

ゲーマーによるゲーマーのためのボードSLG専門誌

Game Journal No. 76

GameJournal.Net
http://gamejournal.net/

2020
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RENEWAL

補間満茂 清久

リプレイコミック 松田大秀

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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

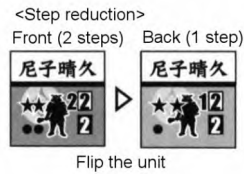
A numerical value used in field battles. It is an evaluation of the tactical ability of the general and the soldiers under his command. The higher the number, the better the general.

(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.

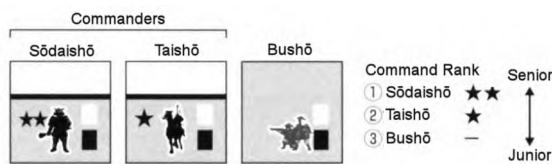
(5) Number of Steps

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:

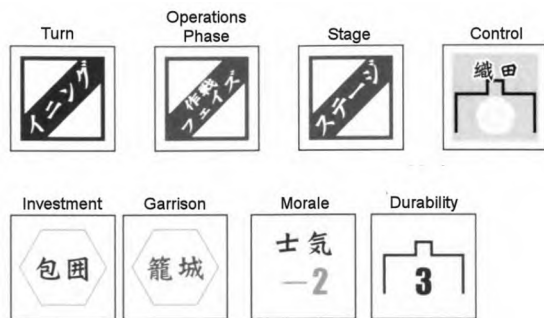


(7) Unit Size

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.

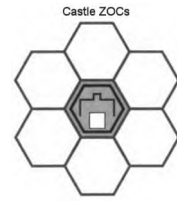
5-1-1 Strong ZOCs: All seven of a unit's ZOC hexes and the single hex containing a castle are considered to be strong ZOCs. Strong ZOCs have the following effects on enemy units and castles. For details, please refer to the relevant sections.

- (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

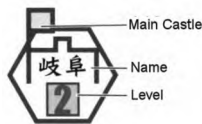
When an army is large, it will have its own territory. In this game, your own territory is called "your territory" and the territories of others are called "other territories". Depending on the scenario, territory ownership may be mixed. Please refer to the exclusive rules and scenarios for information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

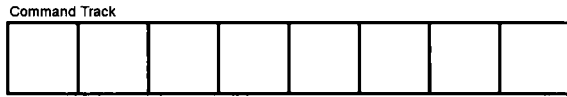
9-1-2 The composition of a force can be changed by reorganization (see section 13-2).

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

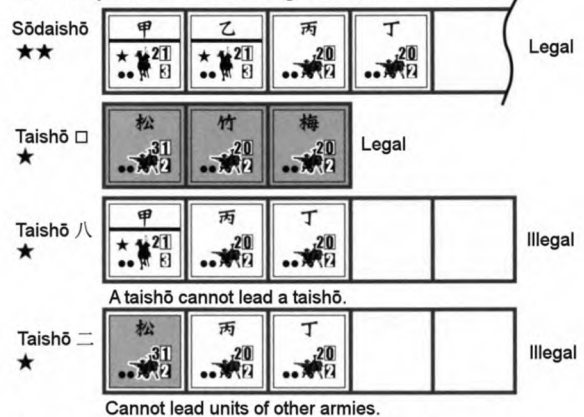
(2) Forces that have already taken an action

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.

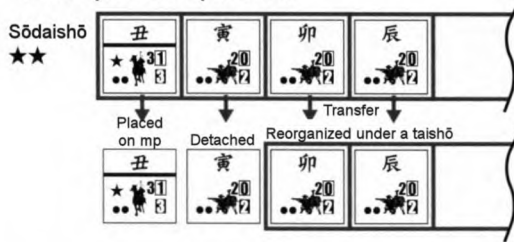
13-2-5 When reorganizing with a force with a reduced morale value, the force's morale value will be set to that of the unit with the lowest morale.

<Examples of Force Organization>

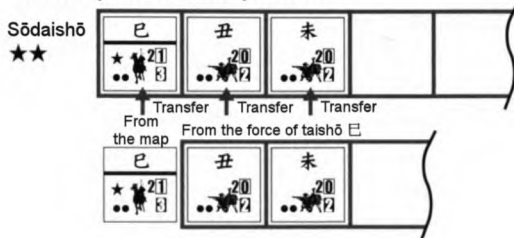


The units 松, 竹, and 梅 belong to army of daimyo B. The others belong to army of daimyo A.

<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

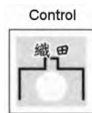
When a castle falls, the player who holds it must surrender. The result is found in the "0" row of the Call for Surrender table and applied immediately.

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

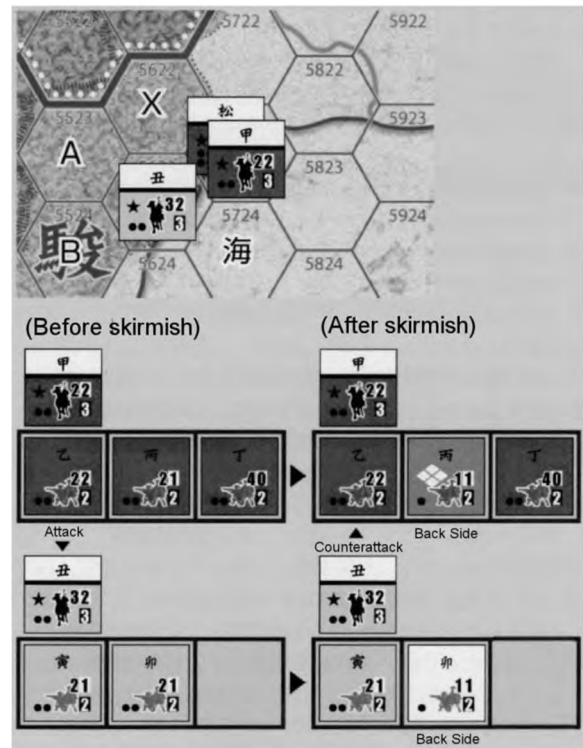
[A garrison force may attack an enemy force in the same hex. However, a small penalty is imposed.](#)

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.

