



# Hideyoshi's War Chronicles Design

by Makoto Fukuda

## ~The Battle of Shizugatake~

### Sengoku Gunyuuden Series Basic Rules **Fukuda**

These basic rules are the basic rules for the Sengoku Gunyuuden series from "Hideyoshi Gunki" onwards. Note that the basic rules have been revised from those for works prior to "Kanto Seisatsu", and the revised parts are written in Gothic font (underlined> in the text.

#### 1.0 Introduction

The Sengoku Gunyuuden series is a series of strategy-level games that attempt to recreate the battles that took place throughout Japan during the Sengoku period, on the same scale and with the same system. Each game shares a game system defined in the basic rules, and by utilizing this and each game's special rules, it is possible to play each game independently or in conjunction with other games in the same series.

#### 2.0 Game Equipment

The equipment used in the Sengoku Gunyuuden series includes maps, pieces, and quick reference guides. Please refer to the special rules for each game for more information. In addition to these, you will also need one six-sided die, so please prepare one of these.

##### 2-1 Maps

Contains maps of various parts of Japan that are the setting for each game in the Sengoku Gunyuuden

##### 2-1-1 Hex:

The hexagonal grids that cover the map are called "hexes." They are printed to indicate the positions of the pieces and to clarify distances. The edges of a hex are called "hex sides." The distance between opposite sides of one hex represents approximately 6km in real life. **2-1-2 Terrain:**

Each hex is divided into various types of terrain based on the actual terrain. These terrains have various effects during the game. Please refer to the "Terrain Legend Table" on the map to see what type of terrain each hex and hex side represents, and the "Terrain Effect Table" in the quick reference table to see what effects they have. **2-1-3 Trucks**

Various tracks are printed on the map to record the game situation.

##### 2-2 Units (pieces)

The pieces used in this game include troops led by generals (see item 9).

There are two types of units: "Units" which represent the player's progress and "Markers" which represent various situations during the game.



(1) Military Commander name  
<Depends on the position of the commander who leads the unit. (2) Combat

Strength This is a numerical value used when conducting field battles (see item 22) and sieges (see item 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

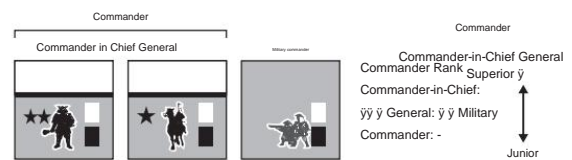
A number used when conducting field battles. It evaluates the tactical ability of the general and the soldiers under his command, and the higher the number, the stronger the general. (4) Action Power

General Name It represents the number of stages that can be acted in one inning (see 12-2 Commander Mark). It is an abstract representation of the strategic ability of the army, and the higher the number, the higher the strategic ability. Commander Steps: 23, 13, 4, 1

The relationship between superior and inferior units is in the following order: (Front) (Back) Marker Marker



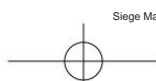
Osaka's Action  
1  
2  
3 4 Power



Commander rank: 1.  
Commander-in-Chief: y 2.  
General: y 3. Military commander: -

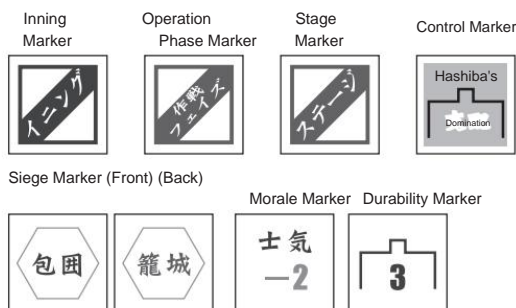


Initiative  
1 y  
2 y  
3 y  
4 y  
Dominant marker  
Hashiba  
Domination



# Sengoku Gunyuuden Series

Commander (7) Size of Units  
 Commander General General Each  
 unit represents a force of about 500 to 1,000 me  
**2-2-2 Marker:** Various situations and conditions during the game are used to indicate various situations and conditions during the game. Please refer to the related items for how to use each marker.



**2-3 Quick Reference**  
**Tables** Various quick reference tables are provided at the end of this manual. Please refer to the relevant items for instructions on how to use them.

**3.0 Before the Game Begins**  
 Before starting the game, each player must prepare for the game by following the instructions below.  
 (1) Decide which scenario to play.  
 (2) Decide which army each player will control.

The army that the player controls during the game is called the "your army," and the army that the other player controls is called the "enemy army."  
 (3) Once the scenario and team have been decided, the map is spread out and each player receives the pieces they will use, a player sheet, a quick reference sheet, etc.  
 (4) Following the scenario, move your pieces to the map or player's sheet.  
 Place it on the

**4.0 Game Progression**  
 In this game, the player progresses by repeating a certain sequence of steps each time. From here on, each sequence of steps will be called an "inning." In principle, the game will continue until the number of innings specified in each scenario is completed. One inning consists of a start stage and stages 1 through 4. A "stage" is a set of certain sequences of steps grouped together to facilitate smooth game progress. The sequences of steps within each stage are called "phases." One inning in the Sengoku Gunyuuden series is equivalent to approximately one week.

**4-1 Game progress procedure**  
 In the Sengoku Gunyuuden series, the game progresses by repeating the following phases as a general rule. The content of the progression procedure, especially the order of the strategy phase, differs depending on the game scenario. If your army is composed of multiple armies, you may not be able to have different armies act in the same strategy phase. For the progression procedure of each scenario, please refer to the special rules for each scenario. **4-1-1 Starting stage** (1) Situation change phase Players start the game by deciding whether any changes have occurred in the situation during the game.

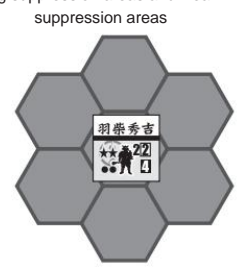
The method of determining whether or not there is a change in the situation varies depending on the game and scenario, so please refer to the special

rules. (2) Communication Line  
 A player must decide whether or not to have a Line of Communication (see section 11) or not. Phase Check whether or not the stage is in progress. 4  
**4-1-2 1st Stage** 1 2 3 4  
 (3) Operation Phase 2  
 In principle, the strategy phase of each stage is performed in order by army. •• Can act x: Cannot act During the strategy phase of the stage, the player can will be set to 3. 4  
 choose one of the following five actions for their units that are able to act (see section 12). After all of their units have acted, the player determines the result of the siege of their castle that is surrounded by enemy units (see section 18-2). (3-1) Actions (see section 12) Troop organization (see sections 13 and 14) Movement (see section 15) Siege (see section 17) Field battle (see section 22) Morale recovery (see section 26)  
 (3-2) Siege result determination (see section 18-2)

Once the siege result check is complete, the next army's Operation Phase begins. Once all army's Operation Phases are complete, move on to the next stage. **4-1-3 Second Stage Repeat** the same procedure as the first stage. However, only friendly units with 2 or more Action Points (see 12-2) can act.  
**4-1-4 Third stage** Repeat the same procedure as the first stage, except that only friendly units with an action point of 3 or more can act. **4-1-5 Fourth stage** Repeat the same procedure as the first stage, except that only friendly units with an action point of 4 can act. When all of the above stages are completed, the inning ends. Move the inning marker to the next space on the inning record sheet and repeat the progression procedure from the start of the stage.

**5.0 Conquered Areas**  
 Units and castles on the map are considered to have the military power to hold back enemy forces and disrupt Lines of Communication (see 11) in the hex they are in and the six surrounding hexes. These hexes are called "Conquered Areas."

**5-1 Strength and Effects of Suppression**  
**Areas** Suppression areas are classified into strong suppression areas and weak suppression areas according to the influence they have on the enemy army. **5-1-1 Strong Suppression Areas: All suppression areas of units** and hexes with castles are strong suppression areas. Strong suppression areas have the following effects on enemy units and castles. For details, see the relevant



<Example of unit organization>

Commander in						
Chief 1	1	A.2	1	2		

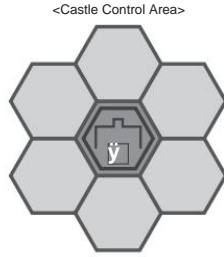


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Please refer to each section. (1) Blocking Lines of Communication (see section 11-1-3) <Unit Blocking Movement (see section 15-4) (3)

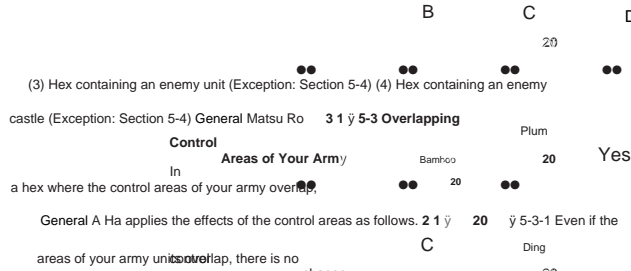
Blocking Retreat (see section 23-4-4) **5-1-2 Weak**

**Control Area: The six hexes around a castle** are weak control areas. The only effect of a weak control area is to block the enemy's lines of communication. It has no effect on movement or retreat.

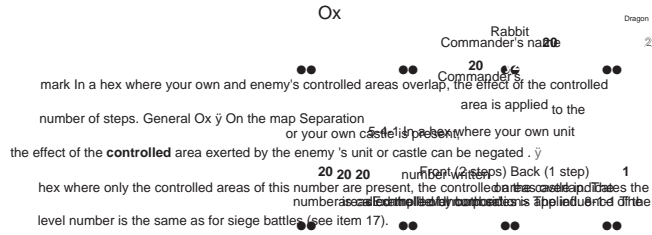


## 5-2 Hexes not covered by the controlled area

You cannot use your own units or castles to control the following hexes: ( 1 ) Hex side is sea or lake opposite hexes  $\ddot{y}$  2 1  $\ddot{y}$  2 2 1  $\ddot{y}$  (2) Complete sea hexes and swamp hexes



5-3-2 If the control area of your unit and your castle overlap, the control area of the Matsutai's unit applies. 5-3-3 If your unit and your castle are in the same hex, the control area of the unit (Cannot command the forces of other feudal lords) (item 9-2-6) applies. However, if the unit is under siege, the control area of the castle applies, and the control area of the unit cannot be influenced. General Kitora  $\ddot{y}$  3 1  $\ddot{y}$  5-4 Overlapping control areas of your unit and enemy army



5-4-3 If your castle is surrounded by enemy units (see item 16), the Commander-in-Chief's Control Area will be applied to that hex. Commander-in-Chief:  $\ddot{y}$  Commander how much the castle can withstand a siege (See item 17). 20 20 20 20 number of steps) Back (1 step) 1 hex where only the controlled areas of this number are present, the controlled area of the castle applies. The strength of the control of both sides. In a number of steps, the controlled area of the castle applies. The level number is the same as for siege battles (see item 17).

