



ゲーマーによるゲーマーのためのボードSLG専門誌

Game Journal

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ゲームジャーナル

秀吉軍記

～賤ヶ岳の決戦～

福田誠デザイン

超ワイドグラフィック
秀吉・怒濤の天下盗り!
秀吉最大の勝利
～清洲会議から賤ヶ岳合戦まで～
賤ヶ岳の決戦と秀吉の覇権成立
座談会
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長南政義

リプレイコミック
松田大秀

本軍戦車旅団長
Танковая
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Командир
GJ13号 大坂平野地形変遷モジュール



絶版ゲーム再生
Mr.ごどくの過激にレポ
データでみる日米海戦 日本戦史雑誌

九州三国志
島津 vs 大友 vs 龍造寺
最新SLG情報

Hideyoshi's War Chronicle

The Battle of Shizugatake

Game Journal #87

designed by Makoto Fukuda

Exclusive Rules

27.0 Introduction

"Hideyoshi's War Chronicle" is a simulation game in the Sengoku Gunyuden series that recreates the three major engagements that took place before Hideyoshi Hashiba gained hegemony over the country: the Battle of Yamazaki, the Battle of Shizugatake, and the Battles of Komaki and Nagakute.

28.0 Game Equipment

This game comes with the following equipment:

- (1) Map: 1 sheet
- (2) "Hideyoshi's War Chronicle" counter sheet: 1 sheet (approximately 250 pieces)
- (3) "Hideyoshi's War Chronicle" markers: Please use the relevant section from the "Yukimura Gaiden Correction Counter Sheet" included in the magazine. (approximately 60 pieces).
- (4) Rule book: (this book)
- (5) Other: Please provide several six-sided dice.

28-1 Map

This game comes with a map depicting the main areas where Hideyoshi was active from Takamatsu Castle in Bitchu in the west to Okazaki Castle in Mikawa in the east.

28-1-1 Tracks

- (1) Turn Record Track

Used to clarify game progress (see section 4).

- (2) Stage Record Track / Operations Phase Record Track

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

- (3) Score Record Track

Used to keep track of the scores.

28-1-2 Command Tracks

These are the squares next to the names of each commander unit. When organizing a force (see section 13), use these boxes to clarify which units are under command.

28-1-3 Terrain Legend

The terrain legend is printed on the map. For the effects of each terrain type, refer to the Terrain Effects Chart on the Quick Reference.

28-2 Markers

The following markers are included in this game.

- (1) Score Markers (Hashiba and Anti-Hashiba)

There are two types of score markers: x10 and x1. Place them on the score track on the map to display each army's score.

- (2) Castle Markers

Castle markers are used in the "Tennozan" and "Komaki-Nagakute" scenarios when the castles held by each daimyō differ from those shown on the map. They are not used in the "Shizugatake" scenario.

28-3 Quick Reference

The Quick Reference at the end of this book contains the following tables:

- (1) Combat Results Table
- (2) Siege Results Table
- (3) Call for Surrender Table
- (4) Terrain Effects Chart
- (5) Replenishment Tables
- (6) Mōri Clan Movement Determination Table
- (7) Saika-shū and Negoro-shū Movement Determination Table (for the Shizugatake Scenario).
- (8) List of Owned Castles

29.0 How the Game Progresses

The game proceeds as follows:

(1) Initial Stage

- ① Random Events Phase
- ② Line of Communication Check Phase

(2) 1st Stage

- ③ Anti-Hashiba Operations Phase
The Anti-Hashiba player acts with his forces.
- ④ Hashiba Operations Phase
The Hashiba player acts with his forces.

(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

The alliances between the various armies and small and medium-sized daimyō are specified in each scenario.

30-1 Small and Medium-Sized Daimyō

In this game, small and medium-sized daimyō refer to the following 18 clans:

Ukita, Takigawa, Tsutsui, Ikeda, Niwa, Hosokawa, Nakagawa, Maeda, Nanjo, Gamo, Inaba, Mori, Oda (Nobukage), Kanamori, Hachiya, Takayama, Kuki, Endo

30-1-1 Small and medium-sized daimyō join one of the sides. Each scenario specifies which side they join.

30-1-2 Small and medium-sized daimyō's units are treated the same as the units of the forces they join. Therefore, you can combine them when organizing a force. However, you cannot form a force composed only of units from small and medium-sized daimyō.

30-2 Affiliated Mercenary Generals

Generals with (*) after their names belong to different daimyō depending on the scenario, so multiple unit counters are included for each daimyō. Please use the appropriate counter depending on the scenario you are playing.

30-3 Tracing Lines of Communication

Most of the armies that appear in this game were originally Oda retainers, and the battlefield is also within the former Oda domain. Therefore, in this game, it is possible to trace lines of communication using the castles and troops of the allied forces and small and medium-sized daimyō on your side.

31.0 Main Castles

31-1 Abandoned Main Castles

Armies that have lost their main castle due to its reduction cannot trace a line of communication due

to basic rule 8-3-2 and cannot replenish their main castle. However, as an exception, in this case they can replenish their main castle even if they cannot trace a line of communication. In this case, use the "Friendly Castle" column.

31-2 Armies Without a Main Castle

Since the Mōri Clan and the Saika-shū and Negoro-shū do not have main castles on the map, they trace lines of communication from the following hexes:

- ① Mōri Clan: 0111-0128
- ② Saika-shū and Negoro-shū: 2434-3534

Also, the Maeda Clan, like the Shibata Clan, use Kitanosho Castle (hex 4301) as their main castle.

32.0 Mōri's Movement

For Hashiba Hideyoshi, the movement of the Mōri Clan was an important factor that influenced the battle situation. Therefore, whether or not Mōri will act is determined in the Random Events Phase of each turn.

