

ゲーマーによるゲーマーのためのボードSLG専門誌

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ゲームジャーナル
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最新SLG情報

元就、最大の危機！



MFCとどくの過激にレポートするぜ！ 部隊編成分析・絶版ゲーム再生Project
チータでみる日米海戦・日本戦史雑話・B級SFゲーム分科会・ASLの戦場
帝国陸海軍の虚像と深層 知られざる名将たち 中国ウォーゲーム事情

新作
ゲーム

戦国群雄伝シリーズ

西国の雄 毛利元就の野望

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「シミュレーションゲーム」とは認めない!!!

Sengoku Gunyuden Series

Basic Rules

As published in Game Journal #87

designed by Makoto Fukuda

These are the basic rules for the Sengoku Gunyuden series from *Hideyoshi's War Chronicles* onwards. Note that they have been revised from those used in works up to *Conquest of Kanto*, and the revised parts are identified by blue font (underlined) in the main text.

1.0 Introduction

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

2.0 Game Equipment

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

2-1 Maps

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

2-1-1 Hexes

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

2-1-2 Terrain

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

2-1-3 Tracks

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

2-2 Units (Pieces)

There are two types of pieces used in this game: "units" that represent the troops led by military commanders (see section 9) and "markers" that reflect various conditions during the game.

2-2-1 Units



(1) Leader Name

The name of the general who leads the unit.

(2) Combat Strength

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

(3) Field Battle Modifier

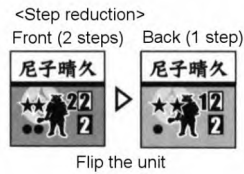
A numerical value used in field battles. It is an evaluation of the tactical ability of the general and the soldiers under his command. The higher the number, the better the general.

(4) Activation Points

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

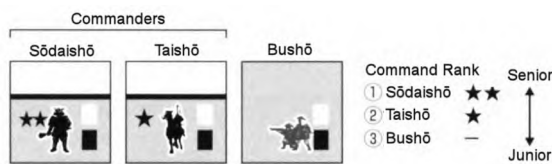
(5) Number of Steps

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



(6) Command Rank

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



(7) Unit Size

Each unit represents approximately 500-1,000 troops.

2-2-2 Markers:

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



2-3 Quick Reference Charts

Various quick reference charts are collected at the end of this book. Please refer to the relevant sections for instructions on how to use them.

3.0 Preparing to Play the Game

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

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

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

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

4.0 How the Game Progresses

The game progresses by repeating a specific procedure. Each cycle is called a "turn". In principle, the game continues until the number of turns specified in the scenario have been completed.

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

4-1 Sequence of Play

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

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

4-1-1 Initial Stage

(1) Random Events Phase

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

(2) Line of Communication Check Phase

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

4-1-2 First Stage

(3) Operations Phases

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

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

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

(3-1) Actions (see section 12)

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

(3-2) Siege Results Determination (see 18-2)

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

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

4-1-3 Second Stage

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

4-1-4 Third Stage

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

4-1-5 Fourth Stage

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

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

5.0 Zones of Control

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

5-1 Strength and Influence of Zones of Control

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

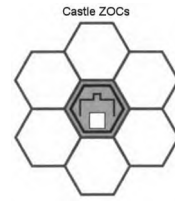
5-1-1 Strong ZOCs: All seven of a unit's ZOC hexes and the single hex containing a castle are considered to be strong ZOCs. Strong ZOCs have the following effects on enemy units and castles. For details, please refer to the relevant sections.

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



(3) Block retreat (see 2-3-4-4)

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



5-2 Hexes not Affected by Zones of Control

You cannot exert a zone of control into the following hexes:

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

5-3 Overlapping Zones of Control

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

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

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

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

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

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

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

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

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

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

6.0 Stacking

When two or more units occupy a hex, they are said to be "stacking." You can stack multiple units in the same hex, but no matter how many you stack in that hex, they are still treated as separate forces (see section 9).

7.0 Armies and Territories

7-1 Armies

The units used in the Sengoku Gunyuden series are printed in several colors according to the army to which they belong. Units of the same color will be in the same army, but there are cases where units of the same color may be in different armies.

7-1-1 During the game, one player may be in charge of multiple armies as their side, and these armies are collectively called the "allied armies".

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

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

7-2 Territories

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

8.0 Castles

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

8-1 Castle Levels

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



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

8-2 Castle Durability

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

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

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

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

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



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

8-3 Main Castles

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

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

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

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

9.0 Forces (部隊)

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

9-1 Force Composition

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

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

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

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

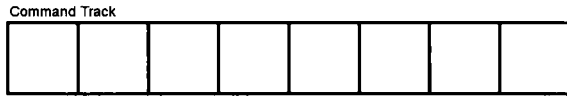
9-1-2 The composition of a force can be changed by reorganization (see section 13-2).

9-2 Command of Forces

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

Organizing units into a force is called "leading" and being led is called being "under command".

9-2-1 A commander's leadership capacity is represented by the number of boxes in his command track. One unit can be placed per box. The more spaces the commander has, the more units he can lead.



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

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

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

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

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

10.0 Morale

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



10-1 Morale Value

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

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

- (1) When a line of communication cannot be established (see 11-4)
- (2) When a castle is invested (see 18-2)
- (3) When a unit retreats from a skirmish (see 23-4-5)

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

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

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

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

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

10-2 Effects of Reduced Morale

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

- (1) Reduced number of replenishment steps (see case 14-2-3)
- (2) Disadvantages in siege (see cases 19-3-2 and 20-2-1)
- (3) Disadvantages in field battles (see case 23-2-1)
- (4) Reduced movement (see case 15-6-3)

10-3 Morale and Stacking

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

10-4 Castle Morale

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

11.0 Lines of Communication

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

11-1 Tracing Lines of Communication

The player traces a line of communication [from the main castle](#) to each unit along the following route: [Main castle → unit or castle → unit](#)

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

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

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

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

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

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

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

11-2 Length of Lines of Communication

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

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

[11-2-2 Lines of communication cannot be traced unless they are within the following movement point ranges:](#)

- [\(1\) Main Castle to Unit: 16 movement points](#)
- [\(2\) Castle to Unit: 8 movement points](#)
- [\(3\) Unit to Unit: 8 movement points](#)

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

11-3 When to Check Lines of Communication

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

- (1) During the Line of Communication Check Phase
- (2) When performing replenishment (see item 14)
- (3) When performing strategic movement (see item 15-3)
- (4) When performing morale recovery (see item 2 6)

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

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

11-4 Effects of Not Having a Line of Communication

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

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

11-4-2 If a unit that is attempting to perform replenishment or strategic movement is unable to trace a line of communication, it cannot perform that action (Exception: 16-5).

11-4-3 If a unit that is attempting to recover morale is unable to trace a line of communication, morale recovery will be more difficult (see section 26).

12.0 Force Actions

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

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

- (1) Force organization (see sections 13 and 14)
- (2) Movement (see section 15)
- (3) Siege (see sections 16, 17, 18, 19, and 20)
- (4) Field battle (see sections 22, 23, and 24)
- (5) Morale recovery (see section 26)

12-1 Principles of Actions

Actions are performed force by force.