In the game, you may stack any number of units in a hex, but no matter how many units are stacked in the same hex, they are still considered separate units (see 9).

## 7.0 Armies and Territories

### 7-1 Armies

The units used in the Sengoku Gunyuden series are divided into several colors according to the army they belong to. Units of the same color belong to 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 his/her own army, and these armies are collectively called "Allied Armies". 2  $\ddot{y}$  Depending on the scenario, the armies that each player is in charge of may be divided into two groups.

In some cases, the forces may be allies.

7-1-3 When checking allied units as forces, they are generally treated as separate forces, but depending on the rules and scenarios, they may be treated as the same force. For details on the relationship between forces and allied forces, please refer to the special rules for each game. Impossible

### 7-2 Territory

When an army becomes large, it will have its own territory. In this game, the territory of your army is called "your country" and other territories that cannot be controlled are called "other countries". Depending on the scenario, the territories of different armies may be mixed. For information on the territories that each army owns, please refer to the special rules and scenarios.

## 8.0 Castle

Castles on the map play an important role as defensive bases, as well as relay points for lines (see section 11) and <Step reduction of base (1 step) and <Step reduction of front (2 steps) and your own castles are called "your castles" and the enemy castles are called "enemy castles."



It is used as the standard for the points gained or lost in the scenario and the adjustment value in the game. For details, please refer to the relevant items.

## 8-2 Castle durability

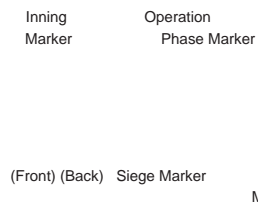
The "durability" of a castle is a numerical representation of the strength of the castle. The "durability" of a castle is a numerical representation of the strength of the castle. The "durability" of a castle is a numerical representation of the strength of the castle. The "durability" of a castle is a numerical representation of the strength of the castle.

General If the commander does not have his own army, the controlled areas of the castles will affect the durability of the castles. However, depending on the scenario, the controlled areas of the castles will affect the durability of the castles. However, depending on the scenario, the controlled areas of the castles will affect the durability of the castles.

## 6.0 Stack

Placing multiple units on top of each other in a hex is called a "stacking."

### 6-1 Stacking Limits



Stage	Domination Marker	Stage Marker	Durability Marker
1	$\ddot{y}$	$\ddot{y}$	$\ddot{y}$
2	$\ddot{y}$	$\ddot{y}$	$\ddot{y}$
3	$\ddot{y}$	$\ddot{y}$	$\ddot{y}$
4	$\ddot{y}$	$\ddot{y}$	$\ddot{y}$



# Sengoku Gunyuden Series

Commander, Commander-in-Chief, General, Warlord

Commander Ranking Superior  
Supreme Commander:  
yō yō General: yō Military  
Commander: - Junior

8-2-5 When the durability of a castle reaches 0, it is considered to be abandoned.  
(See paragraph 21-1.)

### 8-3 Main

**Castle** Each army that appears in this game has its own "Main Castle." The main castles of each army are listed in the list of castles owned by each army, so please refer to it.

8-3-1 The main castle is an important castle that is the end point of communication lines (see section 11). 8-3-2 If the main castle falls to the enemy in a siege (see section 21) and becomes abandoned or becomes an enemy castle, the army that lost the main castle will no longer be able to set up communication lines.

However, if the main castle is recaptured as a player's castle by a siege or other means, and its function is restored by resupply (see section 14), communication lines will be able to be set up again.

No. 9-2-6 In

principle, a commander can only command units from the same Daimyo's army. However, there are some special rules for the game and the China Stage. Depending on your Rio, you may be able to command units from a different daimyo's army.

## 10.0 Morale

is a numerical representation of the will to fight of a unit or castle, and every unit and castle has one.



### 10-1 Morale The

morale of troops and castles is expressed in "morale". The normal morale of any troops or castle is 0.

10-1-1 Morale decreases in the following cases: (1) When a Line of Communication cannot be established (see section 11-4) (2) When a castle is surrounded (see section 18-2) (3) When retreating in a field battle (see section 23-4-5) 10-1-2 Morale decreases from -1 to -4. If a situation causes a unit's morale to fall below -4, the unit is considered annihilated and removed from the map. If a situation causes a castle's morale to fall below -4, the castle is considered to have fallen (see section 21). 10-1-3 Morale decreases are indicated by placing a morale marker. 10-1-4 If the morale of a unit with a low morale decreases further, the decrease is cumulative.

### 10-2 Impact of declining morale

A unit with low morale will be affected in the following actions (see section 12) - see the relevant sections for more information:

- (1) Reduced number of replacement steps (see 14-2-3) (2) Disadvantage in siege warfare (see 19-3-2, 20-2-1)

10-3 Morale Value and Stacking

are judged and displayed values of the stacked units can be different. Even if a unit with a low morale value is stacked with another unit, the morale value of the other units will not be lowered.

### 10-4 Castle Morale

A castle's morale value is only displayed if there are no troops besieged in the castle (see 16). If a unit is besieged, the unit's morale value is applied and the castle's morale value is not displayed. If a unit besieges a castle with low morale, the unit's morale value is immediately applied and the castle's morale marker is removed.

## 9.0 Troops

A force is a single unit of action made up of units. A player takes actions (see section 12) as a unit of this force.

### 9-1 Unit Composition

A unit placed on the map represents one army. There are two types of army composition:

- (1) A unit led by a commander unit (see 9-2) (2) A unit consisting of only one unit

A player must organize all of his units into one of the formations.

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

9-1-2 The composition of a formation may not be changed by reorganization (see 13-2).

9-2 Leadership of troops by commander (3) Disadvantage in field battles (see 23-2-1) Stage Action power Commander units organize other units into a unit, 2 3 (4) Reduced movement power (see 15-6-3) x

It has the ability to perform one action (see item 12). This is called "leadership". Also, units can be grouped together to The act of organizing them into one unit is called "command." Being in command is called being "under command."

9-2-1 A commander's leadership is represented by the number of boxes in his/her command box. You can place one unit in each box. The more boxes you have, the more units you can control.



9-2-2 A commander can control units within the scope of his/her leadership.

9-2-3 A commander can only control his/her subordinate units. He/she cannot control units of the same or superior rank. 9-2-4 A commander under the leadership of a superior commander cannot control subordinate units. 9-2-5

Units under his/her leadership cannot use abilities other than combat power.

## 11.0 Contact Lines

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

**11-1 Setting communication**

lines Players set communication lines from the main castle to each unit along the following routes:

Main castle ↔ Unit, Castle ↔ Unit

11-1-1 When establishing a line of communication between a unit and a main castle, the line can be relayed by a unit or castle of your own army, or by a unit or castle of an allied army, depending on the special rules or scenario.

11-1-2 There is no limit to the number of units or castles that can connect lines of communication. 11-1-3 Players cannot establish lines of communication through the following hexes:

- (1) A hex containing an enemy unit (2) A hex containing an enemy castle (3) An enemy controlled area (4) A hex that crosses a sea or lake hex side (5) A swamp hex
- 11-1-4 Even if a hex contains an enemy castle, a line of communication can be established if there is an allied unit there (Note: Section 5-5-4). 11-1-5 Even if a hex contains an enemy controlled area, a line of communication can be established if there is an allied unit there.

11-1-6 It is not necessary to set up a line of communication for your own castle. Your own castle The same applies to troops besieged.

**11-2 Length of connecting lines and names of military commanders**

When establishing a line of communication, the distance between units, areas, etc. is limited as follows: Number of stages 11-2-1

of the line of communication is determined in the form of movement points (see 15-2).

<Step reduction (2 steps)

11-2-2 Communication lines can only be set within the following movement limits: yeah.

- (1) Main castle ↔ castle/troop: 16 movement power
- (2) Castle ↔ castle/troop: 8 movement power
- (3) Troops ↔ Castle/Unit: 8 Movement Allowance

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

**11-3 When checking communication lines**

Whether communication lines have been set or not can be checked in the following cases: Commander Commander General General Officer

- (1) During the Line of Communication Confirmation Phase ↔ Commander-in-Chief: yy Commander Rank Superior
- When making replacements (see section 14) ↔ Military commander: - (3) When making strategic movement (see section 15-3) (4) When recovering morale (see section 26) 11-3-1 When checking lines of communication in the

Line of Communication Confirmation Phase, the Innings Base Marker on the map is used.

Hashiba 11-3-2 Check lines of communication for replacements, strategic movement, and morale recovery before the dominant unit can carry out these actions (see paragraph 12).

Siege Marker (Front) (Back) Durability Morale Marker Marker

**11-4 When you cannot set up a contact line**

Units that cannot establish a link are affected as follows:

- 11-4-1 During the Line of Communication Check Phase, if a unit is unable to establish a line of communication, it will immediately lose 1 morale (-1).
- 11-4-2 If a unit is attempting to perform a replenishment or strategic movement but is unable to establish a line of communication, it will not be able to perform that action.

(Exception: Paragraph 16-5).

11-4-3 If a unit attempting morale recovery cannot establish a Line of Communication, morale recovery will be difficult (see page 26).

**12.0 Troop Actions**

During the Operations Phase, a player can act with each of his/her troops. The order in which the troops act and how they act are up to the player. Each unit can use one action point during one Operations Phase to perform one of the following five actions: (1) Organization (see items 13 and 14) (2) Movement (see item 15) (3) Siege (see items 16, 17, 18, 19, and 20) (4) Field Battle (see items 22, 23, and 24) (5) Morale Recovery (see item 26)

**12-1 Principles of Action**

Actions are performed in order by unit. 12-1-1 Until one unit's action is completed, other units cannot act. However, depending on the type of action, several units may be able to act together, or may have to act together. As a result, units that would normally be unable to act may be considered able to act.

12-1-2 Actions are carried out by consuming a unit's action points.

**12-2 Action Power**

Action power is the number of stages that a unit can act in one inning. The higher the action power, the more actions a unit perform. Level number

12-2-1 Troops under the command of a leader unit use the leader unit's action points. Units under his command cannot use any action points during their actions.