Masamune the One-Eyed Dragon

Game Journal #76

designed by Makoto Fukuda

Exclusive Rules

27.0 Introduction

Masamune the One-Eyed Dragon is the second simulation game in the Sengoku Gunyuden series, which attempts to recreate Date Masamune's conquest of Oshu in the 1580s.

28.0 Game Materials

The following equipment is included with this game.

- (1) Map: 1
- (2) *Masamune the One-Eyed Dragon* counter sheet: 1
- (3) Rulebook: (this book)
- (4) Other: Please supply several six-sided dice.

28-1 Map

This game includes one map depicting the Oshu region (from Ichinoseki Castle in the Kasai domain in the north to Hitachiota Castle in the Satake domain in the south) where Date Masamune was active.

28-1-1 Tracks

- (1) Turn Record Track
Used to clarify the game progress (see section 4).
- (2) Stage Record Track, Operations Phase Track, Weather Record Track
Used to track the sequence of play (see section 4-1) and weather conditions (see section 32).

- (3) Various Tables

The same tables are printed on the map as on the Quick Reference sheet (see section 28-4).

28-1-2 Command Tracks

These are the boxes next to the names of each commander unit. When organizing a force (see section 13), use these boxes to denote which units are being commanded.

28-1-3 Terrain Legend

The terrain legend is printed on the map. See the Quick Reference at the end of this book for the effects of each terrain type.

28-2 Markers

The following markers are added to this game. Please refer to the relevant section for how to use them.

- (1) Weather marker
Shows the weather conditions. (See section 32)
- (2) Rebellion/Neutral markers
Place the front side on a unit in a state of rebellion (see sections 33 and 39) and the back side on a neutral castle (see section 42.3).

- (3) Castle markers

In the Campaign Scenario, castle markers are used on the map when a castle changes ownership from that on the Listed of Castles Owned. In the Mini Scenarios, place them on the castles of each daimyo that appear in the scenario.

28-3 Unit Deployment and Castles List

Used to guide initial deployment in each scenario. They are summarized at the end of this book.

- (1) Unit Deployment List (see page xx)
- (2) List of Castles Owned (see page xx)

28-4 Quick Reference

The following tables are consolidated on the Quick Reference at the end of this book.

- (1) Combat Results Table
- (2) Assault Results Table
- (3) Siege Results Table
- (4) Call for Surrender Table

- (5) Terrain Effects Chart
- (6) Weather Table
- (7) Random Events Tables (Date, Anti-Date)

29.0 Sequence of Play

The game progresses as follows.

29-1 Initial Stage

(1) Random Events Phase

After the Date player determines the weather (see section 32), the Date and anti-Date players each use their own Random Events Table to check for changes in the situation (see section 33).

(2) Line of Communication Check Phase

29-2 First Stage

(3) Anti-Date Operations Phase

Anti-Date players can activate anti-Date units.

(4) Date Operations Phase

Date players can activate Date units.

29-3 Second to Fourth Stages

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

30.0 Forces and Territories

30-1 Forces

30-1-1 Small and medium-sized clans:

Small and medium-sized clan refers to the following seven clans:

Hatayama, Nikaido (Suda Morihide), Iwaki, Ishikawa, Tamura, Nagae, Naganuma

Also, units that have rebelled (see section 39) are treated as small and medium-sized clans.

30-1-2 All small and medium-sized clans are treated as separate forces.

30-1-3 The relationship between allied forces changes depending on the scenario, so please consult each scenario.

30-2 Territory

In this game, no force has its own territory.

30-2-1 When replenishing, the column to be used is not based on whether a unit is in its own territory or another territory, but rather on whether it is in a hex with a friendly castle or another hex (allied castles are considered to be "another hex").

30-2-2 In this game, Shimotsuke province is not used.

31.0 Additional Rules for Castles

31-1 Home Castles that are Abandoned

When a home castle becomes abandoned due to a siege, troops cannot trace a line of communication due to the basic rules and 3-2, so they cannot normally replenish their troops from the main castle.

However, as an exception, in this case, troops can be replenished from the home castle even if they cannot set up a line of communication. In this case, use the column for your own castle.

31-2 Relocation of Troops due to a Castle Being Surrendered

When a castle surrenders as the result of a siege, if the troops that were its garrison need to be transferred to another castle, they should be moved to the nearest castle that is not invested by enemy forces.

If all of your castles are invested, the units should be moved to the nearest castle among them.

32.0 Weather

In this game, the weather can change from turn to turn.

32-1 Weather Determination

The Date player determines the weather at the beginning of each turn. The current weather is shown using the weather marker.



32-1-1 The Date player rolls the die and checks the column on the Weather Table where the die roll intersects with the current month.

For this purpose, only the month is relevant, and it does not matter which week it is.

32-1-2 Weather Effects

Weather conditions include good weather, rain, snow, heavy snow, and melting snow. Their effects are as follows:

(1) Good Weather: No effect.

(2) Rain: The cost in movement points of moving on flat ground adjacent to a river is doubled.

(3) Snow: The cost in movement points of moving on terrain other than rivers is doubled. In addition, lines of communication cannot be traced through foothills hexes, and units do not exert zones of control.

(4) Heavy Snow: In addition to the effects of snow, the activation points of all units are halved, with fractions rounded up. This effect applies not only to activations, but also to morale recovery.

(5) Melting Snow: The additional movement points paid to cross a river are doubled. In addition, when

fighting a field battle across a river, attacks are modified by -4, and counterattacks are modified by -2. Moreover, decisive battles cannot be fought across a river.

33.0 Random Events

During the Random Events Phase of each turn, both the Date and Anti-Date players use dice and the Random Events Tables to determine any random events. There are two types of Random Events Tables, one for the Date side and one for the Anti-Date side, and the results are different for each, so please pay attention.