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

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

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

12-2 Activation Points

Activation points are the number of stages during which a force can activate during one turn. The more activation points a force has, the more actions it can undertake.

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

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

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

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

Activation Points	Stage			
	1	2	3	4
1	○	×	×	×
2	○	○	×	×
3	○	○	○	×
4	○	○	○	○

○: Able to activate
×: Cannot activate

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

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

13.0 Force Organization

One action a player can choose is to organize forces.

13-1 How to Organize a Force

Organize a force as follows.

13-1-1 Only commanders can organize forces.

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

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

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

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

13-2 Reorganization

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

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

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

(2) Separation: Separation is when some of the units under the control of a force are reorganized into a new force or are reassigned to another force that is eligible for reorganization.

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

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

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

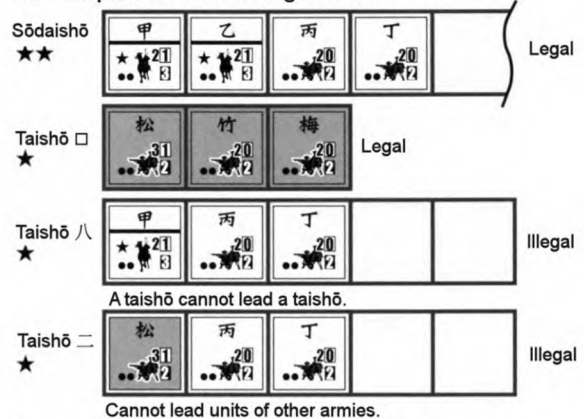
(2) Forces that have already taken an action

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

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

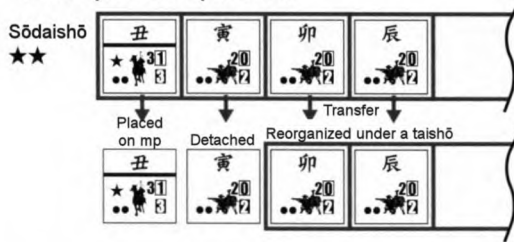
13-2-5 When reorganizing with a force with a reduced morale value, the force's morale value will be set to that of the unit with the lowest morale.

<Examples of Force Organization>

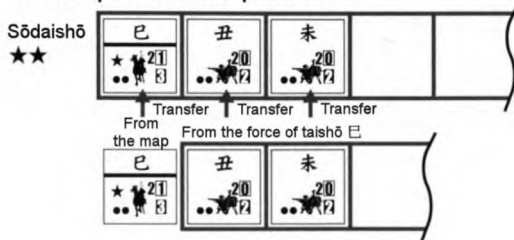


The units 松, 竹, and 梅 belong to army of daimyo B. The others belong to army of daimyo A.

<Example of Separation>



<Examples of Incorporation>



14.0 Replenishment

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

14-1 Principles of Replenishment

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

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

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

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

14-2 Replenishing Troops

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

14-2-1 The Replenishment Table uses different columns depending on whether the commander's force is in a friendly castle or in another hex.

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

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

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

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

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

14-3 Replenishing Castles

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

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

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

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

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

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

15.0 Movement

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

15-1 Principles of Movement

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

15-1-1 Movement is done one force at a time. The order in which they are moved is up to the player. However, you cannot start moving the next force until the movement of a force is finished.

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

15-2 How to Move

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

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

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

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

15-2-4 When a unit crosses a hex side with a river, it will expend additional movement points required to cross the river in addition to the movement points expended due to the other terrain (see Terrain Effects Chart). However, the effect of the river on movement is negated if there is a bridge.

15-3 Strategic Movement

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

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

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

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

15-4 Effect of Zones of Control on Movement

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

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

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

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

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

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

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

15-5 Separating Units During Movement

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

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

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

15-6 Movement Restrictions

15-6-1 A player cannot move a unit across sea or lake hex sides.

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

15-6-3 Troops with reduced morale have their movement allowance reduced by the amount of the morale reduction.

16.0 Garrison

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



16-1 How to Enter Garrison

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

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

16-1-2 Multiple units can be placed into garrison in one castle. While in garrison, they are all considered to part of a single force. Units from allied armies can also be placed into garrison together.

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

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

16-2 Going into Garrison During Retreat

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

16-3 How to Leave Garrison

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

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

16-4 Morale of Troops in Garrison

The morale of troops in garrison does not decrease even if they cannot establish a line of communication.

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

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

16-5 Replenishing Units in a Garrison

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

17.0 Siege

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

- (1) Investing (see section 18)
- (2) Assault (see section 19)
- (3) Call for surrender (see section 20)

17-1 Principles of Siege Warfare

When you choose the Siege action, you can perform it in one of the three ways listed above or in a combination.

17-1-1 To engage in siege warfare, you must first move your force to the hex where the enemy castle is located.

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

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

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

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

18.0 Investment

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

18-1 How to Invest

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

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

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

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

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

18-2 Siege Results Determination

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

18-2-1 [The results of a siege are determined as follows:](#)

[\(1\) First, if there are units garrisoning the castle, add up the number of units and check whether the number is within the castle's level limit \(see \[Quick Reference\]\(#\)\).](#)

[\(2\) Next, roll the die on the Siege Results Table and apply the result. Please note that the column used to find the siege result is divided into whether the number of units in the castle is within the limit \(\$\leq\$ Limit\) or it exceeds the limit \(\$>\$ Limit\).](#)

[\(3\) If the die roll is a "1", an incident has occurred in the castle. Roll the die again on the Incident Results Table and apply the result. The die rolled on the Incident Results Table is adjusted by the morale difference between the besieged and the besiegers.](#)

18-2-2 If multiple units are besieged and a result of "Morale Value -1" is shown, the morale values of all besieged units are reduced by 1.

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

18-3 Ending an Investment

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

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

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

18-4 Restrictions on Investing Troops

The following restrictions are imposed on troops investing a castle.

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

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

19.0 Assault

An assault is a method of directly attacking an enemy castle to weaken its durability. If you carry out repeated assaults, you can make the castle fall in a short period of time (see section 21), but you will also inflict considerable damage on your own troops.