12-2-2 A unit standing alone acts using its own action points. Masu.

12-2-3 Each unit may only use one Action Point during one Operation Phase.

12-2-4 In principle, each unit may only act on a number of stages equal to or less than its Action Point.

Initiative	Stage 2 3 x			
	x	y	y	4
1				x
1	y		x	x
2	y		y y	x
3 4	y y			y

•: Action possible  
x: Action impossible

For example: a unit with 2 Action Points can act in stages 1 and 2, but not in stages 3 and 4.

12-2-5 Players do not need to use all of their units' action points. They can freely use their units to act on any stage where they are available, as long as their action points are within their available range. However, unused action points cannot be postponed to the next stage or inning, or given to other units.





# Sengoku Gunyuden Series

## 13.0 Force Organization

Players can organize their troops as one of their actions.  
You can do this.

### 13-1 How to organize a unit

The formation of the troops is as follows:

13-1-1 Only the commander can organize troops.

13-1-2 At the start of your operations phase, you are under the command of a senior commander.

The leader who wins the battle will lose that unit's action points during that phase.

You cannot use it to organize a team.

13-1-3 Players decide which hex their units are in.

They may be organized into squads (exception: 13-2-2).

13-1-4 Units in different hexes can be used to form a unit.

This is not possible.

13-1-5 Once a unit has been organized, it cannot be reorganized (see 13-2).

Unless otherwise specified, units in a squad may not be sent out to act separately or to other units.

You cannot incorporate them into your unit.

### 13-2 Reorganization

Reorganization is not supported if the same header is being used while the reorganization is being performed.

This can be done between units in different headquarters.

This cannot be done with units in the same team.

There are two basic types of reorganization:

You can freely combine these to reorganize your troops.

I will come.

(1) Incorporation: Incorporation is when a unit transfers power to another unit in the same hex.

Incorporate some or all of the units of the corps into a force and lead them.

This is what happens.

(2) Separation: Separation is the separation of some units under the command of a force.

You can reorganize your troops into new units or make them the target of reorganization.

Or to have other troops take command.

Unit Domination Areas <Castle Control Area>

13-2-1 Reorganization is a part of the action of forming a unit.

Only units that have not taken any action in that phase are targeted.

You can.

13-2-2 The following units are commanded by the unit that is to carry out the reorganization:

Even if you are in the same hex as a

No.

(1) Units led by senior commanders

(2) Troops that have already taken action

13-2-3 Reorganization is permitted only if one or more of the units in question are in the same phase.

If you have troops available to act, you can.

Units that cannot act in that phase are also eligible for reorganization.

(Exception: 13-2-2).

13-2-4 A unit separated from a certain unit has already ceased operation.

and cannot take any action during that phase.

No.

13-2-5 When regrouping with a unit whose morale is low, the morale

will be adjusted to the unit with the lowest morale rating.

## 14.0 Replenishment

Players can choose to conduct siege battles (17

Units lost due to combat (see item 22) or field battles (see item 23)

You can restore the durability of your steps and castles.

This action is called replenishment.

### 14-1 Principle of supplementation

Replacements are made when you select unit formation as a unit action.

You can do this.

14-1-1 If you are reorganizing and replenishing, you must do so after you have finished reorganizing.

We will replenish the stock.

<Example of unit organization>

14-1-2 Replenishment is possible only at the start of a stage.

Only the commanders above. Yes

A commander may replace a unit even after it has been separated by a reorganization.

It is not possible to do this.

14-1-3 Select the action of forming a unit and only replenish without reorganizing.

You can also do the following:

14-2-1 Replenishment of Units impossible

Replacements are made using the replacement table for the army to which the commander making the attempt belongs.

A general cannot lead a general

14-2-2 General Table shows whether the commander unit is in his own castle or other castles. impossible

He cannot command the military forces of other feudal lords (9-2-6)

<Example of unit organization>

Commander-in-Chief I yy	A y 1 1	B y 1 1	C y 2 0	Ding y 2 0	Yes
General Ro y	Pine y 3 1	bamboo y 2 0	plum y 2 0	Yes	
General Ha y	A y 1 1	C y 2 0	Ding y 2 0	impossible	
General y	Pine y 3 1	C y 2 0	Ding y 2 0	impossible	

A general cannot lead a general

He cannot command the military forces of other feudal lords (9-2-6)

<Example of separation>

General yy	Ox y 3 1	Tiger y 2 0	Rabbit y 2 0	Dragon y 2 0	
	Separate to map	General Ushi	Transfer		
	Ox y 3 1	Tiger y 2 0	Rabbit y 2 0	Dragon y 2 0	

<Examples of transfer>

General yy	Snake y 1 1	Ox y 3 1	Un y 2 0		
	Transfer	Transfer	Transfer		
	From the map	General Snake			
	Snake y 1 1	Ox y 3 1	Un y 2 0		

The units Pine, Bamboo, and Plum represent Daimyo B's forces,  
The rest are Daimyo A's troops.

<Examples of transfer>

General  
yy

Snake y 2 1	Ox y 3 1	Un y 2 0
----------------	-------------	-------------



## Designed by Makoto Fukuda

The column used differs depending on whether the commander is in a hex or not. 14-2-2 The player who is replenishing rolls the dice and crosses the result over the column of the territory where the commander is located. The number written there is the number of steps that can be replenished. 14-2-3 If the morale of the unit attempting the replenishing is low, subtract that number from the dice roll to get the replenishing result. 14-2-4 When the result of replenishing is obtained, the commander immediately recovers the steps of the unit he commands. However, if the result is -1 or -2, it means that the replenishing has failed and there have been deserters, so the number of steps is reduced by that number. 14-2-5 The result of replenishing can only be applied to the commander or units under his command. As long as the units are under his command, it doesn't matter if they are from his army or allied army. 14-2-6 If there are any extra steps gained from replenishing, they cannot be used for anything else and are lost. If there are other friendly or allied units in the same hex, they cannot be applied.

### 14-3 Replenishing a Castle

Replenishing a castle's durability is done in the same way as replenishing troops in section 14-2.

14-3-1 Replenishing a castle can be done as long as the commander attempting to do so is in the hex of the target castle. It doesn't matter if the commander is in a hex or not. 14-3-2 In principle, only friendly units can replenish a castle, but there are cases where special rules or scenarios allow replenishment by allied units. 14-3-3 If there are multiple commanders, including friendly and allied units, only one of them can replenish a castle during the same stage. 14-3-4 The result of replenishing a castle is added to or subtracted from the durability of the castle, just like replenishing troops. 14-3-5 A commander who is in a hex and surrounded by enemy troops (see section 18) cannot replenish a castle. However, if not surrounded, a unit may be replenished even if there is an enemy unit in the same hex.

## 15.0 Movement

player may move one of his forces as an action.

### 15-1 Principles of Movement

Movement is the act of moving a unit from the hex in which it is placed to another hex.

15-1-1 Movement is done one unit at a time. The order in which units are moved is up to the player. However, a unit cannot start moving until the previous unit has finished moving.

15-1-2 When moving a unit, it moves through adjacent hexes one by one. The player is free to choose the direction of movement.

### 15-2 How to Move Players

move their units using the movement points given to each unit. The movement points are a number that indicates how far a unit can move during one operation phase. 15-2-1 All units are generally given the same movement points of 8.

The player moves his/her unit within this 8 movement allowance range. 15-2-2 The amount of

movement allowance consumed by a unit when moving varies depending on the terrain in adjacent hexes (see Terrain Effects Table). The player expends movement allowance according to the terrain in the adjacent hex to which the unit is moving. 15-2-3

Movement allowance consumed due to terrain is calculated based on whether the unit moves normally or This depends on whether or not you are using Strategic Movement (see 15-3).

15-2-4 When a unit moves across a river hexside, it expends movement points required to cross the river in addition to the movement points expended due to the terrain (see Terrain Effects Table). However, the effect of the river on movement is negated if there is a bridge.

### 15-3 Strategic Movement

Moving troops with less movement points is called "Strategic Movement". In order to perform Strategic Movement, in addition to 15-2, all of the following conditions must be met: 15-3-1 Troops performing Strategic Movement cannot pass through hexes adjacent to enemy troops or enemy castles from the beginning to the end of their movement.

15-3-2 Troops performing strategic movement must be able to move at a distance from the main castle at the start of the movement.

It must be possible to establish a line of communication.

15-3-3 A unit with low morale cannot perform strategic movement. I can't come.

### 15-4 Effect of Controlled Areas on Movement The

controlled areas of enemy troops and castles affect unit movement as follows:

15-4-1 When entering an area of strong enemy control, use 1 movement point instead of the normal movement point.

This is in addition to the movement points consumed.

15-4-2 Entering a weakly controlled enemy area does not consume any additional movement

points. 15-4-3 A unit in a strongly controlled enemy area can leave the area by consuming one additional movement point in addition to the movement points allowed by the terrain. 15-4-4 If there

is not enough movement points to leave the area, the unit cannot move any further.

15-4-5 A unit can move directly from a strongly controlled enemy area to a strongly controlled enemy area during its movement. In this case, due to items 15-4-1 and 15-4-3, an additional two movement points will be consumed, one to leave and one to enter.

15-4-6 If allied troops are in an area of strong enemy control, they may move in and out of the area without using movement points.

### 15-5 Separating Forces During Movement

A player may separate parts of his forces while they are moving. This is an exception to the rule (12) that states that only one action may be performed during an Operations Phase.

15-5-1 There is no need to use extra movement points to separate units. yeah.

15-5-2 You can separate units from a unit during movement, but you cannot incorporate them. It is not possible to do so.

# Sengoku Gunyuden Series

## 15-6 Movement

**Restrictions 15-6-1** Players may move across ocean or lake hex sides.

You cannot move your troops.

Surrounding (see item 18) is not possible. However, you can move your troops to a hex containing only enemy troops in Dragon Castle. Operation Phase Stage  $\times \times 2.3 (1)$

troops in Dragon Castle . (2) Assault (see item 19) Marker Marker Marker Front (2 steps) Back (1 step)  $\times 15-6-3$  Troops with low morale can have their movement points reduced by the amount of the reduction. Shashiba's side

will decrease.

## 16.0 Siege

A siege occurs when troops in a hex containing a friendly or allied castle barricade themselves inside the castle. A siege is a type of movement.



