

# **Conquest of Kanto**

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## Sengoku Gunyuden Series Basic Rules

## **1.0 Introduction**

The Sengoku Gunyuden series is a set of strategiclevel games that attempt to recreate the battles that took place in various parts of Japan during the Sengoku period, using the same scale and system. Each game shares the game system defined in these Basic Rules, and by using them together in conjunction with that game's exclusive rules, it is possible to play each game independently or combined with other games in the series.

## 2.0 Game Equipment

The equipment used in the Sengoku Gunyuden series includes maps, pieces, and quick reference charts. For details, please refer to the exclusive rules for each game. In addition to these, you will also need one sixsided die, so please provide one of these.

#### 2-1 Maps

These include maps of various parts of Japan, which are the setting for each game in the Sengoku Gunyuden series.

#### 2-1-1 Hexes

The map is covered by a hexagonal grid that divides it into spaces called "hexes." These are printed to indicate 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 represents 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 the Quick Reference to see what effects they have.

#### 2-1-3 Tracks

The following tracks are printed on the map to record the progress of the game.

(1) Turn Record Track

Used to clarify the game progress (see section 4).

(2) Stage Record Track/Operations Phase Record Track

Used to clarify the sequence of play (see section 4-1).

#### 2-1-4 Command Tracks

This is the row of boxes next to the name of each commander unit. It is used to clarify which units are being commanded when organizing a force (see section 13).

#### 2-1-5 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 contents are the same as 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 (see section 9) and "markers" that reflect various conditions during the game.

#### 2-2-1 Units



(1) Leader Name

The name of the warlord who leads the unit.

(2) Combat Strength

A numerical value used in field battles (see section 22) and sieges (see section 17). It is an abstract representation of the military strength and quality of the troops. The higher the number, the stronger the unit.

(3) Field Battle Modifier

A numerical value used in field battles. It is an evaluation of the tactical ability of the warlord and the soldiers under his command. The higher the number, the better the warlord.

#### (4) Activation Points

The number of stages during which the unit can activate in one turn (see case 12-2). It is an abstract representation of the strategic ability of the warlord and the troops. The higher the number, the better the strategic ability.

(5) Number of Steps

Each unit has two steps, as follows. Steps indicate the degree of attrition of the unit. The front (the side with the greater combat strength) shows the full state, and the back (the



side with the lesser combat strength) shows the reduced state.

#### (6) Command Rank

This indicates that the leader represented by the unit is a type of "Commander". Units without stars are called "Bushō". The relationship between superior and inferior units is as follows:



#### (7) Unit Size

Each unit represents approximately 500-1,000 troops. 2-2-2 Markers:

Markers are used to indicate various situations and conditions during the game. There are eight basic types of markers. Please refer to the relevant sections for instructions on how to use each one.



#### 2-3 Quick Reference

The following quick reference tables are included in this rulebook. Please refer to the relevant sections for instructions on how to use them.

- (1) Terrain Effects Chart
- (2) Field Battle Results Table
- (3) Assault Results Table
- (4) Call for Surrender Table
- (5) Siege Results Table
- (6) Replenishment Tables
- (7) List of Owned Castles
- (8) Unit Deployment List

## 3.0 Preparing to Play the Game

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

(1) Decide which scenario to play.

(2) Decide which side each player will control. From this point on, the side controlled by that player will be called his "own side" and the side controlled by the other player will be called the "enemy side".

(3) Once the scenario and sides have been chosen, spread out the map and each player will take the pieces they are to use, a player's sheet, a Quick Reference sheet, etc.

(4) Place your army's pieces on the map and on the player's sheet according to the scenario instructions.

## 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 the number of turns specified in the scenario have been completed.

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. The divisions within each stage are called "phases". One turn in the Sengoku Gunyuden series is equivalent to about one week.

#### 4-1 Sequence of Play

As a general rule, in the Sengoku Gunyuden series the game progresses by repeating the following steps.

Depending on the scenario, the sequence of play -especially the order of the Operations Phases -- will differ depending on the sides involved. If your side is composed of multiple armies, you may not be able to have different armies act in the same Operations Phase. For the sequence of play of each scenario, please refer to the exclusive rules.

- 4-1-1 Initial Stage
- (1) Random Events Phase

The players determines whether any changes have occurred in the game situation. The method of determining whether or not there has been a change in the situation varies depending on the game and scenario, so please refer to the exclusive rules.

(2) Line of Communication Check Phase

The players checks whether or not their units have lines of communication (see section 11).

4-1-2 First Stage

(3) Operations Phases

In principle, the Operations Phases of each stage are structured in order by army.

During his Operations Phase of the stage, the player can choose one of the following five actions for the units that are able to activate (see section 12).

After all of the units that you want to activate have acted, you determine the results of any sieges of your castles that have been invested by enemy units (see section 18-2).

- (3-1) Actions (see section 12)
- ① Force organization (see section 13 and 14)
- ② Movement (see section 15)
- ③ Siege (see section 17)
- ④ Field battle (see section 22)
- (5) Morale recovery (see section 26)
- (3-2) Siege Results Determination (see 18-2)

Once Siege Results Determination has been completed, the next army's Operations Phase begins.

When all of the army Operations Phases have been completed, move on to the next stage.

4-1-3 Second Stage

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

4-1-5 Fourth Stage

Repeat the same procedure as in the First Stage. However, only your units 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**

Units and castles on the map are able to inhibit enemy forces and disrupt lines of communication (see section 11) in the hex they occupy and the six surrounding hexes. These hexes are called "zones of control" (ZOCs).

#### 5-1 Strength and Influence of Zones of Control

Zones of control are classified as either strong and weak ZOCs according to the influence they have on the enemy.

5-1-1 Strong ZOCs: All seven of a unit's ZOC hexes and the single hex containing a castle are considered to be strong ZOCs. Strong ZOCs have the following effects on enemy units and castles. For



details, please refer to the relevant sections.

- (1) Block lines of communication (see 1-3)
- (2) Block movement (see 1-5-4)
- (3) Block retreat (see 2-3-4-4)

5-1-2 Weak ZOCs: The six hexes adjacent to a castle are weak ZOCs. The only effect of a weak ZOC is to block enemy lines of communication. It has no effect on movement or retreat.



#### 5-2 Hexes not Affected by Zones of Control

Your units and castles cannot exert a zone of control into the following hexes:

- (1) Hexes beyond sea or lake hexsides
- (2) Hexes that are completely sea or marsh
- (3) Hexes containing enemy units (exception: 5-4)
- (4) Hexes containing enemy castles (exception: 5-4)

#### 5-3 Overlapping Zones of Control

In hexes where ZOCs of two friendly units overlap, the following ZOC effects are applied.

5-3-1 If the ZOCs of two friendly units overlap, there is no change to the effect.

5-3-2 If the ZOCs of a friendly unit and a friendly castle overlap, the unit's ZOC takes precedence.

5-3-3 When your unit and your castle are in the same hex, if the unit is not inside the castle (see section 16), the ZOC of the unit applies. However, if the unit is inside the castle, the ZOC of the castle applies and the ZOC of the unit is ignored.

## 5-4 Overlapping Zones of Control of Friendly Units and Enemy Units

In a hex where friendly and enemy ZOCs overlap, the effects are applied as follows.

5-4-1 In a hex where a friendly unit or castle is located, the effects of the ZOCs of enemy units or enemy castles are negated.

5-4-2 In a hex not occupied by any units or castles of either side where only the ZOCs of both sides are involved, the two ZOCs are considered to overlap, and the effects of the ZOCs of both sides are applied.

5-4-3 If a friendly castle is invested by enemy units (see section 18), it exerts no ZOC.

5-4-4 If a friendly unit is in a hex where an enemy castle is located, the ZOC of your unit is applied to that hex. In this case, if your unit has not invested the enemy castle, then according to 5-5-2 the ZOCs of your units and the enemy castle will overlap in the six surrounding hexes (therefore if there are no units in adjacent hexes, you will not be able to set up a line of communication due to the influence of the castle's ZOCs).

### 6.0 Stacking

When two or more units occupy a hex, they are said to be "stacking."

6-1 Stacking Limits

You can stack multiple units in the same hex, but no matter how many units are stacked in the same hex, they are still treated as separate forces (see section 9).

## 7.0 Armies and Territories

#### 7-1 Armies

The units used in the Sengoku Gunyuden series are printed in several colors according to the army to which they belong. Units of the same color will be in the same army, but there are also cases where units of the same color belong to different armies. 7-1-1 During the game, one player may be in charge of multiple armies as their side, and these armies are collectively called "allied armies".

7-1-2 Depending on the scenario, the armies of each player may be allied armies.

7-1-3 When handling the units of allied armies, are they generally treated as separate armies? Depending on the rules and scenario, they may be treated as the same army. For the relationship between armies and allies, please refer to the exclusive rules of each game.

#### 7-2 Territories

When an army is large, it will have its own territory. In this game, your own territory is called "your territory" and the territories of others are called "other territories". Depending on the scenario, territory ownership may be mixed. Please refer to the exclusive rules and scenarios for information on the territories owned by each army.

### 8.0 Castles

Castles on the map play an important role as defensive bases and as relay points for lines of communication (see section 11). From now on, your castles will be called "friendly castles", and your opponent's castles will be called "enemy castles".

#### 8-1 Castle Levels

The number on a castle indicates its strength. This number is called its level.



8-1-1 The level is used as a modifier for sieges (see section 17) and as a basis for scoring points in scenarios. For more information, see the relevant sections.

#### 8-2 Castle Durability

The "durability" of a castle is a number that indicates how well it can withstand a siege (see section 17).

8-2-1 As a general rule, all castles begin with a uniform durability of 10. However, depending on the scenario, the durability of certain castles may be different.

8-2-2 A castle's durability can be reduced as a result of an investment (see section 18) or an assault (see section 19).

8-2-3 Reduced durability does not affect the castle's level in any way.

8-2-4 Signify reduced durability by placing a durability marker.



8-2-5 Castles with a durability of 0 are considered "abandoned castles" (see section 21).

#### 8-3 Main Castles

Each army in this game has its own "main castle". The main castle of each army is clearly stated in the castle list, so please refer there.

8-3-1 The main castle is an important castle that is the end point when setting up a line of communication (see section 11).

8-3-2 If the main castle falls to the enemy army in a siege (see section 21) and becomes an abandoned castle or an enemy castle, the army that lost its main castle will no longer be able to set up a line of communication.

However, if you regain the main castle as your own via a siege or some other way and restore its functionality by replenishment (see section 14), you will be able to set up a line of communication.

## 9.0 Forces (部隊)

A force is a formation that is made up of units. Players undertake actions (see section 12) force by force.

#### 9-1 Force Composition

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

(1) A force led by a commander unit (see section 9-2)

(2) A force containing only one unit

A player must integrate each of his units into one of the forces.

9-1-1 No matter how many units are stacked in the same hex, they are treated as separate forces.

9-1-2 The composition of a force can be changed by reorganization (see section 13-2).

#### 9-2 Command of Forces

Commander units have the ability to organize other units into a force and have them act together (see section 12). This ability is called "leadership". Organizing units into a force is called "leading" and being led is called being "under command".

9-2-1 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.

**Command Track** 

|--|--|--|--|--|--|--|

9-2-2 A commander can only lead units within his leadership capacity.

9-2-3 A commander can only command units below his own rank. He cannot command units of the same rank or higher.

9-2-4 A commander under the command of a higher ranked commander cannot command lower ranked units.

