table

Used to resolve field battles (see section 14).

(2) Assault Results Table/Call for Surrender Table

Used to resolve sieges (see section 13).

(3) Siege Results Table

Used to determine siege results (see section 13-1).

(4) Replenishment Tables

Used to determine replenishment (see section 10-2).

(5) Random Events Table/Yoshiaki's Uprising Determination Table/Peace Negotiations Table

Used to determine random events (see section 17).

(6) Snow/Thaw Determination Table

Used to determine the effects of snow and thaw (see section 18).

(7) Terrain Effects Table

Summarizes the effects of terrain during the game.

3.0 Preparing to Play the Game

Before the game begins, each player should prepare for play by following these instructions:

3-1 First, decide which player will be in charge of the Takeda or Oda side.

3-2 Spread out the map and each player will take the pieces they are to use.

3-3 Place the units on the map as follows.

(1) Ikkō-Ikki

① Place the following units freely in Ishiyama Honganji (hex 0330) and adjacent hexes:

下間頼廉
Shimotsuke Yorin

下間仲孝
Shimotsuke Nakataka

一向一揆
Ikkō-Ikki x 5

② Place the following units freely in Nagashima Castle (hex 2323) and adjacent hexes (except hex 2324):

願証寺証恵
Ganshoji Shokei

服部友定
Hattori Tomosada

一向一揆
Ikkō-Ikki x 5

(2) Azai Army

① All units can be freely placed in the two hexes of Odani Castle (hex 1616) or Yamamotoyama Castle (hex 1517)

(3) Asakura Army

① All units can be freely placed in Echizen, or in Omi province hexes with the last two digits of the hex number being xx16 or below, or in the hex of Yamamotoyama Castle.

(4) Oda Army

① All units can be freely placed in hexes within the following provinces:

Owari • Mino • Omi • Wakasa • Yamashiro • Yamato • Settsu • Ise • Machiuchi • Izumi

② However, they cannot be placed in the following hexes:

With enemy units and castles

Within Omi province where the last two digits of the hex number are xx16 or below

(5) Tokugawa Army

① Freely place all units in hexes containing Tokugawa army castles.

(6) Takeda Army

① Freely place in any Takeda castle in Mikawa:

奥平貞能
Okudaira Sadayoshi

② Freely place in any Takeda castle hex in Shinano:

秋山信友
Akiyama Nobutomo

③ Freely place in any hex 8 hexes away from Tokutsuragasaki Castle (hex 5713):

山県昌景
Yamagata Masakage

④ Place the remaining units in Tokutsuragasaki Castle (hex 5713).

⑤ You can also place in Ejiri Castle (hex 5425):

穴山信君
Anayama Nobutsuna

Plus up to three bushō units

When deploying any unit, place it at its full number of steps (2 or 4). Also, do not deploy sub-counters or markers before the game starts. Put them to the side of the map.

4.0 How the Game Progresses

The game progresses by repeating a specific procedure. Each cycle is called a "turn". In principle,

the game continues until 24 turns have been completed or until an end condition (see 19-1) has been achieved.

One turn consists of an Initial Stage and the 1st to 4th Stages. A "stage" is a set of specific activities that are grouped together to enable the game to progress smoothly. One turn in the game is equivalent to about one week.

4-1 Sequence of Play

4-1-1 Initial Stage

(1) Random Events Phase

Both the Takeda and Oda players check their scores and use the difference to determines whether any changes have occurred in the game situation (see section 17).

(2) Snow/Thaw Determination Phase

The Takeda player checks whether there is snow. If there is already snow, he checks whether it has melted (see section 18).

(3) Line of Communication Check Phase

Both the Takeda and Oda players check whether their forces have lines of communication (see section 8).

4-1-2 First Stage

(1) Takeda Operations Phase

The Takeda player selects one of the following five actions for each Takeda force (see section 9). After all forces have acted, the results of any sieges of castles invested by enemy forces are determined (see section 13).

(1-1) Actions

① Reorganization (see section 10)

② Morale recovery (see section 11-2)

③ Siege (see section 13)

④ Field battle (see section 14)

⑤ Movement (see section 16)

(1-2) Siege Results Determination

(2) Oda/Tokugawa Operations Phase

The Oda player uses his Oda/Ikegawa forces in the same way as in (1) Takeda Operations Phase, and determines the outcome of any castle sieges.

(3) Anti-Oda Operations Phase

The Takeda player uses his Anti-Oda forces in the same way as in (1) Takeda Operations Phase, and determines the outcome of any castle sieges.

4-1-3 Second Stage

Repeat the same procedure as in the First Stage. However, only forces with 2 or more activation points (see 12-2) can act.

4-1-4 Third Stage

Repeat the same procedure as in the First Stage. However, only forces with 3 or more activation points can act.

4-1-5 Fourth Stage

Repeat the same procedure as in the First Stage. However, only forces with 4 activation points can act.

When all of the above stages have been completed, the turn ends. Move the turn marker to the next square on the Turn Record Track, and repeat the sequence of play beginning with the Initial Stage.

5.0 Zones of Control

The six hexes surrounding each unit or castle on the map are called zones of control (ZOCs).
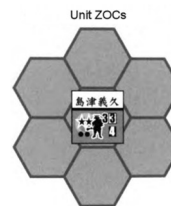
5-1 Unit Zones of Control

Every unit on the map has a zone of control.

5-1-1 Hexes separated by sea, lake, or other prohibited terrain hexsides cannot be controlled.

5-1-2 Units in a garrison (see 12-2) do not have zones of control.

5-1-3 A unit's zone of control has the following effects on enemy units and castles. For details, see the relevant sections.

① Restricting movement (see 16-4)

② Blocking retreat (see 14-3)

③ Blocking lines of communication (see 8-2

5-2 Castle Zones of Control

All castles on the map have zones of control in the hex where the castle is located and in the six hexes surrounding it.

5-2-1 Seas, lakes, and opposite shore hexes cannot be controlled.

5-2-2 The zones of control of a castle have different effects on enemy forces depending on whether they are the hex containing the castle or the six hexes surrounding it, as follows. For details, please refer to the relevant section.

(1) The hex containing the castle: Same as the zone of control for units.

① Restricting movement

② Blocking retreat

③ Blocking lines of communication

2) The six hexes surrounding a castle: Only blocks lines of communication.

5-2-3 Castles under siege (see 13-1) do not have zones of control.

5-2-4 If a friendly force in a castle's hex is in garrison (see 12-2), the effect of the zone of control of the castle does not change. But, if a force in a castle's hex is not in garrison, the force's zone of control applies.

6.0 Organization of Forces (部隊)

A force is a formation that is made up of units. Players undertake actions (see section 12) force by force. Therefore, players must organize all of their units into forces as follows.

6-1 Organization of Forces by Commanders

Commander units have the ability to organize other units into a force and have them act together (see section 12). From now on, this ability will be called "leadership".

Command Track

6-1-1 A commander's leadership capacity is represented by the number of boxes in his command track. One unit can be placed per box. The more spaces the commander has, the more units he can lead.

6-1-2 A commander unit can organize any number of units into a force, as long as they are within the limit of his leadership capacity

6-1-3 A commander unit must organize a force from units of the same army.