### 16-1 How to conduct a siege

When placing troops in a castle, they act as follows: 16-1-1 To place a castle, you must consume one movement point. 16-1-2 Multiple troops can be placed in a castle. During the command box siege, they are considered to be one unit. Also, troops from the same army can be placed in a castle together.

16-1-3 The player places a siege marker on the unit that has engaged in the Dragon Castle. to indicate that you are under siege.

16-1-4 If there are both fortified and non-fortified units in the same hex, place the fortified units below the fortified marker and the non-fortified units above the fortified marker.

### 16-2 Siege during retreat

When a player retreats troops as a result of a field battle, they can have them take refuge in their own or allied castles during the retreat. For more information, see 23-4-6.

### 16-3 How to end a siege

A unit that wants to leave a siege expends one movement point and removes the siege marker, just like when a siege is taking place. 16-3-1 If there is even one enemy unit in the hex of the siege castle, the unit cannot leave the siege.

### 16-4 Morale of troops under siege

Morale of troops under siege does not decrease even if they cannot establish lines of communication.

16-4-1 A besieged unit loses soldiers as a result of the siege (see paragraph 18). You may feel depressed.

16-4-2 When multiple units are besieged, the morale of each unit is displayed separately. When it is necessary to use morale values in a siege or field battle, the unit with the lowest morale value is used.

### 16-5 Replenishing troops in a

**besieged castle** A besieged castle cannot be replenished if the castle it is in is surrounded by enemy troops. However, if it is not surrounded, it can be replenished even if there is an enemy unit in the same hex.

## 17.0 Siege Warfare

Commanders  $\dot{y}$  Commanders  $\dot{y}$  Player can attack an enemy castle as one of his troops' actions .

Stage Action Points 15-6-2 There are three ways to move your troops to a hex containing an enemy's counter

					4
					$\times$
	1	$\dot{y}$	$\dot{y}$		$\times$
	2	$\dot{y}$	$\dot{y}$	$\dot{y}$	$\times$
	3	$\dot{y}$	$\dot{y}$	$\dot{y}$	$\dot{y}$
	4	$\dot{y}$	$\dot{y}$	$\dot{y}$	$\dot{y}$

### 17-1 Principles of Siege Warfare

Morale Endurance After choosing marker siege action, players must use the three method markers above.

You can do this in one of two ways, or in a combination of several ways.

17-1-1 To conduct a siege, you must first move your troops to the hex containing the enemy castle. 17-1-2 If you are not besieging an enemy castle, you can simultaneously siege and assault, declaring either the commander or one of them. Commander-in -Chief General 17-1-3 Troops besieging an enemy castle can either assault or ask for surrender while besieging. You can also move without conducting a siege, or take any action other than field battle (see section 22).

17-1-4 Once a unit has surrounded an enemy castle, it must either stop the siege or will continue automatically until an inning is no longer possible.

17-1-5 Assault and surrender recommendations must be preceded by a siege. It has to be.

## 18.0 Siege

A siege is a method of surrounding an enemy castle to weaken its morale and durability. It does not cause any damage to your army, but it takes time to capture the castle (see item 21).



### 18-1 How to Conduct a Siege

To besiege an enemy castle, you need troops whose combined combat strength is at least 10 times the castle's level. Command Box 18-1-1 To besiege a level 0 castle, you need troops whose combined combat strength is at least 10. Place a Siege marker on the troops surrounding the enemy castle to indicate that they are besieging it.

18-1-2 An enemy castle can be surrounded by multiple units. They can be from different armies. However, all of these units must be available to act when the siege begins. 18-1-3 A unit in a siege can continue the siege as long as it does not move from the hex of the enemy castle it is besieging, even if it does not declare a siege for each stage or is unable to act in that stage. 18-1-4 After a siege has begun, other units cannot join the siege.

It is also possible to do so.

### 18-2 Siege Checks If

your castle is being besieged, you must make a siege check for each of your castles at the end of your operation phase.

18-2-1 The result of a siege is calculated as follows: (1) First, if there are units besieged in the castle, add up the number of units and check whether it is within the level limit of the castle (see the quick reference table).



(2) Next, roll the dice on the Siege Results Table and follow the result. Please note that the column used for the Siege Results is divided into two parts: if the number of units in the castle is within the limit (<= limit) or if it is over the limit (> limit). (3) If the dice shows a "1", an incident has occurred in the castle. Roll the dice again on the Incident Results Table and follow the result. The dice rolled on the Incident Results Table are adjusted by the morale difference between the besieged and the besieging sides. 18-2-2 If multiple units are besieged and the result is "morale value -1", the morale value of all besieged units is reduced by 1. If the result of this causes some units to have a morale value lower than -4, then only that unit is treated as having surrendered (see section 20-3).

**18-3 Ending a Siege** If at any

time the combat strength of the besieging troops falls below 10 times the castle's level, the siege will be ended immediately. Also, if the besieging troops move or retreat as a result of a field battle (see section 22) and leave the castle's hex, the siege will be ended immediately. 18-3-1 The troops besieging a castle can voluntarily end the siege. It is also possible for some of the troops to end the siege.

In this case, if

there are other besieging troops and their combat strength is at least 10 times the castle's level, the siege can continue.

18-3-2 If the morale of your own castle or the troops under siege is low, once the siege is lifted you can immediately restore all morale to normal (0).

**18-4 Restrictions on Units Under Siege** The

following restrictions apply to units besieging a castle. 18-4-1 A unit under siege cannot select movement or field battle (see section 22) as one of its actions unless it ends the siege. Actions other than movement and field battle can be performed while the siege continues. 18-4-2 If a unit under siege is attacked (see section 22-1), it can only use half its combat strength (rounded up) when counterattacking (see section 23-6). However, if the unit voluntarily ends the siege 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 to weaken its durability. Repeated assaults can cause the castle to fall in a short period of time (see item 21), but they will also cause considerable damage to your own army.

**19-1 Principles of Assault**

Only units in a hex containing an enemy castle can launch an assault. 19-1-1

Assaults are

conducted one unit at a time. In addition, all units that launch an assault must have not performed any actions during the Operation Phase.

19-1-2 The troops that carry out the assault do not have to besiege the castle.

not here.

19-1-3 The troops that carry out the assault must be prepared to receive the enemy troops that are besieged.

You take the attack, apply the result, and then resolve the assault.

**19-2 Resolving an**

**Interception** 19-2-1 Units that are holed up in the castle where the assault is taking place will intercept together as one force.

19-2-2 Interception is resolved each time an assault is carried out.

If multiple units attack during the same phase, each attack must be counterattacked once. 19-2-3 You can counterattack

even if there are no units in the fortress.

In this case, the attack will be resolved with a combat

strength of 0. **19-2-4 How to resolve**

**an interception:** (1) First, add up the combat strengths of the besieged units and enter the total into the appropriate column on the Combat Results Table. Next, roll the dice and cross-check the result with the previous value to determine the damage inflicted on the enemy.

(2) The results of an interception are applied immediately to the assaulting side. The number of steps of the units participating in the assault is reduced by the number determined by the commander's mark.

The assault team's pre-Step Reduction year decides which units' steps are reduced.

Backs (1 step) If an interception result marked with a • is given,

the number of steps is reduced so that at least one unit is eliminated.

19-2-5 The dice roll for interception is modified in the following cases:

(1) Always add 1 to the dice roll as a bonus to the interception modifier.

Masu.

(2) Add the field modifier of the highest-ranking unit among the attacking units to the dice roll. If there are multiple units that qualify, use the field modifier of any of them to determine the commander-in-chief, regardless of the rank of the commander. If there is a morale difference between the attacking side and the attacking side, add or subtract that amount from the die roll. General: • General: -

**19-3 Resolving an Assault**

Once you have applied the result of the interception, immediately resolve the assault.

**19-3-1 How to resolve an assault (1)**

First, add up the combat strength of the assaulting troops. Add that value to the dice roll and the number that appears on the Combat Results Table to get the assault result.

(2) The durability of the castle is reduced by the number of assault results. Ignore the marks in the assault results. 19-3-2

The number on the dice rolled for an assault is modified in the following cases.

(1) Subtract the number of levels of the castle being assaulted from the die roll. (2)

Check the terrain

in the castle's hex and calculate the assault modifier (see Terrain Effects Table).

Reduce the dice roll by that number. If there is a difference in the castle side and the assault side, add or subtract that number from the die roll.

**20.0 Surrender Recommendation**

Troops surrounding an enemy castle can call on the castle to surrender. This is called a surrender recommendation. By recommending a surrender, it is possible to make the castle fall early (see item 21) while still maintaining a certain degree of durability.



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## 20-1 Principles of Surrender Recommendations

Only the troops under the command of the commander who is besieging the enemy castle can make a surrender recommendation. 20-1-1 When making a surrender recommendation, assaults cannot be made during that Operation Phase. 20-1-2 Even if multiple commanders are participating in a siege, only one unit per castle can make a surrender recommendation in each Operation Phase. In this case, the other units can take actions other than assault, regardless of the outcome of the surrender recommendation.

## 20-2 Resolution of the Surrender Recommendation

The player who is recommending surrender must first check the durability of the castle, roll the dice, and see what the result is based on the number that comes up. 20-2-1 The dice are modified as follows: (1) If the commander-in-chief unit is besieged, subtract 2 from the number that comes up. I will come. (2) If the general unit is in siege, subtract 1 from the number of times it was played. Even if the above (1) and (2) are combined, only one of them can be corrected. (3) Compare the morale of the unit issuing the surrender recommendation with the morale of the castle, and add or subtract the difference from the roll. If the morale of the unit issuing the surrender recommendation is higher, add the difference to the roll. If the morale of the castle is higher, subtract the difference from the roll.