9-2-5 The units under his command cannot use any abilities other than their combat strength.

9-2-6 In principle, a commander can only command units from the same army. However, depending on the game's exclusive rules and scenarios, a commander may be able to command units from a different army.

## 10.0 Morale

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



#### 10-1 Morale Value

The morale of a force or castle is expressed as a "morale value." The normal morale value for all forces and castles is 0.

10-1-1 Morale drops in the following cases:

(1) When a line of communication cannot be established (see 11-4)

(2) When a castle is invested (see 18-2)

(3) During retreat from a skirmish (see 23-4-5)

10-1-2 Reduced morale ranges from -1 to -4.

If a force's morale drops below -4 due to circumstances, it is considered eliminated and is removed from the map.

If a castle's morale drops below -4 due to circumstances, the castle is considered to have fallen (see section 21).

10-1-3 Reduced morale is indicated by placing a morale marker.

10-1-4 If a force's morale drops further, the drops are cumulative.

#### 10-2 Effects of Reduced Morale

A force with reduced morale will be affected in the following ways (see section 12). For more information, see the relevant sections.

(1) Reduced number of replenishment steps (see case 14-2-3)

(2) Disadvantages in siege (see cases 19-3-2 and 20-2-1)

- (3) Disadvantages in field battles (see case 23-2-1)
- (4) Reduced movement (see case 15-6-3)

#### 10-3 Morale and Stacking

Morale is determined and expressed for each individual force. The morale of each force in a stack can be different. Even if a force with reduced morale is stacked with other forces, the morale of the other forces will not be reduced.

#### **10-4 Castle Morale**

Castle morale is used only when there are no forces garrisoning the castle (see section 16). When a force is garrisoning it, the morale of the force is applied and the castle's morale is not used. If a force garrisons a castle that has a reduced morale value, the force morale is applied immediately and the castle morale marker is removed.

## **11.0 Lines of Communication**

During the Sengoku period, if a unit lost contact with its main castle, this had a big impact on the psychology of its leader. A line of communication is an abstract representation of the state of communication between the main castle and the unit. If a unit does not have a line of communication between itself and its main castle, it will suffer various disadvantages during the game.

#### **11-1 Tracing Lines of Communication**

Players trace lines of communication from each force to the main castle along the following route:

Force (starting point)

- $\rightarrow$  Your force or castle (relay)
  - → Main castle (destination point)

11-1-1 When tracing lines of communication between a unit and the main castle, you can use your own units or castles as relays along the way. Also, depending on the exclusive rules and scenarios, you might be able to use allied units or castles as relays.

11-1-2 There is no limit on the number of units or castles that can be used to relay a line of communication.

11-1-3 Players cannot trace lines of communication through the following hexes:

- (1) Hexes containing enemy units
- (2) Hexes containing enemy castles
- (3) Enemy zones of control
- (4) Hexes across sea or lake hexsides
- (5) Marsh hexes

11-1-4 Even if an enemy castle is in a hex, you can still trace a line of communication through it if there is a friendly unit there (Note: case 5-5-4).

11-1-5 Even if a hex is in an enemy zone of control, you can still trace a line of communication through it if there is a friendly unit in that hex.

11-1-6 You do not need to trace a line of communication for your own castles. The same applies to troops garrisoning your own castles.

#### 11-2 Length of Lines of Communication

When tracing a line of communication, the distance between units, relays, etc., is limited as follows.

11-2-1 The length of a line of communication is measured in movement points (see 15-2).

11-2-2 Lines of Communication can be traced using the following movement ranges.

(1) Force to force: 10 movement points

(2) Force to castle: 30 movement points

(3) Castle to castle: 30 movement points

(4) Castle to force: 30 movement points

11-2-3 When calculating the length of lines of communication, calculate the movement point cost in the same way as when moving (see section 15).

#### 11-3 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 item 14)

(3) When performing strategic movement (see item 15-3)

(4) When performing morale recovery (see item 26)

11-3-1 All units on the map must check their lines of communication during the Line of Communication Check Phase.

11-3-2 Checking lines of communication for replenishment, strategic movement, and morale recovery is done immediately before a unit performs those actions (see section 12).

#### 11-4 Effects of Not Having a Line of Communication

Units that cannot trace a line of communication are affected as follows:

11-4-1 During the Line of Communication Check Phase, units that cannot trace a line of communication have their morale immediately reduced by 1 (-1).

11-4-2 If a unit that is attempting to perform replenishment or strategic movement is unable to trace a line of communication, it cannot perform that action (Exception: 16-5). 11-4-3 If a unit that is attempting to recover morale is unable to trace a line of communication, morale recovery will be more difficult (see section 26).

## **12.0 Force Actions**

During your army's Operations Phase, you can have each of your forces take action. You can freely decide the order in which your forces act and what they do.

Each force can use one activation point during a Operations Phase to take one of the following five actions.

(1) Force organization (see sections 13 and 14)

(2) Movement (see section 15)

(3) Siege (see sections 16, 17, 18, 19, and 20)

(4) Field battle (see sections 22, 23, and 24)

(5) Morale recovery (see section 26)

#### 12-1 Principles of Actions

Actions are performed force by force.

12-1-1 Until one force's action has been completed, other forces cannot begin their action.

However, depending on the type of action, several forces may be able to act together or may be required to act together. As a result, forces that would normally be ineligible to act may be considered able to act.

12-1-2 An action is performed by consuming a force's activation point.

#### 12-2 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.

12-2-1 Units being led by a commander use the commander's activation points. Units under a commander cannot use their own activation points while being led.

12-2-2 Units acting alone use their own activation points.

12-2-3 Each force can use only one activation point during each Operations Phase.

12-2-4 As a rule, each unit can activate during a number of stages equal to or less than the unit's activation points.

Activation		S	tage		
Points	1	2	З	4	
1	$\bigcirc$	X	×	×	
2	$\bigcirc$	$\bigcirc$	×	×	
3	$\bigcirc$	0	$\bigcirc$	×	(
4	$\bigcirc$	$\bigcirc$	$\bigcirc$	$\bigcirc$	2

Able to activateCannot activate

Example: A unit with 2 activation points can activate in the first and second stages, but cannot activate in the third and fourth stages.

12-2-5 Players do not need to use all of their forces' activation points. They can act freely during any stage that is available within their activation point limit. However, unused activation points cannot be held over to the next stage or turn or given to other forces.

### **13.0 Force Organization**

One action a player can choose is to organize forces.

13-1 How to Organize a Force

Organize a force as follows.

13-1-1 Only commanders can organize forces.

13-1-2 A commander who is under the command of a superior commander at the start of the Operations Phase cannot use his own activation points to organize a force during that phase.

13-1-3 A player can organize forces in hexes that contain units of his own army (exception: 13-2-2).

13-1-4 Units in different hexes cannot be organized into forces.

13-1-5 Once a force has been organized, it cannot separate or incorporate other units unless it is reorganized (see 13-2).

#### 13-2 Reorganization

Reorganization can be performed with units that occupy the same hex at the moment the reorganization occurs. Reorganization cannot be performed with units that are in different hexes.

There are two basic types of reorganization, and players can freely combine them in order to reorganize their units.

(1) **Incorporation**: Incorporation is when a force incorporates 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 reorganized into a new force or are reassigned to another force that is eligible for reorganization.

13-2-1 Reorganization is part of a Force Organization action, so only forces that have not already taken an action in that phase can be selected.

13-2-2 The forces listed below cannot be selected for reorganization even if they are in the same hex as the commander unit attempting the reorganization.

(1) Forces under the command of a higher-ranked commander

(2) Forces that have already taken an action

13-2-3 Reorganization can be performed if there is at least one force among the target forces that can activate in the phase. In addition, forces that cannot activate in the current phase can also be targeted for reorganization (Exception: 13-2-2).

13-2-4 Units separated from another force are considered to have already finished their action and cannot act further in that phase.

13-2-5 When reorganizing with a force with a reduced morale value, the force's morale value will be set to that of the force with the lowest morale.



<Examples of Force Organization>

Cannot lead units of other armies

The units 松, 竹, and 梅 belong to army of daimyo B. The others belong to army of daimyo A.

<Example of Separation>



<Examples of Incorporation>



## 14.0 Replenishment

As part of a Force Organization action, players can restore the steps of their units and the durability of their castles that have been lost through sieges (see section 17) or field battles (see section 22). This action is called replenishment.

#### 14-1 Principles of Replenishment

Replenishment can be done when you select the Force Organization action.

14-1-1 If you do both reorganization and replenishment, replenishment will be done after the reorganization has been completed.

14-1-2 Only commanders who were on the map at the start of the stage can replenish. Commanders who were under the command of a higher commander cannot replenish, even after being separated via reorganization.

14-1-3 You can also select the Force Organization action and replenish without reorganizing.

#### 14-2 Replenishing Troops

Replenishment is done using the Replenishment Table for the army to which the commander making the request belongs.

14-2-1 The Replenishment Table uses different columns depending on whether the commander's force is his own territory or in another territory.

14-2-2 The player attempting to replenish rolls the die and cross-references the resulting number with the type of hex in which the commander attempting the replenishment is located. The number shown there is the number of steps that can be replenished.

14-2-3 If the unit attempting to replenish has a reduced morale value, subtract that number from the die roll to determine the result for replenishment.

14-2-4 Once a replenishment result has been obtained, the commander immediately replenishes steps for the units he commands. However, if a result of -1 or -2 is obtained, it means that the replenishment has failed and some troops have deserted, and the number of steps is reduced by the number of deserters.

14-2-5 The replenishment result can only be applied to the commander or the units under his command. As long as the units are under his command, they can be either his own army or allied.

14-2-6 If any surplus steps are gained from replenishment, they cannot be used for other purposes and are lost. If there are other friendly or allied units in the same hex, the excess cannot be applied to them.

#### 14-3 Replenishing Castles

Replenishing castle durability is performed in the same manner as replenishing troops in 14-2.

14-3-1 Replenishing a castle can be done if the commander attempting the replenishment is in the same hex as the target castle. It doesn't matter whether the castle is garrisoned (see section 16).

14-3-2 As a general rule, only your own units can replenish your castle, but there are cases where exclusive rules or scenarios allow replenishment by allied units.

14-3-3 If there are multiple commanders, including both your own and allied forces, only one of them can replenish the castle during the same stage.

14-3-4 The result of replenishment to the castle is added to the castle's durability, just as for units.

14-3-5 If a commander is in a castle garrison and it is invested by enemy troops (see section 18), he cannot replenish the castle. However, if the castle is not invested, he can replenish it even if there are enemy troops in the same hex.

## 15.0 Movement

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

#### **15-1** Principles of Movement

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

15-1-1 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. 15-1-2 When moving a force, it moves through adjacent hexes one by one. The direction in which it moves is up to the player.

#### 15-2 How to Move

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

15-2-1 All units generally have the same allowance of 8 movement points. Players may move units within this 8 movement point limit.

15-2-2 The number of movement points consumed by a unit when moving varies depending on the terrain of the hexes entered (see Terrain Effects Chart). Players move units by consuming movement points based on the terrain of the hexes into which they are moving.

15-2-3 The number of movement points consumed due to terrain varies depending on whether the force is moving normally or strategically (see 15-3).

15-2-4 When a force crosses a hexside with a river, it will expend additional 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.

#### 15-3 Strategic Movement

Moving a force at a lower cost in movement points is called "strategic movement". In order to perform strategic movement, all of the following conditions must be met in addition to those in 15-2.