19-1 Principles of Assault

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

[19-1-1 Assaults are carried out one force at a time.](#)

[All units that carry out an assault must have not performed any action already in that Operations Phase.](#)

[19-1-2 Forces that carry out an assault do not have to invest the castle.](#)

[19-1-3 Units that carry out an assault are always ambushed by the enemy garrison, and the results must be applied before the assault is resolved.](#)

19-2 Ambush Resolution

[19-2-1 Units that are besieged in a castle where an assault is to take place ambush as a single force.](#)

[19-2-2 Ambush is resolved each time an assault is carried out. Even if multiple forces assault during the same phase, each assault is ambushed individually.](#)

[19-2-3 Ambush is possible even if there are no garrisoning units. In this case, the ambush will be performed with a strength of 0.](#)

19-2-4 How to Resolve the Ambush

[\(1\) First, add up the combat strengths of the garrisoning units and find this value in the appropriate column on the Combat Results Table. Next, roll the die and cross-reference the roll with the value found previously to determine the damage inflicted on the enemy.](#)

[\(2\) The results of the ambush are immediately applied to the assaulting side. The units participating in the assault lose the number of steps shown on the Combat Results Table.](#)

[The assaulting player decides which units will lose steps. If an ambush result is marked with a •, the step losses must be applied in such a way as to completely eliminate at least one unit.](#)

[19-2-5 The die roll for ambush is modified in the following cases:](#)

[\(1\) Always add 1 to the die roll as an ambush bonus.](#)

[\(2\) Add the field battle modifier of the highest-ranked ambushing unit to the die roll. If there are multiple units that qualify, you can use the field battle modifier of any of them.](#)

[\(3\) If there is a difference in morale between the assaulting side and the ambushing side, add or subtract that amount from the die roll.](#)

19-3 Assault Resolution

[Resolve the assault immediately after applying the ambush result.](#)

19-3-1 How to Resolve an Assault

[\(1\) First, add up the combat strengths of the assaulting units. Cross-reference this value on the Combat Results Table with the number you roll on a die to get the assault result.](#)

[\(2\) Reduce the durability of the castle by the number in the assault result. For this purpose, ignore any • mark in the result.](#)



[19-3-2 The die roll for an assault is modified in the following cases.](#)

[\(1\) Subtract the number of levels of the castle being assaulted.](#)

[\(2\) Check the terrain in the castle's hex and find the assault modifier \(see the Terrain Effects Chart\). Reduce the die roll by the number shown.](#)

[\(3\) If there is a difference in morale between the castle side and the assault side, add or subtract that number from the die roll.](#)

20.0 Call for Surrender

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

20-1 Principles of Calls for Surrender

Only a commander investing the enemy castle can make a call for surrender.

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

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

20-2 Resolution of a Call for Surrender

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

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

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

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

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

(3) Compare the morale value of the force calling for surrender with the morale value of the castle, and add or subtract the difference from the number rolled. If the morale value of the unit calling for surrender is higher, add the difference. On the other hand, if the morale value of the castle is higher, subtract the difference.

20-3 Results of a Call for Surrender

The results of a call for surrender are as follows.

A. Resists to the End: [Once this result has been achieved for a castle, no further calls for surrender can be made, and this effect continues until the castle falls. Of course, if the castle becomes abandoned, the effect of "Resists to the End" will also disappear.](#)

B. Refuses to Surrender: [Once this result has been achieved for a castle, the die roll for any further call for surrender will always be reduced by 1. This effect will continue until the castle falls or the game ends.](#)

C. No Response: [No effect, nothing happens.](#)

D. Opens the Castle: [The castle becomes the property of the army that made the call for surrender. The troops in the garrison leave the castle \(see 20-3-2\).](#)

E. Lord Commits Seppuku and Opens the Castle: [The castle becomes the property of the army that made the call for surrender. One unit of the garrison troops is eliminated and the rest leave. The besieging side can choose which unit to eliminate.](#)

F. Hardline Faction Commits Seppuku and Surrenders: [Same as the previous result, except that two units are eliminated from the garrison force.](#)

G. Disbands Forces and Surrenders: [Same as the previous result, except that half of all the garrison units \(rounded up\) are eliminated.](#)

H. Surrenders: [The castle becomes the property of the army that issued the call for surrender. All garrison units are immediately eliminated. Half of the number of steps eliminated can then be used to replenish the force that issued the call for surrender.](#)

[20-3-1 If the result of the call for surrender is one of the last four, the castle becomes the property of the army that made the call for surrender. Therefore, the player who captured the castle should place a castle marker in the hex to indicate that it is now his castle. Remove the morale marker and the opponent's castle marker.](#)

20-3-2 Retreats

[Units leaving a castle may be moved to any of the following hexes.](#)

[\(1\) A hex containing friendly troops](#)

[\(2\) A hex containing a friendly castle](#)

[If you are retreating to a castle that is invested, you must immediately join the garrison. You should also remove the morale markers of the units that are leaving. All units that are leaving must go to the same hex. If there is no eligible hex available, the units must surrender.](#)

20-4 Offer to Surrender

[Troops under siege can offer to surrender at the time that their siege results are being determined. The fate of the garrison is decided through negotiation with the opposing player. If either player is not satisfied, the siege must continue.](#)

21.0 Fall of a Castle

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

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

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

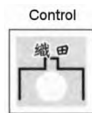
When a castle falls, the player who holds it must surrender. The result is found in the "0" row of the Call for Surrender table and applied immediately.

21-1 Castles with Durability of 0

(1) Castles with durability of 0 are treated as "abandoned castles". Abandoned castles are no longer owned by any player and lose all the functions of a castle.

(2) If an abandoned castle is replenished and its durability is restored, it once again functions as a castle for the player who restored it.

[\(3\) If an enemy player restores a castle to function as his own, the control marker of that player is placed on the castle.](#)



22.0 Field Battles

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

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

(1) Skirmishes (see section 23)

(2) Decisive battles (see section 24)

Regardless of the overall R4, when resolving a field battle the player who is attacking is called the "attacker," and the player who is being attacked is

called the "defender." Field battles are resolved one at a time in order using a die and the Combat Result Table.

22-1 Principles of Field Battles

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

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

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

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

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

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

23.0 Skirmishes

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

(1) Calculate the attacker's combat strength

(2) Resolve the attack

(3) Apply the combat result to the defender

(4) Calculate the defender's combat strength

(5) Resolve the counterattack

(6) Apply the combat result to the attacker

23-1 Principles of Skirmishes

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

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

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

23-2 How to Resolve a Skirmish

The attacking player adds up the combat strengths of his attacking troops and rolls the die. The result is determined by cross-referencing the die roll with the corresponding combat strength column on the

65ombat Results Table. The result is immediately applied to the enemy troops that were attacked.

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

- (1) If the defender is in a rough or swamp hex, subtract 1 from the die roll.
- (2) If the defending unit is in a foothills hex, subtract 2 from the die roll.
- (3) If there is a river hex between the attacking and defending forces, subtract 2 from the die roll.
- (4) Subtract the field battle modifier of the commander or bushō leading the attacking force from the field battle modifier of the defending force. If there are multiple defending forces, the defending player uses the field battle modifier of the highest-ranking unit. If there are multiple units of the same rank, the defending player is free to choose one.
- (5) Calculate the difference between the morale values of the attacking and defending troops, and add or subtract that amount from the die roll. If the morale value of the attacking troops is higher, add it to the die roll. If the morale value of the defending troops is higher, subtract it from the die roll. If there are multiple defending units, the unit with the lowest morale value is used. All of these modifiers are cumulative.

23-3 Combat Results

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

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

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

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

23-4 Retreat

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

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

23-4-3 The defending player can freely decide the direction of retreat for each defending force, but they cannot retreat into the following hexes:

- (1) A hex across a sea or lake hex side
- (2) A mountain hex
- (3) A hex containing enemy troops

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

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

If you retreat into a hex that meets any of the above conditions, you will lose an additional step.