32-1 Determining the Mōri Clan's Movement

The Anti-Hashiba player determines the Mōri Clan's movement via the following procedure:

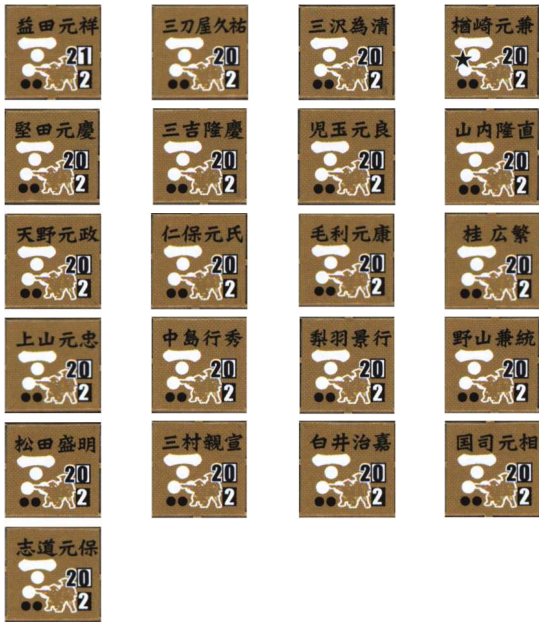
1. First, calculate the total combat strength of Hashiba forces in the Chugoku region (Hoki, Mimasaka, Bitchu, Bizen, Harima, Inaba, Tajima). Only units in castles are counted.

2. The Anti-Hashiba player rolls the die and checks where on the "Mōri Clan Movement Determination Table" where the roll intersects with the column corresponding to the total combat strength. If a circle appears there, the Mōri Clan will be activated. If the Hashiba Clan wins a decisive battle, subtract 1 from the die roll, and, if they lose a decisive battle, add 1.

32-2 Units to Use

The Mōri Clan uses the following units:





[This includes all of the Mōri units in the GJ62 counter mix. There is no counter for 天野隆重 in GJ62, GJ68, or GJ72.]

33.0 Replenishment for the Saika-shū and Negoro-shū

The columns used for replenishment for the Saika-shū and Negoro-shū are different depending on whether they are in Kii or another province.

34.0 Scenarios

34.1 Format

This game has three scenarios. Each scenario is formatted as follows:

34.10 Scenario name

Describes the title, setting, and historical background of the scenario.

34.11 Areas in use

Specifies the map areas used in the scenario.

34.12 Number of turns

Specifies the number of turns and time period of the scenario.

34.13 Allied Clans

Specifies the clans that the player will control in that scenario.

34.14 Deployment

Specifies the hexes in which units are deployed.

34.15 Reinforcements

Specifies forces that the player will receive in that scenario.

34.16 Castles

Specifies the castles used in that scenario and the players who own them.

34.1 Victory Conditions

Describes how the outcome of that scenario will be determined.

34.18 Special Rules

Describes rules that are only used in that scenario.

34.2 Before starting a scenario

Each player prepares as follows before starting a scenario.

(1) The castles owned by each army on the map are marked in the army's color according to the castle level.

(2) Place each unit in its deployment hex. If there is a castle in that hex, the player in charge of that side can choose whether or not to put that unit into garrison. If multiple units are deployed in the same hex, they can be used to organize forces.

35.0 Scenario 1: Tennozan

[6th Month of Tensho 10 (1502), Battle of Yamazaki]

[Published in *Game Journal* #68.]

This issue includes additional material for the "Tennozan" scenario for "Hideyoshi's War Chronicle," featured in *GJ* issue 62.

In addition to the components included in "Hideyoshi's War Chronicle," *GJ* issue 62, the "Tennozan" scenario uses the following components:

- ① Scenario sheet (this flyer).
- ② Anti-Hashiba display sheet
- ③ Additional counters

"The enemy is at Honnoji Temple!" In the early hours of the 2nd day of the 6th Month of Tensho 10, an army of 10,000 led by Akechi Mitsuhide, suddenly attacked Honnoji Temple where Nobunaga was. At that time, there were only 100 soldiers at Honnoji Temple. The man who had come close to seizing control of the country died suddenly. When Hideyoshi received the news that "His Lord has been killed," he had surrounded Takamatsu Castle and was facing off against the Mōri army of 30,000. The Mōri did not want to fight. Hideyoshi immediately made a peace agreement and headed to Kyoto where Mitsuhide was. This was the beginning of the battle for his life.

36.1 Areas in use: All areas of the map except Mikawa and Shima

36.2 Number of turns: 8 turns (Week 1 of the 6th Month to Week 4 of the of 7th Month)

36.3 Allied Clans

Hashiba side: Hashiba Clan, Kobe Clan, Kitabatake Clan, Shibata Clan

Anti-Hashiba side: Akechi Clan, Mōri Clan

36.4 Deployment

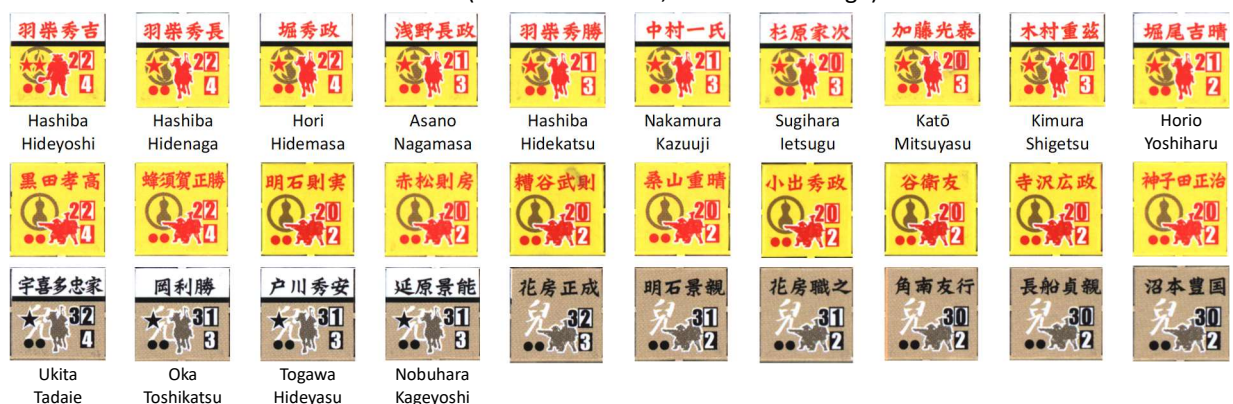
Deploy the Hashiba side first.

Hashiba Side

(1) Hashiba Clan

Small and medium-sized daimyō under Hashiba's command: Ukita Clan and Nanjo Clan.