15-3-1 A force performing strategic movement cannot pass through hexes adjacent to enemy forces or enemy castles from the beginning to the end of the movement.

15-3-2 A force performing strategic movement must be able to establish a line of communication with its main castle at the start of the movement.

15-3-3 A force with reduced morale cannot perform strategic movement.

#### 15-4 Effect of Zones of Control on Movement

The zones of control of enemy forces and castles affect unit movement as follows.

15-4-1 When entering a strong enemy ZOC, an extra 1 movement point is consumed in addition to the normal movement point cost.

15-4-2 Entering a weak enemy ZOC does not cost an extra movement point.

15-4-3 A force in a strong enemy ZOC can leave the hex at a cost of 1 movement point in addition to the cost of the terrain.

15-4-4 If a force does not have enough movement points remaining to leave the enemy ZOC, it cannot move any further.

15-4-5 A force can move directly from one strong enemy ZOC to another strong enemy ZOC during its movement. In this case, due to 15-4-1 and 15-4-3, you will have to spend 1 movement point to leave and 1 movement point to enter for a total of 2 extra movement points.

15-4-6 If a friendly force occupies a hex in a strong enemy ZOC, you can enter and leave the hex without paying additional movement points.

#### **15-5 Separating Forces During Movement**

A player may detach part of his own force while it is moving. This is an exception to the rule (section 12) that only one action may be performed during each Operations Phase.

15-5-1 Separating a force does not require the expenditure of extra movement points.

15-5-2 Forces may be separated from a force during movement, but they may not be incorporated into it.

#### **15-6 Movement Restrictions**

15-6-1 A player cannot move a force across sea or lake hexsides.

15-6-2 A player cannot move a force into a hex containing an enemy force. However, they can move into a hex containing only enemy troops garrisoning a castle.

15-6-3 A force with reduced morale has its movement allowance reduced by the amount of the morale reduction.

## 16.0 Garrison

Garrison is when troops in a hex containing a castle -- either your own or that of an allied army -- barricade themselves inside the castle. Entering garrison is a type of movement.

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#### 16-1 How to Enter Garrison

In order to place a force into garrison, do the following.

16-1-1 To place a force into garrison, you must spend 1 movement point.

16-1-2 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.

16-1-3 The player places a Garrison marker on the force that has entered garrison to indicate its status.

16-1-4 If some forces in a hex are in a garrison while some are not, place the forces that are in garrison under the Garrison marker and the forces that are not in garrison on top of the marker.

#### 16-2 Going into Garrison During Retreat

When a player retreats a force as the result of a field battle, he can have the force go into garrison in one of his or an ally's castle as part of the retreat. For details, see 23-4-6.

#### 16-3 How to Leave Garrison

A force that wants to leave garrison expends 1 movement point and removes the Garrison marker, similarly to when it went into garrison.

16-3-1 If there is even a single enemy unit in the hex of the castle they are garrisoning, you cannot leave the garrison.

#### 16-4 Morale of Troops in Garrison

The morale of a force in garrison does not decrease if it cannot establish a line of communication.

16-4-1 A force in garrison can lose morale as a result of the castle being invested (see section 18).

16-4-2 When multiple forces are in garrison, the morale of each force is expressed separately. If you need to use a morale value in a siege or field battle, use the lowest one from the garrison forces.

#### 16-5 Replenishing a Force in Garrison

If the castle a force is garrisoning is invested by enemy troops, it cannot replenish. However, if it is not invested, it can replenish even if there are enemy troops in the same hex.

## 17.0 Siege

As one of the actions of your troops, you can attack enemy castles. This action is called "siege warfare". There are three categories of siege warfare:

- (1) Investing (see section 18)
- (2) Assault (see section 19)
- (3) Call for surrender (see section 20)
- 17-1 Principles of Siege Warfare

When you choose the Siege action, you can perform it in one of the three ways listed above or in a combination. 17-1-1 To engage in siege warfare, you must first move your force to the hex where the enemy castle is located.

17-1-2 If you are not besieging the enemy castle, you can declare a siege and an assault at the same time, or you can just do one or the other of them.

17-1-3 Troops besieging an enemy castle can either assault or Call for Surrender while besieging. They can also move without engaging in a siege and can perform actions other than Field Battle (see section 22).

17-1-4 Once troops have begun besieging an enemy castle, they will automatically continue the siege until they stop or it becomes impossible to continue.

17-1-5 A siege must be declared before it is possible to assault or Call for Surrender.

## 18.0 Investment

An investment is a method of surrounding an enemy castle in order to lower its morale and durability. It does not cause damage to your own army, but capturing the castle takes time (see section 21).

#### 18-1 How to Invest

To invest an enemy castle, you need troops whose combined combat strength is at least 10 times the castle's level.

18-1-1 When investing a level 0 castle, you need troops whose combined combat strength is at least 10. Place an Invested marker on the troops that are investing the castle to indicate this status.

18-1-2 An investment of an enemy castle can be carried out by multiple forces. They can be from different armies. However, when the investment begins, all of the forces involved must be able to act.

18-1-3 An investing force can continue the investment as long as it does not move from the hex of the enemy castle it has invested, even if it does not declare a siege for the stage or is unable to act in that stage.

18-1-4 After the investment has begun, it is also possible to have other forces join it.

#### **18-2 Siege Results Determination**

At the end of his Operations Phase, a player whose castles have been invested must make a siege results determination for each of these castles.

18-2-1 The player rolls the die and applies the result shown on the Siege Results Table to their castle. The result is applied immediately.

**Morale –1**: Reduce your castle's morale by 1. **Durability –1**: Reduce your castle's durability by 1.

18-2-2 If a sōdaishō ( $\star\star$ ) unit is in the garrison, add 1 to the die roll

18-2-3 If multiple forces are in garrison and a result of "Morale Value -1" is shown, the morale values of all garrisoning forces are reduced by 1.

If any force's morale value falls below -4 as a result, that force is treated as having Surrendered (see section 20-3).

#### 18-3 Ending an Investment

If at any time the combat strength of the investing troops falls below 10 times the castle's level, the investment ends immediately. Also, if the investing troops move or retreat as a result of a field battle (see section 22) and leave the castle's hex, the investment ends immediately.

18-3-1 The troops investing a castle can also voluntarily end the siege. It is also possible for just a portion of the troops to end the investment. If there are other investing troops at this time and their combat strength is still at least 10 times the castle's level, the investment can continue.

18-3-2 If the morale of your castle or the garrisoning troops has been reduced, you can immediately restore all morale to normal (0) when the investment ends.

#### 18-4 Restrictions on Investing Troops

The following restrictions are imposed on troops investing a castle.

18-4-1 An investing force cannot select Movement or Field Battle (see section 22) as one of its actions unless it first ends the investment. Actions other than Movement and Field Battle can be performed while the investment continues.

18-4-2 If an investing force is attacked (see case 22-1), it can use only half its combat strength (rounded up) when counterattacking (see case 23-6). However, if it voluntarily ends the investment immediately after the attack is declared, it can counterattack with its full combat strength.

## 19.0 Assault

An assault is a method of directly attacking an enemy castle and weakening its durability. Repeated assaults can cause the castle to fall in a short period of time (see section 21), but they will also cause considerable damage to your own troops.

19-1 Principles of Assault

Only troops in a hex containing an enemy castle can launch an assault.

19-1-1 An assault can be carried out by multiple forces. They can be from different armies. However, none of the forces participating in the assault can have performed any actions previously in that Operations Phase.

19-1-2 The forces that carry out the assault can be either investing the enemy castle or not.

19-1-3 To carry out an assault, your combat strength must be greater than that of the troops that are garrisoning the enemy castle.

19-2 Resolution of an Assault

An assault is resolved as follows:

19-2-1 First, subtract the difference in combat strength of the troops garrisoning the enemy castle from the total combat strength of the troops launching the assault, and find the difference.

19-2-2 If there are no units garrisoning the enemy castle, just use the combat strength of the force launching the assault.

19-2-3 Once the difference in total combat strength is found, the player launching the assault rolls the die. The intersection of the die roll with the calculated difference in combat strength on the Assault Results Table gives the result of the assault. The result is immediately applied to the enemy castle and to the force launching the assault.

19-3 Assault Modifiers

The assault resolution die roll is modified as follows:

19-3-1 Subtract the level of the enemy castle that was assaulted.

19-3-2 Subtract the enemy castle's morale from the morale of the assaulting force, and adjust by the difference. If there are multiple forces, use the one with the lowest morale.

19-3-3 Subtract any modifier for the terrain of the hex in which the enemy castle is located (see Terrain Effects Chart).

19-4 Application of Assault Results

The assault results are applied to the castle and to the force that launched the assault. The results are interpreted as follows:

Damage to the castle / Damage to the assaulting force

19-4-1 "Damage to the castle" represents the reduction to the durability of the castle caused by the assault. The player who owns the castle immediately reduces its durability by the number shown.

19-4-2 "Damage to the assaulting force" is the damage suffered by the force that launched the assault. The player who launched the assault immediately reduces the force that participated in the assault by that number of steps.

19-4-3 If the attacking player's loss is marked with a •, he must apply the step loss in such a way as to eliminate at least one unit (killed in battle: see section 25). He is free to choose which unit to eliminate.

### 20.0 Call for Surrender

Troops investing an enemy castle can call on the castle to surrender. This is called a Call for Surrender. By making a Call for Surrender, it is possible to induce the castle to fall early (see section 21) while it still maintains a certain amount of durability.

#### 20-1 Principles of Calls for Surrender

Only a commander investing the enemy castle can make a Call for Surrender.

20-1-1 An assault cannot be made during the same Operations Phase as a Call for Surrender.

20-1-2 Even if multiple commanders are participating in a siege, only one per castle can make a Call for Surrender in each Operations Phase. In this case, the other forces can perform actions (other than assault) regardless of the outcome of the Call for Surrender.

#### 20-2 Resolution of a Call for Surrender

The player calling for surrender first checks the durability of the castle, rolls the die, and checks the result based on the number rolled.

20-2-1 The die roll is adjusted as follows:

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

(2) If a taishō unit ( $\star$ ) is in the garrison, subtract 1 from the number rolled.

Even if (1) and (2) above both apply, only one of the modifiers is used.

(3) Compare the morale value of the force calling 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 unit calling for surrender is higher, add the difference. On the other hand, if the morale value of the castle is higher, subtract the difference.

#### 20-3 Results of a Call for Surrender

The results of a Call for Surrender:

**Rejected**: The Call for Surrender is rejected. The siege continues.

- **Opens the Gates**: The castle becomes the property of the army that issued the Call for Surrender. The troops that were in the garrison are immediately moved to the nearest castle of the allied army. If there is no garrison, it will be surrendered. The castle's durability remains as it was when it was opened. The player who captured the castle places his castle marker in the hex to indicate that it is now his castle. Remove any morale marker and enemy castle marker.
- 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 can immediately be used to replenish the force that issued the Call for Surrender. The castle's durability remains the same as when it was surrendered. The player who achieved the surrender places his own castle marker in the hex to indicate that it is now his castle. Remove any morale marker and enemy castle marker.

#### 20-4 Offer to Surrender

A unit under siege can voluntarily offer to surrender at the point when the result of the siege is being determined. If the enemy player accepts this proposal, apply the same result as if an "Opens the Gates" result was achieved. However, if the proposal is rejected, the force must continue the siege.