33-1 Determining a Random Event

To determine a random event, each player rolls a die and checks the letter shown in the cell on the Random Events Table where the die roll intersects with the month of the turn. If there is no letter, there is no random event.

If there is a letter, the player looks at result table corresponding to that letter, rolls the die again, and checks the die roll on that table. This shows the result of the random event.

33-2 Effects of the Random Events (Date Side)

(1) **Mogami Yoshimitsu's scheme:** The activation points of all Date units are halved (rounded up). This can be compounded by the effects of weather, in which case they are quartered (rounded up). This also applies during morale recovery.

(2) **Nagae Katsukage on the anti-Date side:** Nagae Katsukage, a small or medium-sized clan on the Date side, switches to anti-Date. Place a Rebellion marker on the Nagae Katsukage unit and place an "anti-Date" castle marker on Ono Castle (3115). If this result has already been occurred, then there is no new effect.

(3) **Kasai takes action:** From this turn, all Kasai units can activate (see section 34). If they have already begun to act, then there is no new effect.

(4) **Ouchi Sadatsuna rebels:** Ouchi Sadatsuna of the Date clan once again sides with the Ashina clan. Place a Rebellion marker on the Ouchi Sadatsuna unit and move it to the Ashina clan's castle. From then on, it is treated as a military unit for the Ashina clan (it cannot be used as a commander). Note that Ouchi Sadatsuna cannot act if the Ashina clan has not yet activated. If he has already rebelled, he will return to the Date clan and will never rebel again. This result will be disregarded from now on.

(5) **Trouble at Yonezawa:** Immediately return the Date Masamune unit to Yonezawa Castle (1324). If he is

leading troops, he may leave them behind or take them to Yonezawa.

(6) **Rebellion in Kasai territory:** A rebellion has occurred in the territory of the Kasai clan, who are on the Date side. The Date player rolls the die again using the Kasai Rebellion Table and applies the result (see section 35).

(7) **Honjo takes action:** From this turn, all Honjo units can activate. Also, the Shonai Rebellion occurs at the same time (see section 36). If this result has already occurred, there is no new effect.

(8) **Yoshihime's scheme:** The activation points of the Date Masamune unit are halved (2). This effect can be compounded by weather, in which case it is quartered (1). This also applies during morale recovery.

(9) **Tamura joins the Date side:** The neutral marker of Tamura's home castle, Miharu (2032), is removed, and the Tamura can be used by the Date side from now on. This result can be applied even if Tamura is already on the anti-Date side. If this result has already occurred, there is no new effect.

(10) **Date Masamune and Mogami-Osaki ceasefire:** Masamune makes peace with the Mogami-Osaki clans, and a ceasefire takes effect. When the truce is made, the Date player must immediately move any Date troops that are adjacent to or in the same hex as the forces or castles of the Mogami-Osaki clans to the nearest castle of his own forces. Next, the anti-Date player must immediately move any Mogami or Osaki troops that are adjacent to or in the same hex as Date troops or castles to the nearest castle of their own forces. After this turn, Date and Osaki troops cannot be adjacent to each other's troops or castles. Also, Date and Mogami troops will do the same as above until the "Mogami takes action" event is rolled again. When the result of "Mogami takes action" is rolled again, follow the rules in section 37.

(11) **Conflict in northern Kasai territory:** Remove one Kasai unit. This unit cannot be used in the game from now on. Also, the unit to be removed must be one other than Hamada Hirotsuna or Tomizawa Sadatsune.

33-3 Effects of the Random Events (Anti-Date Side)

(1) **XX takes action:** All units of the clan listed in the table can activate from this turn onwards. Depending on the result, multiple clan units may be able to activate. Clan units that have already activated are not affected.

(2) **Toyotomi Hideyoshi, rumors of an attack on Odawara:** No effect.

(3) **Civil war in southern Satake territory:** Remove one Satake unit. This unit cannot be used in the game from now on.

(4) **Tamura joins the anti-Date side:** Remove the neutral marker from Tamura's main castle, Miharu (2032), and place an "anti-Date" castle marker. The Tamura can be used by the anti-Date side from now on. However, if they are already on the Date side, this result cannot be applied. Also, if this result has already been obtained, it is not relevant.

(5) **An uprising occurs in the Shonai Plain:** If this result is obtained, a Shonai uprising unit will be deployed according to section 36. If an uprising has already occurred, then there is no new effect.

(6) **Dispute within the XX clan:** The activation points of all units of the clan listed in the table are halved (rounded up). This can be compounded by weather, in which case they are quartered (rounded up). This also applies during morale recovery.

(7) **Unrest in the Ashina territory:** One Ashina unit is removed. This unit can no longer be used.

(8) **Hojo invades the southern part of the Satake territory:** Two Satake units are removed. These can no longer be used.

34.0 Activation

In the campaign scenario, the following forces can activate from the start of the game.

1. Date side: Date, Onodera, Nagae, Ujiie, and Kasai Tomizawa Sadaren units
2. Anti-Date side: Osaki only

Other forces cannot activate until a random event causes them to act.

34.1 Any clan will immediately begin to activate if an enemy force enters a hex adjacent to one of its castles or forces before it has been activated.

34-2 Forces that start activating under the above conditions can only operate against the clan that has approached it and can only carry out sieges and field battles.

34-3 If an enemy force is adjacent to a clan that has begun to operate against another clan, it can also start acting against that force.

34.4 In addition, units of a clan that has not yet started its activation are placed under the castle marker. When they begin activation, they decide whether or not to immediately go into garrison.

35.0 Rebellion in Kasai Territory

If a rebellion occurs within Kasai territory, the Date player rolls the die again and checks the number on the Kasai Rebellion Table. Then he resolves the rebellion by following the instructions below.

(1) **Small-scale:** A small-scale rebellion has occurred. The Date player removes the number of Kasai units indicated on the table (regardless of strength). These units are returned to the Kasai castle at the start of the turn after they were removed.