Hex 0126 (Takamatsu Castle, which under siege)



The above units are besieging Takamatsu Castle. Place an Invested marker.

Hex 0326 (Okayama Castle)



Hex 0911
(Tottori
Castle)



Miyabe
Tsuyoshi

Hex 0611
(Kano
Castle)



Hex 1114
(Wakasa
Castle)



Hex 0312 (Hagoromoishi
Castle)



Nanjō
Mototsugu

Hex 0113
(Iwakura
Castle)



(2) Kobe Clan

Small and medium-sized daimyō under Kobe's command: Niwa Clan and Hachiya Clan.

Hex 3126 (Osaka Castle)



(2) Kitabatake Clan

Small and medium-sized daimyō under Kitabatake's command: Oda (Nobukage) Clan.

Hex 4928 (Matsusaka Castle)



Hex 4825
(Anotsu
Castle)



Oda
Nobukage

Anti-Hashiba Side

(1) Akechi Clan

Freely deployed in the 6 hexes surrounding 3521 (Kyoto)



Hex 3220
(Kameyama
Castle)



(2) Mōri Clan

Hex 0126 (besieged in Takamatsu Castle)
These four units are in Takamatsu Castle,
and their morale has dropped to -2.
Also, Takamatsu Castle's durability is 2.



Hex 0127
(Niwase
Castle)

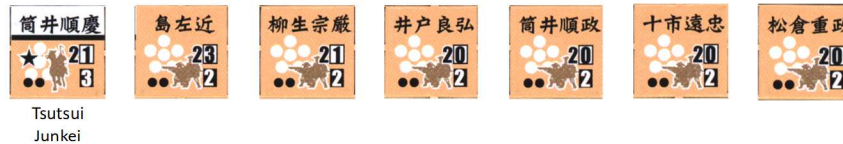


Others

Hex 3521
(Kyoto)



Hex 3527 (Koriyama Castle)



Hex 2924 (Arika Castle)



Hex 2511 (Miyazu Castle)



Hex 3224 (Ibaraki Castle)



Hex 3223
(Takatsuki
Castle)



Hex 4420
(Hino
Castle)



The Tsutsui, Ikeda, Hosokawa, Nakagawa, Takayama, and Gamo Clans are not on either side yet. Place neutral markers. Small and medium-sized daimyō with a neutral marker are always considered to be in garrison.

35.5 Reinforcements

Hashiba side

Turn 5 (Week 1 of the 7th Month)

Appears at Kitanosho Castle (4301)



Anti-Hashiba side

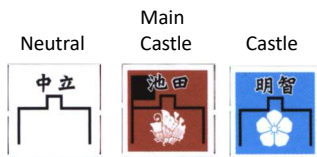
The following Akechi Clan units will appear as reinforcements at Azuchi Castle when the Akechi commander in Azuchi Castle (4217) replenishes them. At this time, Akechi units must occupy both Kyoto and Azuchi Castle hexes.



35.6 Owned Castles

See "List of Owned Castles"

- (1) Castles that are grayed out in the "List of Owned Castles" column have different ownership from that shown on the map. Please indicate them by placing the appropriate daimyō's castle marker or main castle marker.
- (2) Castles marked as "Neutral" in the "List of Owned Castles" are not owned by either side. Please indicate them by placing a Neutral marker.



35.7 Victory Conditions

(1) Hashiba: The Hashiba player wins if he achieves one of the following two victory conditions.

- ① Defeat (i.e. eliminate) Akechi Mitsuhide.
- ② Take control of the three castles that were the bases of Akechi Mitsuhide's rebellion: Kyoto (3521), Azuchi Castle (4217), and Sakamoto Castle (3719). Azuchi Castle and Sakamoto Castle must be opened or forced to surrender.



(2) Anti-Hashiba: The Anti-Hashiba player wins if he achieves one of the following two victory conditions.

- ① Take control of Kyoto (3521) and Azuchi Castle (4217) and kill (eliminate) two or more sōdai-shō (★★) (excluding Oda Nobunaga).

- ② At the end of the game, control Kyoto and 10 or more castles.

35.8 Special Rules

(1) The Turn 1 Random Events Phase of this scenario proceeds as follows:

- ① Honnoji Incident:

Anti-Hashiba players can attack Oda Nobunaga in Kyoto. This can be done in either a skirmish or a Decisive Battle.

- ② Oda Nobusumi Survival Check:

After the Honnoji Incident, anti-Hashiba player checks whether Oda Nobusumi is alive or not.

He rolls the die, and, on a roll of 1-5, he is dead and will not appear in the game.

On a 6, he is alive, and the unit is placed in Kyoto and can be used as a taishō (★) of the Akechi Clan from then on.

(Oda Nobusumi: Son of Oda Nobuyuki, who was killed by Nobunaga, and also the son-in-law of Mitsuhide. At the time of the Honnoji Incident, Nobusumi was in Osaka but was suspected of treason and pursued by Kobe Nobutaka and Niwa Nagahide, leading to his suicide.)



- ③ General Movement Determination:

The Anti-Hashiba player rolls the die for each neutral daimyō to determine which side they will join. The die roll is modified by the corresponding modifiers 1-7.

Small and medium daimyō who are not on either side will remain neutral. Note that the Kitabatake and Kobe Clans only need to determine whether they can act from Turn 1, and will automatically be able to act beginning with Turn 2.

(2) Beginning with Turn 2, during the Random Events Phase a determination will be made for the movements of the small and medium-sized daimyō who are still neutral.

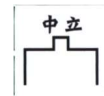
(3) Battle of Takamatsu Castle:

When the Honnoji Incident occurred, Hideyoshi Hashiba was in the middle of attacking Takamatsu Castle (Bitchū) (hex 0126), so he could not move immediately.

- ① The Hashiba and Ukita forces in Bitchū cannot leave Bitchū until Takamatsu Castle is opened or forced to surrender.
- ② The Mōri Clan was reluctant to fight the Hashiba Clan. Therefore, the Mōri Clan can use only the five units on the map.
- ③ Hideyoshi cannot assault Takamatsu Castle because he has already laid siege to it with flooding.
- ④ Once the Hashiba side has opened Takamatsu Castle or forced it to surrender, a peace agreement is made with the Mōri Clan. The Mōri Clan will thereafter be neutral and will follow the restrictions in section 32.