23-4-5 Morale is affected when troops retreat. Reduce morale by the number of hexes retreated.

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

23-5 Pursuit

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

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

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

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

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

23-6 Counterattack

Any defending force that does not retreat can launch a counterattack against the attacking force. A

counterattack is resolved by the defending player in the same way as an attack, with the following exceptions.

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

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

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

- (1) If the defending force is in a foothills or swamp hex, subtract 1 from the die roll.
- (2) If there is a river hex side between the attacking and defending forces, subtract 2 from the die roll.
- (3) Subtract the field battle modifier of the commander or bushō leading the attacking force from the field modifier of the commander or bushō leading the defending force to get the difference in field battle modifiers, and modify the die roll by the difference. If there are multiple defending forces, the defending player uses the field battle modifier of the highest-ranking unit. If there are multiple units of the same rank, the defending player is free to choose.
- (4) Subtract the morale value of the attacking force from the morale value of the defending force, and modify the die roll by the difference. If the morale of the defending force is higher, add it to the die roll; if the morale of the attacking force is higher, subtract it from the die roll. If there are multiple defending forces, use the morale of the highest-ranking unit.

All of the above modifiers are cumulative.

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

23-7 Attacks by a Garrison

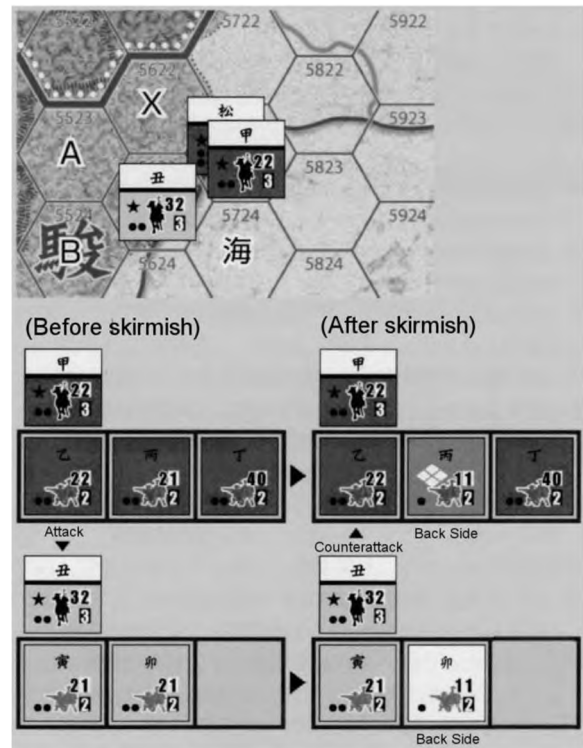
[A garrison force may attack an enemy force in the same hex. However, a small penalty is imposed.](#)

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

23-7-2 A force attacked by a garrison may counterattack with its full combat strength. Even if it is part of an investment, its combat strength is not halved.

23-7-3 When counterattacking the garrison force, add 1 to the dice roll during counterattack resolution. This modifier is in addition to the modifiers in 23-6-2.

<Example of a Skirmish>



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

- ① First, calculate the combat strength of Taishō 甲's force. Taishō 甲 commands the units shown at the top of the diagram, and their total combat strength is 10.
- ② The die is rolled and the result is 4. The hex where Taishō 丑 is located is rough, so the terrain modifier makes it a 3. Since the field battle modifier is 2 for both and since neither unit's morale is reduced, neither of these modifiers apply.
- ③ Looking at the Combat Result Table, the result is 1. Taishō 丑's force must lose one step or retreat one hex. However, he chooses not to retreat, and instead unit 卯 loses one step. If he had chosen instead to retreat, he could have retreated to hex A or B, but not hex X.
- ④ Since Taishō 丑 did not retreat, he can counterattack Taishō 甲's force. The combat strength of Taishō 丑's force is 6. He rolls the die, getting a 5. This number is not subject to any modifications (see 23-6-2).
- ⑤ Looking at the Combat Results Table, the result is a 1, so Taishō 甲's force must be reduced by one step. He cannot retreat, so he reduces unit 丙.

This ends the skirmish.

24.0 Decisive Battles

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

- (1) Calculate the combat strengths of both the attacking and defending sides
- (2) Resolve the combat
- (3) Apply the combat results
- (4) Decide whether to retreat

24-1 Principles of Decisive Battles

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

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

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

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

24-1-4 If a force is in the same hex as the sōdaishō (★★) unit, it can participate in the battle even if it would normally not be able to act in the current Operations Phase (exception: 24-1-2).

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

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

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

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

24-2 How to Resolve a Decisive Battle

Decisive battles are resolved in the same way as in 23-2, "How to Resolve a Skirmish", but the results are applied simultaneously.

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

sides add up the combat strengths of the units involved.

24-2-2 After both sides have added up their combat strengths, the combat is resolved. The attacking and defending players roll the die in that order, and, after both sides have announced their combat results, those results are applied simultaneously.

24-2-3 The combat resolution die rolls are adjusted by the difference between the field battle modifiers and morale values of both commanders. There are no terrain adjustments. If there are multiple commander units, the player can use the field battle modifier of his choice. The lowest morale value among all participating units is used. The method for modifying the die roll is the same as for attack and counterattack resolution.

24-2-4 The attacking and defending sides apply the results at the same time. Both sides reduce their steps by the number of losses. Retreat is not allowed.

24-2-5 Decisive battles continue until all participating units are at one step (face down) state or eliminated. However, the combat results of both sides are compared after each round, and the player who has caused more damage than his opponent has the option to stop the battle. In this case, the player who stops the battle must retreat all of his participating units one hex. This retreat does not lower morale.

24-2-6 When all of a player's units participating in the battle are at one step or have been eliminated, that player must retreat all of his forces. If either player retreats, the battle ends at that point.

24-2-7 If both players' units are at one step or eliminated at the same time, both players will retreat one hex to end the battle. In this case, morale will not be reduced.

24-2-8 If neither player retreats, the decisive battle procedure is repeated until one player or the other retreats.

24-3 Retreating from a Decisive Battle

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

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

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

25.0 Killed in Action

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

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

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

26.0 Morale Recovery

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

26-1 How to Recover Morale

When recovering morale, check whether the unit can trace a line of communication with its main castle. If you recover morale, you cannot perform any other actions during the same phase.

26-1-1 Units that are able to trace a line of communication can unconditionally increase their morale by 1.

26-1-2 You must roll a die for units that are unable to trace a line of communication. Increase morale by 1 if the result is less than or equal to the following numbers:

- | | |
|-----------------------------|---|
| (1) For bushō units | 2 |
| (2) For taishō (★) units | 3 |
| (3) For sōdaishō (★★) units | 4 |

Notes on This English Translation

This translation of the basic rules for the *Sengoku Gunyuden* series was created in February 2025 by Terry Gordon. It is based on ABBYY FineReader OCR, machine translation by Google Translate (with second opinions where needed from DeepL Translator and Systran), and a human effort to make the resulting text genuinely usable as game rules. But, please note that I do not speak, read, or write Japanese.