(2) **Tomizawa Sadatsugu Rebellion:** The Date player places a Rebellion marker on the Tomizawa Sadatsugu unit and returns it to Iwasaki Castle (2806). Place an "anti-Date" castle marker on Iwasaki Castle. From this turn on, the Tomizawa clan will be anti-Date. Iwasaki Castle will become the Tomizawa clan's home castle.

(3) **Hamada Hirotsuna Rebellion:** Handle it the same way as when Tomizawa Sadatsune rebels. Note that the Hamada clan's home castle is Yonegasaki Castle (3904), so return them there.

35-1 If either Tomizawa Sadatsune or Hamada Hirotsuna rebel, the Kasai clan immediately begins its activation.

36.0 Shonai Rebellion

If an uprising occurs on the Shonai Plain, the Date player can bring in rebelling Shonai units.

36-1 Deployment of Shonai Rebel Units

Shonai rebel units are deployed within 3 hexes of either Oura Castle (0708) or Tozenji Castle (0905). The Date player is free to choose where to place them.



The flat and rough land within 3 hexes of either Oura or Tozenji Castle are hereafter referred to as Shonai Plain hexes.

36-2 Actions of Shonai Rebel Units

Shonai rebel units can act like normal units. However, they cannot be replenished.

36-2-1 Honjo Shigenaga of the Honjo clan can command Shonai rebel units. However, even in this case, he cannot replenish Shonai rebel units.

36-3 Shonai Ikki Unit Increase/Decrease Judgment

Shonai rebel units are assessed for increase or decrease at the beginning of each turn.

36-3-1 To assess increase or decrease, roll a die for each unit and increase or decrease the number of steps by the number shown on the Shonai Rebellion Table. Units that already have 2 steps cannot increase any more (although they may decrease).

36-3-2 The column used for the increase/decrease judgment differs depending on whether the unit is in the Shonai Plain or elsewhere.

36-3-3 Shonai rebel units are assessed for increase or decrease even if they are under the command of Honjo Shigenaga.

36-3-4 Increase/decrease determinations are also made for units that have been eliminated in field battles, etc. In this case, the Shonai Plain column is used for the determination, and if the result shows that the number of steps can be increased by 1 or more, that number of steps is restored and the unit is redeployed on the map in any hex of the Shonai Plain. If Honjo Shigenaga is in a Shonai Plain hex at this time, he can take command.

37.0 Date and Mogami

The Date clan and the Mogami clan had been somewhat hostile towards each other for a long time. However, thanks to Yoshihime, who was the mother of Date Masamune and the sister of Mogami Yoshimitsu, the two clans avoided a decisive battle. But, there is a good chance that they can engage in battle, and, in that case, the Mogami clan has the right of first attack over the Date clan, which is reluctant to attack due to the presence of Yoshihime. Therefore, the following rules will apply between the Date clan and the Mogami clan.

37-1 Restrictions on the Date Clan's Actions Against the Mogami Clan

The Date clan's troops cannot take the following actions against the Mogami clan unless the Mogami clan's forces are adjacent to a Date clan castle or unit.

1. Move so that they are adjacent to a Mogami clan unit or castle.
2. Conduct field battles or sieges against a Mogami clan unit or castle.

37-1-1 The above restrictions are not lifted when Mogami forces begin to act against other Date forces (Onodera, Honjo, etc.) (see also section 34).

37-1-2 If Mogami forces move adjacent to Date castles or forces, the above restrictions are lifted and the Date forces can act freely against Mogami until a random event forces a truce:

37-2 Restrictions on the Mogami Clan's Actions Against the Date Clan

Mogami clan forces have no restrictions on actions against the Date clan similar to those in 37-1 except for the following case. Once the Mogami clan starts to

act, they can act freely against the Date clan at any time.

37-2-1 If the situation changes and other Date forces move adjacent to the Mogami clan's castle or forces before the Mogami clan starts to act, they cannot act against the Date clan as described in 34-2.

37-3 Ceasefire between the Date and Mogami Clans

If the Date and Mogami clans enter into a ceasefire due to a random event, proceed as described in 33-2, and both clans are subject to the restrictions described in 37-1 and 37-2 until the result of "Mogami takes action" is obtained again.

38.0 Southern Oshu Union

In this game, the anti-Date clans of Ashina, Satake, Shirakawa, Nikaido, Ishikawa, and Iwaki are called the Southern Oshu Alliance. They had close ties with the Satake clan and opposed the Date clan. Therefore, the following rules apply to these clans.

38-1 If Date clan forces launch a field battle or siege against the forces or castles of any of the clans of Ashina, Shirakawa, Nikaido, Ishikawa, or Iwaki, in addition to the clans starting to activate, the Satake clan will also start to act in a special way.

38-2 Under the above conditions, the Satake clan will start to operate only against the Date clan. Even if other Date forces meet the above conditions, the Satake clan will not act against them.

38-3 Under the above conditions, the Satake clan will only start to act if the Date clan launches a field battle or siege first. If a force from the Southern Oshu Alliance begins its action and launches a field battle or siege on the Date clan's forces or castles before the Date clan does, the Satake clan will not activate.

39.0 Rebellious Units

During the game, rebellious units will act according to the following rules.

39-1 Place a Rebellion marker on the rebellious unit and move it to the castle designated as its main castle. Then, place a castle marker of the enemy side ("Date"/"Anti-Date") on that castle.



39-2 If there are now-enemy forces (that were friendly forces before the rebellion) in the castle that should be the main castle, move them to the nearest castle of your side, regardless of whether it is invested or not.

39-3 When they activate, treat them as a single small or medium-sized clan (exception: Ouchi Sadatsuna, see 33-2).

39-4 Rebellious units can never be replenished.

39-5 The clan that a rebellious unit will oppose is the clan it originally belonged to. Relationships with other clans follow section 34.

39-6 The player who controls the rebellious unit is the player who was previously its enemy.