(4) You cannot enter a hex containing a neutral force.

(5) At the end of each Operations Phase, if an army has troops occupying a castle marked as "Neutral" on the "Castle List", it thereafter become that army's own castle.



(6) For the Anti-Hashiba player only in Turn 1, if an Akechi force is occupying a hex with an empty castle (of any army) at the end of its Operations Phase, the Anti-Hashiba player can use that castle as an Akechi castle from then on.

(7) Iga was in a state of chaos after an uprising. Therefore, movement within Iga costs twice as much as usual.

35.9 Optional Rules

If Oda Nobunaga survives, he can act in the Hashiba player's Operations Phase. He can act together with all forces stacked in the same hex as if he were their commander.



Game design: Makoto Fukuda

Reprint production: Simulation Journal Co., Ltd.

36.0 Scenario 2: Shizugatake

[4th Month of Tensho 11 (1583), Battle of Shizugatake]

At the Kiyosu Conference to decide the successor of the Oda Clan, Hideyoshi, who defeated Mitsuhide in the Battle of Yamazaki, recommended Nobunaga's grandson Kohoshi. However, Nobunaga's third son, Kobe Nobutaka, who participated in the Battle of Yamazaki and naturally thought he would be the successor, along with his supporters Shibayama Katsuei and Takiyo Kazumasu were not happy about this.

They gradually began to reveal their opposition to Hideyoshi.

36.1 Areas in use: All areas of the map except Mikawa and Shima

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

36.3 Allied Clans

Hashiba side: Hashiba Clan, Kitabatake Clan

Anti-Hashiba side: Shibata Clan, Kobe Clan

36.4 Deployment

Deploy the Hashiba side first.

Hashiba Side

(1) Hashiba Clan

Small and medium-sized daimyō under Hashiba's command: Ukita Clan, Nanjo Clan, Hosokawa Clan, Ikegawa Clan, Takayama Clan, Nakagawa Clan, Tsutsui Clan, Niwa Clan, Hachiya Clan, Gamo Clan, Oda Clan, Inaba Clan, Endo Clan, Mōri Clan

Hex 1623 (Himeji Castle)



Hex 0326 (Okayama Castle)





Hex 0312 (Hagoromoishi Castle)



Nanjō Mototsugu

Hex 0113 (Iwakura Castle)



Hex 0911 (Tottori Castle)



Miyabe Tsuyoshi

Hex 0611 (Kano Castle)



Hex 1114 (Wakasa Castle)



Hex 2511 (Miyazu Castle)



Hosokawa Tadaoki

Hex 3126 (Osaka Castle)



Ikeda Nobuteru

Hex 3223 (Takatsuki Castle)



Takayama Ukon

Hex 3224 (Ibaraki Castle)



Nakagawa Kiyohide

Hex 3527 (Koriyama Castle)



Tsutsui Junkei

Hex 4413 (Nagahama Castle)



Hex 4015 (Omizo Castle)



Niwa Nagahide

Hex 4416 (Hida Castle)



Hachiya Yoritaka

Hex 4415 (Sawayama Castle)



Hori Hidemasa

Hex 4825 (Anotsu Castle)



Oda Nobukage

Hex 4924 (Ueno Castle)



Hex 4420 (Hino Castle) Gamō Clan:



Gamō Ujisato

Hex 5012 (Sone Castle)



Inaba Ittetsu

Hex 5013
(Ogaki
Castle)



Hex 5606
(Yahata
Castle)



Endō
Yoshitaka

Hex 5812 (Kanayama Castle)



Mōri
Nagayoshi



(2) Kitabatake Clan

Hex 4928 (Matsusaka Castle)



Tsugawa
Yoshifuyu



Freely deployed in Owari



Kitabatake
Nobuo



Sakuma
Masakatsu



Okada
Shigeo



Takigawa
Yutoshi



Takigawa
Yutoshi



Takigawa
Yutoshi



Takigawa
Yutoshi



Takigawa
Yutoshi



Takigawa
Yutoshi



Takigawa
Yutoshi



Takigawa
Yutoshi



Takigawa
Yutoshi



Takigawa
Yutoshi

Anti-Hashiba Side

(1) Shibata Clan

Small and medium-sized daimyō under Shibata's command: Maeda Clan, KanaMōri Clan

Hex 4301 (Kitanosho Castle)



Shibata
Katsuei



Sakuma
Morimasa



Shibata
Katsumasa



Fuwa
Katsumitsu



Maeda
Toshiie



Maeda
Toshiie



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Toshiie

(1) Kobe Clan

Small and medium-sized daimyō under Kobe's command: Takigawa Clan



36.5 Owned Castles

See the "List of Owned Castles"

36.6 Victory Conditions

At the end of the game, each player scores as follows.

(1) Points for acquiring castles

If a player has taken a castle that was an opponent's castle at the start of the game, he scores as follows.

- ① Level 0: 1 point
- ② Level 1: 2 points
- ③ Level 2: 3 points
- ④ Level 3: 5 points
- ⑤ Level 4: 10 points

(2) Points lost due to unit elimination

For each unit of his army that is eliminated during the game by death in battle, surrender, etc., the player loses points as follows.

- ① Sōdaishō (★★): 5 points
- ② Taishō (★): 3 points
- ③ Bushō: 1 point

(3) Points for units besieged

A player scores 1 point for each enemy unit that is besieged.

(4) Special points for the Hashiba player

The Hashiba player receive special points if the Anti-Hashiba player takes the following passive actions:

- ① If Shibata Katsuike has not yet left Echizen, Katsuike will be considered to have surrendered to Hideyoshi, giving him 40 points.
- ② If Kobe has not declared the start of his action, Kobe will be considered to have surrendered to Hideyoshi, giving him 10 points.



The above points are added and subtracted, and the score difference between the two sides is compared.

If the Hashiba player have a surplus of 30 points or more, the Hashiba players win. If the surplus is less than 30 points, the Anti-Hashiba players win.