## 21.0 Fall of a Castle

When any of the following conditions occur due to a siege or other cause, a castle immediately falls.

(1) When the morale of the castle or the garrison troops falls below -4

(2) When the durability of the castle falls to 0

When a castle falls, the player who holds it must Surrender. The result is found in the "0" row of the Call for Surrender table and applied immediately.

#### 21-1 Castles with Durability of 0

Castles with durability of 0 are treated as "abandoned castles".

Abandoned castles are no longer owned by any player and lose all function as castles. However, if a player replenishes the abandoned castle to restore its durability, he can begin to use it as his own castle.

#### 21-2 Ownership of Captured Castles

Ownership of captured castles is determined as follows:

21-1-1 If a castle belonged to your army or an allied army at the start of the game, and is captured by the

enemy army during the game and then recaptured, it will automatically revert to the ownership of the army that owned it at the start of the game.

21-1-2 When an enemy castle is taken during the game, it is up to the capturing player to decide whether it belongs to his own army or to an allied army. A castle marker is placed to indicate which army owns the castle, but once it has been decided, it cannot be changed.

21-1-3 If multiple players' armies are involved in the fall of a castle, the players must decide ownership by negotiating it among themselves.

### 22.0 Field Battles

One possible action of a player's troops is to engage in field battles with the enemy.

There are two types of field battles, and they are resolved in different ways:

(1) Skirmishes (see section 23)

(2) Decisive battles (see section 24)

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 in order using a die and the Field Battle Result Table.

#### 22-1 Principles of Field Battles

22-1-1 To resolve a field battle, the attacking player must first decide which friendly force will attack which enemy force.

22-1-2 The attacking player can attack enemy forces in hexes adjacent to his own force.

22-1-3 Each force can attack an enemy force in a single hex once during each Operations Phase. Enemy forces in multiple hexes cannot be attacked simultaneously.

22-1-4 An enemy force that has been attacked by one of your forces can also be attacked by another of your forces. In other words, each defending force can be attacked any number of times during one Operations Phase.

22-1-5 You cannot attack enemy forces across sea or lake hexsides.

22-1-6 Field battles are not mandatory. The attacking player is able to freely choose whether or not to attack.

## 23.0 Skirmishes

A skirmish is a relatively small-scale battle. Skirmishes are resolved one at a time by following the steps below.

- (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

#### 23-1 Principles of Skirmishes

The following principles apply to skirmishes in addition to those described in 22-1.

23-1-1 Skirmishes are resolved one force at a time. Multiple forces cannot attack together.

23-1-2 If multiple enemy forces are stacked, the attacking player may choose to attack all of them or only a portion of them.

#### 23-2 How to Resolve an Attack

The attacking player adds up the combat strengths of his attacking troops and rolls the die. The result is determined by cross-referencing the die roll with the corresponding combat strength column on the Field Battle Results Table. The result is immediately applied to the enemy troops that were attacked.

23-2-1 Modifiers: The attack resolution die roll is adjusted as follows.

(1) If the defender is in a rough or marsh hex, subtract 1 from the die roll.

(2) If the defending unit is in a foothills hex, subtract 2 from the die roll.

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

(4) Subtract the field battle modifier of the commander or bushō leading the attacking force from the field battle modifier of the defending force. If there are multiple defending forces, the defending player uses the field battle modifier of the highest-ranking unit. If there are multiple units with the same rank, the defending player is free to choose one.

(5) Calculate the difference between the morale values of the attacking and defending troops, and add or subtract that amount from the die roll. If the morale value of the attacking troops is higher, add it to the die roll. If the morale value of the defending troops is higher, subtract it from the die roll. If there are multiple defending units, the unit with the lowest morale value is used. All of these modifiers are cumulative.

#### 23-3 Combat 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 the number of steps and then execute a retreat corresponding to the remaining number from the result.

23-3-1 When taking step losses, the total number of steps lost applies to the entire defending force. You can take the steps from any unit.

23-3-2 If a unit that has only one step remaining takes a loss, that unit is eliminated.

23-3-3 If the result has a "•" next to it, you must reduce the number of steps in such a way that at least one unit is eliminated (see section 25, Killed in Action). The defending player is free to decide which units to eliminate.

#### 23-4 Retreat

23-4-1 In the event of a retreat, all defending forces that participated in the skirmish must retreat.

23-4-2 Retreat can be up to 4 hexes (1 hex for each loss) away from the force that made the attack. In this situation, terrain has no effect on the retreat.

23-4-3 The defending player can freely decide the direction of retreat for each defending 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 enemy troops

23-4-4 You can retreat into the following hexes, but each time you enter such a hex, the retreating force loses an extra step.

- (1) A strong enemy zone of control.
- (2) A hex containing an enemy castle.
- (3) A hex across a river.
- (4) A foothills or marsh hex.

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

23-4-5 The morale of a force is affected by retreat. Reduce morale by the number of hexes retreated.

23-4-6 If a retreating force enters a hex with a castle of your own or an allied army, you can have your troops enter the garrison of that castle and end the retreat there. Also, if there is a castle of your own or an allied army in the hex that was initially attacked, you can have your troops enter the garrison of that castle. In either case, you can ignore any remaining damage, but you must reduce morale by the full number of retreat hexes required by the result.

#### 23-5 Pursuit

If the defending force retreats, the attacking player can have the force that participated in the skirmish pursue them.

23-5-1 It is up to the attacking player to decide whether to pursue or not.

23-5-2 Pursuit can be carried out up to the hex where the enemy force has retreated.

23-5-3 Pursuit is possible even if the retreating force has taken refuge in a castle.

23-5-4 If the hex from which the defending force retreated contains another enemy force that is not in garrison, pursuit is not possible. Also, if the retreating force passes through a hex containing an enemy force that is not in garrison, pursuit can be carried out only up to the hex before that one.

#### 23-6 Counterattack

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 exceptions.

23-6-1 A counterattack can only be launched against the force that attacked the defending force.

[While I believe that this translation is accurate, it is unclear to me whether the "attacking force" and "defending force" are assigned the same as during the previous steps or whether the roles are reversed in determining modifiers for the counterattack.]

23-6-2 Modifier: The counterattack resolution die rolled is adjusted as follows:

(1) If the defending force is in a foothills or marsh 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 commander or bushō leading the attacking force from the field modifier of the commander or bushō leading the defending force to get the difference in field battle modifiers, and modify the die roll by the difference. If there are multiple defending forces, the defending player uses the field battle modifier of the highest-ranking unit. If there are multiple units of the same rank, the defending player is free to choose.

(4) Subtract the morale value of the attacking force from the morale value of the defending force, and modify the die roll by the difference. If the morale of the defending force is higher, add it to the die roll; if the morale of the attacking force is higher, subtract it from the die roll. If there are multiple defending forces, use the morale of the force with the lowest morale value.

All of the above modifiers are cumulative.

23-6-3 Damage resulting from counterattacks is always applied as step losses for the attacking force. Attacking forces cannot retreat.

#### 23-7 Attacks by Garrison Forces

Garrison forces can attack enemy forces in the same hex, but with a small penalty.

23-7-1 Troops garrisoning an allied or former enemy castle cannot use field battle modifiers. However, if it is one of their own castles, they can use field battle modifiers.

23-7-2 When a garrison force attacks, subtract 1 from the die roll during attack resolution. This modifier is in addition to the modifiers in case 23-2-1.

23-7-3 A force attacked by a garrison force can counterattack with its full combat strength. Even if it is investing the castle, its combat strength is not halved.

23-7-4 When a counterattack is launched against a garrison force, add 1 to the counterattack resolution die roll. This modifier is in addition to any modifiers in case 23-6-2.



Taishō 甲 attacks Taishō 丑's force. Although Taishō 松 is in the same hex as Taishō 甲, he cannot participate in this attack.

- ① First, calculate the combat strength of Taishō 甲's force. Taishō 甲 commands the units shown at the top of the diagram, and their total combat strength is 10.
- ③ Looking at the Combat Result Table, the result is 1. Taishō 丑's force must lose one step or retreat one hex. However, he chooses not to retreat, and instead unit 卯 loses one step. If he had chosen instead to retreat, he could have retreated to hex A or B, but not hex X.
- ④ Since Taishō 丑 did not retreat, he can counterattack Taishō 甲's force. The combat strength of Taishō 丑's force is 6. He rolls the die, getting a 5. This number is not subject to any modifications (see 23-6-2).
- ⑤ Looking at the Combat Results Table, the result is a 1, so Taishō 甲's force must be reduced by one step. He cannot retreat, so he reduces unit 丙.

This ends the skirmish.

## 24.0 Decisive Battles

A decisive battle is a large-scale engagement of historic significance in which  $s\bar{o}daish\bar{o}$  ( $\star\star$ ) 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 a side muse retreat

#### 24-1 Principles of Decisive Battles

In addition to 22-1, the following principles apply to decisive battles.

24-1-1 In order to conduct a decisive battle, both the attacking and defending sides must have sōdaishō
(★★) units.

24-1-2 The attacking player can have other forces that are stacked in the hex where the sōdaishō ( $\star\star$ ) unit is located participate in the battle. However, forces that have already performed an action cannot participate in the battle.

24-1-3 The defending player can also have all other forces that are stacked in the hex where the sōdaishō  $(\star\star)$  unit is located participate in the battle.

24-1-4 If a force is in the same hex as the sodaisho

 $(\star\star)$  unit, it can participate in the battle even if it would normally not be able to act in the current Operations Phase (exception: 24-1-2).

24-1-5 If a force is in the same hex as the sōdaishō  $(\star\star)$  unit, it can participate in the battle even if it is from an allied army.

24-1-6 Garrison forces cannot participate in a decisive battle.

24-1-7 If either force is in a foothills or marsh hex, a decisive battle cannot take place.

24-1-8 If a defending force is in a hex containing a castle, a decisive battle can take place only if the defending player agrees to it. If no agreement is obtained, a decisive battle cannot take place, but it can be changed to a skirmish.

#### 24-2 How to Resolve a Decisive Battle

Battles are resolved in the same way as in 23-2 "How to Resolve an Attack", but the results are applied simultaneously.

24-2-1 Once both sides have decided which forces will participate in the battle, the attacking and defending

sides add up the combat strengths of the forces participating.

24-2-2 Once both sides have added up their combat strengths, the battle is resolved. The attacking and defending sides roll the die in that order, and, after both sides' results have been calculated, the results are applied simultaneously.

24-2-3 The die rolled to resolve a battle is modified by the difference between the field battle modifiers and morale values of the two commanders. Terrain modifiers do not apply. If there are multiple commander units, the player can use the field battle modifier for any one of them. Also, the lowest morale value among the participating forces is used. The method for modifying the die roll is the same as for resolving attacks and counterattacks.

24-2-4 The attacking and defending sides apply the results simultaneously. Both sides reduce their total steps by the number of losses. Retreat is not available as an alternative.

24-2-5 Once both sides have applied the results, the side with the greater number of losses must retreat. If one side retreats, the retreating side will lose, and the battle will end at that point.

24-2-6 If neither player retreats, repeat the battle procedure until one player or the other does retreat.

#### 24-3 Retreating from a Decisive Battle

24-3-1 When a player is forced to retreat from a decisive battle, he rolls a die for each of his participating forces and retreats it a number of hexes equal to the die roll. If there are forces not participating in the battle in the same hex, they must also retreat.

24-3-2 The maximum retreat is 4 hexes. If the die roll is 5, the force loses 1 step and retreats 4 hexes, and, if the die roll is 6, it loses 2 steps and retreats 4 hexes. Retreating is subject to the restrictions in 23-4.