Unfortunately, Google Translate tends to want to translate 部隊 (force) the same way as ユニット (unit). These are two very distinct and important concepts in the game. Similarly, Google can get very confused when called on to cope with the terms 籠城 (garrison), 攻城戦 (siege), and 包囲 (investment). Likewise for 野戦 (field battle), 小競り合い (skirmish), and 合戦 (decisive battle). I hope that I have detected and distinguished all instances correctly, but be aware of these potential issues.

Western Hero

The Ambitions of Mōri Motonari

Game Journal #68

designed by Makoto Fukuda

Exclusive Rules

27.0 Introduction

"Western Hero" is the fifth installment in the Sengoku Gunyuden series, recreating in four different scenarios the battles that led to Mōri Motonari's conquest of the Chugoku region.

28.0 Game Materials

This game comes with the following equipment:

- (1) Map: 1
- (2) "Western Hero" unit sheet: 1 (about 250 pieces)
- (3) Rulebook: (this item)
- (4) Other: Please supply a six-sided die

28.1 Map

This game includes one map depicting the main part of the Chugoku region west of Okayama.

28-1-1 Tracks

- (1) Turn Record Track

Used to mark the progress of the game (see section 4).

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

Used to track progress in the sequence of play (see section 4).

28.1.2 Command Tracks

The squares next to the name of each commander unit. Used to clarify which units are under his command when a force is organized (see section 13)

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 map.

28.1.4 Charts

The following charts are also printed on the map:

- (1) Terrain Effects Chart

- (2) Replenishment Table

- (3) Ōuchi Action Determination Table

28-2 Markers

The following markers are included in this game.

1. Castle Markers

Castle markers are used when the shaded display on the List of Castles Owned indicates that the current owner is different from the one shown on the map.

2. Neutral/Unused Markers (shared with "Hideyoshi Gunki - Tennozan Scenario")

When dark shading on the List of Castles Owned indicates that one will not be used in the scenario, mark it with the "Unused" marker (on the back of the "Neutral" marker).

28.3 Quick Reference

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

- (1) Combat Results Table
- (2) Siege Tables
- (3) Call for Surrender Table
- (4) List of Castles Owned

29.0 Sequence of Play

The game progresses as follows:

- (1) Initial Stage

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

- (2) First Stage

1. Ōuchi Operations Phase

The player in charge of the Ōuchi clan acts with the troops of the Ōuchi and the small- and medium-sized daimyo on the Ōuchi side.

2. Amago Operations Phase

The player in charge of the Amago clan acts with the troops of the Amago and the small- and medium-sized daimyo on the Amago side.

3. Mōri Operations Phase

The player in charge of the Mōri clan acts with the troops of the Mōri and the small- and medium-sized daimyo on the Mōri side.

(3) Second to Fourth Stages

The same procedure as in the First Stage is repeated, but units that are ineligible to act in the current stage cannot do so.

30.0 Forces

30.1 Small- and Medium-Sized Clans

In this game, small- and medium-sized clans refer to the Masuda, the Urakami, and other clans specified in each scenario.

30.1.1 All small- and medium-sized clans are treated as separate forces.

30.1.2 Small- and medium-sized clans act together with the forces of either the Mōri, the Ōuchi, or the Amago, depending on the scenario instructions.

30.2 Tracing Lines of Communication

In this game, it is possible to trace lines of communication using the castles and units of the allied clans specified in the scenario.

31.0 Main Castle

31.1 Replenishment at the Main Castle

In this game, you can use the "Main Castle" column on the Resupply Table if replenishment is being done in the main castle hex.

This privilege only applies to the forces of Mōri, Ōuchi, and Amagi.

31.2 Abandoned Main Castle

Per basic rule 8-3-2, forces whose main castle has been abandoned as a result of a siege cannot trace a line of communication and, therefore, cannot replenish from the main castle.

However, as an exception, under these circumstances you are permitted to replenish from the main castle even if you cannot trace a line of communication. In this case, you should use the column for the main castle.

31.3 Ōuchi Castle

Ōuchi Castle (hex 1226) did not function as a castle at all. Therefore, its durability is considered to be only 1.

32.0 Victory Points

At the end of the game, each player scores victory points as follows. These points are the basis for determining who has won and who has lost the scenario.

32.1 Points for Castle Possession

For each castle held by a player's forces at the end of the game, he scores points as follows:

- Level 0: 1 point
- Level 1: 2 points
- Level 2: 3 points
- Level 3: 5 points
- Koriyama Castle (3418): 5 points
- Yamabuki Castle (3010): 10 points
(Yamabuki Castle was important, as it protected a silver mine.)

32.2 Points for Unit Elimination

For each enemy unit eliminated during the game, players score as follows:

- Sōdaishō (★★): 10 points
- Taishō (★): 3 points
- Bushō: 1 point

33.0 Scenarios

[Translator's note: The Japanese rules mislabel the following cases as being part of section 34.]

33.1 Structure

This game has four scenarios. Each scenario is structured as follows:

33.10 Scenario Introduction

This gives the title, setting, and historical background of the scenario.

33.11 Area Used

This specifies the map area used in the scenario.

33.12 Number of Turns

This specifies the number of turns and the time period of the scenario.

33.13 Allied Forces

This specifies the clans that each side will control.

33.14 Deployment

This specifies the hexes in which units will be deployed.

33.15 Castles Owned

This specifies the castles used in the scenario and their ownership.

33.16 Victory Conditions

This describes the method of determining victory and defeat.

33.17 Special Rules

This describes any special rules used in that scenario.

33.2 Preparation before Starting a Scenario

Each player should prepare as follows before starting a scenario.

1. You should mark on the map the castles you own in the appropriate clan's color to show their castle level.
2. You should place each unit in its deployment hex. If there is a castle in the deployment hex, you can put the unit into garrison. Also, if there are multiple units in the same hex, you can organize forces with them.

34.0 Scenario 1: Battle of Orishibatake

[Tenbun 23 (1554), 9th Month]

In Tenbun 20, Sue Harukata, a vassal of Hitouchi Yoshitaka, defeated his lord Yoshitaka and had Kyushu's Otomo Haruhide (later renamed Yoshinaga) succeed as head of the Ōuchi family. Iwami Masayori rebelled against this and made his intention to overthrow Sue Harukata clear, so Harukata raised an army to defeat Masayori and approached Masayori's castle, Tsuwano.

At this time, Mōri Motonari was undecided whether to save Masayori or follow Harukata, but he decided to rescue Masayori at the suggestion of his eldest son, Takamoto.