36.7 Special Rules

- ① The only anti-Hashiba army that can act from the start of the game is the Takigawa Clan.
- ② During Turns 1 to 4, due to a heavy snowfall Shibata's army cannot act unless they roll a 6 during the Random Events Phase. From Turn 5, they can act freely.
- ③ Kobe can begin acting at any time. When he starts to act, declare it during the Random Events Phase.
- ④ Hashiba's troops cannot enter Echizen until Shibata's troops leave Echizen.
- ⑤ Hashiba's troops cannot enter within two hexes of Gifu Castle (hex 5313) until Kobe starts to act.
- ⑥ Hashiba's forces in Mino (Inaba, Endo, Mori) cannot act until Kobe starts to act.
- ⑦ Hashiba's troops cannot attack Shibata's troops that are still in Echizen unless Shibata's troops leave Echizen or attack first.
- ⑧ The Kitabatake Clan can use both Kiyosu Castle (hex 5416) and Matsusaka Castle (hex 4928) as their main castle.
- ⑨ Anti-Hashiba players check the movements of the Saika-shū and Negoro-shū forces in the same way as they check the movements of the Mōri forces. The check is made according to the rules in section 32, but the Hashiba units in question are those in Kinai (in this case Settsu, Izumi, Kawachi, and Yamato). The units that can be used are as follows:

Saika-shū:



Suzumoto
Magoichi



Matoba
Masatatsu



x 8

Negoro-shū:



Suginobō



Dehara
Ukyo



x 8

37.0 Scenario 3: Meijin Tournament

[Tensho 12 (1584), Battle of Komaki and Nagakute]

[Published in *Game Journal* #72.]

This issue includes additional material for the "Komaki-Nagakute" scenario for "Hideyoshi's War Chronicle," featured in *GJ* issue 62.

In addition to the components included in "Hideyoshi's War Chronicle," *GJ* issue 62, the "Komaki-Nagakute" scenario uses the following components:

- ① Scenario sheet (this flyer).
- ② Anti-Hashiba display sheet
- ③ Additional counters

Note: Of the units of the Hashiba army that appear in this scenario, the following five (names written in black) have matching units as in the "Tennozan" scenario. Be careful not to mix up the units with the same names used in each scenario.



Hideyoshi defeated Akechi Mitsuhide at the Battle of Yamazaki, and Shibata Katsuei and Kobe Nobutaka at the Battle of Shizugatake, solidifying his foothold in the country. Tokugawa Ieyasu, the "best archer in the Tokaido region," put a stop to Hideyoshi's rising momentum.

In the 3rd Month of Tensho 12, Ieyasu dispatched forces at the request of Nobunaga's second son, Kitabatake Nobukatsu, who feared Hideyoshi's power, and set up camp in Komaki. In response, Hideyoshi also dispatched forces to Inuyama, and the two men faced off in Owari. This was the beginning of the Meijin Tournament.

37.1 Areas in use: All areas of the map

37.2 Number of turns: 10 turns (Week 2 of the 3rd Month to Week 3 of the 5th Month)

37.3 Allied Clans

Hashiba side: Hashiba Clan

Anti-Hashiba side: Tokugawa Clan, Kitabatake Clan, Saika-shū and Negoro-shū

37.4 Deployment

Deploy the Hashiba side first.

Hashiba Side

(1) Hashiba Clan

Small and medium-sized daimyō under Hashiba's command: Ukita Clan, Nanjo Clan, Hosokawa Clan, Ikeda Clan, the Takayama Clan, Nakayō Clan, Tsutsui Clan, Niwa Clan, Hachiya Clan, Gamo Clan, Oda Clan, Inaba Clan, Endo Clan, Mōri Clan, KanaMōri Clan, Takigawa Clan, and Kuki Clan

Hex 3126 (Osaka Castle)



Hex 1623 (Himeji Castle)



Hex 3220 (Kameyama Castle)



Hex 2012 (Ariko Castle)



Hex 0911
(Tottori
Castle)



Hex 0611
(Kano
Castle)



Hex 1114
(Wakasa
Castle)



Hex 0312
(Hagoromoishi
Castle)



Hex 0113
(Iwakura
Castle)



Hex 0326 (Okayama Castle)



Hex 2511 (Miyazu Castle)



Hosokawa
Tadaoki



Hex 3112
(Takahama
Castle)



Horio
Yoshiharu

Hex 3810
(Sakaki
Castle)



Kimura
Shigetsu

Hex 4008
(Tsuruga
Castle)



Hachiya
Yoritaka

Hex 4301 (Kitanosho Castle)



Niwa
Nagahide



Hex 4802
(Oono
Castle)



KanaMōri
Nagachika

Hex 4015 (Omizo Castle)



Katō
Mitsuyasu



Hex 3719
(Sakamoto
Castle)



Sugihara
Ietsugu

Hex 3820
(Seta Castle)



Asano
Nagamasa

Hex 4420 (Hino Castle)



Gamō
Ujisato



Hex 4416
(Hida
Castle)



Hasegawa
Hidekazu

Hex 4415 (Sawayama Castle)



Hori
Hidemasa



Hex 2830 (Kishiwada Castle)



Nakamura
Kazuuji



Hex 3527 (Koriyama Castle)



Tsutsui
Junkei



Hex 3224
(Ibaraki
Castle)



Nakagawa
Hidemasa

Hex 3223
(Takatsuki
Castle)



Takayama
Ukon

Hex 4723
(Kameyama
Castle)



Saji
Masuji

Hex 4825 (Anotsu Castle)



Oda
Nobukage



Takigawa
Kazumasu



Hex 4924
(Ueno
Castle)



Hex 5430
(Toba
Castle)



Kuki
Yoshitaka

Hex 5614 (Inuyama Castle)



Ikeda
Nobuteru



Inaba
Ittetsu



Hex 5013
(Ogaki
Castle)



Hex 5606
(Yahata
Castle)



Endō
Yoshitaka

Hex 5812 (Kanayama Castle)



Mōri
Nagayoshi



Tokugawa Side

(1) Tokugawa Clan

Hex 6021 (Okazaki Castle)



Tokugawa
Ieyasu



Sakai
Tadatsugu



Mizuno
Tadashige



Honda
Tadakatsu



Ishikawa
Kazumasa



Nii no
Naomasa



Nii no
Naomasa



Oda
Nobun



Oda
Nobun



Oda
Nobun



Uesugi
Kenshin



Uesugi
Kenshin



Uesugi
Kenshin



Uesugi
Kenshin



Uesugi
Kenshin



Uesugi
Kenshin



Uesugi
Kenshin



Uesugi
Kenshin



Uesugi
Kenshin



Uesugi
Kenshin



Uesugi
Kenshin

(2) Kitabatake Clan

Hex 4928 (Matsusaka Castle)



Takigawa
Katsutoshi



Freely placed in castles owned by the Kitabatake Clan



37.5 Reinforcements

[Tokugawa side]

(3) Saika-shū and Negoro-shū

The following units can appear in any turn the Tokugawa player desires. Also, it is not necessary for all of them appear in that turn.