40.0 Tomizawa Sadatsura

Tomizawa Sadatsura, a vassal of the Kasai clan, adopted a semi-independent attitude and acted selfishly. Therefore, the following rules apply.



40-1 Tomizawa Sadatsura acts independently of the Kasai clan from the start of the game. In this case, Tomizawa Sadatsura is treated as a small or medium-sized daimyo. His home castle is Iwasaki (2806).

40-2 Even if Tomizawa Sadatsura is adjacent to the forces or castles of other clans, the adjacent forces can act only against Tomizawa Sadatsura, and cannot act against the Kasai clan.

40-3 Conversely, even if Tomizawa Sadatsura's force is adjacent to Kasai forces or castles, this does not cause that clan to activate.

40-4 Once the Kasai clan begins to activate, Tomizawa Sadatsura will return to being a vassal of the Kasai clan.

40-5 If Tomizawa Sadatsura rebels, follow the rules in 3.5 and 3.9.

41.0 Scenarios

This game has three scenarios. Each scenario is structured as follows.

41.1 Structure

(1) Scenario Introduction

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

(2) Area Used

This specifies the map area used in the scenario.

(3) Number of Turns

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

(4) Allied Forces

This specifies the clans that each side will control.

(5) Deployment

This specifies the hexes in which units will be deployed (see Unit Deployment List).

(6) Castles Owned

This specifies the castles used in the scenario and their ownership (See List of Castles Owned).

(7) Special Rules

This describes any special rules used in that scenario.

(8) Victory Conditions

This describes the method of determining victory and defeat.

41.2 Before starting a scenario

Each player should prepare as follows before starting a scenario.

41.2.1 Castles

The castles owned by each army are shown in the List of Castles Owned. On the map, the level number of each castle is displayed in the color of the clan.

(1) In the campaign scenario, the color of the level number of each castle on the map indicates the owner of that castle. If the clan owning the castle changes, the new owner will be indicated on the map using a castle marker.

(2) In the mini scenarios, castle markers are placed on the castles owned by each clan at the beginning per the "List of Castle Owned". If the owner changes, it will be indicated by a new castle marker.

41.2.2 Unit Deployment

Each unit is deployed in the hex given in the "Unit Deployment List". If there is a castle in that hex, the player in charge of that side may choose whether or not to deploy that unit inside the castle. Also, if you have multiple units in the same hex, you can organize them into forces.

42.0 Campaign Scenario: Masamune's Greatest Crisis

[Tensho 16 (1588) 2nd Month, Battle of Koriyama]

In the 1st Month of 1588, Masamune sent 3,000 soldiers to attack the Osaki clan. However, he suffered a miserable defeat in the Battle of Nakaniita, and the attack on Osaki failed.

Upon hearing of this defeat, the feudal lords of Oshu and Uzen decided that now was the time to attack the Date clan, and raised their troops.

With Osaki and Mogami to the north, Soma to the east, and Ashina and Satake to the south, Masamune was now facing his greatest crisis.

42.1 Areas used

All areas of the map except Shimotsuke.

42.2 Number of turns

32 turns (1st week of 1st Month to 4th week of 8th Month)

42.3 Allied forces

Date side: Date, Kasai, Honjo, Onodera, Nagae, Naganuma, Ujiie (treason)

Anti-Date side: Satake, Ashina, Shirakawa, Soma, Mogami, Osaki, Nikaido, Iwaki, Ishikawa

Neutral: Tamura

42.4 Deployment

See separate "Unit Deployment List".

42.5 Castles

See separate "List of Castles Owned"

42.6 Victory Conditions

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

(1) Points for capturing castles

When a player captures a castle that was not his at the start of the game, or it becomes his due to a random event or a rebellion, they receive points as follows:

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

However, if a player captures a castle that has become the property of his opponent through a rebellion, he will not receive any points (for example, Iwatesawa Castle belonging to the Osaki clan).

(2) Points lost due to castle loss.

If a player loses to his opponent a castle that was his at the start of the game, or if the castle is lost due to a random event or rebellion, and he is unable to regain it by the end of the game, he will lose points as follows:

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

(3) Points lost due to unit elimination

At the end of the game, players lose points for units killed in battle as follows.

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

- ① Sōdaishō (★★): 20 points
- ② Taishō (★): 5 points
- ③ Bushō: 2 points

(4) Points for winning a battle

When a player's army wins a battle (i.e., suffers fewer losses than the enemy), the player receives 5 points. However, no points are awarded for winning a skirmish.

43.0 Mini-Scenario 1: Battle of Hitotoribashi

[Tensho 13 (1585) 11th Month, Battle of Hitotoribashi]

After his father Terumune was killed by a plot by Hatakeyama Yoshitsugu, Masamune attacked Nihonmatsu Castle to avenge his father. However, the attack failed due to snow.

Meanwhile, the feudal lords of the Sendai clan, such as Satake, Ashina, and Shirakawa, received a request for help from Hatakeyama Kuniomaru (Yoshitsuna) who was holed up in Nihonmatsu, and marched north. Their number? Ten thousand.

In response, Masamune led his 8,000 soldiers and deployed them at Motomiya (Hex 1731).

The battle that would decide the fate of the Date clan was about to begin.

43.1 Areas used

Iwashiro, Iwaki, Hitachi

43.2 Number of turns

4 turns (3rd week of October to 2nd week of November)

43.3 Allied forces

Date side: Date clan, Tamura clan

Anti-Date side: Satake clan, Ashina clan, Shirakawa clan, Hatakeyama clan, Iwaki clan, Nikaido clan, Ishikawa clan

43.4 Deployment

See separate "Unit Deployment List".

43.5 Castles

See separate "List of Castles Owned"

43.6 Victory Conditions

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

- (1) 1 point for each step of damage inflicted on the opponent's units
- (2) If any unit of the anti-Date side (other than Hatakeyama) enters the Nihonmatsu Castle hex (1829) or an adjacent hex with a valid line of communication, the anti-Date player receives 5 points.
- (3) If no unit of the anti-Date side (other than Hatakeyama) enters the Nihonmatsu Castle hex (1829) with a valid line of communication, the Date player receives 10 points.