24-3-3 The side that wins the battle can enter the hex where the enemy troops were located but cannot pursue any further.

## 25.0 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.

25-1 Leaders killed in action cannot appear on the map again.

25-2 When a sōdaishō ( $\star\star$ ) is killed in action, all units of his army are removed from the map and they cannot appear on the map again. The same is true when a sōdaishō ( $\star\star$ ) unit is removed due to a Call for Surrender. However, note that castles continue to be owned by that army.

## 26.0 Morale Recovery

As one of the actions of your troops, you can restore the morale of forces that have reduced morale.

#### 26-1 How to Recover Morale

When recovering morale, the force checks whether it can trace a line of communication with its main castle. If it recovers morale, it cannot perform any other actions during that phase.

26-1-1 Forces that can trace a line of communication can unconditionally increase their morale by 1.
26-1-2 Forces that cannot trace a line of communication require a die roll. If the number rolled is less than the leader's activation point value, it can increase its morale by 1.

## **Conquest of Kanto Special Rules**

## 27.0 Introduction

"Conquest of Kanto" – the first installment in the Sengoku Gunyoden series – deals with the three-way conflict between the Uesugi, Hōjō, and Takeda clans in the Kanto-Koshinetsu region in the 1560s.

#### 28.0 Game Equipment

- (1) **1** map
- 2 1 counter sheet (about 250 pieces)
- ③ Rulebook (this book)
- ④ Please also provide some 6-sided dice.

#### 29.0 How the Game Progresses

- The game proceeds as follows:
- (1) Initial Stage
  - ① Line of Communication Check Phase
  - In this game there is no Random Events Phase.
- (2) 1st Stage
  - ② Uesugi Operations Phase

The Uesugi player acts with his forces.

③ Takeda Operations Phase

The Takeda player acts with his forces.

(4) Hojo Operations Phase

The Hojo player acts with his forces.

**(5)** Uesugi Kanto Warlords Operations Phase

The Uesugi player acts with the Uesugi Kanto Warlords forces. Uesugi Clan forces cannot act.

6 Hojo Kanto Warlords Operations Phase

The Hōjō player acts with the Hōjō Kanto Warlords forces. Hōjō Clan forces cannot act.

(3) 2nd to 4th Stages

The same procedures as in the 1st Stage are repeated, but units that are not eligible to activate in a stage cannot act.

### **30.0** Armies and Territories

#### 30-1 Armies

Please refer to the Unit Deployment List to see which units belong to which armies.

#### 30-1-1 Kanto Warlords

"Kanto Warlords" refers to the units of the Satomi, Satake, Utsunomiya, Nagano, Taboya, Yuki, Oda, and Nasu clans, as well as the other units listed in the Kanto Warlords section.

30-1-2 Units listed in the Kanto Warlords column are all treated as individual armies.

30-1-3 Kanto Warlords units will be either on the Uesugi side or the Hōjō side, depending on the scenario. Which side they will join is noted in the scenario or in the Unit Deployment List.

30-1-4 The relationship between allied forces changes depending on the scenario, so please refer to each scenario.

#### **30-2** Territories

The Uesugi, Hōjō, and Takeda Clans claim the following territories as their own.

- 1. Uesugi: Echigo
- 2. Hōjō: Sagami, Musashi, Izu
- 3. Takeda: Kai, Shinano

#### 30-3 Owned Castles

The castles owned by each army and their level numbers are displayed on the map in that army's color.



If the castles owned by each army are different from those shown on the map in a particular scenario, or if another army takes control of a castle, please identify it using a castle marker for that army.

#### 30-4 Main Castle

Please refer to the List of Owned Castles for each army's main castle.

30-4-1 The Uesugi clan can use two castles as their main castles: Kasugayama and Umabashi.

30-4-2 Among the Kanto Warlords on the Uesugi side, the following five units use Umabashi Castle as their main castle. (These counters have the leaders' names printed in black.)

Ōgo Nobutsuna, Yamashita Ujihide, Wada Noriyoshi, Kuragano Naoyuki, Sakai Hararan

#### 30-5 Hojo Father and Son

Hōjō Ujiyasu and Ujimasa are both commander units of the Hōjō clan. Ujiyasu, the father, can command Ujimasa, the son, but not vice versa.



## 31.0 Odawara Castle

Odawara Castle, the main castle of the Hōjō clan, was the largest fortress in Japan at the time, and taking it was no easy task. Therefore, in addition to the rules for regular



castles, the following rules are added for Odawara Castle.

#### **31-1 Entering Odawara Castle**

Odawara Castle occupies all of hex 2237.

31-1-1 Hōjō and allied units are automatically considered to be in garrison when they enter hex 2237.

31-1-2 Units other than Hōjō and allied units cannot enter this hex without first taking Odawara Castle.

#### 31-2 Investment of Odawara Castle

To invest Odawara Castle, you must have troops in all four hexes listed below. These hexes are hereafter called the investment hexes.

Hex 2137, 2138, 2236, 2237

31-2-1 Odawara Castle is considered to be invested when the total combat strength of the enemy troops in all the besieged hexes is 50 or more (10 times the castle's level or more).

31-2-2 If even one invested hex becomes empty at any point, the investment is considered to have been lifted.

#### **31-3** Assaults on Odawara Castle

Assaults on Odawara Castle are carried out as follows.

31-3-1 Only forces in one of the investment hexes can carry out an assault. If there are multiple forces, they can assault together (within the scope of section 19).

31-3-2 Assaults cannot be made from multiple investment hexes at the same time. However, it is possible to carry out separate assaults from each investment hex.

#### 31-4 Counterattacks from within Odawara Castle

Odawara Castle was not an easy castle to attack, but it also was not easy to attack out of. Therefore, when a force in Odawara Castle attacks an enemy force in an investment hex, the following rules are added to those in 23-7.

31-4-1 The combat strength of the attacking unit is halved the total (rounded down).

31-4-2 The die roll modifier when resolving an attack is -2 rather than -1.

31-4-3 If a unit attacked from Odawara Castle launches a counterattack, all the forces in the attacked hex may join the counterattack.

#### 31-5 Replenishment of Odawara Castle

Due to the presence of the Hōjō Navy, it was difficult to cut off supplies to Odawara Castle unless it was blockaded by sea. Therefore, Odawara Castle can be replenished even if it has been invested by enemy forces.

31-5-1 When replenishing, use the "Own Territory" column to make the determination and subtract 1 from the result. [I think that this means to subtract 1 from the result shown in the table, not the die roll.]

## 32.0 Snowfall and Thaw

In "Conquest of Kanto", snow falls from Week 1 of the 12th Month to Week 2 of the 3rd Month the following year, and it melts from Week 4 of the 3rd Month to Week 3 of the 4th Month.

#### 32-1 Effects of snowfall

When snowfall occurs, movement costs for terrain other than rivers are doubled.

32-1-1 The following hexes above the snow line are affected by snowfall.

All hexes in Echigo, Shinano, Kai, and Mutsu

2 Foothills in Kozuke and Shimotsuke

32-1-2 When snowfall occurs, snow also affects the length of lines of communication.

32-1-3 When snowfall occurs, lines of communication cannot pass through foothills hexes.

32-1-4 When snowfall occurs, zones of control do not extend into foothills hexes.

#### 32-2 Effects of Melting Snow

When snow melts, the extra movement cost for crossing a river is doubled.

32-2-1 Melting snow affects all rivers on the map.

32-2-2 Melting snow also affects the length of lines of communication.

32-2-3 When fighting a field battle across a river, the attack die roll is modified by -4 and the counterattack die roll is modified by -2.

## 33.0 Sea Lines of Communication

The Hōjō and Satomi clans had powerful naval forces, so they are able to trace lines of communication through sea hexes. 33-1 A line of communication can be set up through a sea hex at a cost of 3 movement points.

33-2 Only units in coastal hexes can trace sea lines of communication.

33-3 Sea lines of communication can be traced through coastal hexes containing enemy units or enemy zones of control.

33-4 Land and sea lines of communication can be freely combined in tracing lines of communication.

## 34.0 Victory Points

At the end of the game, each player will gain or lose victory points as follows. Victory points are the basis for determining which side has won the scenario.

#### 34-1 Points for Capturing Castles

If a player captures a castle that belonged to the enemy army at the start of the game and it continues to be under their control at the end of the game, he gains points as follows:

①Level 0: 1 point

2 Level 1: 2 points

③Level 2: 4 points

(4) Level 3: 6 points

**5**Odawara Castle: 20 points

#### 34-2 Points Lost Due to Castle Loss

If a castle that belonged to a player at the start of the game is taken by the enemy army and he is unable to regain it before the end of the game, he will lose points as follows:

1. Level 0: 1 point

- 2. Level 1: 2 points
- 3. Level 2: 4 points
- 4. Level 3: 6 points

5. Odawara Castle: 20 points

#### 34-3 Points Lost Due to Unit Elimination

At the end of the game, a player loses points for units killed in battle as follows.

Note that units eliminated due to the death of the sodaisho are not considered killed in battle.

① Sōdaishō: 10 points

- 2 Taishō: 3 points
- ③ Bushō: 1 point

## 35.0 Scenarios

There are four scenarios in "Conquest of Kanto". Each scenario is structured as follows.

(1) **Scenario name**: The title and setting of the scenario, along with a brief historical background.

(2) **Areas in use**: Specifies the map areas used in the scenario.

(3) **Number of turns**: Specifies the number of turns and the time period covered by the scenario.

(4) **Players**: Specifies the number of players in the scenario and the armies they will control.

(5) **Deployment**: Refer to the Unit Deployment List for the placement of units in each scenario. If there are any special notes, they will be included in the scenario.

(6) **Reinforcements**: The turn and entry hex for reinforcement units that appear in the scenario are listed. Reinforcement units are specified in the Unit Deployment List.

(7) **Owned Castles**: For castles used in the scenario and the players who own them, refer to the List of Owned Castles. If there are any special notes, they are noted in the scenario.

(8) **Victory Conditions**: The method for determining victory and defeat in the scenario is given..

(9) **Special Rules**: Describes rules that are used only in that scenario.

#### 34.2 Before Starting a Scenario

Each player prepares as follows before starting a scenario.

(1) The player representing each army places his units in their deployment hexes. If there is a castle in that hex, the units may be put into garrison. Also, if multiple units are placed in the same hex, they may be used to organize forces.

(2) If the castles of the army that each player controls are different from those shown on the map, indicate them by placing castle markers (see section 30-3).

## 36.0 Scenario 1: Heaven and Earth

[Eiroku 4 (1561), 9th Month, 4th Battle of Kawanakajima]

On the 14th day of the 8th Month of Eiroku 4, Kanto Kanrei Uesugi Terutora (Kenshin) led 18,000 troops to Kawanakajima to decide the outcome of a battle with Takeda Shingen. On the way, he left 5,000 troops at Zenkoji (hex 0413) to back up his forces, and advanced to Kawanakajima with 13,000 troops. They set up camp at Mejoyama (hex 0515). This was on the 16th.

Meanwhile, Shingen received news of an attack by the Uesugi forces as early as the 15th day of the 8th Month, and left Tsutsujigasaki on the 18th with 17,000 troops. They joined forces with soldiers from Shinano on the way, and the Takeda forces, now numbering 20,000, set up camp at Chausuyama (hex 0315) on the 24th.

This marked the beginning of the 4th Battle of Kawanakajima.