6-1-4 A commander unit can organize a force with the units placed in the squares of his command track. From now on, this will be called "command".

6-1-5 A sōdaishō (★★) can command taishō (★) and bushō units.

6-1-6 A taishō (★) can only command bushō units. However, a taishō (★) unit under the command of a sōdaishō (★★) unit cannot command any bushō units.

6-1-7 Commanded units cannot use any abilities other than combat strength.

6-2 Force Composition

A unit is placed on the map to represent a force. Forces can have three types of composition:

(1) A force led by a sōdaishō (★★) unit

(2) A force led by a taishō (★) unit

(3) A force containing only a single unit

6-2-1 Units on a command track are led by a commander and are not treated as individual units.

6-3 How to Organize a Force

The organization of a force is done as follows:

6-3-1 Players organize their own units into forces in each hex they occupy.

6-3-2 Units in different hexes cannot be organized into a force.

6-3-3 Once a force has been organized, it cannot detach units or incorporate additional units unless it reorganizes (see section 10). (Exception: detaching a unit during movement; see section 16-5)

<Examples of Force Organization>

The forces of 武田信玄 and 穴山信君 are correct examples.

高坂昌信 is under the command of 武田信玄, so he cannot command other units.

馬場信春 is a taishō, so he cannot command the units of 武田勝頼, who is also a taishō.

7.0 Stacking (Stacked Units)

In this game, you can place any number of units in one hex. However, no matter how many units you place in the same hex, they are all treated as separate forces (exception: see Decisive Battle, 14-6).

8.0 Lines of Communication

If you do not establish lines of communication between your army and your main castle as described below, you will suffer various disadvantages during the game.

8-1 Main Castles

Each army -- Takeda, Oda, Tokugawa, Azai, and Asakura -- has a main castle. The main castles of each army are as follows:

① Takeda: Tsutsujigasaki Castle (hex 5713)

② Oda: Gifu Castle (hex 2517)

③ Tokugawa: Hamamatsu Castle (hex 4230)

④ Azai: Odani Castle (hex 1616)

⑤ Asakura: Ichijodani Castle (hex 1706)

⑥ Ikkō-Ikki, Saika-Tō, Ashikaga army: None

If a main castle is captured by the enemy, the army that lost the main castle will no longer be able to trace lines of communication. However, if the main castle is recaptured, lines of communication can be established again.

Armies without a main castle do not need to trace lines of communication.

8-2 Tracing Lines of Communication

The player determines the communication lines from each force to the main castle as follows:

Force → force or castle → main castle

8-2-1 When tracing a line of communication between a force and the main castle, you can use allied forces and castles as relays along the way.

8-2-2 There is no limit on the number of forces or castles that can be used to relay a line of communication.

8-2-3 Players cannot establish a line of communication through the following hexes:

① Hexes containing enemy forces

② Hexes containing enemy castles

③ Enemy zones of control

④ Hexes across sea or lake hexsides

8-2-4 Even if a hex contains an enemy castle, you can trace a line of communication through it if the castle is invested by an allied force.

8-2-5 Also, even if a hex is an enemy zone of control, you can trace a line of communication through it if it is occupied by an allied force.

8-2-6 Castles do not require lines of communication.

8-3 Length of Lines of Communication

There is a limit to the distance that a line of communication can be traced.

8-3-1 The length of a line of communication is measured in movement points (see 16-2).

8-3-2 A line of communication from a force to a castle/main castle or from a castle to a castle/main castle can be no longer than 30 movement points.

8-3-3 A line of communication from a force to a force must can be no longer than 10 movement points.

8-3-4 The length of a line of communication is counted as if movement points were being expended during movement (see 16). In this case, within your own territory (see 2-1-3), it is counted using strategic movement (see 16-3).

8-4 When to Check Lines of Communication

Whether lines of communication can be traced or not is determined in the following situations:

① During the Line of Communication Check Phase

② When performing replenishment (see 10-2)

③ When performing strategic movement (see 16-3)

④ When performing morale recovery (see 11-4)

8-4-1 All forces on the map must check their lines of communication during the Line of Communication Check Phase.

8-4-2 Checking lines of communication for replenishment, strategic movement, and morale recovery is done immediately before a force performs one of those actions.

8-5 Effects of Not Having a Line of Communication

Forces that cannot trace a line of communication are affected as follows.

8-5-1 During the Line of Communication Check Phase, forces that cannot trace a line of communication have their morale immediately reduced by 1.

8-5-2 If a force that is attempting to perform replenishment or strategic movement is unable to trace a line of communication, it cannot perform that action.

8-5-3 If a force that is attempting to recover morale is unable to trace a line of communication, morale recovery will be more difficult (see 11-4).

9.0 Force Actions

During your army's Operations Phase, you can have each of your forces take action. Each force can use one activation point during an Operations Phase to take one of the following five actions:

① Reorganization

② Morale recovery

③ Siege

④ Field battle

⑤ Movement

9-1 Principles of Actions

Actions are performed force by force.

9-1-1 Until one force's action has been completed, other forces cannot begin their actions.

9-1-2 An action is performed by consuming an activation point of the unit leading that force.

9-2 Activation Points

Activation points are the number of stages during which a force can activate during one turn. The more

activation points a force has, the more actions it can undertake.

9-2-1 Forces being led by a commander use the commander's activation points. Units under a commander cannot use their own activation points while being led.

9-2-2 Units acting alone use their own activation points.

9-2-3 Each force can use only one activation point during each Operations Phase.

9-2-4 A force can use one activation point to perform one of the following five actions. For smoother gameplay, you should adhere to the following order in activating forces:

① Reorganization (section 10)

② Morale recovery (section 11-2)

③ Siege (section 13)

④ Field battle (section 14)

⑤ Movement (section 15)

9-2-5 Players do not need to use all of their forces' activation points. They can act freely within their activation limits. However, unused activation points cannot be carried over to the next turn or given to other forces.

10.0 Reorganization

One action a player can choose is to organize forces. When a force reorganizes, it can perform one or both of the following two actions:

① Reorganization

② Replenishment

10-1 Reorganization

Reorganization can be performed with forces that occupy the same hex. It cannot be done using forces that are in different hexes. There are two basic types of reorganization, and players can freely combine them in reorganizing their forces.

(1) **Incorporation**: Incorporation is when a force adds some or all of the units of another force in the same hex into its own force and takes control of them.

(2) **Separation**: Separation is when some of the units under the control of a force are transferred into a new force or are reassigned to another force.

10-1-1 Reorganization of forces can be done only between forces that have not taken any action in that phase.

10-1-2 Reorganization of forces can be done if there is at least one force that is eligible to act in that phase among the forces attempting to do it.

10-1-3 Units separated from a force cannot take any action in that phase.

\<Examples of Reorganization\>
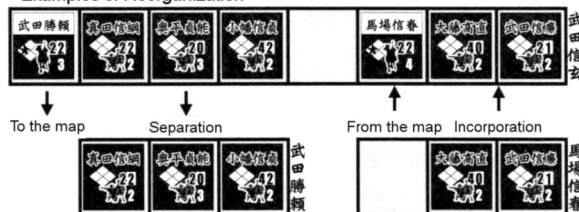
10-2 Replenishment

To restore the steps of a unit or the durability of a castle lost in a siege (see section 13) or field battle (see section 14), the player can use the replenishment as follows.