Note that conditions 2 and 3 may both apply.

43.7 Special Rules

- (1) The weather is snowy during the game. However, lines of communication can pass through foothills hexes. When tracing lines of communication, they cost double the movement points (6 movement points) as for flat land and rough terrain.
- (2) Random events are not used in this scenario.
- (3) Replenishment is not possible in this scenario.
- (4) All clans are active from the start of the game.

44.0 Mini Scenario 2: Decisive Battle of Surikamihara

[Tensho 17 (1589) 6th Month, Battle of Suriagehara]

In the 4th Month of 1589, a rebellion broke out in the Tamura domain, and the Satake, Ashina, and Soma clans intervened. The Tamura clan was the family home of Masamune's wife, Princess Aiko. Masamune immediately marched out to do battle, and once again confronted the Satake clan.

In the 6th Month, Inawashiro Morikuni, a retainer of the Ashina side, betrayed the Date clan, and Masamune immediately moved his main force to Inawashiro and set his sights on Ashina's home castle, Kurokawa.

Shocked by this, Ashina Yoshihiro immediately returned to Kurokawa Castle, and the next day he set up camp at Suriagehara at the foot of Mount Bandai. His troops numbered 16,000.

In response, Masamune also set up camp at Yatsugamori with 23,000 soldiers.

It was the 5th day of the 6th Month, 1581, the beginning of what would later become known as the Battle of Suriagehara.

44.1 Areas used

Uzen, Iwashiro, Iwaki, Hitachi

44.2 Number of turns

6 turns (4th week of the 4th Month to 1st week of the 6th Month)

44.3 Allied forces

Date side: Date clan, Tamura clan

Anti-Date side: Satake clan, Ashina clan, Soma clan, Nikaido clan, Iwaki clan

44.4 Deployment

See separate "Unit Deployment List"

44.5 Owned castles

See separate "List of Castles Owned"

44.6 Victory conditions

In this scenario, if your army fights a decisive battle against the opposing army and wins (i.e., suffers fewer losses than the enemy), the game ends immediately. The player who won the decisive battle is the winner.

If the outcome has not been decided already, points are calculated the same way as in the campaign scenario. Then, compare the scores of the Date side and the anti-Date side. If the Date side has scored 4 or more points more than the anti-Date side, the Date player wins. If not, the anti-Date player wins.

44.7 Special Rules

(1) In this scenario, the Random Events Table is not used to determine the random events.

(2) Instead, the Date player rolls a die at the beginning of the Random Events Phase of each turn.

If a 1 is rolled, Inawashiro Morikuni will defect from the Ashina clan and join the Date side. The Date player immediately places a Date castle marker on Inawashiro Castle (1330) and places the Inawashiro Morikuni unit (Date clan) there.



Then, remove the Inawashiro Morikuni unit of the Ashina clan, and, if there are any Ashina clan units in Inawashiro Castle (1330) (regardless of whether they are besieged or not), they will be immediately moved to Kurokawa Castle (1031).



(3) The Date player can make one activation move before the game starts.

(4) All forces are active from the start of the game.

First edition (Tsukuda Hobby): October 1987
Republication (Simulation Journal): September 2020
Game design: Makoto Fukuda
Republication production: Simulation Journal Co., Ltd.
Republication materials provided by: Kazuharu Kano/Manabu Mochizuki

Sengoku Gunyuden Series

(Conquest of Kanto & Masamune the One-Eyed Dragon)

Unit Deployment and Castle Lists

Unit Deployment List: Campaign Scenario

Anti-Date side deploys first.

Anti-Date Side

Satake clan: hex 2149 (Ota)



Ashina clan: hex 1031 (Kurokawa)



Shirakawa clan: Hex 1538 (Shirakawa)



Soma clan: hex 2830 (Odaka)



Mogami clan: Freely deployed in Mogami clan castles



Osaki clan: Free deployment in Osaki clan castles (excluding Iwatesawa (2610))-



Nikaido clan:
Hex 1735
(Sukagawa)



Iwaki clan:
Hex 2639
(Odate)



Ishikawa
clan: Hex
1837
(Miashi)



Date Side

Date clan: Freely deployed in Date clan castles



Kasai clan: Hex 3210 (Teraike)



Hex 2806
(Iwasaki)



Hex 3504 (Ohara)



Hex 3705
(Akaiwa)



Hex 3904
(Yonegasaki)



Hirotsuna
Hamada

Honjō: hex 0217 (Murakami)



Honjō
Shigenaga



Onodera: Hex 2101 (Inaniwa)



Onodera
Yoshimichi



Nagae clan:
Hex 3115
(Ono)



Nagae
Katsukage

Nagumo
clan: Hex
0737
(Naruyama)



Naganuma
Morihide

Ushio clan:
Hex 2610
(Iwatesawa)



Place a Rebellion marker on Osaki Yoshitsugu.

Neutral

Tamura: None (place a neutral marker on hex 2032 (Miharu Castle))

Unit Deployment List: Mini-Scenario 1

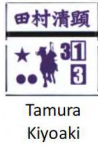
Date side deploys first.

Date Side

Date clan: Hex 1930 (Obama)



Tamura clan:
Hex 2032
(Miharu)



Anti-Date Side

Satake clan: hex 2149 (Ota)



Ashina clan: hex 1031 (Kurokawa)



Shirakawa clan: hex 1538 (Shirakawa)



Shirakawa
Yoshichika



Hatayama
clan: hex
1829
(Nihonmatsu)



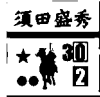
Hatakeyama
Yoshitsuna

Iwaki clan:
hex 2639
(Odate)



Iwaki
Tsunetaka

Nikaido
clan: hex
1735
(Sukagawa)



Suda
Morihide

Ishikawa
clan: hex
1837
(Miashi)



Ishikawa
Akimitsu

Unit Deployment List: Mini-Scenario 2

Anti-Date side deploys first.