They appear in any hexes in Kii or in coastal hexes in Izumi.

Saika-shū:



Negoro-shū:



37.6 Owned Castles

See "List of Owned Castles"

(1) Castles that are grayed out in the "List of Owned Castles" column have different ownership from that shown on the map. Please indicate them by placing the appropriate daimyō's castle marker or main castle marker.

(2) Osaka Castle is treated as a normal level 4 castle.



37.7 Victory Conditions

At the end of the game, each player scores as follows. The player with the most points wins.

(1) Points for capturing castles

If a player captures a castle that was owned by his opponent at the start of the game, he scores as follows:

- ① Level 0: 2 points
- ② Level 1: 3 points
- ③ Level 2: 5 points
- ④ Level 3: 10 points
- ⑤ Level 4: 20 points

(2) Points lost due to unit loss

For each unit of your army that is killed in battle, surrendered, or removed during the game, you will lose points as follows:

- ① Sōdaishō (★★): 5 points
- ② Taishō (★): 3 points

③ Bushō: 1 point

In addition, Saika-shū and Negoro-shū units are worth 1 point for every 2 units eliminated (regardless of rank).

(3) Tokugawa Special Points: If the Tokugawa player occupies Sakai with Tokugawa units at the end of the game, he receives 10 points.

37.8 Special rules

① The Kitabatake Clan can use both Kiyosu Castle (hex 5416) and Nagashima Castle (hex 5119) as their main castles.

② The Takigawa Clan can use Anotsu Castle (hex 4825) as their main castle.

③ The Hashiba forces cannot enter Kii until the Saika-shū and Negoro-shū appear.

First edition (Tsukuda Hobby): July 1988

Reprint (Simulation Journal): March 2017

Game design: Makoto Fukuda

Reprint production: Simulation Journal Co., Ltd.

Reprint materials provided by: Kazuharu Kano

Hideyoshi's Military Chronicle: Quick Reference

Combat Results Table

Combat Strength / Die Roll	0 ~ 2	3 ~ 4	5 ~ 8	9 ~ 12	13 ~ 18	19 ~ 24	25 ~ 30	31 ~ 40	41 ~ 50	51 ~ 60	61 ~ 72	73 ~ 84	85 ~ 98	99 or higher
-2 ^{or lower}										1	1	2	2	3
-1								1	1	2	2	3	4*	5*
0							1	1	2	3	4*	5*	7	8
1						1	2	2	3	4*	5	6	8	9
2				1	1	2	2	3	4*	5	5	7	8*	10*
3			1	1	1	2	2	3	4	5	6*	7*	9	10
4			1	1	2	2	3	4*	5	6*	7	8	9	11
5		1	1	1	2	3	3	4	5*	6	8	9	10*	11*
6	1	1	1	2	3	3	4*	5	6	7	9*	10*	11	12
7	1	1	1	2	3	4*	5	6*	7	8*	10	11	12	13
8	1	1	2	3	4*	5	6	7	9*	10	12	13	14*	14*
9 ^{or higher}	1	2	2	4*	5	6	7*	8	10	12	15*	15*	15	15

Modifiers

Skirmishes

1. Terrain
2. Field battle modifier difference
3. Morale difference

Decisive Battles

1. Field battle modifier difference
2. Morale difference

Assaults

1. Castle level
2. Terrain
3. Morale difference

Ambush Attacks

1. Ambush modifier +1
2. Field battle modifier of highest-ranking ambush unit
3. Morale difference

*: At least 1 unit eliminated

Siege

Garrison Limits

Level Number	0	1	2	3	4	5
Number of Units	5	10	20	30	50	100

Siege Results Table

Die Roll	1	2	3	4	5	6
≤ Limit Number	Incident	Morale -1	Morale -1	—	—	—
> Limit Number	Incident	Morale -1	Morale -1	Morale -1	—	—

Incident Results Table

Modifier: Morale difference

Die Roll	Incident
-2 ^{or lower}	A traitor appears. 2 units are eliminated. If there are none, 2 durability levels are removed.
-1	A traitor appears. 1 unit is eliminated. If there are none, 1 durability level is removed.
0	Special operation successful. Durability level -2
1	Rumors of a traitor. Morale -1
2	Rumors of a traitor. Morale -1
3	Besieged soldiers fatigued. Morale -1
4	Besieged soldiers fatigued. Morale -1
5	Results of siege revealed. Durability level -1
6	Results of siege revealed. Durability level -1
7 ^{or higher}	Besieging troops' morale drops. Morale -1

Modifiers: 1. A sōdaiishō (*) in garrison ... -2
2. A taishō (*) in garrison ... -1
3. Morale difference

Call for Surrender Table

Result / Durability	Resists to the End	Refuses to Surrender	No response	Opens the Castle	Lord Commits Seppuku and Opens the Castle	Hardline Faction Commits Seppuku and Surrenders	Disbands Forces and Surrenders	Surrenders
10	4 ^{or lower}	5 • 6	7 • 8	9 • 10	—	—	—	—
9	3 ^{or lower}	4~6	7 • 8	9 • 10	—	—	—	—
8	1 ^{or lower}	2~4	5~8	9	10	—	—	—
7	0 ^{or lower}	1~3	4~7	8	9	10	—	—
6	0 ^{or lower}	1 • 2	3~7	8	9	—	—	10
5	—	1 ^{or lower}	2~6	7	8	9	—	10
4	—	0 ^{or lower}	1~5	6	7	8	—	9 • 10
3	—	0 ^{or lower}	1~4	5	6	7	8	9 • 10
2	—	0 ^{or lower}	1~3	—	4 • 5	6	7	8~10
1	—	—	2 ^{or lower}	—	3 • 4	5 • 6	7	8~10
0 (fall of the castle)	—	—	—	—	1 ^{or lower}	2	3 • 4	5~10