10-2-1 If replenishment is performed along with a change in the formation of a force, the replenishment is performed after the reorganization.

10-2-2 Only commander units on the map can replenish. As an exception, Ikkō-Ikki bushō units can replenish when they are in a force by themselves. A commander invested within a castle cannot replenish.

10-2-3 Replenishment is done using the Replenishment Table for the army to which the commander unit attempting the replenishment belongs. Also, different columns are used depending on whether the commander unit is in their own territory or another territory.

10-2-4 The player doing the replenishment rolls the die and cross-references the number that comes up with the column for the type of territory the force currently occupies. The value shown there is the number of steps that can be replenished.

10-2-5 If the morale of the force attempting replenishment is low, subtract that number from the die roll to get the result of the replenishment.

10-2-6 If a replenishment result is obtained, the steps are recovered immediately. However, if a result of -1 or -2 is obtained, not only has the replenishment failed, but there have been deserters and the number of steps must be reduced by the number of deserters shown.

10-2-7 The replenishment result applies to the commander unit itself and the force it commands. Even if there are units of the same army in the same hex, replenished steps cannot be shared.

10-2-8 If more steps are gained from replacement than the force can use, the extra steps cannot be used for anything and are lost.

10-2-9 However, the Ikkō-Ikki are an exception to 10-2-8. If one of their units has been eliminated, any leftover replenishment steps can be used to restore it and the unit can be used again. If multiple units have been eliminated, the steps can be distributed among them and multiple units can be brought back. This cannot be done by forces other than the Ikkō-Ikki. Please note: In addition to replenishing as one of its regular actions, a Ikkō-Ikki commander unit can replenish using the normal columns during every phase. This is possible even if the unit could not otherwise act in that phase.

10-2-10 Replenishing a castle is done in the same way as above. This can only be done if the commander unit attempting the replenishment is in the hex containing the castle.

10-2-11 The result of replenishing a castle is the same as for troops, except that it affects the castle's durability.

10-2-12 A force attempting to replenish must have a line of communication to the main castle.

11.0 Morale

Morale is a numerical representation of a force's or castle's will to fight, and all forces and castles have it.

11-1 Morale Value

The normal morale value for all forces and castles is 0.

11-1-1 Morale drops in the following cases:

① When a line of communication cannot be established

② When a castle has been invested

③ When a force retreats from a field battle

11-1-2 Reduced morale ranges from -1 to -4. If a force's morale drops below -4, it is considered eliminated and is removed from the map.

11-1-3 Reduced morale is indicated by placing a morale marker.

11-1-4 If a force with reduced morale drops further, the reductions are cumulative.

11-2 Effects of Reduced Morale

A force with reduced morale will be affected in the following ways. For more information, see the relevant sections.

(1) Reduced number of replenishment steps

(2) Disadvantages in siege

(3) Disadvantages in field battles

(4) Reduced movement

11-3 Reorganizing a Force with Low Morale

Reorganization involving a force with low morale can cause a reduction in morale.

11-3-1 A force with normal morale that incorporates a unit from a force with low morale will have its morale reduced to the same degree.

11-3-2 The morale of a force with low morale will not change even if a unit is incorporated from a force with normal morale.

11-3-3 A unit separated from a force with low morale will have the same low morale as the original force.

11-3-4 If a force with low morale incorporates a unit from a force with a lower morale, its morale will become the lower one.

11-3-5 If a unit from a force with low morale is incorporated, the morale of the force with the low morale will not change.

11-3-6 If a force is stacked with a force with low morale, its morale will not be lowered.

11-4 Morale Recovery

As one type of force action, the player can restore the morale of a force whose morale has dropped.

11-4-1 When restoring morale, the force checks whether it can establish a line of communication with its main castle.

11-4-2 Forces that can establish a line of communication can unconditionally increase their morale by 1.

11-4-3 However, forces that cannot establish a line of communication cannot increase their morale by 1 unless they roll a die and get a number equal to or lower than their activation point rating.

12.0 Castles

Castles on the map play an important role as defensive bases and as relay points for lines of communication (see section 8-1).

12-1 Castle Durability

"Durability" is how well a castle can withstand a siege.

12-1-1 All castles begin with a uniform durability of 10.

12-1-2 A castle's durability can be reduced as a result of an investment (see 13-1) or an assault (see 13-2).

12-1-3 A castle's durability can be restored by replenishing it. However, it cannot be increased to more than 10.

12-1-4 A castle's durability is indicated by placing a Durability marker at the start of a siege.

12-2 Garrisons (籠城)

Garrison is when troops in a hex containing a castle barricade themselves inside the castle.

12-2-1 A force that wants to go into garrison must expend one movement point (see section 16). That is, the force must choose movement as its action in that Operations Phase (see section 16).

12-2-2 A force can also go into garrison as part of a retreat (see section 14-3.

12-2-3 Multiple forces can be placed into garrison in one castle. While in garrison, they are all considered to part of a single force. Forces from allied armies can also be placed into garrison together.

12-2-4 A player indicates that a castle has a garrison by placing a Garrison marker on top of the garrisoning force.

12-2-5 If there are garrison and non-garrison forces in the same hex, place the garrison forces below the Garrison marker and the non-garrison forces above it.

12-2-6 Any number of forces may be in the garrison of a castle.

12-2-7 A force that wishes to leave garrison must expend one movement point, just as if they were entering garrison.

However, if there is even a single enemy unit in the hex of the castle in which they are in garrison, they cannot leave the garrison.

12-2-8 A force in garrison can attack enemy forces in the hex containing its castle (see section 14). If there are multiple forces in the garrison, all of them can attack, but every one of them must be able to act during that Operations Phase.

When attacking with multiple forces, the field battle modifier used must be that of the most senior sōdaishō (★★) or taishō (★). If there are multiple units of the same rank, it is up to the player to decide.

12-2-9 The morale of a force in garrison does not decrease if it is unable to establish a line of communication.

13.0 Siege (攻城戦)

As one of the actions of your troops, you can attack enemy castles. There are three categories of siege warfare: investment, assault, and call for surrender

(1) To engage in siege warfare, you must have your force in the hex where the enemy castle is located.

(2) If you are not yet investing the enemy castle, you can declare an investment and an assault at the same time, or you can just do one or the other of them.

(3) Troops investing an enemy castle can either assault or call for surrender while investing. Also, they can perform actions other than Movement or Field Battle.

(4) Once troops have begun investing an enemy castle, they cannot end the investment, and they will continue it automatically until it becomes impossible to continue.

(5) An investment must be declared before you can assault or call for surrender.

13-1 Investing a Castle (包囲)

13-1-1 You cannot invest a castle unless you have troops in its hex with a total combat strength of at least three times its level.

13-1-2 A level 0 castle can be invested if you have troops with a combat strength of at least 3.

13-1-3 If, at any point, the combat strength of your troops falls below three times the castle's level, the investment will end immediately and the castle's morale will be fully restored.

13-1-4 A castle can be invested by multiple forces.

13-1-5 To show that a castle has been invested, place an Invested marker on the force engaged in the investment.