Anti-Date Side

Satake clan: hex 2149 (Ota)



Ashina clan: hex 1031 (Kurokawa)



Soma clan: hex 2830 (Odaka)



Nikaido
clan: hex
1735
(Sukagawa)



Iwaki clan:
hex 2639
(Odate)



Date Side

Date clan: Freely deployed in Date clan castles





Tamura clan: none

Masamune the One-Eyed Dragon: Quick Reference

Combat Results Table

Modifiers: 1. Terrain 2. Field battle modifier difference 3. Morale difference 4. Attack by garrison units: -1 5. Counterattack against garrison units: +1

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

Assault Results Table

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

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

Call for Surrender Table

Result \ Durability	Refuses	Opens Castle	Surrenders
10~8	8 or lower	9 or higher	-
7 • 6	7 or lower	8 • 9	10 or higher
5	6 or lower	7~9	10 or higher
4	5 or lower	6~8	9 or higher
3	4 or lower	5~8	9 or higher
2	4 or lower	5~7	8 or higher
1	3 or lower	4~7	8 or higher
0 (Fall of the Castle)	-	3 or lower	4 or higher

Modifiers: 1. Sōdaiishō (**) in garrison: -2
2. Taishō (*) in garrison: -1
3. Morale difference

Siege Results Table

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

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
Castle	Enemy castle: +1	You cannot enter an enemy castle or an adjacent hex	—	—	-(number of levels)	Cannot pass through an enemy castle or adjacent hex
Marsh	4	no entry or crossing	-1	-1	—	not allowed

Weather Table

Month Die Roll	1st Month	2nd Month	3rd Month	4th Month	5th Month	6th Month	7th Month	8th Month	9th Month	10th Month	11th Month	12th Month
1	Snow	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good
2	Snow	Snow	Good	Good	Good	Good	Good	Good	Good	Good	Good	Snow
3	Heavy Snow	Snow	Good	Good	Good	Good	Good	Good	Good	Good	Snow	Snow
4	Heavy Snow	Heavy Snow	Snow	Melting Snow	Good	Good	Good	Good	Good	Good	Snow	Snow
5	Heavy Snow	Heavy Snow	Snow	Melting Snow	Rain	Rain	Good	Good	Rain	Rain	Snow	Heavy Snow
6	Heavy Snow	Heavy Snow	Heavy Snow	Rain	Rain	Rain	Rain	Rain	Rain	Rain	Heavy Snow	Heavy Snow

EFFECTS

Good weather: No impact

Rain: Movement cost on flat land adjacent to rivers is doubled

Heavy Snow: In addition to the effects of snow, the activation points of all units are halved (round up)

Snow: Double movement on all terrain (except rivers), lines of communication cannot be traced through foothills

Melting Snow: Cost to cross rivers doubled, combat strength modifier across river -4, counterattack modifier -2, battles across rivers not possible

Date Replenishment Table

Die Roll	Date - Honjo		Kasai - Onodera	
	Friendly Castle	Other	Friendly Castle	Other
-1	-1	-1	-1	-1
0	0	-1	0	-1
1	0	0	0	0
2	1	0	0	0
3	1	0	1	0
4	1	0	1	0
5	2	1	1	0
6	3	1	1	1

Anti-Date Replenishment Table

Die Roll	Satake - Ashina - Mogami		Osaki - Shirakawa - Soma	
	Friendly Castle	Other	Friendly Castle	Other
-1	-1	-1	-1	-1
0	0	-1	0	-1
1	0	0	0	0
2	1	0	0	0
3	1	0	1	0
4	1	0	1	0
5	2	1	1	0
6	3	1	1	1

Shonai Rebellion Table

Die Roll	Shonai Plain	Other
1	0	-2
2	0	-1
3	0	-1
4	1	-1
5	1	0
6	2	0

Modifiers: 1. Morale 2. Weather: Snow -1 Heavy Snow: -2 3. During 4th Month: -1

■ Random Events Table (campaign scenario only)

Date Side

Month Die Roll	1st Month	2nd Month	3rd Month	4th Month	5th Month	6th Month	7th Month	8th Month
1	—	—	—	—	—	—	A	A
2	—	—	—	—	—	A	B	B
3	—	—	—	—	A	B	B	C
4	—	—	—	A	B	B	C	C
5	A	A	A	B	C	C	C	D
6	A	B	B	C	C	D	D	D

Die Roll	Result A
1	Mogami Yoshiaki's scheme
2	Nagae Katsukage on the anti-Date side
3	Kasai takes action
4	Ouchi Sadanami rebels
5	Trouble at Yonezawa
6	Rebellion in Kasai territory -> Kasai Rebellion Table

Die Roll	Result B
1	Honjo takes action
2	Yoshihime's scheme
3	Tamura joins the Date side
4	Rebellion in Kasai territory -> Kasai Rebellion Table
5	Ouchi Sadatsuna, treason
6	Rebellion in Kasai territory -> Kasai Rebellion Table

Die Roll	Result C
1	Kasai takes action
2	Honjo takes action
3	Rebellion in Kasai territory -> Kasai Rebellion Table
4	Date Masamune and Mogami-Osaki ceasefire
5	Honjo takes action
6	Conflict in northern Kasai territory

Die Roll	Kasai Rebellion Table
1	Small-scale: 1 unit eliminated
2	Small-scale: 1 unit eliminated
3	Small-scale: 2 units eliminated
4	Tomizawa Sadatane rebellion
5	Hamada Hirotsuna rebellion
6	Hamada Hirotsuna rebellion

Anti-Date Side

Month Die Roll	1st Month	2nd Month	3rd Month	4th Month	5th Month	6th Month	7th Month	8th Month
1	—	—	—	—	E	E	E	E
2	—	—	—	—	F	F	F	F
3	—	—	—	E	G	G	G	G
4	—	—	—	F	G	G	G	H
5	E	E	E	G	G	H	H	H
6	E	F	F	H	H	H	H	H