## 20-3 Results of the surrender recommendation

The results of the surrender recommendation are as follows:  
**Resist to the End:** Once this result has been given to a castle, you will not be able to recommend surrender, and this effect will continue until the castle falls. Of course, if the castle becomes abandoned, the effect of resist to the end will also disappear. **Refuse to Surrender:** Once this result has been given to a castle, the number on the dice rolled when recommending surrender will always be reduced by one. This result will continue until the castle falls or the game ends. **No answer; no effect, nothing.** **Opening:** The castle belongs to the army that issued the surrender. The troops in the castle will leave (see 20-3-2). **Castle lord commits seppuku and surrenders:** The castle becomes the property of the army that recommended the surrender. Of the troops in the castle, one unit is removed and the remaining are forced to leave. The besieging side can choose which units to remove. **Warlord commits seppuku and surrenders:** The same as result E, except that two units are removed from the besieged troops. **Disbanding troops and surrenders:** The same as result E, except that half of all besieged units (rounded up) are removed. **Surrender:** The castle becomes the property of the army that recommended the surrender. All troops that were in favor of the castle are immediately removed. Half the number of steps can then be replenished to the unit that recommended the surrender. 20-3-1 If the result of the surrender recommendation is D-G, the castle becomes the property of the army that made the surrender recommendation. Therefore, the player who captured the castle must place a castle marker in the hex to indicate that it is his castle. The morale marker and the opponent's castle marker must be removed.

### 20-3-2 Moving out:

Units leaving a castle may move to any of the following hexes: (1) A hex containing friendly troops (2) A hex containing a friendly castle  
 Of course, if the castle you are leaving is under siege, you must immediately siege into it. You may also remove the morale markers of the units you are leaving. All units leaving must move to the same hex. If there is no hex to leave, the units will surrender.

## 20-4 Proposal for surrender

The troops under siege will ask for the siege to be surrendered when the result of the siege is determined. You can leave the castle. You and the other player must decide what to do with the troops in the castle. However, if either player is unable to reach a satisfactory number of steps in action points, they must continue the siege.

## 21.0 Fall of the Castle

When a castle falls into the following conditions during a siege, the castle will immediately fall: (1) When the morale of the castle or the troops besieged falls below -4. (2) When a castle's durability reaches 0, if the castle falls, the player who captured the castle must enter the result in the "0" column of the Surrender Recommendation Table and apply it immediately.

## 21-1 Castles with durability of 0

(1) Castles with durability of 0 are treated as abandoned castles and the ranking of the commanders is as follows: y Commander-in-Chief General General Chief: y y General: y y Junior  
 A ruined castle is no longer owned by any player and loses all of its functions as a castle. (2) If you replenish a ruined castle and restore its durability, the player who restored the castle will restore its function as their own castle.

You can inning Operation Phase Marker Stage Marker Control Marker  
 (3) When an enemy player's castle is restored to its function as a castle in your army, a control marker of that player is placed and displayed.



## 22.0 Field Battles

Players can engage in field battles with enemy troops as one of their unit actions. There are two types of field battles, and they are resolved differently: (1) Skirmish (see section 23) (2) Battle (see section 24) When resolving a field battle, the side of the player who attacks regardless of the battle situation is called the "attacking side," and the side of the command box of the player being attacked is called the "defending side." Field battles are resolved one location at a time in order, using dice and the Combat Results Table.

## 22-1 Principles of Field Battles

22-1-1 To resolve a field battle, the attacking player decides in advance which of his forces will attack which enemy forces. 22-1-2 The attacking player must place a unit in a hex adjacent to his own unit. You can attack enemy troops. 22-1-3 Each unit may only attack one enemy unit in one hex during one Operation Phase.

large

Initiative

1  
2  
3 4

Two units of your army cannot attack each other at the same time. 22-1-4 An enemy unit that has been attacked by one of your units can be attacked by another of your units. This means that each unit on the defending side can be attacked any number of times during one Operation Phase.

22-1-5 Attack enemy troops on the opposite side of a sea or lake hex side  
You can't.

22-1-6 Field battles are not mandatory. The attacking player is free to attack.  
You can choose to attack or not.

## 23.0 Skirmishes

A skirmish is a field battle that represents a relatively small-scale battle. Skirmishes are resolved one location at a time according to the following steps: (1) Calculate

the attacker's combat strength (2)

Resolve the attack (3)

Apply the combat results to the defender (4)

Calculate the defender's combat

strength (5) Resolve the

counterattack (6) Apply the combat results to the attacker

### 23-1 Principles of Skirmishing

In addition to the principles of 22-1, the principles of skirmishing include the following:

23-1-1 Skirmishes are resolved one unit at a time. Multiple units may not attack at the same time. 23-1-2 If multiple enemy units are stacked, the attacking player may attack all of them or only some of them.

### 23-2 Attack Resolution The

attacking player adds up the combat strengths of his attacking troops and rolls the dice.

The result of the battle is determined by the intersection of the result with the corresponding combat strength column on the Combat Results

Table. The result is immediately applied to the enemy troops that were

attacked. 23-2-1 Modification: The dice rolled to resolve an attack may be used in any combination of the following ways:

The eyes are adjusted as follows:

(1) If the defending unit is in a rough or swamp hex, exit.

Subtract 1 from the result.

(2) If the defending force is in a mountain hex, subtract 2 from the roll. (3) If there is a river

hex between the attacking and defending forces,

If you do, subtract 2 from the number you roll.

(4) Subtract the field modifier of the commander or warlord unit leading the attacking unit from the field modifier of the commander or warlord unit leading the defending unit to find the difference in field modifiers, and add or subtract this difference from the number rolled. If there are multiple defending units, the defending player uses the field modifier of the higher-ranking unit. If there are multiple units of the same rank, the defending player is free to choose. (5)

Calculate the difference in morale between the attacking and defending units, and add or subtract this difference from the number rolled. If the morale of the attacking unit is higher, add it to the number rolled, and if the morale of the defending unit is higher, subtract it from the number rolled. If there are multiple defending units, use the morale of the unit with the lowest morale.

All of these modifications are cumulative.

### 23-3 Battle Results

The resulting number 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 army by the number of losses, or retreat. The player may also divide the losses into a reduction in number of steps and a retreat within the range of the losses. In this case, the player must first reduce the number of steps, and then retreat by the remaining number of losses.

23-3-1 When reducing the number of steps, the reduction is made from the total number of steps of all the units that make up the defending force. It does not matter which unit's steps are reduced.

23-3-2 If you reduce the number of steps of a unit that has 1 step, that unit will be eliminated. 23-3-3 If the result has a check mark next to it, you must reduce the number of steps so that at least one unit is eliminated (killed in battle: see item 25). The defending player is free to decide which unit to eliminate.

### 23-4 Retreat

23-4-1 In the case of a retreat, all those who participated in the skirmish must

Force the defending forces to retreat.

23-4-2 The retreat direction is up to 4 hexes away from the attacking force, with each loss resulting in a retreat of 1 hex. Terrain is not an influence in this case.

23-4-3 The defending player can freely choose the direction of retreat for each defending force, but they cannot retreat into the following hexes: (1) Hexes that must be retreated across a sea or lake hex side

(2) Mountain hexes (3)

Hexes containing enemy troops 23-4-4

A unit may retreat into the following hexes, but each time it enters such a hex, the retreating unit loses an extra step: (1) An area controlled by enemy troops

(2) A hex containing an

enemy castle (3) A hex into

which a unit has retreated across

a river (4) A mountain or swamp hex

If a unit retreats to a hex that meets all of the above conditions, it will lose a step. 23-4-5 A unit that retreats will

lose morale at the same time. Lose morale by the number of hexes that the unit retreats to.

23-4-6 If there is a castle of your own or your allies in the hex on the way to retreat, you can have your troops barricade themselves in that castle and end the retreat midway. Also, if there is a castle of your own or your allies in the hex that was attacked, you can have your troops barricade themselves in that castle. In either case, you can ignore the remaining losses, but you must lower your morale by the number of hexes to which you must retreat.

### 23-5 Pursuit If the

defending force retreats, the attacking player must

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You can have your troops that have joined the conflict launch a pursuit attack.

23-5-1 The attacking player is free to pursue or not pursue. 23-5-2 Pursuit can be made up to the hex where the enemy troops were. 23-5-3 If the retreating troops barricade themselves in the castle in that hex,

Even if you get stuck, you can still attack.

23-5-4 If there is an enemy unit not in a hex into which the defending unit retreated, the defending unit cannot pursue the enemy unit. If there is an enemy unit not in a hex into which the defending unit retreats, the defending unit can pursue the enemy unit up to the hex immediately preceding the enemy unit.

## 23-6 Counterattacks

Defenders that have not retreated may launch a counterattack against an attacking unit. A counterattack is resolved by the defending player in the same way as an attack, with the following exceptions: 23-6-1 A counterattack may only be launched against an attacking unit that has attacked a defending unit. 23-6-2

Modification: The number on the dice rolled to resolve a counterattack is used.

is adjusted as follows:

- (1) If the defending unit is in a mountain or swamp hex, exit. Subtract 1 from the result.
- (2) There is a river hexside between the attacking and defending forces. If you do, subtract 2 from the number you roll.
- (3) Take the field modifier of the leader or warlord unit leading the defending forces and subtract the field modifier of the leader or warlord unit leading the attacking forces to obtain the difference in field modifiers, and then add or subtract this difference to the roll. If there is more than one defending force, the defending player uses the field modifier of the more powerful unit.

If there are multiple units of the same rank, the defending player is free to decide.

(4) Subtract the

morale value of the attacking unit from the morale value of the defending unit.

The difference is added or subtracted from the roll. If the defending unit's morale is higher, add it to the roll. If the attacking unit's morale is higher, subtract it from the roll. If there are multiple defending units, the unit with the lowest morale is used. All of these modifiers are cumulative. 23-6-3 All losses resulting from a

counterattack are applied as a reduction in the number of steps for the attacking unit. Attacking units cannot retreat.

## 23-7 Attacking Besieged Units Besieged

units may attack enemy units in the same hex, but with a small penalty. 23-7-1

When a besieged unit attacks, subtract 1 from the psychic roll to resolve the attack. This modifier is added to the modifier in 23-2-1.

23-7-2 A unit attacked by a besieged unit may retaliate with its full combat strength.

There is no restriction to halve combat strength, even when surrounded. 23-7-3

When resolving a counterattack

against a besieged unit, add 1 to the dice roll for resolving the counterattack. This modifier is added to the modifier in 23-6-2.

### <Example of a skirmish>

General A attacks General Ushi's troops. General Matsu is in the same hex as General A, but he cannot participate in this attack. First, calculate the combat strength of General A's troops. General A is the unit shown in the right diagram. He commands a team with a total combat strength of 10. The dice are rolled and the result is 4. The hex the General is in is a wasteland, so the terrain modifier makes it 3. The difference in field modifier for both is 2, and neither side's morale is low, so these modifiers are not applied.