(1) Areas in use: Echigo, Shinano, Kai

(2) Number of turns: 3 turns (Week 4 of the 8th Month to Week 2 of the 9th Month)

(3) Players: 2

Takeda side: Takeda Clan

Uesugi side: Uesugi Clan

#### (4) Deployment

See the "Unit Deployment List"

(5) Reinforcements

None

#### (6) Owned Castles

See the "List of Owned Castles"

#### (7) Victory Conditions

At the end of the game, the player who has reduced more enemy steps wins. If there is a tie, it is a draw. The points in section 34 do not apply.

#### (8) Special Rules

① Replenishment is not possible during the game.

2 The Uesugi player can make two Movement actions before the game starts.

## **37.0** Scenario 2: Kenshin Crosses the Mountains

#### [Eiroku 4 (1561), 3rd Month, Siege of Odawara Castle]

Nagao Kagetora (Uesugi Kenshin), who had inherited the position of Kanto Kanrei from Uesugi Norimasa, headed for the Odawara region of Sagami Province on a lucky day in the 3rd Month of Eiroku 4 (1561), accompanied by 110,000 soldiers from Echigo and Kanto warlords. The purpose of the attack was to defeat Hōjō Ujiyasu, who had dominated Kanto since the Battle of Kawagoe in Tenbun 15 (1546). Judging that it would be impossible for even Ujiyasu to stop such a large army, he withdrew his entire army into Odawara Castle.

Kagetora quickly invested the Odawara area, expecting to take Odawara Castle within two or three days and then hold the traditional inauguration ceremony for Kanto Kanrei at Tsurugaoka Hachimangu Shrine.

However, things were not going to be as easy as he had hoped.

(1) Areas in use: All areas of the map except Suruga and Totomi

(2) Number of turns: 12 turns (Week 1 of the 2nd Month to Week 4 of the 4th Month)

### (3) Players: 2

Uesugi side: Uesugi Clan, Kanto warlords on the Uesugi side

Hōjō side: Hōjō Clan, Kanto warlords on the Hōjō side

#### (4) Deployment

See the "Unit Deployment List"

% Oyamada Nobushige of the Takeda Clan can be placed in either hex 1230 or 1831.

#### (5) Reinforcements

Turn 1 (Week 1 of the 2nd Month): 9 units of the Satake clan (Uesugi side) enter from hexes 4010 to 4015.

#### (6) Owned Castles

See the "List of Owned Castles"

#### (7) Victory Conditions

In general, the player with the most points according to section 34 wins, but the Uesugi player must also invest Odawara Castle and hold a ceremony at Tsurugaoka Hachimangu Shrine to announce his appointment as Kanto Kanrei. If he fails to do so, the Uesugi player loses.

① The Uesugi player must invest Odawara Castle for at least one turn. Each time Odawara Castle is invested at the start of turn, 1 point is scored.

② The Uesugi player demonstrates his appointment as Kanto Kanrei by having the Uesugi Kenshin unit remain at Tsurugaoka Hachimangu Shrine (hex 2836) for one stage. At this time, points are scored according to the number of units that are stacked with Uesugi Kenshin at Tsurugaoka Hachimangu Shrine, as follows. Note that units commanded by Uesugi Kenshin and by commander units can also be counted.

- 20 units or fewer: 0 points
- 21 to 30 units: 1 point
- 31 to 40 units: 2 points
- 41 to 50 units: 3 points
- 51 units or more: 4 points

In addition, if a Hojo unit enters Echigo, the Uesugi player no longer needs to meet the above two conditions.

#### (8) Special Rules

 Uesugi Kenshin can incorporate Kanto warlords on the Uesugi side into his forces and command them in the same way as regular Uesugi units. Other Uesugi commanders cannot command Kanto warlords on the Uesugi side.
 Hōjō commanders cannot command Kanto warlords on the Hōjō side.

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## 38.0 Scenario 3: Conquest of Kanto

[Eiroku 6 (1563), Siege of Matsuyama Castle]

In the 11th month of Eiroku 5, Hōjō Ujiyasu invested Matsuyama Castle in Bushu, where Ōta Sukemasa, Uesugi Kenshin and others were holed up. Ōta Sukemasa immediately requested reinforcements from Uesugi Kagetora (Kenshin), who agreed and set up camp at Umabashi Bridge.

However, Takeda Shingen, who had advanced to Kozuke in concert with Ujiyasu, prevented Kagetora from moving from Umabashi Bridge.

Thus, the conflict over Kanto between the Uesugi, Hōjō and Takeda became more intense than ever before.

(1) Areas in use: All areas of the map except Suruga and Totomi

(2) Number of turns: turns (Week of the Month to Week of the Month)

#### (3) Players: 3

Takeda side: Takeda Clan

Uesugi side: Uesugi Clan, Kanto warlords on the Uesugi side

Hōjō side: Hōjō Clan, Kanto warlords on the Hōjō side

#### (4) Deployment

See the "Unit Deployment List"

% Oyamada Nobushige of the Takeda Clan can be placed in either hex 1230 or 1831.

#### (5) Reinforcements

Turn 1 (Week 1 of the 11th Month): 9 units of the Satake clan (Uesugi side) enter from hexes 4010 to 4015.

#### (6) Owned Castles

See the "List of Owned Castles"

#### (7) Victory Conditions

The player with the most victory points based on section 34 wins.

#### (8) Special Rules

(I) During the game, the Takeda and Hōjō sides are allies and cannot attack each other.

② From Week 1 of the 1st Month onwards, the Hōjō player can attempt to negotiate with Sano Masatsuna, Akai Teruyasu and Koyama Hidetsuna during stages when Uesugi Kenshin is in Echigo or Shinano.











**Inh**田/首带

Sano Masatsuna



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Uesugi Kenshin

Roll the die for each warlord, and on a roll of 5 or 6 the negotiation is successful. Warlords who have been the object of successful negotiations become Hōjō Kanto warlords and immediately return to their main castles. At this time, if there are Uesugi units in the hexes of the main castles, they will be placed in garrison status. Also, if a Uesugi unit is invested in one of the main castles, that unit will immediately be subject to a "Opens the Gates" result.

Koyama Hidetsuna

Note that only Hojo Ujiyasu can attempt these negotiations, and he cannot take any other action during the same stage.

## 39.0 Scenario 4: Koso Clash at Misuma Pass

[Eiroku 12 (1569), 10th Month, Battle of Misuma Pass]

When Takeda Shingen invaded Suruga and drove out the Imagawa Clan, Hōjō Ujiyasu, who had been allied with the Imagawa Clan, decided to break away from Shingen. In the 6th Month of Eiroku 12, Shingen captured Fuji Omiya Castle, then returned his forces and invaded Kozuke in the 9th Month, attacking the Hōjō castles in Musashi.

However, Ujiyasu opposed Shingen by using the same tactic that his father Ujiyasu had taken against Kenshin: he garrisoned Odawara.

In response, Shingen invested Odawara, but there was no way it would fall, and after a few days he broke camp and set off for home.

Seeing this, Ujiyasu tried to advance to Misumasu Pass to ambush and destroy the Takeda forces. The forces of Hōjō Ujinobu and Ujiteru were already camped at Misumasu Pass. Moreover, the geographical advantage was on the Hōjō side.

The situation seemed to be favorable for the Hojo side.

(1) Areas in use: Shinano, Kai, Suruga, Izu, Sagami, Musashi, Kōzuke

(2) Number of turns: 12 turns (Week 1 of the 9th Month to Week 4 of the 11th Month)

#### (3) Players: 2

Takeda side: Takeda Clan

Hōjō side: Hōjō Clan, Uesugi Clan, Kanto warlords on the Hōjō side

#### (4) Deployment

Place the units marked with a circle in the Scenario 4 column of the "Unit Deployment List". The placement method is as follows, with the Hōjō player going first.

① Hōjō side: Hōjō units are placed in their own castle hexes in Sagami, Izu, Musashi, and Suruga. How they are placed is up to the Hōjō player. Hōjō Kanto warlords are placed in the designated hexes.

② Takeda side: Takeda units are placed in their own castle hexes in Shinano, Kai, and Kozuke. How they are placed is up to the Takeda player.

#### (5) Reinforcements

Turn 9 (Week 1 of the 11th Month): 9 units of the Uesugi clan (Hōjō side) appear in hex 1913 (Numata).

#### (6) Owned Castles

See the "List of Owned Castles"

#### (7) Victory Conditions

The player with the most points per section 34 wins. In addition, if the Hōjō player does not use any Uesugi units, he will score 3 victory points at the end of the game.

#### (8) Special Rules

The Takeda clan, the Hōjō clan, and the Kanto warlords on the Hōjō side cannot enter hexes east of the Tone River [hex 3430 to 2821 to 1915 to ????].

## Unit Deployment List

		Values	Scenario 1	Scenario 2	Scenario 3	Scenario 4
Takeda	武田信玄	3-3-4	1230	1230	1230	0
•	山県 8 景 ····································	3-2-4	1230	1230	1230	0
•	馬場信春 → 132 → 3 Baba Nobuharu ★	3-2-3	0121	1230	1230	0
•	武田信繁 →→→→3 Takeda Nobushige ★	3-2-3	1230	1230	_	_
•	高坂昌宣 ◆ 132 • • ↓ 2 Takasaka Masanobu★	3-2-2	0514	0514	0514	_
•	内藤昌豊 ★ 132 ••• 2 Naitō Masatoyo ★	3-2-2	1230	1230	1230	0
•	穴山信君 ☆ 30 oo 2 Anavama Nobutada ★	3-0-2	1230	1230	1230	0
		3-2-3	0617	1230	1230	_
	小山田信説 ************************************	3-2-2	1230	1230 or 1831	1230 or 1831	0
	小师宿息 冬~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	3-2-2	_	_	1620	0
	<b>集回信編</b> ◆ <b>61</b> • • ↓ √2	3-2-2	_	_	_	0
		3-2-2	_	_	_	0
	武田 () () () () () () () () () ()	3-1-2	1230	1230	_	_
	國部勝續 ◆ <b>◆</b> •••√2	3-1-2	1230	1230	1230	0

	甘利昌忠 《文·司 ••〕、12	3-1-2	1230	1230	1230	0
	◆活泼資料音· ◆え、61 • ・ 、、12	3-1-2	1230	1230	1230	_
	長坂長開 ◆ 21 • • ↓ √2	3-1-2	1230	1230	1230	0
	曾報昌世 ◆ 11 • · · · · · · · · · · · · · · · · · · ·	3-1-2	_	_	1230	0
	三般守友 参, 81 • · · · · · · · 2	3-1-2	1230	1230	1230	_
	<del>ポ倉重鍵</del> ◆ 、 お1 ・ し、 パ2	3-1-2	_	_	1230	_
	小宮山8友. ◆ 、 お1 ・ し、小2	3-1-2	1230	1230	1230	_
	保料正健 参加1 • · · · · · · · · · · · · · · · · · · ·	3-1-2	1230	1230	1230	0
	諸角虎定 参,31 • 1,12	3-1-2	1230	1230	_	_
		3-1-2	_	_	_	0
	或回信廳 ◆ 10 • • ↓ 12	3-0-2	1230	1230	1230	0
	愿 8麻 ◆ 30 • • ↓ √2	3-0-2	_	_	1230	0
Uesugi	上杉謙信	3-4-4	0505	2017	0505	○ (Reinf.)
•	長尾政景 予約32 Nagao Masakage ★	3-2-3	0505	0505	0505	_
	柿崎景家 73、732 23、33 Kakizaki Kageje	3-2-3	0505	2017	0505	-
	直江烹綱 了 了 了 32 32 32 32 32 32 32 32 32 32	3-2-2	0505	2017	0505	_