34.1 Area used: Aki, Iwami, Suō, Nagato

34.2 Number of turns: 18 turns (3rd week of 5th Month to 4th week of 9th Month)

34.3 Allied forces

Mōri side: Mōri clan, small- and medium-sized clans on the Mōri side

Ōuchi side: Ōuchi clan, Masuda clan

34.4 Deployment (Ōuchi player places first)

[Ōuchi side]

(1) Ōuchi clan

Hex 1423 (Watarigawa)



(2) Masuda clan

Hex 1919 (Masuda)



Hex 2216 (Misumi)



Hex 2613 (Otome)



[Mōri side]

(1) Mōri clan

Hex 3418 (Koriyama)



(2) Small- and medium-sized clans on the Mōri side

Hex 1722
(Tsuwano)



Masayori
Yoshimi

Hex 3010
(Yamabuki)



Naganobu
Sasuka

34.5 Owned castles

See "List of Owned Castles"

34.6 Victory conditions

The player with the most points according to section 32 will be the winner.

34.7 Special rules

(1) The Mōri clan can make one activation before the game starts.



(2) Naganobu Sasuka cannot take any action until he is adjacent to an Ōuchi unit

(3) The command ability of each unit of the Mōri clan changes as follows:



1. Mōri Motonari : 5



2. Mōri Takamoto, Kikkawa Motoharu, Kobayakawa Takakage : 2



3. Shishido Takaie, Katsura Motozumi : 0



Kumagai Nobunao, Fukubara Sadatoshi : 0

(4) These three commanders can command the other four commanders:



Mōri Takamoto, Kikkawa Motoharu, and Kobayakawa Takakage

35.0 Scenario 2: Battle of Itsukushima

[Kōji 1 (1555) 9th Month]

After defeating the 7,000 troops led by Miyagawa Fusanaga at the Battle of Orishikihata, Motonari plotted to prepare for the decisive battle with Suemoto's army, killing Harukata's senior vassal Era Fusahide. He then had Motonari's senior vassal Katsura Motozumi pose as Harukata, build Miyano Castle on Itsukushima, and lure Sue's army to Itsukushima, the site of the planned decisive battle.

As expected, Harukata led an army of 20,000 men to Itsukushima.

35.1 Area used: Aki, Iwami, Suō, Nagato

35.2 Number of turns: 8 turns (1st week of 9th Month to 4th week of 10th Month)

35.3 Allied forces

Mōri side: Mōri clan, small- and medium-sized clans on the Mōri side

Ōuchi side: Ōuchi clan, Masuda clan

35.4 Deployment (Ōuchi player places first)

[Ōuchi side]

(1) Ōuchi clan

Hex 1628 (Wakayama)



Hex 1226 (Ōuchi)



(2) Masuda clan

Hex 1919 (Masuda)



Hex 2216 (Misumi)



[Mōri side]

(1) Mōri clan

Hex 3418 (Koriyama)



Mōri
Motonari



Mōri
Takamoto



Shishido
Takaie



Fukubara
Sadatoshi

Hex 3017
(Hinoyama)



Kikkawa
Motoharu

Hex 3823
(Takayama)



Kobayakawa
Takakage

Hex 3021
(Takamatsu)



Kumagai
Nobunao

Hex 2724
(Sakurao)



Katsura
Motozumi

(2) Small- and medium-sized clans on the Mōri side

Hex 1722
(Tsuwano)



Masayori
Yoshimi

Hex 2613
(Otomei)



Takakane
Fukuya

Hex 3010
(Yamabuki)



Naganobu
Shiga

35.5 Owned Castles

See "List of Owned Castles"

35.6 Victory Conditions

This scenario has the following two possible victory conditions. Please agree which victory condition you will use before the game starts.

(1) Game Victory Conditions

The player with the most points according to section 32 is the winner, but in this scenario Yamabuki Castle (hex 3010) does not count as 10 points.

(2) Historical Victory Conditions

Ōuchi side: To occupy Miyano Castle (hex 2726) with a unit.

Mōri side: To prevent the above victory condition.

35.7 Special Rules

(1) Special rules (2) to (4) from Scenario 1 are also used in this scenario.

(2) Sea Movement:

In this scenario, you can move your forces by sea as follows. Sea movement means that your units move into sea hexes that they normally cannot enter.

1. A unit that moves by sea must be in a coastal hex at the start of movement.
2. Sea movement can only be performed from a single coastal hex in each Operations Phase.
3. Sea hexes can be entered at a cost of one movement point.
4. When you move by sea, you must finish the movement in a coastal hex. All units that move by sea at the same time must finish their movement in the same coastal hex.
5. Only Ōuchi and Mōri clan units can move by sea.
6. The Ōuchi player can freely move all the units in a single coastal hex by sea once per game within the above restrictions. After that, he must roll a die for each unit, and only on a roll of 6 can that particular unit move by sea.
7. When Mōri's troops move by sea, he rolls a die, and on a roll of 5 or 6 he can move all his units in a single coastal hex by sea.

36.0 Scenario 3: Battle of Koriyama

[Tenbun 9 (1540), 9th Month]

Despite his many successes, Motonari was treated coldly by Amago Haruhisa, so in Tenbun 6 he left the Amago clan and joined the Ōuchi clan. If he left the Mōri clan alone, other warlords might give up on the Amago clan. Thinking this, Haruhisa did not listen to the advice of his uncle Amago Hisayuki and led a large army of 30,000 to attack the Mōri clan.

The Mōri clan, on the other hand, had only 8,000 troops.

36.1 Area used: Bingo, Aki, Inaba, Hōki, Izumo, Iwami, Suō, Nagato

36.2 Number of turns: 20 turns (3rd week of 8th Month to 2nd week of 1st Month)

36.3 Allied forces

Ōuchi side: Ōuchi clan, Mōri clan, Masuda clan, Small- and medium-sized clans on the Ōuchi side

Amago side: Amago clan, Small- and medium-sized clans on the Amago side

36.4 Deployment (Ōuchi side places first)

[Ōuchi side]

(1) Ōuchi clan

Hex 1226 (Ōuchi)



Hex 1628 (Wakayama)



Hex 1722 (Tsuwano)



Hex 1928 (Numa)



Hex 0824 (Aokage)



Hex 2228 (Kurakakeyama)



Hex 0827 (Arataki)



(2) Mōri clan

Hex 3418 (Koriyama)



Hex 3021 (Takamatsu)



(3) Masuda Clan

Hex 1919
(Masuda)



Masuda
Fujikane

Hex 2216
(Misumi)



Hex 2613
(Otome)



(4) Small- and medium-sized clans on the Ōuchi side

Hex 3823
(Takayama)



Kobayakawa
Shohei

Hex 3725
(Takehara)



Kobayakawa
Takakage

Hex 4621
(Kanbe)



Yamana Rikō

[Amago side]

(1) Amago clan

Hex 4307 (Tomita Gassan)



Amago
Haruhisa



Amago
Hisayuki



Amago
Kunihisa



Amago
Sanehisa



Tachihara
Hisatsuna



Honda
Ieyoshi



Yokomichi
Masamitsu



Hex 3010
(Yamabuki)



Honjō
Tsunemitsu

Hex 3513
(Setoyama)



Hex 3213
(Nuyu)



Hex 4119
(Okinayama)



Hex 3708
(Mitoya)



Hex 3909
(Misawa)



Hex 4214
(Nishi)



Hex 3716
(Hiei)



Hex 3918
(Nantenzan)



(2) Small- and medium-sized clans on the Amago side

Hex 3017
(Hinoyama)



Kikkawa
Okitsune

Hex 2923
(Ginzan)



Takeda
Nobuzane

36.5 Owned Castles

See "List of Owned Castles"

36.6 Victory Conditions

This scenario has two possible victory conditions. Please agree which victory condition you will use before the game starts.