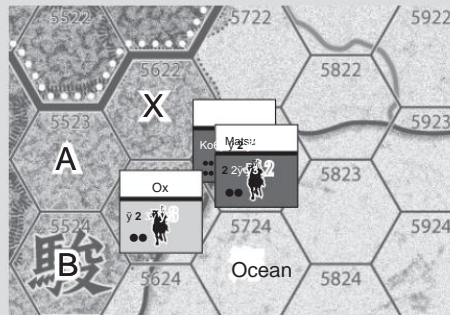
The battle result is 1 according to the Field Battle Result Table. The troops of General Ushi must be lowered by 1 step or retreated by 1 hex. However, General Ushi did not retreat and instead lowered the step of Unit U by 1. If he retreated, he could retreat to hex A or B. He could not retreat to hex X.

Since General Ushi did not retreat, he can counterattack General Ko's troops. The combat strength of the General Ushi's troops is 6, and when he rolls the dice, he gets a 5. This roll is not affected by any modifiers (see 23-6-2).

Looking at the Field Battle Result Table, the field battle result was 1. The General A's troops must be lowered by one step. Since retreat is not possible, the Unit C's steps are lowered.

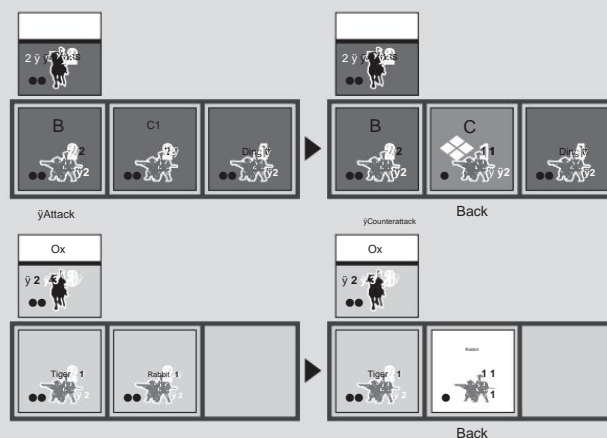
This is the end of the skirmish

### <Example of a skirmish>



(Before the skirmish)

(After the skirmish)



## 24.0 Battle

A battle is a large-scale battle that will go down in history, in which the commanders of both sides participate. In a battle, the following steps are repeated over and over again until one side retreats: (1)

Calculation of the combat strength of both the attacking and

defending sides (2)

Resolution of the battle (3)

Application of the battle results (4) Decision to retreat

### 24-1 Principles of Battle In

In addition to 22-1, the following principles apply to battle: 24-1-1 In order to conduct a battle, both the attacking and defending sides must have a commander-in-chief.

There must be a knight.

24-1-2 The attacking player may send other units that are stacked in the same hex as the Commander-in-Chief to participate in the battle, but units that have already taken action may not be sent to participate in the battle.

24-1-3 The defending player may also include all other units stacked in the same hex as the commander-in-chief. 24-1-4 If the unit is in the same hex as

the commander-in-chief, the unit may not participate in the operation.

Units that cannot act in a phase can still participate in the battle

(exception: see 24-1-2). 24-1-5 Allied units

can participate in the battle if they are in the same hex as a Commander-in-Chief unit. Retreats are subject to the restrictions in 23-4. 24-3-3 The

24-1-6 Troops under siege cannot participate in

battles.

yeah.

24-1-7 If either side is in a mountain or swamp hex, a battle cannot take place. 24-1-8 If the

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

### 24-2 Resolving Battles

Battles are resolved in the same way as in 23-2 "Resolving Attacks", but the results are applied simultaneously.

24-2-1 After both sides have decided which units will participate in the battle, the combat strengths of the participating units are added up for the attacking

and defending sides. 24-2-2 After both sides have calculated their combat strengths, the battle is resolved. The dice are rolled in the order of attacking

and defending sides, and after both results are calculated, the battle results are applied simultaneously. 24-2-3 The dice rolled to resolve the battle are modified by the difference between the field modifier and morale value of the commanders on both sides. There are no modifications due to the terrain. If there are multiple commander units, the player can use any field modifier. Also, the morale value of the lowest of the participating units is used. The method of modifying the dice roll is the same as for resolving attacks and counterattacks.

24-2-4 The results are applied simultaneously to both the attacking and defending sides. Both sides lose steps equal to the number of losses, but cannot retreat as a result.

24-2-5 Battles continue until all participating units are in a 1-step (face down) state or are eliminated. However, the battle results of each battle are compared, and the Breyer who has caused more damage than the other can stop the battle.

The Breyer who stops the battle must retreat all of his units one hex. This retreat does not lower morale. 24-2-6 If all of his units in the battle are one step or eliminated, he must retreat all of his troops. If one side retreats, the battle ends.

24-2-7 If all units on both sides are one step or eliminated at the same time, both forces end the battle by retreating one hex, with no morale loss.

24-2-8 If neither player retreats, repeat the battle procedure until one player retreats.

### 24-3 Retreat in Battle

24-3-1 When a player is forced to retreat in a battle, he or she rolls a die for each unit participating in the battle and retreats the number of units rolled. If there are units not participating in the battle in the same hex, these units must also retreat.

24-3-2 Retreat is limited to 4 hexes. On a roll of 5, you lose 1 step and retreat 4 hexes. On a roll of 6, you lose 2 steps and retreat 4

the winning side enters the hex containing the enemy unit.

You can, but you can't follow up.

## 25.0 Killed

When a unit is eliminated in a field battle or siege, the officer listed on it is considered to have been killed in battle. 25-1

Officers who have been killed in battle cannot be brought back onto the map. No.

25-2 If a commander-in-chief is killed, all units of that army are removed from the map. These units cannot appear on the map again. The same thing happens if a commander-in-chief unit is removed due to a surrender recommendation. The castle remains as part of that army.

## 26.0 Morale Recovery

As an action for your troops, you can restore morale to troops that are low on morale.

### 26-1 How to restore morale

When recovering morale, the unit checks whether it can establish a communication line between the main castle and the unit. When recovering morale, the unit cannot perform other actions during the same phase.

26-1-1 Units that can establish a communication line can unconditionally increase their morale by 1. You can raise it.

26-1-2 Units that cannot establish a line of communication can roll a dice and increase their morale by one if the result is less than the following: (1) Units with only military commanders... 2 (2) Units led by generals... 3 (3) Units led by supreme commanders... 4



# Hideyoshi Gunki Special Rules

## 27.0 Introduction

Hideyoshi Gunki is a simulation game in the Sengoku Gunyuuden series that attempts to recreate the three major battles fought by Hideyoshi Hashiba before he gained dominance over the country: the Battle of Yamazaki, the Battle of Shizugatake, and the Battle of Komaki and Nagakute.

## 28.0 Game Use

This game comes with the following equipment: (1) Map: 1 (2)

Hideyoshi Gunki unit

sheet: 1 (about 250 pieces) (3) Hideyoshi Gunki marker:

"Yukimura Gaiden correction counter" included in the magazine

Please use the relevant parts from the following. (About 60 pieces) (4) Rulebook: (This book)

(5) Other: Please prepare several six-sided dice.

### 28-1 Map The

game includes one map depicting the main areas in which Hideyoshi was active, from Bitchu Takamatsu Castle in the west to Mikawa Okazaki Castle in the east.

### 28-1-1 Tracks (1) Innings

Record Sheet

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

(2) Stage Record Sheet/Operation Phase Record Sheet

These are used to clarify the game procedure (see Section 4-1). (3) Score

Record Sheet

It is used to record the score. **28-1-2**

### Command Box

These are the spaces next to the name of each Commander unit, and are used when forming forces (see 13) to clarify which unit is being commanded.

### 28-1-3 Topographical legend

A terrain legend is printed on the map. See the quick reference chart at the end of the book for the effect of each terrain.

### 28-2 Markers The

following markers are added to this game: yScoring markers (for Hashiba, for anti-Hashiba)

There are two types of castle markers: x10 and x1. Each is placed on the score sheet for each army on the map to display the score of your army. The reverse side for anti-Hashiba is used in the "Komaki/Nagakute" scenario.

Castle markers are used in the "Tennozan" and "Komaki/Nagakute" scenarios when the castles displayed on the map differ from those owned by each daimyo. They are not included in the "Shizugatake" scenario.

### 28-3 Quick Reference

**Table** The quick reference table at the end of this book summarizes the following tables.

(1) Battle Results Table (2) Siege Results Table

(3) Surrender recommendation table (4) Terrain effect

table (5)

Replenishment table (6) Mori clan

movement judgment table (7) Saika and Negoro movement judgment table (for

Shizugatake scenario) (8) List of owned castles

## 29.0 Game Progression

The steps in this game are as follows:

### (1) Starting stage y

Situation change phase y

Communication confirmation phase

### (2) First Stage, Part 3: Anti-

Hashiba Strategy Phase (Scenarios 1 and 2)

The anti-Hashiba player will take action with his troops.

yHashiba Operation Phase

The Hashiba player puts his troops into action.

yTokugawa strategy phase (Scenario 3)

The Tokugawa player takes action with his troops.

### (3) Stages 2 to 4

Repeat the same procedure as in the first stage, except that you cannot act on any units that are not available for that stage.

## 30.0 Forces

### Small and medium

**sized daimyo** In this game, small and medium sized daimyo refers to the following 18 clans.

The Ukita clan,

the Takigawa clan, the Tsutsui clan, the Ikeda clan, the Niwa clan, the Hosokawa clan, the Nakagawa

clan, the Maeda clan, the Nanjo clan, the Gamo clan, the Inaba clan, the Mori clan, the Oda (Nobukage) clan,

the Kanamori clan, the Hachiya clan, the Takayama clan, the Kuki clan, and the Endo clan.

30-1-1 Small and medium-sized daimyo will be under the command of one of the armies.

Each scenario will dictate which army you will join.

30-1-2 The units of small and medium-sized daimyo are the military units under their command.

However, you cannot combine units of only small and medium-sized daimyo who are under the command of the same army to form a unit.

### 30-2 Affiliated Mobile Generals

The generals with (\*) next to their names belong to different daimyo depending on the scenario, so different units are prepared for each daimyo. Please use the appropriate unit depending on the scenario you are using.

### 30-3 Setting of communication lines Most

of the military forces that appear in this game were originally Oda retainers, and the battlefield is also within the former Oda territory.

It is possible to set up lines of communication using the castles and troops of your allied forces and those of your subordinate small and medium-sized daimyo.