本庄繁長 → → → → ↓ ↓ 2 Honjō Shigenaga ★	3-2-2	_	2017	2017	○ (Reinf.)
树上色谱 现一码3	3-3-2	0505	2017	0505	○ (Reinf.)
中亲藤嶺 毘	3-2-2	0505	2017	0505	_
宇佐美定行 見、32 こ、12	3-2-2	0505	2017	0505	○ (Reinf.)
音藤朝信 現 - 32 し - 12	3-2-2	0505	0505	0505	○ (Reinf.)
田和湖泉 見、32 ・こ、2	3-2-2	0505	2017	2017	_
北条高広 見、12 し、12	3-2-2	_	2017	0505	_
安田顺元 現一部1 1、小2	3-1-2	0711	2017	0505	_
吉江豪賞 見、11 し、2	3-1-2	0505	2017	0505	○ (Reinf.)
色部長資 見、1 し、2	3-1-2	0505	2017	0505	○ (Reinf.)
術服朝網 見~101 ● しょ、2	3-1-2	0505	2017	_	_
 新売回長款 現一式 1 し、パ2	3-1-2	0505	0505	0505	_
長尾赤信 現、31 こ、12	3-1-2	0505	2017	0505	○ (Reinf.)
山本寺考長 現一, 31 正, 12	3-1-2	0505	2017	1913	_
河田重観 現-31 • こっ」2	3-1-2	_	1913	0607	_
大鐵朝委 現 31 1 小2	3-1-2	0505	0607	0711	-
高梯政績 見、131 し、12	3-1-2	_	_	0505	-

	松本景繁 <b>毘31</b>	3-1-2	0505	2017	0505	○ (Reinf.)
	千坂流肌 毘~31	3-1-2	_	2017	_	_
Hōjō	北条氏康 23 3 Hōiō Uiivasu ★★	2-3-3	_	2237	2237	_
	北条氏政 11条氏政 11条氏政 11 11 11 11 11 11 11 11 11 1	2-1-3	_	2237	2237	0
	北条氏照 北条氏照 2 Hōiō Lijiteru	2-2-2	_	2237	2530	0
	北条細成 北条細成 2 Hōiō Tsupashige	2-2-2	_	2736	2736	0
	北条氏邦 北条氏邦 21 00 Uiikuni	2-1-2	_	2223	2223	0
	北条長網 小名 21 ··································	2-1-2	_	2237	2237	0
	1050 Genan × 出条氏祭 ◆ 20 ・ 1 × 20	2-0-2	_	3021	2237	0
	北条網高 へ、20 ・ こ、20	2-0-2	-	2237	2237	0
	北条氏規 ◆ 20 • しょ21	2-0-2	_	1842	1842	0
	此条氏泉 全.20 •• L 12	2-0-2	_	2832	2832	0
	此条馀成 ▲20 ••↓2	2-0-2	_	2237	2237	0
	北条氏忠 ~ _20 ~2	2-0-2	-	2237	2237	0
	北条網幣 ~ .20 ~	2-0-2	_	2237	2237	0

	北条氏勝 ▲ ,20 • ↓ ,12	2-0-2	_	_	_	0
•	対論大学へ近 本、-20 ・ し、小2	2-0-2	_	2332	2332	0
•	松田康長 ▲ ,20 • ↓ ,12	2-0-2	_	1940	1940	0
	清水康英 ▲,20 • ↓,12	2-0-2	_	1847	1847	0
	垪和網可 ◆ 120 • ↓ 12	2-0-2	_	2237	2237	0
	多赤長宗 ▲ 20 • ↓ 12	2-0-2	_	2237	2237	$\bigcirc$
	當永政家 ◆20 ● ↓12	2-0-2	_	3130	3130	_
	上田朝直 ~ 20 ~ 1 1	2-0-2	_	2237	2237	0
	大道等政条 一	2-0-2	_	2726	2726	0
	伊勢見延 全,20 下人2	2-0-2	_	2237	2237	0
	原 胤貞 ◆ ,20 • ↓ ,12	2-0-2	_	3929	3929	0
	福島頼季 	2-0-2	_	2237	2237	0
	千葉国胤 ◆ ,20 • ↓ ,12	2-0-2	_	_	_	0
	太田氏資 全,20 、1,12	2-0-2	_	_	_	0
	遠山直景 ▲,20 ・シッパ2	2-0-2	_	3130	3130	_
Satomi (Uesugi	里見義弘 全計 Satomi Yoshihiro ★	2-1-3	_	3736	3736	_
	正木時網 全計21 Masaki Tokitsuna ★	2-1-2	_	3736	3736	_

	芦野清成 -20 -••↓ 12	2-0-2	_	3736	3736	_
	勝山種豐 ————————————————————————————————————	2-0-2	_	3736	3736	_
	里見我類 	2-0-2	_	3736	3736	_
	真理谷信高 	2-0-2	_	3736	3736	_
	武田豊信 → .20 •••• 1 12	2-0-2	_	3736	3736	_
Satake (Uesugi)	佐竹義重 ◆222 ・・・・・・・・・・・・・・・・・・・・・・・・・・・・・・・・	2-2-3	_	Reinf.	Reinf.	_
	佐竹義久 21 3 Satake Yoshihisa ★	2-1-2	_	Reinf.	Reinf.	_
	佳竹為 8	2-0-2	_	Reinf.	Reinf.	_
	佳的晚直 ◆ 20 • ↓ 12	2-0-2	_	Reinf.	Reinf.	_
	部件 係制 	2-0-2	_	Reinf.	Reinf.	_
	<b>長倉(余台</b> <b>◆</b> 20 • • • • • • • • • • • • • • • • • • •	2-0-2	_	Reinf.	Reinf.	_
	泉 政策 20 21 21 21	2-0-2	-	Reinf.	Reinf.	-
	₩食創給 ◆20 •1112	2-0-2	_	Reinf.	Reinf.	_
	千本代題 20 21	2-0-2	_	Reinf.	Reinf.	_
Ūtsunomiya (Uesugi)	字都宮広綱 ★ 21 • 2 Utsunomiya Hirotsuna★	2-1-2	_	3315	3315	_
	益子家宗 -20 	2-0-2	_	3315	3315	_

	芳賀左衛門佐 20 	2-0-2	_	3315	3315	_
Nagano (Uesugi)	長野業正 → 小34 → 山3 Nagano Narimasa ★	3-4-3	_	1718	_	_
		3-2-2	-	_	1718	_
		3-1-2	_	1620	1620	_
Tagaya (Uesugi)	多賀谷政重 ★ ↓ 21 •• 〒 2 Tagaya Masashige ★	2-1-2	_	3522	3522	_
	多賀谷重経 ,21 ・・第12	2-1-2	_	3522	3522	_
Yūki (Hōjō)	结城清朝 ★ 21 3 Yūki Shinchō ★	2-1-3	_	3319	3319	_
	羽石盛長	2-1-2	_	3319	3319	_
	水谷治持 	2-1-2	_	3319	3319	_
Oda	小田氏治 ☆ 121 3 Oda Ujiharu ★	2-1-3	_	3722 (Uesugi)	3722 (Hōjō)	_
	國見治律 	2-1-2	_	3726 (Uesugi)	3726 (Hōjō)	_
	管容政点 - 21 - 21 - 21	2-1-2	_	3923 (Uesugi)	3923 (Hōjō)	_
Nasu	郵須資胤 G 20 Nasu Suketane ★	2-0-2	_	3712 (Uesugi)	3712 (Hōjō)	_
	大同高增 〇二21 1、12	2-1-2	_	3712 (Uesugi)	3712 (Hōjō)	_
		2-0-2	_	3508 (Uesugi)	3508 (Hōjō)	_

Kanto Warlords	太田資正					
		3-2-3	-	3025 (Uesugi)	3025 (Uesugi)	_
	Ota Sukemasa \star					
	由良成繁 ★ \$31 •• ₩ 2	3-1-2	_	2519 (Uesugi)	2519 (Uesugi)	_
	Yura Shigeru \star					
	茂木治良 ★ 121 • 〒 2 Motogi Hara	2-1-2	-	3714 (Uesugi)	3714 (Uesugi)	_
	壬生義雄 ★ 120 •• № 2 Mibu Yoshitake ★	2-0-2	_	3216 (Uesugi)	3216 (Uesugi)	_
	Million Tosinitake					
	± mm ★ 121 •• π 2	2-0-2	_	3917 (Hōjō)	3917 (Hōjō)	_
	Kasama Isunale 🗮					
	<u>真璧氏幹</u> ★ \$21 •• ▼ 2	2-0-2	_	3619 (Hōjō)	3619 (Hōjō)	_
	Makabe Ujimoto \star					
	安中忠政 ★ \$20 •• ▼ 2	2-0-2	_	1519 (Uesugi)	1519 (Uesugi)	_
	Annaka Tadamasa \star					
	古河公方藤氏 ★ \$\$20 •• \$20	2-0-2	-	-	3021 (Uesugi)	_
	Furukawa Kubō Fuji-shi★					
	上杉憲勝 ★ \$20 •• ▼ 2	2-0-2	_	2524 (Uesugi)	2524 (Uesugi)	_
	Uesugi Norikatsu ★					
	佐野昌綱 ★ 120 → 12 → 1	2-0-2	-	2818 (Uesugi)	2818 (Uesugi)	_
	Sallo IvidSalsulla ×					
	赤开照康 赤开照康 ★ 120 ★ 120 •• ₩ 2 •• ₩ 2	2-1-2	-	2820 (Uesugi)	2820 (Uesugi)	_
	Akai Teruyasu \star					
	<ul> <li>         祭田晴助         <ul> <li></li></ul></li></ul>	2-1-2	-	3222 (Hōjō)	3222 (Uesugi)	_
	初日生 直 約4 ★ 420 ●● ▼ 2	2-0-2	_	2317 (Uesugi)	2317 (Uesugi)	_
	Kiryu Naotsuna 🛛 🖈					

大胡信綱 ★ 20 •• 〒2 Ōgo Nobutsuna ★	2-0-2	_	2017 (Uesugi)	2017 (Uesugi)	_
业上氏秀 ★ 120 •• 〒2 Yamagami Ujihide ★	2-0-2	_	2017 (Uesugi)	2017 (Uesugi)	_
和田業繁 ★ 20 •• 2 Wada Yoshishige ★	2-0-2	_	2017 (Uesugi)	2017 (Uesugi)	_
<b>倉賀野直行</b> ★ 20 •• 〒 2 Kuragano Chokkō ★	2-0-2	_	2017 (Uesugi)	2017 (Uesugi)	_
酒井治胤 ★ 20 •• 〒 2 Sakai Harutan ★	2-0-2		2017 (Uesugi)	2017 (Uesugi)	_
大石定久 ★ ↓20 •• 〒 2 Ōishi Sadahisa ★	2-0-2		2530 (Uesugi)	_	_
成田長泰 ★ 200 • 〒2 Narita Nagayasu ★	2-0-2		2522 (Uesugi)	2522 (Hōjō)	2522 (Hōjō)
小山秀綱 ★ 200 → 220 → 72 →	2-0-2		3219 (Uesugi)	3219 (Uesugi)	_
<u>大原資良</u> ★ 20 •• 2 Ohara Shira ★	2-0-2		_	_	0844 (Hōjō)

Notes:

(1): (Uesugi) indicates that this warlord is a Uesugi Kanto Warlord, and (Hōjō) indicates that this warlord is a Hōjō Kanto Warlord.