13-1-6 When a castle is invested, the units garrisoning the castle cannot leave the garrison until there are no enemy forces left in the hex, even if the investment is lifted.

13-1-7 A player whose castle has been invested must make a siege check for each invested castle at the end of his army's Operations Phase. Roll one die and apply the effect shown in the column of the Siege Results Table to the castle. Add one to the die roll if a sōdaishō (★★) or taishō (★) unit is garrisoning the castle.

13-1-8 Once a force has invested a castle, it can continue the investment and take any action other than movement.

13-2 Assault

A player can weaken an enemy castle by assaulting it.

13-2-1 Only forces in the hex containing an enemy castle can launch an assault.

13-2-2 An assault can be launched by multiple forces. In this case, none of the forces participating in the assault can have performed any actions already in that Operations Phase.

13-2-3 An assault can be launched whether or not the castle is invested, but it can only be launched if the assaulting forces has a combined combat strength greater than that of the force garrisoning the castle.

13-2-4 Resolving an Assault

First, subtract the total combat strength of the forces garrisoning in the castle from the total combat strength of the forces launching the assault to find the difference. If there are no garrisoning forces, just use the total combat strength of the forces launching the assault.

Then, the player launching the assault rolls the die, and the intersection of the die roll and the combat strength difference on the "Assault Results Table" gives the result of the assault.

The result is immediately applied to the castle and to the force launching the assault.

13-2-5 Modifiers

The assault resolution die roll is adjusted as follows.

① Subtract the level of the castle being assaulted from the die roll.

② Subtract the castle's morale from the morale of the force assaulting, and modify the die roll by the difference. If multiple forces are assaulting, the force with the lowest morale is used.

③ Based on the terrain of the hex where the castle is located, subtract any modifier given in the Terrain Effects Chart.

13-2-6 Applying Assault Results:

The number on the left of the result shows how much the durability of the castle has been reduced by the assault. The player who owns that castle must immediately reduce its durability by that number.

The number on the right is the damage suffered by the force that performed the assault, and the assaulting player must immediately reduce the force that participated in the assault by that number of steps.

13-3 Call for Surrender

A player can take an enemy castle early by calling on it to surrender.

13-3-1 A call for surrender cannot be made in the same Operations Phase as an assault.

13-3-2 Only a sōdaishō (★★) or taishō (★) in the same hex as the castle can issue a call for surrender.

13-3-3 A call for surrender can be made only once per castle per Operations Phase.

13-3-4 How to Resolve a Call for Surrender

The player making the call for surrender first checks the durability of the castle, then rolls the die. The die roll is modified as follows:

① If a sōdaishō (★★) is in the garrison, subtract 2 from the number rolled.

② If a taishō (★) is in the garrison, subtract 1 from the number rolled.

If both ① and ② above apply, only one of them can be used.

③ Compare the morale value of the force making the call for surrender with the morale value of the castle, and add or subtract the difference from the number rolled. If the morale value of the force making the call for surrender is higher, add the difference; if the morale value of the castle is higher, subtract it.

13-3-5 Results of a Call for Surrender

(1) **Rejected**

The call for surrender recommendation was rejected. The siege continues.

(2) **Gates Opened**

The castle becomes the property of the army that issued the call for surrender. The garrison troops are immediately moved to the nearest castle of their allied army. If there is no castle available, this is treated as a Surrender. The durability of the castle remains the same as when it was surrendered.

The player who captured the castle places a control marker on the hex to indicate that it is now their castle. Remove the morale marker.

(3) **Surrender**

The castle becomes the property of the army that issued the call for surrender. The garrison troops are immediately removed from the map, and half their steps are immediately available to replenish the force that issued the call for surrender. The durability of the castle remains the same as when it was surrendered.

The player who captured the castle places a control marker on the hex to indicate that it is now their castle. Remove the morale marker.

13-3-6 When a player captures a castle, he can choose to make it an abandoned castle rather than taking control of it. An abandoned castle's durability becomes 0, and it cannot be used again unless it is replenished. An abandoned castle is indicated by placing an Abandoned marker in the hex.

13-3-7 Fall of a Castle

If the morale of a castle falls below -4 or if the durability of the castle becomes 0 as a result of a siege, the castle will immediately fall. When a castle falls, the player who caused it to fall will find the result in the "0" column of the Call for Surrender Table and apply it immediately.

13-4 Offer to Surrender

The player whose castle is under siege can offer to surrender during his own army's Siege Result Determination. If the enemy player accepts this offer, it will have the same effect as in the "Gates Opened" result above. However, if he refuses, the siege must continue.

Example of a Siege

In the Third Stage of Turn 2, Takeda Shingen's troops move into the hex where Futamata Castle is located (hex 4328). The total combat strength of Takeda Shingen's force is 31. In this phase he cannot invest the castle yet.

①Fourth Stage of Turn 2

The Takeda player chooses Siege as his action in this phase and invests Futamata Castle. Place an Invested marker on Takeda Shingen's troops to indicate this. At the same time, he assaults Futamata Castle.

The combat strength of Takeda Shingen's troops is 31, and there is no garrison at Futamata Castle. Roll the die using the 31-39 combat strength difference column on the Assault Results Table. The roll is a 5. However, since Futamata Castle has a level of 2, its terrain is rough, and its modifier is -1, the result is adjusted to 2. So, the result is 1-1. A 9 durability marker is placed on the Futamata Castle hex, and Takeda Shingen's force is reduced by 1 step. This brings his combat strength to 30.

At the end of the Oda player's Operations Phase, he checks the results of the siege of Futamata Castle. He rolls the die and gets a 1. The Oda player reluctantly

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places a "Morale" marker on the Futamata Castle hex to indicate the reduction.

② Third Stage of Turn 6

The siege of Futamata Castle has entered its fourth turn. Currently, Futamata Castle has a durability of 4 and a morale of -2. Meanwhile, Takeda Shingen's force has a combat strength of 36, including units that were added later.

The Takeda player chooses Siege as his action for this phase and calls on Futamata Castle to surrender. He rolls the die and gets a 4. Futamata Castle's morale is currently at -2, so the roll is modified to 6. Looking at the Call for Surrender Table, the result is "Gates Opened". Futamata Castle has fallen and is now the property of the Takeda player. The Takeda player places a Takeda control marker on the hex of Futamata Castle. The durability marker is left as is, and the morale marker is removed.

14.0 Field Battles (野戦)

One possible action of a player's troops is to engage in field battles with the enemy. There are two types of field battles -- skirmishes and decisive battles – and they are resolved in slightly different ways. Regardless of the overall situation, when resolving a field battle the player who is attacking is called the "attacker," and the player who is being attacked is called the "defender." Field battles are resolved one at a time using a die and the Combat Result Table.

14.1 Skirmishes (小競り合い)

Skirmishes are resolved one at a time using following procedure:

① Calculate the attacker's combat strength

② Resolve the attack

③ Apply the combat result to the defender

④ Calculate the defender's combat strength

⑤ Resolve the counterattack

⑥ Apply the combat result to the attacker

14-1-1 To resolve a skirmish, the attacking player first decides which of his forces will attack the enemy force.

14-1-2 The attacking player can attack enemy forces in hexes adjacent to his own forces.

14-1-3 Skirmishes are resolved one force at a time. Multiple forces cannot attack at the same time.