Terrain Effects Chart

Terrain Type	Normal Movement	Strategic Movement	Attack Modifier	Counterattack Modifier	Assault Modifier	Line of Communications
Flat Land	1	1	—	—	—	1
Rough	2	1	-1	—	-1	1
Foothills	4	3	-2	-1	-2	3
Mountain	No entry	No entry	—	—	—	Not allowed
River	+1	+1	-2	-2	—	+1
Sea/Lake	No entry or crossing	No entry or crossing	—	—	—	Not allowed
Marsh	4	No Entry	-1	-1	—	Not allowed
Castle	Enemy castle +1	Cannot enter an enemy castle or an adjacent hex	Attack on besieged force -1	Counterattack against besieged force +1	-(level number)	Cannot trace through an enemy castle or an adjacent hex

Replenishment Table

Modifier: Morale

Die Roll	Hashiba		Mōri & Ukita		Kobe & Kitabatake		Small & Medium Daimyō		Saika-shū & Negoro-shū		Shibata	
	Friendly Castle	Other	Friendly Castle	Other	Friendly Castle	Other	Friendly Castle	Other	Friendly Castle	Other	Friendly Castle	Other
-1 or lower	-1	-1	-1	-1	-1	-1	-1	-1	-1	-2	-1	-1
0	0	-1	0	-1	-1	-1	-1	-1	-1	-1	0	-1
1	0	0	0	0	0	0	0	0	0	0	0	0
2	1	0	1	0	0	0	0	0	1	0	1	0
3	1	0	1	0	1	0	1	0	1	1	1	0
4	1	1	1	1	1	0	1	0	1	1	1	1
5	2	1	1	1	1	1	1	1	2	1	2	1
6	3	1	2	1	2	1	1	1	3	1	2	1

Mōri Clan Movement Determination Table

Total Combat Strength of Hashiba Units in the Chugoku Region						
Scenario 1	55 or fewer	56-65	66-75	76-85	86 or more	
Scenarios 2 & 3	36 or fewer	37-42	43-49	50-56	57 or more	
Die Roll	1 or lower	—	—	—	—	—
	2	—	—	—	—	—
	3	○	—	—	—	—
	4	○	○	—	—	—
	5	○	○	○	—	—
	6	○	○	○	○	—
	7 or higher	○	○	○	○	○

Saika-shū and Negoro-shū Movement Determination Table (Shizugatake)

Total Combat Strength of Hashiba Units in Kinai						
Die Roll	4 or fewer	5-8	9-12	13-18	19-24	25 or more
1 or lower			—	—	—	—
2	○	—	—	—	—	—
3	○	○	—	—	—	—
4	○	○	○	—	—	—
5	○	○	○	○	—	—
6	○	○	○	○	○	—
7 or higher	○	○	○	○	○	○

Modifiers: 1. Hashiba wins a decisive battle -1
 2. Hashiba loses a decisive battle +1

Scenario 1 "Tennozan"

Clan Movement Determination Table

Clan	Ikeda	Nakagawa	Takayama	Tsutsui	Hosokawa	Gamo	Kitabatake	Kobe
Hashiba	3 or lower	3 or lower	3 or lower	1 or lower	2 or lower	1 or lower	1 or lower	1 or lower
Akechi	8 or higher	7 or higher	7 or higher	6 or higher	7 or higher	8 or higher	—	—

Note: The Kitabatake and Kobe clans must roll to determine whether to begin action during Turn 1. In Turn 2 they automatically begin action on the Hashiba side.

Modifiers:

1. Oda Nobutsuna is alive.....+1
2. Akechi side occupies Kyoto and Azuchi (both hexes).....+1
3. Hashiba Hideyoshi is in Himeji.....-2
4. Oda Nobunaga is alive.....-3
5. Mōri clan has begun action.....+1
6. Akechi clan wins a battle.....+1
7. Akechi clan loses a battle.....-2

REPLENISHMENT TABLE Modifier: Morale

Die Roll	Akechi		Mōri		Small & Medium Daimyo	
	Friendly Castle	Other	Friendly Castle	Other	Friendly Castle	Other
-1 or lower	-1	-2	-1	-1	-1	-1
0	-1	-1	0	-1	-1	-1
1	0	0	0	0	0	0
2	0	0	1	0	0	0
3	1	0	1	0	1	0
4	1	0	1	1	1	0
5	1	0	1	1	1	1
6	2	1	2	1	1	1

Scenario 3 "Meijin Tournament"

REPLENISHMENT TABLE Modifier: Morale

Die Roll	Akechi		Mōri		Kitabatake		Saika-shū and Negoro-shū	
	Friendly Castle	Other	Friendly Castle	Other	Friendly Castle	Other	Friendly Castle	Other
-1 or lower	-1	-1	-1	-1	-1	-1	-1	-2
0	0	-1	0	-1	-1	-1	-1	-1
1	0	0	0	0	0	0	0	0
2	1	0	1	0	0	0	1	0
3	1	0	1	0	1	0	1	1
4	1	1	1	1	1	0	1	1
5	2	1	1	1	1	1	2	1
6	2	1	2	1	2	1	3	1