(2): The Kanto Warlords are all independent armies.

## List of Owned Castles

Province	Castle Name	Level	Hex	Scenario 1	Scenario 2	Scenario 3	Scenario 4
	春日山	2	0505	Uesugi (main castle)	Uesugi (main castle)	Uesugi (main castle)	_
越後	箕冠	1	0607	Uesugi	Uesugi	Uesugi	_
	北条	1	1101	Uesugi	Uesugi	Uesugi	_
	坂戸	0	1706	Uesugi	Uesugi	Uesugi	_
	深志	1	0121	Takeda	Takeda	Takeda	Takeda
	高遠	1	0327	Takeda	Takeda	Takeda	Takeda
	全	1	0423	Takeda	Takeda	Takeda	Takeda
信濃	海津	1	0514	Takeda	Takeda	Takeda	Takeda
	戸石	0	0617	Takeda	Takeda	Takeda	Takeda
	飯山	1	0711	Uesugi	Uesugi	Uesugi	Uesugi
	小諸	1	0919	Takeda	Takeda	Takeda	Takeda
甲斐	擲躅ヶ崎	0	1230	Takeda (main castle)	Takeda (main castle)	Takeda (main castle)	Takeda (main castle)
1~	岩殿山	0	1831	Takeda	Takeda	Takeda	Takeda
	松井田	1	1519	_	Annaka (main castle)	Annaka (main castle)	Takeda
	国峰	1	1620	_	Nagano	Nagano	Takeda
	+				Nagano	Nagano	
	箕輪	2	1718	_	(main castle)	(main castle)	Takeda
	沼田	1	1913	_	Uesugi	Uesugi	Uesugi
上野		1	2017	_	Uesugi (main castle)	Uesugi (main castle)	Uesugi (main castle)
	厩橋 桐生	0	2317	_	Kiryu (main castle)	Kiryu (main castle)	_
	金山	1	2519	_	Yura (main castle)	Yura (main castle)	_
	館林	0	2820	_	Akai (main castle)	Akai (main castle)	_
	唐沢山	1	2818	_	Sano (main castle)	Sano (main castle)	_
	壬生	0	3216	_	Mibu (main castle)	Mibu (main castle)	_
	小山	1	3219	_	Koyama (main castle)	Koyama (main castle)	_
下野	宇都宮	1	3315	_	Utsunomiya (main castle)	Utsunomiya (main castle)	_
	結城 大田原	1	3319	_	Yuki (main castle)	Yuki (main castle)	_
		1	3508	_	Nasu	Nasu	_
	白山		274.2		Nasu	Nasu	
	同日	1	3712	_	(main castle)	(main castle)	_
	茂木	0	3714	_	Motegi (main castle)	Motegi (main castle)	_
	多賀谷	1	3522	_	Tagaya (main castle)	Tagaya (main castle)	_
		0	3619	_	Makabe (main castle)	Makabe (main castle)	_
常陸	真壁 小田	1	3722	_	Oda (main castle)	Oda (main castle)	_
	牛久	0	3726	_	Oda	Oda	_
	笠間	0	3917	_	Kasama	Kasama	_
			2022		(main castle)	(main castle)	
	上佣	0	3923		Uda	Furukawa	
	古河	0	3021	_	Hōjō	(main castle)	—
下総	関宿	0	3222	_	Tsukita (main castle)	Tsukita (main castle)	_
	日井	0	3929		Hōjō	Hōjō	

上終	久留里	1	3736	_	Satomi	Satomi	
	八田王	1	5750		(main castle)	(main castle)	
	鉢形	1	2223	_	Hōjō	Hōjō	Hōjō
	37	2	2522	_	Narita	Narita	Narita
	,CA	2	2322		(main castle)	(main castle)	(main castle)
	松山	2	2524	_	Kensho	Kensho	Hōiō
		_			(main castle)	(main castle)	
海街	滝山	1	2530	_	Ōishi	Hōiō	Hōiō
ш. (л <del>р.</del> ,		-	2000		(main castle)		
	河越	2	2726	_	Hōjō	Hōjō	Hōjō
	小机	1	2832	_	Hōjō	Hōjō	Hōjō
		1	3025	_	Ota	Ota	Hōiō
	אין נוי	-	3023		(main castle)	(main castle)	nojo
	江戸	1	3130	_	Hōjō	Hōjō	Hōjō
	小田原	5	2237	_	Hōjō	Hōjō	Hōjō
お店		5	2257		(main castle)	(main castle)	(main castle)
101天	津久井	0	2332	_	Hōjō	Hōjō	Hōjō
	玉縄	1	2736	_	Hōjō	Hōjō	Hōjō
伊吉	韮山	1	1842	—	Hōjō	Hōjō	Hōjō
· · · · ·	下田	0	1847	_	Hōjō	Hōjō	Hōjō
	世辺	0	0944				Ohara
	1600	0	0644	_	_	—	(main castle)
	横山	1	1141	_	_	-	Takeda
駿河	大宮	1	1338	—	—	—	Takeda
	蒲原	1	1340	_	_	_	Hōjō
	興国寺	1	1639	_	_	_	Takeda
	深沢	1	1836	_	_	_	Hōjō
	掛川	1	0246	_	_	_	_
遠江	高天神	3	0248	_	_	_	_
	相良	1	0549	_	-	_	_



Castles with different owners in the scenario from those shown by the castle level colors on the map (place castle markers to show ownership)

Note

(1): (Main castle) indicates that this is the main castle of the army.

(2): The Uesugi clan treats both Kasugayama Castle and Umabashi Castle as their main castles.

## **Conquest of Kanto Quick Reference**

		Combat Strength											
Die Roll	1-2	3-4	5-6	7-9	10-12	13-16	17-20	21-15	26-30	31-36	37-42	43-49	59 or higher
-2 or lower												1	1
-1		j							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	2	2	3	3	4•	4
4			1	1	1	1	2	2	3	3	4•	4	5•
5		1	1	1	1	2	2	3	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

## **Field Battle Results Table**

Modifiers:

1. Terrain

3. Morale difference

4. Attack by garrison force..... - 1 2. Field Battle Modifier difference 5. Counterattack against garrison force.... +1 • : At least one unit eliminated

## **Terrain Effects Chart**

Terrain Type	Normal Movement	Strategic Movement	Attack Modifier	Counterattack Modifier	Assault Modifier	Lines of Communication
Flat Land	1	1	—	—	_	1
Rough	2	1	-1	_	-1	1
Foothills	4	3	-2	-1	-2	3
Mountain	May not enter	May not enter	—	—	_	Not allowed
River	+1	+1	-2	-2	-	+1
Sea/Lake	May not enter or cross	May not enter or cross	-	-	-	May not cross (see sec. 11)
Castle	Enemy castle +1	May not enter an enemy castle or adjacent hex	_	_	–level number	May not trace through an enemy castle or adjacent hex
Marsh	4	May not enter	-1	-1	-	Not allowed
Odawara Castle	1	1	_	_	-5	Main castle of the Hōjō Clan

## Siege Results Table

Modifiers : Sōdaishō in garrison .... +1

Die Roll	1	2	3	4	5	6	7
Desult	Morale	Durability	Durability				
Result	-1	-1	-1				

## Assault Results Table

Modifiers: 1. Castle level number 2. Morale difference 3. Terrain

T	Courtest Character									
	Combat Strength									
Die Roll	1-5	6-10	11-20	21-30	31-40	41-50	51 or higher			
-1 or lower	0/8•	0/7•	0/6•	0/5•	0/4•	0/3	1/2			
0	0/7	0/6	0/5	0/4	1/3	1/2	1/1			
1	0/6•	0/5•	0/4•	1/3	1/2	1/2	1/1			
2	0/5	0/4	1/3	1/2	1/2	1/1	1/1			
3	0/4•	0/3	1/2	1/2	1/1	1/1	2/1			
4	1/3	1/2	1/2	1/1	1/1	2/1	2/0			
5	1/2	1/2	1/1	2/1	2/1	2/0	3/0			
6 or higher	1/2	2/1	2/1	2/1	3/0	3/0	4/0			

Result: Castle durability reduction / Number of steps lost by the attacking force

• : At least 1 unit eliminated

## **Call for Surrender Table**

	Result					
Durability	Rejected	Surrender				
10-8	8 or lower	9 or higher	—			
7-6	7 or lower	8-9	10 or higher			
5	6 or lower	7-9	10 or higher			
4	5 or lower	6-8	9 or higher			
3	4 or lower	5-8	9 or higher			
2	4 or lower	5-7	8 or higher			
1	3 or lower	4-7	8 or higher			
0 (Fall of the castle)	_	3 or lower	4 or higher			

Modifiers: 1. A sōdaishō is in the garrison ... -2

2. A taishō is in the garrison ......-1

3. Morale difference

## Takeda Replenishment Table

## Uesugi Replenishment Table

	Hocugi		Sato	me &	Kanto		
	Ues	ugi	Satake		War	ords	
Die Roll	Own Terri- tory	Other Terri- tory	Main Castle	Foreign Terri- tory	Main Castle	Foreign Terri- tory	
-1 or lower	-1	-1	-1	-2	-1	-1	
0	0	-1	0	-1	0	-1	
1	1	0	0	0	0	0	
2	1	0	1	0	0	0	
3	2	1	1	0	1	0	
4	2	1	1	0	1	0	
5	2	1	2	1	1	1	
6	3	2	2	1	1	1	

#### Hōjō Replenishment Table Kanto Hōjō Warlords Own Other Foreign Main Die Roll Terri-Terri-Terri-Castle tory tory tory **-1** or -1 -2 -1 -1 lower 0 0 -1 0 -1 1 1 0 0 0 2 2 0 0 0 3 2 0 1 0 2 1 4 1 0 5 3 1 1 1 3 1 1 6 1

	Takeda					
Die Roll	Own Terri- tory	Other Terri- tory				
-1 or lower	-1	-1				
0	0	-1				
1	1	0				
2	1	0				
3	1	0				
4	2	1				
5	2	1				
6	3	1				

Modifier: Morale

Modifier: Morale

Modifier: Morale

		CLANS		
Uesugi Clan 上杉謙信 足の引	Tagaya Clan <u> ∮ĝ谷政≢</u> ★ 121 ⊕ 12	Nasu Clan 部項資産 でいって 2	Utsunomiya Clan 学都客広期 全部客広期 21 21 21 21 21	
Nagano Clan	Satomi Clan 里見義弘 全部 3	Satake Clan 使竹義重 (金竹義重 (金竹義重) (金竹義重) (金竹義重) (金竹義重) (金竹義重)	Takeda Clan 武田信玄 公司 人	
Hōjō Clan 北条氏康 全3	Yūki Clan	Oda Clan 小●氏治 ☆ 21 3	Kanto Warlord on the Hōjō Side <u>其璧氏幹</u> ★ 21 20	Kanto Warlord on the Uesugi Side 藤田晴助 ★ 第20



## **Notes on This English Translation**

This translation of the rules for the *Game Journal* #55 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.

These rules largely match the revised Basic Rules used beginning with *Game Journal* #62 except for the sections highlighted in the later edition. However, I have made numerous edits to the Basic Rules during the course of this translation.