### 31.0 Honjo

#### 31-1 Abandoned main castle

If a force loses its main castle due to its destruction by a siege, it cannot set up a communication line according to basic rule 8-3-2, and so would not be able to replenish its forces to the main castle. However, as an exception, this case allows forces to replenish only the main castle, even if they cannot set up a communication line. In this case, use the "own castle" column.

#### 31-2 An army without a main castle

The Mori clan and the Saika/Negoro clan do not have main castles on the map, so we will set up communication lines from the hexes specified below: 1. Mori clan:  
0111 to 0128 2. Saika/Negoro clan: 2434  
to 3534 The Maeda clan, like the Shibata clan, will use Kitanosho Castle (4301) as their main castle.

### 32.0 The Movement of the Mori Clan

For Hideyoshi Hashiba, the actions of the Mori clan were an important factor in determining the outcome of the battle, so he would decide whether or not the Mori clan would act during the situation change phase of each inning.

#### 32-1 Judgment of Mori's movements

The anti-Hashiba player determines the actions of the Mori clan by following these steps:

- 1) First, the Chugoku region (Hoki, Mimasaka, Bitchu, Bizen, Harima, Inaba,
- 2) The anti-Hashiba player rolls the dice and checks where the dice roll on the Mori Movement Table intersects with the corresponding column of the total combat power. If there is a circle there, the Mori clan will begin their action. If the Hashiba clan wins the battle, the dice roll is reduced by 1, and if they lose, it is increased by 1.

#### 32-2 Units used

The Mori clan can feature the following units: Mori Terumoto, Yoshikawa Motoharu, Kobayakawa Takakage, Yoshikawa Motonaga, Kuchiba Haruyoshi, Kumagai Nobunaga, Shishido Takaie, Fukuhara Sadatoshi, Amano Takashige, Yoshikawa Hiroie, Hiraga Motosuke, Hoida Motokiyo, Masuda Motoyoshi, Mitoya Hisasuke, Misawa Tamekiyo, Narazaki Motokane, Katada Motoyoshi, Miyoshi Takayoshi, Kodama Motoyoshi, Yamauchi Takanao, Amano Motomasa, Niho Motouji, Moriyasu, Katsura Hiroshige, Kamiyama Mototada, Nakajima Yukihide, Nashiba Kageyuki, Uehara Motomasa, Noyama Kanenori, Matsuda Moriaki, Mimura Chikanobu, Shirai Haruyoshi, Kokushi Motosuke, Shido Motoyasu

### 33.0 Replenishment of Saiga and Negoro clans

When replenishing the Saika and Negoro clans, different columns are used depending on whether they are in Kii or another country.

### 34.0 Scenarios

**Structure** This game has three scenarios.

## Designed by Makoto Fukuda

Each scenario is structured as follows: **34.10 Scenario Name**

The title, setting, and historical background of the **scenario** are listed.

The map range to be used in the scenario is specified.

#### 34.12 Innings

Specifies the number of innings and the time of the scenario. **34.13 Allied**

**Forces** Specifies

the forces the player will take charge of in the scenario. **34.14 Deployed** Units

Specifies the

hexes to deploy. **34.15 Reinforcements** Specifies the forces the player will receive

in the scenario. **34.16 Owned Castles** Specifies the castles used in the

scenario and the

player who owns them. **34.17 Victory Conditions**

It describes how the winner is determined in that scenario.

#### 34.18 Special Rules

It contains rules that are used only in that scenario.

#### 34.2 Before Starting a Scenario Before

starting a scenario, each player must prepare as follows:

- (1) On the map, each army has a castle, and the castle level is displayed in the army's color. (2) Place each unit in a deployment hex. If that hex has a castle, the player in charge of that army may or may not place that unit in a siege.

Additionally, if you place multiple units in the same Vex, you can organize them into a squad.

### 35.0 Scenario 1 Tennozan

#### (June 1502, Battle of Yamazaki)

Scenario 1 "Tennozan" will be recorded at a later date.

The "Tennozan" scenario will use the following additional equipment that will be included when the scenario is

1. Scenario sheet
2. Anti-Hashiba side display sheet
3. Additional counter

### 36.0 Scenario 2 Shizugatake

#### [April 1583 (Tensho 11), Battle of Shizugatake]

Hideyoshi, who defeated Mitsuhide in the Battle of Yamazaki, recommended Nobunaga's Magosanboshi at the Kiyosu Conference to decide the successor of the Oda clan. However, Nobunaga's third son, Kobe Nobutaka, who also participated in the Battle of Yamazaki and assumed he would be the successor, and Shibata Katsue and Takigawa Kazumasu, who supported him, were not pleased.

They gradually began to show their opposition to Hideyoshi.

**36.1 Area of use:** All areas of the map except Mikawa and Shima

## 36.2 Innings

12 innings (1st week of February to 4th week of April)

### 36.3 Allied forces :

Hashiba side, Kitabatake side; Anti-Hashiba side: Shibata side, Kobe side

### 36.4 Placement:

Hashiba's side places first

#### [Hashiba side]

##### (1) Hashiba clan

Small and medium-sized feudal lords under Hashiba's command: Ukita clan, Nanjo clan, Hosokawa clan, Ikeda clan, Takayama clan, Nakagawa clan, Tsutsui clan, Niwa clan, Hachiya clan, Gamo clan, Oda clan, Inaba clan, Endo clan, Mori

clan Hex 1623 (Himeji Castle)

The Hashiba clan: Hideyoshi Hashiba, Hidenaga Hashiba, Hidetsugu Hashiba, Nagamasa Asano, Hidekatsu Hashiba, Kazuuj Nakamura, Ietsugu Sugihara, Nagayasu Maeno, Mitsuyasu Kato, Shigetsu Kimura, Shuichi Hasegawa, Yoshiharu Horio, Yoshitaka Kuroda, Masakatsu Hachisuka, Takatora Todo, Kazunori Aoki, Norifusa Akamatsu, Tohru Iki, Chikamasa Ikoma, Suketoki Ito, Masasada Oshio, Shigetsugu Onogi, Toshimasa Kinoshita, Shigeharu Kuwayama, Tomonobu Bito, Naosue Ichiyonagi, Hironari Hineno, Masaharu Mikoda, Kazutoyo Yamauchi, Yasuharu Wakisaka

Hex 0326 (Okayama Castle)

Ukita clan: Ukita Tadaie, Oka Toshikatsu, Togawa Hideyasu, Nobuhara Kageyoshi, Hanabusa Masashige, Akashi Kagechika, Okamoto Hidehiro, Nose Yorikichi, Hanabusa Motoyuki, Ehara Chikatsugu, Endo Toshimichi, Sunami Tomoyuki, Nagafune Sadachika, Numamoto Toyokuni, Baba Motoki family

Hex 0312 (Hagoromoishi Castle)

Nanjo clan: Nanjo Mototsugu, Ichijo Kiyotsuna

Hex 0113 (Iwakura Castle) Nanjo: Kogamo

Head Hex 0911 (Tottori Castle)

Hashiba: Miyabe Tsuneyoshi Hex 0611

(Kano Castle) Hashiba: Kamei

Tsuneyoshi Hex 1114 (Wakasa Castle)

Hashiba: Kinoshita Shigekata

Hex 2511 (Miyazu Castle) Hosokawa:

Hosokawa Tadaoki, Yoneda Koremasa,

Shimizu Kiyoyuki Hex 3126 (Osaka Castle)

Ikeda clan: Ikeda Nobuteru, Ikeda Nosuke, Ikeda Terubai, Imoto Tadatsugu, Moridera Tadakatsu, Katagiri Han'emon Hex 3223

(Takatsuki Castle) Takayama clan:

Takayama Ukon Hex 3224

(Ibaraki Castle) Nakagawa clan: Nakagawa

Kiyohide Hex 3527 (Koriyama

Castle)

Tsutsui Clan: Tsutsui Junkei, Shima Sakon, Yagyu Muneyoshi, Ido Yoshihiro, Tsutsui Junmasa, Toichi

Totada, Matsukura Shigemasa

Hex 4015 (Omizo Castle)

Niwa clan: Niwa Nagahide, Niwa Nagashige, Murakami Yoshiaki, Oshima Mitsumasa, Mizoguchi

Hidekatsu, Mototsuna Kutsuki

(\*) Hex 4413 (Nagahama Castle) Hashiba

clan: Katsutoyo Shibata Hex

4415 (Sawayama Castle)

Hashiba clan: Hori Hidemasa, Okuda Naomasa, Ogawa Suetada, Taga Hideie, Yamazaki Takeie

(\*) Hex

4416 (Hida Castle) Hachiya clan: Hachiya

Yoritaka Hex 4420 (Hino

Castle)

Gamo clan: Gamo Ujisato, Seki Morinobu, Yamaoka Kagetaka

Hex 4825 (Anotsu Castle) Oda clan: Oda

Nobukage Hex 4924 (Ueno

Castle) Hashiba clan: Wakebe Mitsuyoshi

Hex 5012 (Sone Castle)

Inaba clan: Ittetsu Inaba, Sadamichi Inaba

Hex 5013 (Ogaki Castle) Hashiba Clan: Ujiie

Yukihiro Hex 5606 (Hachiman

Castle) Endo Clan: Endo Yoshitaka Hex

5812 (Kanayama Castle) Mori

Clan: Mori Nagayoshi, Mori Tadamasu (2)

**Kitabatake Clan** Hex 4928 (Matsusaka

Castle) Tsugawa

Yoshifuyu, Kizukuri Nagamasa, Hijikata

Yuhisa, Sawai Yushige

Freely placed in Owari: Kitabatake

Nobuo, Sakuma Masakatsu, Okada Shigeyoshi, Takigawa Taketoshi, Azai Nagatoki, Ikoma

Ienaga, Niwa Ujitsugu, Iida Masaie, Osaka Yukichi, Seki Narimasa, Nakagawa Taketada, Hayashi

Masatake, Yamaguchi Shigemasa

#### [Against Hashiba]

##### (1) Shibata Clan

Small and medium-sized feudal lords under Shibata's command:

Maeda Clan, Kanamori Clan Hex 4301 (Kitanosho Castle)

Shibata clan: Shibata Katsue, Sakuma Morimasa, Shibata Katsumasa, Fuwa Katsumitsu, Kesuke

Ieteru, Asami Moriaki, Kondo Muichi, Shibata Katsutoshi, Tokuyama Norihide, Hara Fusachika, Aoki