14-1-4 Each force can attack only one enemy force in one hex during each Operations Phase. Forces cannot attack enemy forces in multiple hexes at the same time.

14-1-5 If there are multiple enemy forces in one hex, the attacking player may choose to attack all of them or only some of them.

14-1-6 An enemy force that has been attacked by one force may be attacked by another force. In other words, each defending force may be attacked any number of times during one Operations Phase.

14-1-7 Attacks are not permitted across seas, lakes, or ponds.

14-1-8 Skirmishes are not mandatory. Players are free to choose whether or not to attack.

14-2 Attack Resolution

The attacking player adds up the combat strengths of the units in his force and rolls the die. The result is found at the intersection of the die roll and the corresponding combat strength column on the Field Battle Results Table. The result is immediately applied to the force being attacked.

14-2-1 Modifiers

The die roll to resolve an attack is adjusted as follows:

① If the defending force is in a rough hex, subtract 1 from the roll.

② If the defending force is in a foothills hex, subtract 2 from the die roll.

③ If there is a river between the attacking and defending forces, subtract 2 from the die roll.

④ Calculate the difference in Field Battle Modifiers between the unit leading the attacking force and the unit leading the defending force, and add or subtract it from the result.

⑤ Calculate the difference in morale between the attacking and defending forces, and add or subtract that number from the die roll. If the attacking force's morale is higher, add the number, and if the defending force's morale is higher, subtract it. If there are multiple defending forces, use the morale of the force with the lowest morale.

⑥ When a garrison force attacks, subtract 1 from the roll.

All of the above modifiers are cumulative.

14-3 Attack Results

The result is the number of losses suffered by the defending force. The defending player must either reduce the number of steps of the units that make up his force by the number of losses or retreat. The number result can also be divided into a combination of step losses and retreats. In this case, the player must first reduce a number of steps and then execute a retreat corresponding to the remaining number from the result.

14-3-1 When taking step losses, the total number of steps lost applies to the entire defending force. You can take the steps from any unit.

14-3-2 If a unit that has only one step remaining takes a loss, that unit is eliminated.

14-3-3 When retreating, all defending units that participated in the skirmish must retreat.

14-3-4 Retreats can be up to 4 hexes away from the force that made the attack. Terrain has no effect on retreats.

14-3-5 The defending player can freely decide the direction of retreat for each force, but they cannot retreat into the following hexes:

① A hex across a sea or lake hexside

② A mountain hex

③ A hex containing an enemy force

14-3-6 You can retreat into the following hexes, but each time you enter such a hex, the retreating force loses an extra step.

① An enemy zone of control

② A hex containing an enemy castle

③ A hex across a river

If you retreat into a hex that meets more than one of the above conditions, you will still lose only one additional step.

14-3-7 Morale is affected when troops retreat. Reduce morale by the number of hexes retreated.

14-3-8 If a retreating force enters a hex with an allied castle, you can have your troops enter the garrison of that castle and end the retreat there. Also, if there is an allied castle in the hex that was initially attacked, you can have your troops enter the garrison of that castle. In either case, you must reduce morale by the full number of retreat hexes required by the result.

14-5 Counterattacks

Any defending force that does not retreat can launch a counterattack against the attacking force. A counterattack is resolved by the defending player in the same way as an attack, with the following differences.

14-5-1 A counterattack can only be launched against the force that attacked the defending force.

14-5-2 Modifiers

The counterattack resolution die roll is adjusted as follows:

① If the defending force is in a foothills hex, subtract 1 from the die roll.

② If there is a river hexside between the attacking and defending forces, subtract 2 from the die roll.

③ Subtract the field battle modifier of the unit leading the attacking force from the field battle modifier of the unit leading the defending force to get the difference in field battle modifiers, and modify the die roll by the difference.

④ Subtract the morale of the attacking force from the morale of the defending force, and modify the die roll by the difference.

⑤ If a garrison force attacked, add 1 to the die roll for the counterattack.

All of the above modifiers are cumulative.

14-5-3 Damage resulting from counterattacks is always applied as step losses for the attacking force. Attacking forces cannot retreat.

<Example of a Skirmish>
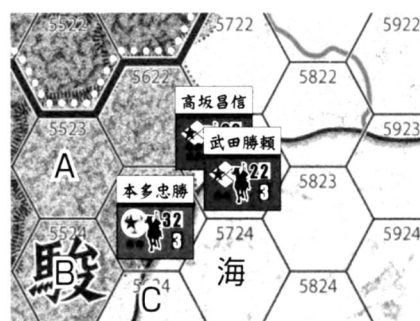
(Before the skirmish)   (After the skirmish)

武田勝頼 attacks 本多忠勝's force. At this time, 高坂昌宣 is in the same hex as 武田勝頼, but cannot participate in this attack.

1) First, calculate the combat strength of 武田勝頼's troops. 武田勝頼 commands the units shown in the diagram on the right, and their total combat strength is 10.

2) The die is rolled and the result is 4. The hex in which 本多忠勝 is located is rough, so the terrain modifier makes it a 3. Both field battle modifiers are 2, and neither force's morale is low, so these modifiers are not applicable.

3) Looking at the Field Battle Results Table, the result of the battle is a 1. 本多忠勝's troops must be lowered by 1 step or retreated 1 hex. The Oda player decides not to retreat and instead lowers 小笠原長忠's unit by 1 step. If he had chosen to retreat, he could have gone to hex A, B, or C.

4) 本多忠勝 did not retreat, so he can counterattack 武田勝頼's forces. 本多忠勝's forces have a combat strength of 6. He rolls the die and gets a 5. This number is not modified (see 14.5.2).

5) Looking at the Field Battle Results Table, the result is a 1. 武田勝頼's forces must be lowered by 1 step. Retreat is not allowed. The Takeda player lowers 武田信廉's units by 1 step.

This ends the skirmish.

14-6 Decisive Battles (合戦)

A decisive battle is a large-scale engagement of historic significance in which sōdaishō (★★) participate on both sides. In a decisive battle, the following steps are repeated many times until one side or the other retreats.

(1) Calculate the combat strengths of both the attacking and defending sides

(2) Resolve the combat

(3) Apply the combat results

(4) Decide whether to retreat

14-6-1 In order to conduct a decisive battle, both the attacking and defending sides must have sōdaishō (★★) units.

14-6-2 The attacking player can have other forces that are stacked in the hex where the sōdaishō (★★) unit is located participate in the battle. However, forces that have already performed an action cannot participate in the battle.

14-6-3 The defending player can also have all other forces that are stacked in the hex where the sōdaishō (★★) unit is located participate in the battle.

14-6-4 If a force is in the same hex as the sōdaishō (★★) unit, it can participate in the battle even if it would normally not be able to act in the current Operations Phase.

14-6-5 If a force is in the same hex as the sōdaishō (★★) unit, it can participate in the battle even if it is from a different army.

14-6-6 Once both sides have decided which forces will participate in the battle, the attacking and defending sides add up the combat strengths of the units involved.

14-6-7 After both sides have added up their combat strengths, the combat is resolved. The procedure for resolution is the same as for resolving an attack (攻撃), except that the attacker and defender each roll the die in that order, and then both players' results are calculated and the battle results are applied simultaneously.