Die Roll	Result E
1	Mogami takes action
2	Soma takes action
3	Dispute within the Osaki clan
4	Dispute within the Ashina clan
5	Toyotomi Hideyoshi, rumors of an attack on Odawara
6	Ashina takes action

Die Roll	Result F
1	Yoshina takes action
2	Soma takes action
3	Tamura joins the anti-Date side
4	Dispute within the Ashina clan
5	Civil war in southern Satake territory
6	Mogami takes action

Die Roll	Result G
1	Satake, Ashina, Shirakawa, Nikaido, Ishikawa, and Iwaki take action.
2	Soma takes action
3	Satake, Ashina, Shirakawa, Nikaido, Ishikawa, and Iwaki take action.
4	Ashina, Shirakawa, and Nikaido take action
5	Satake and Shirakawa take action
6	Dispute within the Osaki clan

Die Roll	Result H
1	An uprising occurs in the Shonai Plain.
2	Unrest in the Ashina territory
3	Satake, Ashina, Shirakawa, Nikaido, Ishikawa, and Iwaki take action.
4	Rebellions break out in Shonai and Hirano
5	Hojo invades the southern part of the Satake territory
6	An uprising occurs in the Shonai Plain.

Result D:

Date Masamune makes a peace agreement with the Satake and Ashina clans. The game ends.

However, if both the Satake and Ashina clans are inactive, the Satake-Ashina-Shirakawa-Nikaido-Iwaki-Ishikawa clans will activate.

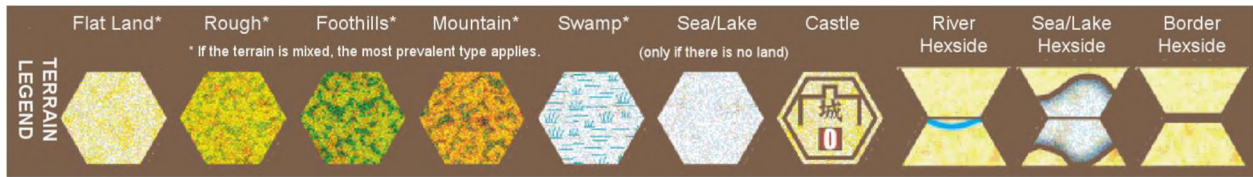
Designed by Makoto Fukuda

List of Owned Castles

Signify owner with a castle marker

Not used in this scenario

Province	Castle Name	Level	Hex	Masamune's Greatest Crisis (Campaign)	Battle of Hitotori Tachibana (Mini Scenario 1)	Decisive Battle at Suriagehara (Mini Scenario 2)	
陸中 Rikuchu	一関	1	3005	Kasai			
	大原	0	3504	Kasai			
羽後 Ugo	稲庭	1	2101	Onodera (Main Castle)			
	東禪寺	1	0905	Mogami			
羽前 Uzen	山形	2	1718	Mogami (Main Castle)			
	月岡	1	1619	Mogami			
	寒河江	1	1615	Mogami			
	東根	1	1814	Mogami			
	清水	1	1609	Mogami			
	小国	0	2008	Mogami			
	鮭延	1	1505	Mogami			
	尾浦	1	0708	Mogami			
	米沢	1	1324	Date (Main Castle)		Date (Main Castle)	
	鮎貝	0	1218	Date			
	小桜	0	1220	Date			
	高島	0	1421	Date			
	陸前 Rikuzen	柴田	1	2421	Date		
松森		0	2616	Date			
利府		0	2816	Date			
寺池		1	3210	Kasai (Main Castle)			
佐沼		1	3110	Kasai			
岩崎		0	2806	Kasai			
赤岩		0	3705	Kasai			
米ヶ崎		0	3904	Kasai			
名生		1	2611	Osaki (Main Castle)			
宮崎		1	2410	Osaki			
鶴楯		1	2714	Osaki			
浦谷		0	3113	Osaki			
岩手沢		1	2610	Ujile (Main Castle) Rebellion			
小野		0	3115	Chōkō (Main Castle)			
岩代 Iwashiro	二本松	1	1829	Date	Hatakeyama (Main Castle)	Date	
	小浜	0	1930	Date	Date (Main Castle)	Date	
	大森	1	1927	Date	Date	Date	
	梁川	0	2125	Date	Date	Date	
	黒川	1	1031	Ashina (Main Castle)	Ashina (Main Castle)	Ashina (Main Castle)	
	猪苗代	0	1330	Ashina	Ashina	Ashina	
	長沼	0	1535	Ashina	Ashina	Ashina	
	戸山	0	1226	Ashina		Ashina	
	阿子島	0	1732	Ashina	Ashina	Ashina	
	須賀川	0	1735	Nikaido (Main Castle)	Nikaido (Main Castle)	Nikaido (Main Castle)	
	鳴山	0	0737	Naganuma (Main Castle)			
	磐城 Iwaki	金山	1	2524	Date		Date
		小高	1	2830	Soma (Main Castle)		Soma (Main Castle)
中村		1	2726	Soma		Soma	
白河		1	1538	Shirakawa (Main Castle)	Shirakawa (Main Castle)		
棚倉		1	1840	Shirakawa	Shirakawa		
三春		1	2032	Tamura (Main Castle) Neutral	Tamura (Main Castle)	Tamura (Main Castle)	
三芦		0	1837	Ishikawa (Main Castle)	Ishikawa (Main Castle)		
大館		1	2639	Iwaki (Main Castle)	Iwaki (Main Castle)	Iwaki (Main Castle)	
村上		1	0217	Honjo (Main Castle)			
越後 Echigo	鳥坂	0	0121	Honjo			
常陸 Hitachi	太田	2	2149	Satake (Main Castle)	Satake (Main Castle)	Satake (Main Castle)	
	笠間	0	1650				



Note that the charts on the map are duplicated on the Quick Reference.

Notes on This English Translation

This translation of the exclusive rules for *Game Journal 76* 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.