Masaharu, Osaki Tsushima no Kami, Ota Urazonobu, Kobayashi Toshio, Kakigawa Hisaemon,

Haigou Ieyoshi, Hara Kanei, Furuta Yaso, Yasuda Yasumasa, Horie Shinshiro, Matsudaira Yasumasa,

Mizuno Gonbe, Muto Sukejuro, Yasui Iekiyo Maeda clan: Maeda Toshiie, Maeda

Toshinaga, Nagatsunagaryu Kanamori clan: Kanamori Nagachika

##### (2) Kobe clan Small and

medium-sized

feudal lords under Kobe: Takigawa clan

Hex 5313 (Gifu Castle)

The Kobe clan: Kobe Nobutaka, Saito Toshitaka, Inaba Shoyu, Kobe Tomomori, Kobe Masatake,

Kokufu Sado no Kami, Hirata Iki no Kami, Mine Shinano no Kami, Yamaji Suisuke

Free placement in Takikawa clan castles

Takigawa family: Takigawa Kazumasu, Saji Masashi, Iwama Santaro, Takigawa Akimori, Takigawa

Noritada, Kabushika Icho, Kojima Hyobu Shoyu, Takigawa Akimasu

##### 36.5 Castles owned: See

"Castle List"

## 36.6 Victory Conditions

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

### (1) Points earned by capturing castles

If a player starts the game by claiming a castle that was their opponent's, they will score points 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**

A player loses points for each unit of his/her own army that is killed in battle, surrenders, or removed during the game as follows: Ÿ Commander-in-Chief: 5

points Ÿ General: 3

points Ÿ Military

commander: 1 point

### (3) Points for Units Holding Out in a

Castle A player scores 1 point for each enemy unit that is holding out in a castle.

### (4) Special Points

**for Hashiba** Players Hashiba

players and anti-Hashiba players score special points if they take the following passive actions:

Ÿ If Shibata Katsue had not left Echizen, he would have surrendered to Hideyoshi.

The player will be awarded 40 points for completing the test.

Ÿ If the Kobe clan did not declare the start of their action, the Kobe clan would

Score 10 points for succumbing.

The score difference between the two players is compared after adding and subtracting the above points. If the Hashiba player has a difference of 30 points or more, the Hashiba player wins. If the difference is less than 30 points, the anti-Hashiba player wins.

### 36.7 Special Rules Ÿ The

anti-Hashiba forces that can act from the start of the game are Takigawa

Ÿ Between the

first inning and the fourth inning, Shibata's forces are unable to take action unless

they roll a 6 during the situation change phase due to heavy snowfall. From the

fifth inning onwards, they can take action freely. Ÿ Kobe can take

action at any time. When you are ready to take action, please declare

that during the situation change phase.

Ÿ The Hashiba forces continued to advance into Echizen until the Shibata forces left Echizen. cannot be inserted.

Ÿ Until Kobe began his action, the Hashiba forces were stationed at Gifu Castle.

You can't get within 2 hexes.

Ÿ The Hashiba forces in Mino (Inaba, Endo, and Mori)

You cannot take any action until Mr. To begins his action.

7) Hashiba's troops cannot attack Shibata's troops that have not yet left Echizen unless Shibata's troops leave Echizen or attack first.

Ÿ The Kitabatake clan could use both Kiyosu Castle and Matsusaka Castle as their main castles. vinegar.

9. Anti-Hashiba players should make the same judgment as Mori.

The decision is made according to the rules in section

32, but the units on the Hashiba side that are the targets are those in Kinai (in this case, Settsu, Izumi, Kawachi, and Yamato).

The following units can be used: Saiga-shu: Suzuki Magoichi, Matoba

Masatatsu, Saiga-shu x 8 Negoro-shu: Sugino, Dehara

Ukyo, Negoro-shu x 8

## 37.0 Scenario 3 Meijin Tournament

### [1584, Battle of Komaki and Nagakute]

Scenario 3 "Komaki and Nagakute" will be recorded at a later date.

The "Komaki and Nagakute" scenario will use the following additional equipment that will be included when the scenario is

recorded. Ÿ Scenario

sheet Ÿ Anti-Hashiba display sheet Ÿ

Additional counter

First edition (Tsukuda Hobby): July 1988 Reprint  
(Simulation Journal): March 2017 Game design: Makoto Fukuda

Resale production: Simulation Journal Co., Ltd. Resale materials  
provided by: Kazuharu Kano

# Hideyoshi's Military Chronicles: A Quick Reference

Battle Results Table

Combat Strength	0	3	5	9	13	19	25	31	41	51	61	73	85	99	Fixes
Dice number	2	4	8	12	18	24	30	40	50	60	72	84	98	End	
-2 or less										1	1	2	2	3	Skirmish 1. Terrain 2.
-1								1	1	2	2	3	4	5	Field Modifier
0							1	1	2	3	4	5	7	8	Difference 3. Morale Difference
1						1	2	2	3	4	5	6	8	9	Battle 1.
2				1	1	2	2	3	4	5	5	7	8	10	Field Battle Modification
3			1	1	1	2	2	3	4	5	6	7	9	10	Difference 2. Morale Difference
4			1	1	2	2	3	4	5	6	7	8	9	11	Assault 1.
5		1	1	1	2	3	3	4	5	6	8	9	10	11	Castle level 2. Terrain 3. Morale difference
6	1	1	1	2	3	3	4	5	6	7	9	10	11	12	Intercept
7	1	1	1	2	3	4	5	6	7	8	10	11	12	13	1. Intercept modifier +1 2. Intercepting side field battle modifier 3. Morale difference
8	1	1	2	3	4	5	6	7	9	10	12	13	14	14	
9 or more	1	2	2	4	5	6	7	8	10	12	15	15	15	15	* At least one unit removed

Siege Result Table

Siege Count

Number of levels	0	1	2	3	4	5
Number of units	5	10	20	30	50	100

Siege Results

Dice number	1	2	3	4	5	6
< Number of regulations	Incident Durability-1	Durability-1	Durability-1	-	-	-
> Number of regulations	Incident	Durability-1	Durability-1	Durability-1	-	-

Incident Results - Fix: Morale

Dice number	difference	subject
or less A		A traitor appears. 2 units eliminated. If not, endurance -2 -2
		traitor appears. 1 unit eliminated. If not, endurance -1 -1 Special
		operation successful. Endurance -2 0 There is a
1		rumor that there is a traitor. Morale -1 There is a
twenty		rumor that there is a traitor. Morale -1
three		Castle soldiers fatigued during a siege.
4		Morale -1 Castle soldiers fatigued during a
		siege. Morale -1 Results of the siege. Endurance
		-1 5 Results of the siege. Endurance -1 6 Morale of the
		besieging side drops. Morale of the besieging troops -1 7 or more

Surrender Recommendation List

Adjustment: 1. Commander-in-Chief is besieged...-2 2. Commander is besieged...-1 3. Morale difference

Results	Fight to the death, refuse to surrender	No Answer	Kaesong	The lord of the castle committed seppuku and the castle was opened	The pro-war faction committed seppuku and the city was surrendered	Disbanded troops in Kaesong	Surrender
10 9	4 or less	5•6 4•	7•8	9•10	-	-	-
8	3 or less	6 2•4 1	7•8 5•	9•10	-	-	-
7	1 or less	•3 1•2	8 4•7		10	-	-
6	0 or less	1 or	3•7 2•		10	-	-
5	0 or less	less 0	6 1•5 1		-	-	10
4	-	or less	•4 1•3		9	9	10
3	-	0 or	2 or		9	8	9•10
2	-	less 0	less	9 8 8 7 6 5	7		9•10 8•
1	-	or less		8 7 6			10 8•
0	-	-		4•5	6 5 •		10 5•10
(Fall of the castle)	-	-	-	3•4 1 or less	6 2	8 7 7 3•4	





Terrain Effects Table

terrain	Tactical Movement	Strategic Movement	Attack Modifier	Counterattack Modifier	Assault Modifier	Contact line
Flat land	1	1	-	-	-	1
Barren Land	2	1	-1	-	-1	1
Mountains	4	3	-2	-1	-2	3
Mountain	No entry	No entry	-	-	-	Not configurable
river	+1	+1	-2	-2	-	+1
Sea/Lake	No entry/crossing allowed	No entry/crossing allowed	-	-	-	Not configurable
Swamp	4	No entry	-1	-1	-	Not configurable
castle	Opponent's Castle +1	You cannot enter the opponent's castle or the area next to it.	Attacks on besieged troops -1 Counterattack +1		-(number of levels)	Cannot be set on opponent's castle or adjacent castle

Replenishment Table Correction: Morale

	Hashiba Castle and others		Mori and Ukita's own castles, etc.		Kobe Kitahata		Small and medium-sized feudal lords, their own castles, etc.		Saika, Negoro castles, etc.		Shibata, Kii, other	
	-1 or less	-1	-1	-1	-1	-1	-1	-1	-1	-1	-2	-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

Mori clan trend judgment table

Total fighting power of Hashiba's units in the Chugoku region					
Scenario 1: 55 or less	56~65	66~75	76~85	86 or more	
Scenario 2 and 3: 36 or less	37~42	43~49	50~56	57 or more	
Less than 1	-	-	-	-	-
2	-	-	-	-	-
3	•	-	-	-	-
4	•	•	-	-	-
5	•	•	•	-	-
6	••	••	••	••	-
7 or more					•

Saika/Negoro Movement Assessment Table (Shizugatake) Total

Combat Strength of Hashiba's Units in Kinai						
Dice number	4 or less	5 ~8	9 ~12	13 ~18	19 ~24	25 or more
	Less than 1	-	-	-	-	-
2	•	-	-	-	-	-
3	•	••	-	-	-	-
4	•	••	•	-	-	-
5	•	••	•	•	-	-
6	••	•	•	•	•	-
7 or more		• Correction: 1. Hashiba's side wins the battle... -1				•

2. Hashiba's side loses the battle... +1



List of castles owned

Territory	Castle Name	Level	Hex
Hoki			
Bishu Mimasaka			
Bizen			
Hartma			
Inaba			
Tajima			
Tango			
Wakasa			
Tamba			
Settsu			
Zumi Kawachi			

Territory	Castle Name	Level	Hex
Yamato			
Yamashiro			
Omi			
Echizen			
Mino			
Owari			
Mikawa			
Ise			
Shima			