14-6-8 The combat resolution die rolls are adjusted by the difference between the field battle modifiers and morale values of both commanders. There are no terrain adjustments. If there are multiple commander units, the player can use the field battle modifier of his choice. The lowest morale value among all participating forces is used. The method for modifying the die roll is the same as for attack and counterattack resolution.

14-6-9 The attacking and defending sides apply the results at the same time. Both sides reduce their steps by the number of losses, and they cannot choose to retreat in lieu of losses.

14-6-10 Once both sides have applied the results, the side with the greater number of losses must retreat. If either side has to retreat, the battle ends. The retreating player rolls a die for each of his participating forces, and retreats a number of hexes equal to the roll. However, they can only retreat up to four hexes. If he rolls a 5, they lose one step and retreat four hexes, and if he rolls a 6, they lose two steps and retreat four hexes. Retreats are performed according to 14-3.

14-6-11 If neither side retreats, the battle procedure is repeated until one of them does.

15.0 Killed in Action

When a unit is eliminated in a field battle or siege, the leader named on it is treated as having been killed in action.

25-1 Leaders killed in action cannot appear on the map again (exception: Ikkō-Ikki; see 10-2-9).

25-2 When a sōdaishō (★★) is killed in battle, all units of his army are removed from the map. However, note that castles continue to be owned by that army. In this case, these units can never appear on the map again. The same thing happens when a sōdaishō (★★) is eliminated as the result of a call for surrender.

16.0 Movement

As one of your force's actions, you can move it.

16-1 Principles of Movement

Movement means moving a force from the hex it is in to another hex.

16-1-1 Movement is done one force at a time. The order in which they are moved is up to the player. However, you cannot start moving the next force until the movement of a force is finished.

16-1-2 When moving a force, it moves through adjacent hexes one by one. The direction in which it moves is up to the player.

16-2 How to Move

The player moves each force using its movement allowance. The movement allowance is a number that defines how far a force can move during one Operations Phase.

16-2-1 All forces generally have the same allowance of 8 movement points. Players may move forces within this limit.

16-2-2 The number of movement points consumed by a force when moving varies depending on the terrain of the hexes entered (see Terrain Effects Chart). Players move forces by expending movement points based on the terrain of the hexes into which they are moving.

16-2-3 The number of movement points consumed due to terrain varies depending on whether the force is moving normally or strategically (see 16-3).

16-2-4 When a force crosses a hexside with a river, it will expend the movement points required to cross the river in addition to the movement points expended due to the other terrain (see Terrain Effects Chart). However, the effect of the river on movement is negated if there is a bridge.

16-3 Strategic Movement

Strategic movement is movement that consumes fewer movement points. However, in order to perform strategic movement all of the following conditions must be met in addition to those of in 16-2. Normal movement that is not strategic movement will be called tactical movement hereafter.

16-3-1 A force performing strategic movement cannot pass through enemy forces or hexes adjacent to them from the beginning to the end of the movement.

16-3-2 A force performing strategic movement must be able to establish a line of communication with its main castle at the start of the movement.

16-3-3 A force with reduced morale cannot perform strategic movement.

16-4 Effect of Zones of Control on Movement

Enemy zones of control affect movement as follows.

16-4-1 When entering an enemy unit zone of control, an extra 1 movement point is expended in addition to the normal movement point cost.

16-4-2 Entering enemy territory does not consume any extra movement points, but entering a hex containing an enemy castle does cost 1 extra movement point.

16-4-3 At the start of your army's Operations Phase, forces in an enemy unit zone of control or in a hex with an enemy castle can exit the enemy unit zone of control or castle hex by expending 1 movement point in addition to the cost of the terrain.

16-4-4 If a force does not have enough movement points remaining to leave an enemy unit zone of control or castle hex, it cannot move any further.

16-4-5 A force can move directly from an enemy unit zone of control or castle hex to another enemy unit zone of control or castle hex, but this will cost an extra 2 movement points, 1 to exit and 1 to enter.

16-4-6 If an allied force already occupies an enemy unit zone of control or castle hex, you can move in or out of that hex at no additional cost.

16-5 Separating Units During Movement

A player may detach part of a force while it is moving. This is an exception to the rule that only one action may be performed during each Operations Phase.

16-5-1 Separating units does not require the expenditure of extra movement points.

16-5-2 Units may never be incorporated into a force during movement.

16-6 Movement Restrictions

16-6-1 A player cannot move a force across sea, lake, or other prohibited terrain.

16-6-2 A player cannot move a force into a hex containing an enemy force. As an exception, a force is permitted to move into a hex containing only an enemy force in garrison.

16-6-3 Troops with reduced morale have their movement allowance reduced by the amount of the morale reduction.

16-7 Iga Province

Any force which ends its movement in a hex within Iga province automatically loses 1 step.

16-8 Movement Restrictions for Oda and Tokugawa

16-8-1 No Tokugawa force can move until the stage after a Takeda force other than Okudaira Sadayoshi has entered Mikawa or Totomi. Also, if a Takeda force enters Mino, Tokugawa forces can move beginning two stages afterwards.

16-8-2 No Oda force cannot enter Mino hexes with hex numbers beginning with 29 or higher, or any Mikawa hexes, until a Takeda force has entered Mino, Mikawa, or Totomi. This restriction is lifted two stages after a Takeda force has entered Mino, Mikawa, or Totomi.

17.0 Random Events

When Takeda Shingen set out to go to Kyoto, the Shogun Ashikaga Yoshiaki, small and medium-sized clans in the Kinai region, and the Ikkō-Ikki forces plotted various anti-Oda activities. At the same time, Nobunaga skillfully utilized diplomatic maneuvers to avoid a full-scale encirclement. These rules implement behind-the-scenes actions that cannot be shown on the map.

17-1 Determining Random Events

Determining random events is done each turn during the "Random Events Phase."

17-1-1 How to Determine

Random events are determined based on the difference between the scores of the Takeda player and the Oda player (see 19-2).

First, subtract the Oda player's score from the Takeda player's score to find the difference.

Then, the Oda player rolls the die and cross-references the roll with the column on the Random Events Table corresponding to the score difference to find the result.

17-1-2 Results of Random Events

(1) **–** : Nothing happens this turn.

(2) **Yoshiaki's Uprising**

The 15th Shogun, Ashikaga Yoshiaki, has decided to oppose Nobunaga and has sent an Imperial decree to bushō across the country. However, it is unclear which bushō will respond to this call. It is also unclear whether Yoshiaki himself will act.

① If this result comes up, immediately roll the die for the bushō named in each column of the Yoshiaki's Uprising Determination Table. If the number to the right of the bushō's name is rolled, that bushō will respond to the uprising. Place the units that have been raised in the deployment hex. If there is already an enemy force in that hex, the newly raised units will be placed in garrison status.

② The above checks are made each time this result is obtained. However, checks are not made for units that have already been raised.

③ If the Azai or Asakura army has made a peace agreement with the Oda army, they will definitely raise an army. All of these units are placed in castle hexes.

(3) **Ikkō Sect Offensive**

The head priest of the Ikkō Sect, Honganji Mitsusa (Kennyo), has issued a call to arms to the Ikkō-Ikki forces, ordering them to launch an offensive against Nobunaga. The following effects apply during the turn in which this result occurs:

① All Ikkō-Ikki taishō (★) units have 4 activation points.