List of Owned Castles

Owners are shown with castle markers

Not used in this scenario

Province	Castle Name	Level	Hex	Scenario 1: Tennozan	Scenario 2: Shizugatake	Scenario 3: Komaki/Nagakute
伯耆 Hoki	岩倉城	0	0113	Nanjo	Nanjo	Nanjo
	羽衣石城	1	0312	Nanjo (main castle)	Nanjo (main castle)	Nanjo (main castle)
美作 Mimasaka	津山城	0	0519	Ukita	Ukita	Ukita
備中 Bitchu	高松城	2	0126	Mōri 毛利	Ukita	Ukita
	庭瀬城	1	0127	Mōri 毛利	Ukita	Ukita
備前 Bizen	岡山城	2	0326	Ukita (main castle)	Ukita (main castle)	Ukita (main castle)
	天神山城	0	0622	Ukita	Ukita	Ukita
播磨 Harima	上月城	1	1020	Hashiba	Hashiba	Hashiba
	広瀬城	0	1420	Hashiba	Hashiba	Hashiba
	姫路城	2	1623	Hashiba (main castle)	Hashiba (main castle)	Hashiba (main castle)
	加古川城	1	1824	Hashiba	Hashiba	Hashiba
	三木城	3	2125	Hashiba	Hashiba	Hashiba
因幡 Inaba	鹿野城	1	0611	Hashiba	Hashiba	Hashiba
	鳥取城	3	0911	Hashiba	Hashiba	Hashiba
	若桜城	1	1114	Hashiba	Hashiba	Hashiba
但馬 Tajima	八木城	0	1713	Hashiba	Hashiba	Hashiba
	豊岡城	0	1911	Hashiba	Hashiba	Hashiba
	竹田城	1	1915	Hashiba	Hashiba	Hashiba
	有子城	0	2012	Hashiba	Hashiba	Hashiba
丹後 Tango	峰山城	0	2309	Hosokawa	Hosokawa	Hosokawa
	宮津城	1	2511	Hosokawa (main castle)	Hosokawa (main castle)	Hosokawa (main castle)
	田辺城	1	2812	Hosokawa	Hosokawa	Hosokawa
若狭 Wakasa	高浜城	0	3112	neutral	Niwa	Hashiba
	後瀬山城	0	3512	neutral	Niwa	Hashiba
	佐柿城	0	3810	neutral	Niwa	Hashiba
丹波 Tanba	福知山城	0	2415	Akechi	Hashiba	Hashiba
	黒井城	1	2417	Akechi	Hashiba	Hashiba
	八上城	2	2619	Akechi	Hashiba	Hashiba
	園部城	0	3018	Akechi	Hashiba	Hashiba
	亀山城	1	3220	Akechi	Hashiba	Hashiba
摂津 Settsu	花隈城	0	2426	Ikeda	Ikeda	Hashiba
	三田城	0	2522	Ikeda	Ikeda	Hashiba
	有岡城	1	2924	Ikeda (main castle)	Ikeda	Hashiba
	大坂城	3	3126	Kobe (main castle)	Ikeda (main castle)	Hashiba (main castle)
	高槻城	1	3223	Takayama (main castle)	Takayama (main castle)	Takayama (main castle)
	茨木城	1	3224	Nakagawa (main castle)	Nakagawa (main castle)	Nakagawa (main castle)
和泉 Izumi	岸和田城	0	2830	neutral	Hashiba	Hashiba
河内 Kawachi	八尾城	0	3227	neutral	Hashiba	Hashiba
大和 Yamato	郡山城	1	3527	Tsutsui (main castle)	Tsutsui (main castle)	Tsutsui (main castle)
	高取城	1	3531	Tsutsui	Tsutsui	Tsutsui
山城 Yamashiro	勝竜寺城	0	3422	neutral	Hashiba	Hashiba
	淀城	0	3523	neutral	Hashiba	Hashiba

近江 Omi	坂本城	0	3719	Akechi (main castle)	Hashiba	Hashiba
	瀬田城	0	3820	neutral	Hashiba	Hashiba
	大溝城	0	4015	neutral	Niwa (main castle)	Hashiba
	安土城	4	4217	neutral	Hashiba	Hashiba
	長浜城	1	4413	Hashiba	Hashiba	Hashiba
	佐和山城	1	4415	Niwa (main castle)	Hashiba	Hashiba
	肥田城	0	4416	Hachiya (main castle)	Hachiya (main castle)	Hashiba
	日野城	0	4420	Gamo (main castle)	Gamo (main castle)	Gamo (main castle)
越前 Echizen	敦賀城	1	4008	Shibata	Shibata	Hachiya (main castle)
	府中城	0	4204	Shibata	Shibata	Niwa
	北ノ庄城	1	4301	Shibata (main castle)	Shibata (main castle)	Niwa (main castle)
	大野城	0	4802	KanaMōri (main castle)	KanaMōri (main castle)	KanaMōri (main castle)
美濃 Mino	曾根城	0	5012	neutral	Inaba (main castle)	Inaba (main castle)
	大垣城	1	5013	neutral	Hashiba	Ikeda (main castle)
	高須城	0	5016	neutral	Hashiba	Hashiba
	竹ヶ鼻城	0	5214	neutral	Hashiba	Kitabatake
	岐阜城	3	5313	neutral	Kobe (main castle)	Ikeda
	八幡城	0	5606	neutral	Endo (main castle)	Endo (main castle)
	金山城	0	5812	neutral	Mori 森 (main castle)	Mori 森 (main castle)
尾張 Owari	蟹江城	1	5319	neutral	Kitabatake	Kitabatake
	清洲城	2	5416	neutral	Kitabatake (main castle)	Kitabatake (main castle)
	小牧城	0	5515	neutral	Kitabatake	Kitabatake
	星崎城	0	5519	neutral	Kitabatake	Kitabatake
	犬山城	1	5614	neutral	Kitabatake	Ikeda
	岩崎城	0	5718	neutral	Kitabatake	Kitabatake
三河 Mikawa	西尾城	1	5823	—	—	Tokugawa
	岡崎城	2	6021	—	—	Tokugawa (main castle)
伊勢 Ise	龜山城	2	4723	Kobe	Takigawa	Hashiba
	安濃津城	2	4825	Oda (main castle)	Oda (main castle)	Oda (main castle)
	上野城	1	4924	Oda	Oda	Oda
	松坂城	2	4928	Kitabatake (main castle)	Kitabatake (main castle)	Kitabatake
	神戸城	1	5022	Kobe	Takigawa	Kitabatake
	長島城	3	5119	neutral	Takigawa (main castle)	Kitabatake (main castle)
	桑名城	1	5120	neutral	Takigawa	Kitabatake
志摩 Shima	鳥羽城	1	5430	—	—	Kuki (main castle)

CLANS AND IKKI



In the ZunTzu gamebox, the English versions of map charts and tracks are terrain pieces. You can use the ZT terrain feature to remove them and show the original Japanese versions.

Notes on This English Translation

This translation of the exclusive rules for *Game Journal* 62 was created in March 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.

I made a few minor changes in May 2025.

A few more changes in December 2025, including the addition of the Scenario 1 and Scenario 3 charts.