(1) Game Victory Conditions

The player who has the most points according to section 32 is the winner.

(2) Historical Victory Conditions

Amago: Take Koriyama Castle (3418) and eliminate more than half of the Mōri units.

Ōuchi: Prevent the above victory conditions from being achieved.

36.7 Special Rules

(1) Ōuchi and Masuda begin their activation based on an activation determination procedure. During the Random Events Phase of each turn, the Ōuchi player rolls a die and consults the column in the Ōuchi Activation Determination Table corresponding to the current turn. If a circle is shown there, both the Ōuchi and Masuda clans can begin their activation. The die roll is modified by +1 each time an Ōuchi castle falls. This modification is cumulative.

(2) When Amago forces invade Suō or Nagato, both the Ōuchi and Masuda clans can begin their activation immediately. When Amago forces attack Ōuchi units or castles, only the Ōuchi clan can begin their activation, and when Amago forces attack Masuda forces or castles, only the Masuda clan can begin their activation.

37.0 Scenario 4: Fall of the Ōuchi Clan

[Kōji 3 (1557)]

After defeating Sue Harukata in the Battle of Itsukushima and destroying the main force of the Ōuchi army, Mōri Motonari immediately attempted to seize the Ōuchi territories of Suō and Nagato.

In response, 10,000 troops from the Ōuchi clan barricaded themselves in Numa Castle, ready to resist at all costs.

37.1 Area used: All areas of the map except Shikoku and Kyushu

37.2 Number of turns: 48 turns (1st week of 1st Month to 4th week of 12th Month)

37.3 Allied forces

Mōri side: Mōri clan, small- and medium-sized clans on the Mōri side

Anti-Mōri side: Amago clan, Ōuchi clan, Masuda clan, Urakami clan, small- and medium-sized clans on the Amago side

37.4 Deployment (Mōri side places first)

[Mōri side]

(1) Mōri clan

Hex 3418 (Koriyama)



Mōri
Motonari



Mōri
Takamoto



Shishido
Takaie



Fukubara
Sadatoshi



Hex 3017
(Hinoyama)



Kikkawa
Motoharu

Hex 3823
(Takayama)



Kobayakawa
Takakage

Hex 2724
(Sakurao)



Katsura
Motozumi

Hex 3021
(Takamatsu)



Kumagai
Nobunao

Hex 4321
(Yao)



Hex 4119
(Okinayama)



Hex 3716
(Hiei)



Hex 4214
(Sei)



Hex 3918
(Nantenzan)



(2) Small- and medium-sized clans on the Mōri side

Hex 1722
(Tsuwano)



Masayori
Yoshimi

Hex 2613
(Otomyo)



Takakane
Fukuya

Hex 5211
(Katsuyama)



Miura
Sadahisa

Hex 5810
(Yahazuma)



Kusakari
Hiratsugu

[Anti-Mōri]

(1) Amago clan

Hex 4307 (Tomita Gassan)



Hex 3010
(Yamabuki)



Honjō
Tsunemitsu

Hex 3513
(Setoyama)



Hex 3213
(Nyuyū)



Hex 3708
(Mitoya)



Hex 3909
(Misawa)



(2) Ōuchi clan

Hex 1127 (Takane)



Ōuchi
Yoshinaga

Ohara
Takanobu



Yoshida
Kotane



Hex 1928
(Numa)



Hex 0824
(Aokage)

Hex 1628
(Wakayama)



陶長房

Hex 0827
(Arataki)



内藤隆世

(3) Masuda clan

Hex 1919
(Masuda)



Masuda
Fujikane

Hex 2216
(Misumi)



三隅兼隆

(4) Uragami clan

Hex 5916
(Tenjinyama)



Uragami
Munekage

Hex 5416
(Torakuro)



伊賀久隆

Hex 5619
(Okayama)



金光宗高

Hex 5513
(Iwaya)



中村久則

(5) Small- and medium-sized clans on the Amago side

Hex 5419
(Takamatsu)



Ishikawa
Hisataka

Hex 5016
(Matsuyama)



Sho Tasuke

37.5 Owned castles

See "List of Castles Owned"

37.6 Victory Conditions

The player with the most victory points according to section 32 is the winner.

Designer's Notes

The problem in the creation of this game was which situations to include as scenarios.

Since Mōri Motonari was under the control of the Amago and Ōuchi clans for a long time, he was inevitably a supporting character in the scenarios of this period. He barely fought against the Amago clan as an independent force in the Battle of Koriyama, but even this seems a little weak as a main character.

It was only after the rise of Sue Harukata that Motonari made his name as an independent figure. After Motonari decided to confront Harukata, he used all his tactics to win against a large force with a small force and won a great victory in the Battle of Itsukushima. However, the weakest point of this game system is the reproduction of battles involving tactics.

After the victory at the Battle of Itsukushima, the only one force that could oppose the Mōri was the Amago clan. However, the Amago clan destroyed with their own hands the Shingu clan, which was the center of their military power, so they were pushed back by the Mōri clan. They were destined to perish in the second Battle of Tomita Gassan Castle in 1566. As a scenario, it would be a one-sided game for the Mōri clan.

After much deliberation, I decided on four scenarios: the Battle of Koriyama, the Battle of Orishibatake, the Battle of Itsukushima, and the Battle to Destroy the Ōuchi.

In the Battle of Koriyama (Scenario 3), the Mōri clan must face the Amago clan alone until the main force of the Ōuchi clan arrives. However, the Amago clan will have a hard time taking Koriyama Castle. If you are using the game victory conditions, it would be a good plan to keep the Mōri clan in check while attacking other castles.

In the Battle of Orishikihata (Scenario 1), the Mōri forces must fight the Ōuchi forces with only 8 units. Moreover, unlike the Battle of Koriyama, there is no hope of any help coming. Nevertheless, there is a chance that the Mōri clan can win. This is a typical scenario that has the best balance in the game.

The Battle of Itsukushima (Scenario 2) is the same situation as the Battle of Orishikihata, but Miyagawa Fusanaga is killed in battle and Era Takeharu is murdered, making it a difficult scenario for the Ōuchi clan.

The Fall of the Ōuchi Clan (Scenario 4) is a scenario that recreates the situation in Kōji 3 (1557) when Motonari, after the great victory in the Battle of

Koriyama, attacked and destroyed the Ōuchi clan in one fell swoop. In actual history, the Ōuchi clan was destroyed by the 3rd Month, but this was because the Amago clan did not move, and in this scenario there are no restrictions on the Amago clan in game terms. However, the anti-Mōri forces, lacking mobility, will still have a hard time.