② When replenishing the Ikkō-Ikki, use the "Offensive" column on the Replenishment Table.

③ You can attempt to send the Saika-Tō into action. The Takekawa player rolls the die, and on a 6 they will go into action and appear on the map. Saika-Tō troops will enter the game at hexes on the edge of the map in Izumi, Kawachi, and Yamato, expending the appropriate movement points for those hexes.

(4) **Peace Negotiations**

Oda Nobunaga has petitioned the Imperial Court for a peace agreement, and an Imperial decree has been issued. Similar decrees were also issued to the bushō in each region.

① If this result is obtained, the Oda player immediately rolls the die and checks the column of the Peace Negotiations Chart that corresponds to the number that was rolled.

② An Imperial decree is issued to the bushō marked with a ○, and a peace agreement is concluded. If those bushō units are on the map, remove them.

However, this peace agreement is only temporary. If the result "Yoshiaki's Uprising" is obtained in a subsequent turn, the decision to raise an army will be made again.

Moreover, the Azai army will immediately rise up if the Oda forces enter a hex in Omi whose hex number has the last two digits of xx17 or lower. Additionally, if the Oda forces enter Echizen, the Asakura army will immediately rise up in arms.

17-2 Ashikaga Castles

Each Ashikaga bushō unit will claim as its own the castle in the placement hex listed on the Yoshiaki's Uprising Determination Table.

17-2-1 Ashikaga units can only garrison the castles of bushō who have revolted.

17-2-2 The castles of bushō who have not revolted have no effect on movement, field battles, or lines of communication.

17-2-3 If an Ashikaga bushō's castle is attacked, that bushō will immediately revolt.

17-2-4 When an Ashikaga bushō's castle falls, the bushō who is occupying that castle must immediately agree to peace.

18.0 Snow and Thaw

During the Snow/Thaw Determination Phase the Takeda player will determine whether snow has accumulated or melted.

18-1 Determining Snow Accumulation

Snow accumulation is determined during each turn of the 11th and 12th Months. The die is rolled, and, if the number rolled is equal to or less than the number in the Snow/Thaw Determination Table, snow has accumulated.

18-2 Effects of Snow Accumulation

When snow accumulates, the movement point cost for terrain other than rivers is doubled.

18-2-1 The following territories within the snowfall line are affected by snow accumulation:

Kai • Shinano • Hibeki • Mino • Echizen • Wakasa • Iga

18-2-2 When snow accumulates, it also affects the length of lines of communication

18-3 Thaw Determination

Thaw determination is made for each turn from the 1st to the 3rd Month. The determination is made in the same way as for snow accumulation.

18-4 Effects of Thaw

When thaw occurs, the cost to cross a river is doubled.

18-4-1 Thaw affects territories within the snow region (see 18-2-1) and rivers that flow to the sea/lakes or off the mapedge.

18-4-2 Thaw also affects the length of lines of communication.

19.0 End of the Game and Victory or Defeat

The game ends when Turn 24 has been completed or when any of the following conditions are met.

19-1 End Conditions

The game ends immediately when any of the following events occur:

(1) Takeda Shingen is killed in battle. In this case, the Oda player wins.

(2) Oda Nobunaga is killed in battle. In this case, the Takeda player wins.

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

19.2 Victory Points

If none of the end conditions occur, the winner of the game will be determined by comparing the difference in the scores of the two players at the end of Turn 24.

19-2-1 Takeda Player

(1) During the course of the game, the Takeda player scores as follows.

① When a Takeda force captures an enemy castle, they immediately score points equal to its level number.

② When Takeda Shingen is in a hex in any of the following territories during the Line of Communication Check Phase and can trace a line of communication, the Takeda player scores the following points.

Mino • Owari • Ise: 1 point

Omi: 3 points

Yamashiro: 5 points

③ When Takeda Shingen crosses Seta Bridge (between hexes 0925 and 1024) for the first time, the Takeda player scores 10 points.

④ When Takeda Shingen enters Kyoto (hex 0725) for the first time, the Takeda player scores 20 points.

(2) At the end of the game, the Takeda player scores as follows:

① If a line of communication can be traced between Kyoto (hex 0725) and Tsutsujigasaki Castle (hex 5713), 50 points.

19-2-2 Oda Player

(1) During the course of the game, the Oda player scores as follows.

① When an Oda or Tokugawa force captures an enemy castle, they immediately score points equal to its level number.

② If, during a Line of Communication Check Phase, a line of communication can be traced between the following hexes and Gifu Castle (hex 2517) and Zaima [財間 – I have no clue what this means], the Oda player scores the specified points:

Kyoto (hex 0725): 2 points

Sakai (hex 0233): 1 point

(2) At the end of the game, the Oda player scores as follows:

1) If a line of communication can be traced between the following hexes and Gifu Castle (hex 2517), the Oda player scores the following points:

Kyoto (hex 0725): 20 points

Sakai (hex 0233): 10 points

19-2-3 Points Lost:

Both players will immediately lose points in the following cases. However, no matter how many points they lose, their point total can never go below 0.

However, the Takeda player will not lose points if the following situations occur for units and castles other than those of the Takeda army. The Takeda player will lose points only for Takeda army units and castles.

① If you lose a castle, you lose points equal to its level.

② For every bushō unit killed in battle, you lose 1 point.

③ For every taishō (★) unit killed in battle, you lose 3 points.

④ For every sōdaishō (★★) unit killed in battle, you lose 5 points.

⑤ If you fight a decisive battle and retreat, you lose 2 points.

⑥ (Oda players only) If an Oda or Tokugawa force attacks Ashikaga Yoshiaki and kills him, you lose 10 points.

19-3 Determining the Winner

The player with the most points at the end of Turn 24 wins.

Random Events Table

Die Roll	Difference in Victory Points						
	-6 or less	-5 to -1	0 to 4	5 to 9	10 to 14	15 to 19	20 or more
1	—	—	Ikkō Sect Offensive	—	Ikkō Sect Offensive	Ikkō Sect Offensive	Yoshiaki's Uprising
2	—	Ikkō Sect Offensive	—	Yoshiaki's Uprising	—	Ikkō Sect Offensive	Ikkō Sect Offensive
3	Peace Negotiations	—	—	—	Ikkō Sect Offensive	Yoshiaki's Uprising	Ikkō Sect Offensive
4	—	—	Peace Negotiations	Ikkō Sect Offensive	Yoshiaki's Uprising	—	Ikkō Sect Offensive
5	—	Peace Negotiations	—	—	Ikkō Sect Offensive	Ikkō Sect Offensive	Yoshiaki's Uprising
6	Peace Negotiations	—	Ikkō Sect Offensive	Ikkō Sect Offensive	—	Yoshiaki's Uprising	Ikkō Sect Offensive

Difference in Victory Points: (Takeda points) — (Oda & Tokugawa points)

Snow/Thaw Determination Table

	Snow	Thaw
10th Month	—	—
11th Month	2	—
12th Month	6	—
1st Month	—	2
2nd Month	—	4
3rd Month	—	6

Yoshiaki's Uprising Determination Table

Leader Name	Die Roll	Placement Hex
足利義昭 40 2	1 or 2	0725 0826
松永久秀 42 3	1, 2, 3, or 4	0631
三好義継 40 2	1, 2, 3, or 4	0432
六角承禎 40 2	1, 2, or 3	1324
北畠具教 21 3	1 or 2	1633
三好長逸 30 2 　三好政康 20 2 　岩成友通 20 2	1, 2, 3, 4, or 5	0229
伊丹親興 20 2	1, 2, or 3	0228
波多野秀治 40 2	1, 2, or 3	0325
荒木村重 20 2	1	0328
姉小路頼綱 40 3 　三木信綱 20 2	1	3403 3309
遠藤盛数 20 2	1	2810
武田義統 20 2	1	0616

Peace Negotiations Table

Unit			Die Roll			
	1	2	3	4	5	6
足利義昭 (40/2)	○			○	○	
松永久秀 (42/3)	○		○		○	
三好義継 (40/2)	○			○		
六角承禎 (40/2)			○			○
北畠具教 (21/3)		○			○	
三好長逸 (30/2)						○
三好政康 (20/2)						○
岩成友通 (20/2)						○
伊丹親興 (20/2)	○			○		
波多野秀治 (40/2)		○	○			
荒木村重 (20/2)	○				○	
姉小路頼綱 (40/3)		○		○		○
三木信綱 (20/2)		○		○		○
遠藤盛数 (20/2)		○	○		○	
武田義統 (20/2)	○		○	○		
Asai Army		○				
Asakura Army			○		○	

Terrain Effects Chart

Terrain	Normal Movement	Strategic Movement	Attack Modifier	Counterattack Modifier	Assault Modifier
Flat Land	1	1	—	—	—
Rough	2	1	−1	—	−1
Foothills	4	3	−2	−1	−2
Mountain	May not enter	May not enter	—	—	—
River	+1	+1	−2	−2	—
Sea/Lake	May not enter or cross	May not enter or cross	—	—	—
Castle	Enemy castle +1	May not enter an enemy castle	—	—	– Level number
Bridge	Cancels the effect of the river	Cancels the effect of the river	—	—	—
Kyoto & Sakai	Depends on the other terrain	Depends on the other terrain	—	—	—

Field Battle Results Table

Die Roll	Combat Strength												
	1 or 2	3 or 4	5 or 6	7 to 9	10 to 12	13 to 16	17 to 20	21 to 25	26 to 30	31 to 36	37 to 42	43 to 49	50 or more
-2 or lower												1	1
-1									1	1	1	1	2
0							1	1	1	1	1	2	3
1						1	1	1	1	2	2	3	3
2					1	1	1	1	2	2	3	3	4
3				1	1	1	1	1	2	3	3	4	4
4			1	1	1	1	2	2	3	3	4	4	5
5		1	1	1	1	2	2	2	3	4	4	5	5
6	1	1	1	1	2	2	3	3	4	4	5	6	6
7	1	1	1	2	2	3	3	4	5	5	6	7	8
8	1	1	2	2	3	4	4	5	6	7	7	8	9
9 or higher	1	2	2	3	4	5	5	6	7	8	9	9	10

Modifiers: 1. Terrain
2. Field Battle Modifier difference
3. Morale Difference
4. Attack by garrison .... −1
5. Counterattack against garrison ... +1

Siege Results Table <small>Modifier: A sōdaishō or taishō is in the garrison … +1</small>

Die Roll	1	2	3	4	5	6	7
Result	Morale −1	Durability −1	—	—	—	—	—

Assault Results Table

<small>Modifiers: 1. Castle level number   2. Morale difference   3. Terrain</small>

Die Roll	Combat Strength						
	1 to 4	**5 to 9**	**10 to 15**	**16 to 20**	**21 to 30**	**31 to 39**	**40 or more**
-1 or lower	0/8	0/7	0/6	0/5	0/4	0/3	0/2
0	0/7	0/6	0/5	0/4	0/3	0/2	1/1
1	0/6	0/5	0/4	0/3	1/2	1/1	1/1
2	0/5	0/4	0/3	1/2	1/1	1/1	1/1
3	0/4	0/3	1/2	1/1	1/1	1/1	2/0
4	0/3	1/2	1/1	1/1	1/1	2/0	2/0
5	1/2	1/1	1/1	2/1	2/0	2/0	3/0
6 or higher	1/1	2/1	2/1	2/0	3/0	3/0	4/0

Result: Decrease in castle durability / Step losses for the attacker

Call for Surrender Table

Durability	Result		
	Rejected	**Gates Opened**	**Surrender**
10 to 8	8 or lower	9 or higher	—
7 or 6	7 or lower	8 or 9	10 or higher
5	6 or lower	7 to 9	10 or higher
4	5 or lower	6 to 8	9 or higher
3	4 or lower	5 to 8	9 or higher
2	4 or lower	5 to 7	8 or higher
1	3 or lower	4 to 7	8 or higher
0 (Fall of the Castle)	—	3 or lower	4 or higher

Modifiers: 1. Sōdaishō in the garrison … −2
2. Taishō in the garrison ……. −1
3. Morale difference

Oda Replenishment Table

Die Roll	Oda		Tokugawa	
	Own Territory	Other Territory	Own Territory	Other Territory
−1 or lower	−1	−2	−1	−1
0	−1	−1	0	−1
1	0	0	0	0
2	1	0	1	0
3	2	1	1	0
4	2	1	1	1
5	3	2	2	1
6	4	3	3	2

Modifier: Morale

Takeda Replenishment Table

Die Roll	Takeda & Azai		Azai & Saika-Tō		Ikkō-Ikki	
	Own Territory	Other Territory	Own Territory	Other Territory	Normal	Offensive
−1 or lower	−1	−1	−1	−2	-1	0
0	0	−1	−1	−1	0	1
1	1	0	1	0	1	1
2	1	0	1	1	1	2
3	2	1	1	1	1	2
4	2	1	2	1	2	3
5	3	1	3	2	2	3
6	4	2	4	3	3	4

Modifier: Morale

CLANS & IKKI

Oda
織田信長
★★ 31
4

Tokugawa
徳川家康
★★ 33
4

Saika
鈴木孫市
★ 22
3

Ikki
下間頼廉
★ 20
2

一向一揆
20
1

Azai
浅井長政
23
4

Asakura
朝倉義景
40
3

朝倉義景
20
3

Takeda
山県昌景
72
4

山県昌景
32
4

Ashikaga
足利義昭
40
2

Notes on This English Translation

This translation of the rules for *Game Journal* #52 was created in April 2025 by Terry Gordon. It is based on ABBYY FineReader OCR, machine translation by Google Translate (with second opinions where needed from DeepL Translator and Systran), 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.

Unfortunately, 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), and 包囲 (investment). Likewise for 野戦 (field battle), 小競り合い (skirmish), and 合戦 (decisive battle). I hope that I have detected and distinguished all instances correctly, but be aware of these potential issues.

There are many differences between these rules and the Sengoku Gunyuden Basic Rules which became standard beginning with *GJ* #62. The highlighting in the Basic Rules identifies the major changes, but there are many other subtle ones. You should read these rules in their entirety and assume nothing.