Showa 63, September 11

Makoto Fukuda

First edition (Tsukuda Hobby): September 1988

New edition (Simulation Journal): September 2018

Game design: Makoto Fukuda

New edition production: Simulation Journal Co., Ltd.

New edition materials provided by: Kazuharu Kano

Note: Due to map size, the Game Journal version of the map has had the 60xx column cut from the original version after confirmation with the designer, which has almost no effect on gameplay.

Western Hero: 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

Field 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

Call for Surrender Table

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

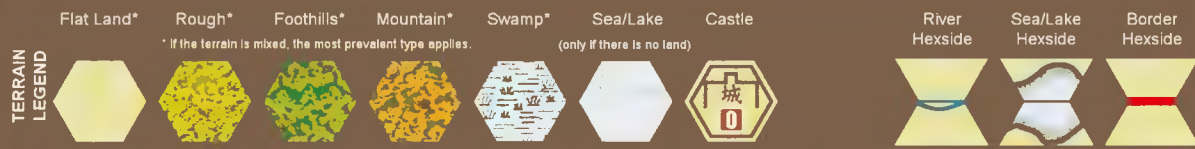
Result Durability	Resists to the End	Refuses to Surrender	No response	Opens the Castle	Lord Commits Seppuku and Opens the Castle	Hardline Faction Commits Seppuku and Surrenders	Disbands Forces and Surrenders	Surrenders
10	4 ^{or lower}	5 • 6	7 • 8	9 • 10	—	—	—	—
9	3 ^{or lower}	4~6	7 • 8	9 • 10	—	—	—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

List of Castles Owned

Signify owner with a castle marker

Not used in this scenario

Province	Castle Name	Lvl	Hex	Scenario 1: The Battle of Orishibatake	Scenario 2: The Battle of Itsukushima	Scenario 3: The Battle of Koriyama	Scenario 3: The downfall of the Ouchi Clan
安芸 Aki	郡山	1	3418	Mori (Main)	Mori (Main)	Mori (Main)	Mori (Main)
	日野山	1	3017	Mori	Mori	Yoshikawa (Main)	Mori
	高山	1	3823	Mori	Mori	Shohei Kobayakawa (Main)	Mori
	高松	1	3021	Mori	Mori	Mori	Mori
	銀山	0	2923	Ouchi	Mori	Takeda (Main)	Mori
	桜尾	0	2724	Ouchi	Mori	Ouchi	Mori
	鏡山	0	3423	Mori	Mori	Ouchi	Mori
	竹原	0	3725	Mori	Mori	Kobayakawa Chikage (Main)	Mori
	宮ノ尾	1	2726		Mori		Mori
石見 Iwami	津和野	2	1722	Yoshimi (Main)	Yoshimi (Main)	Ouchi	Yoshimi (Main)
	益田	1	1919	Masuda (Main)	Masuda (Main)	Masuda (Main)	Masuda (Main)
	三隅	1	2216	Masuda	Masuda	Masuda	Masuda
	音明	0	2613	Masuda	Fukuya (Main)	Masuda	Fukuya (Main)
	串山	1	2810			Ouchi	Amako
	山吹	1	3010	Sashiga (Main)	Sashiga (Main)	Amako	Amako
	温湯	0	3213			Amako	Amako
周防 Suo	高嶺	1	1127				Ouchi (Main)
	大内館	0	1226	Ouchi (Main)	Ouchi (Main)	Ouchi (Main)	Ouchi
	若山	2	1628	Ouchi	Ouchi	Ouchi	Ouchi
	沼	2	1928	Ouchi	Ouchi	Ouchi	Ouchi
	鞍掛山	1	2228	Ouchi	Ouchi	Ouchi	Mori
	高森	0	2325	Ouchi	Mori	Ouchi	Mori
長門 Nagato	長門	0	230	Ouchi	Ouchi	Ouchi	Ouchi
	勝山	0	329	Ouchi	Ouchi	Ouchi	Ouchi
	荒滝	0	827	Ouchi	Ouchi	Ouchi	Ouchi
	青景	0	824	Ouchi	Ouchi	Ouchi	Ouchi
	渡川	1	1423	Ouchi	Ouchi	Ouchi	Ouchi
備後 Bingo	比叡尾	1	3716			Amako	Mori
	南天山	0	3918			Amako	Mori
	翁山	0	4119			Amako	Mori
	三原	0	4023			Shohei Kobayakawa	Mori
	八尾	1	4321			Yamana	Mori
	神辺	1	4621			Yamana (Home)	Mori
	西	0	4214			Amako	Mori
	東	0	4415			Amako	Mori
出雲 Izumo	瀬戸山	1	3513			Amako	Amako
	三刀屋	0	3708			Amako	Amako
	高瀬	0	3805			Amako	Amako
	三沢	0	3909			Amako	Amako
	松江	1	4104			Amako	Amako
	富田月山	3	4307			Amako (Main)	Amako (Main)
伯耆 Hoki	尾高	1	4605			Amako	Amako
	江美	0	4808			Amako	Amako
	八橋	0	5204			Amako	Amako
	岩倉	0	5406			Amako	Amako
	羽衣石	1	5605			Amako	Amako
因幡 Inaba	鹿野	1	5905			Amako	Amako
備中 Bitchu	松山	1	5016				Sho (Main)
	猿掛	0	5020				Sho
	高松	2	5419				Ishikawa (Main)
備前 Bizen	虎倉	1	5416				Urakami
	岡山	2	5619				Urakami
	天神山	0	5916				Urakami (Main)
美作 Mimasaka	勝山	0	5211				Miura (Main)
	岩屋	1	5513				Urakami
	矢筈山	0	5810				Kusakari (Main)



Terrain Effects Chart

Terrain	Normal Movement	Strategic Movement	Attack Modifier	Counterattack Modifier	Assault Modifier	Line of Communication
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	You cannot enter an enemy castle or an adjacent hex	Attack on garrison force: -1	Counterattack against garrison force: -1	-(number of levels)	Cannot pass through an enemy castle or adjacent hex

Ouchi Activation Determination (Scenario 3)

Turn	8th Month 3 10th Month 4	11th Month 1-4	12th Month 1-4	1st Month 1-2
1				
2				○
3				○
4			○	○
5			○	○
6		○	○	○
7以上	○	○	○	○

Modifier: Each time a castle on the Ouchi side falls: +1

Replenishment Table

Modifier: Morale

Die Roll	Mori			Ouchi			Amago			Small & Medium Clans	
	Main Castle	Friendly Castle	Other	Main Castle	Friendly Castle	Other	Main Castle	Friendly Castle	Other	Friendly Castle	Other
-1	0	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
0	0	0	0	0	0	-1	0	0	-1	0	-1
1	1	0	0	1	0	0	1	0	0	0	0
2	1	0	0	1	0	0	1	0	0	1	0
3	1	1	0	1	1	0	1	1	0	1	0
4	1	1	0	1	1	0	1	1	0	1	0
5	2	1	1	2	1	1	2	1	1	1	0
6	3	2	1	2	1	1	3	1	1	1	1

Notes on This English Translation

This translation of the exclusive rules for *Game Journal 68* was created in January 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 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.