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知られざる名將たち 知られざる海軍大将
ウオーゲーム再生プロジェクト「ヒッコロ」のたぐ
データでみる日米海戦・中国ゲーム・日本戦中雑誌
過激にレポートするぜ！ASLの戦場
帝國陸海軍の虚像と深層



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豪華 決戦！幕末維新

2in1 鳥羽・伏見の戦い&田原坂の戦い

Decisive Battles!

Bakumatsu and Meiji Restoration

The Battles of Toba-Fushimi & Tabarazaka

Game Journal #96

Designed by GJG Design Team

1 Introduction

This is a simulation game that recreates the decisive battles of the Bakumatsu and Meiji Restoration -- namely the Battle of Toba-Fushimi and the Battle of Tabarazaka -- using the same system.

Players take on the role of commanders of either the Shogunate army and the Satsuma-Choshu army (Toba-Fushimi) or the new government army and the Saigo army (Tabarazaka) and proceed through the game.

2 Game Components

This game includes the following components. In addition to the items listed below, please have ready a suitable number of six-sided dice and an opaque cup.

- ① Rulebook: 1 copy (this book)
- ② Game maps: 2 sheets
- ③ Counter sheet: 1 sheet (198 counters)

2-1 Map

This game includes one map each for the battlefields of Toba-Fushimi and Tabarazaka.

2-1-1 Hexes

The hexagonal grid covering the map divides it into areas called hexes. Units are placed within the hexes on the map.

Each hex represents the type of terrain printed in it. There are two categories of terrain: terrain within a hex and terrain along a hex side. Please refer to the rules for details.

2-1-2 Charts and Tables

The following charts and tables are printed in the portions of the maps that do not contain hexes:

- ① Fire Results Table (See Section 9-2)
- ② Melee Combat Results Table (See Section 10-2)
- ③ Terrain Effects Chart: The Terrain Effects Chart displays the legend for the types of terrain in each hex, the movement points expended during

movement, and the modifiers applicable to fire and melee combat die rolls. (See Sections 8-1, 8-2, 9-2(d), and 10-2(e))

The notation "--" indicates that you should follow the effects of other terrain features in the same hex.

④ Unit Color Key: Displays the affiliation of the units appearing in each scenario based on their colors.

2-1-3 Record Tracks

Place these markers to show the current progress of the game.

- ① Turn Record Track (See Section 5)
- ② Phase Record Track (See Section 5)

2-2 Counters (Pieces)

The pieces should be detached from the included counter sheet before use.

The game uses three types of pieces: combat units representing fighting forces, commander units (used only in the "Battle of Tabarazaka" scenario), and markers indicating game situations.

2-2-1 Combat Units

Unless otherwise specified in the rules, the word "unit" refers to a combat unit.

(1) The front and back of a unit

① Front (Normal) Side: All units are placed on the map with their front (normal) side facing up, but they may be flipped over due to fire, melee combat, movement (artillery only), etc. (See Sections 9-2, 10-2, and 12(1))

② Back (Disordered) Side: Units with their back sides facing up indicate that they are in a disordered state.

Units in a disordered state cannot perform fire or melee combat, and the results of fire or melee combat against them are different. (See Sections 9-2 and 10-2)

Units in a disordered state can return to a normal state by successfully recovering. (See Section 7)



(2) Unit Information

Each unit is color-coded according to the formation it belongs to (see the Unit Color Key). In addition, different illustrations are shown depending on the type of the unit.

The meaning of the information printed on each unit is as follows:

- ① Unit Name: This indicates the name of the unit.
- ② Fire Strength: This is the value used when performing ranged attacks. (See Section 9-2)
- ③ Melee Combat Strength: This is the value used when engaging in melee combat. (See Section 10-2)
- ④ Morale Value: This is the value used when performing morale checks. (See Sections 7 and 10-2)
- ⑤ Movement Allowance: This is the value used when moving. (See Section 8)
- ⑥ Range: Units with a range value are artillery. (See Section 12)
- ⑦ Deployment Code: This is used in the initial deployment of the unit. (See Section 15-1-4)

2-2-2 Commander Units

Commander units are used only in the "Battle of Tabarazaka" scenario. (See section 15-2-7-2)

2-2-3 Markers

Markers are used to represent various situations and states during the game. There are four types of markers:

- ① Turn Marker: Placed in the corresponding column of the Turn Record Track to indicate the current turn. (See Section 5)
- ② Phase Marker: Placed in the corresponding column of the Phase Record Track to indicate the current phase. (See Section 5)
- ③ Recover/Move Marker: Placed on top of a unit that has performed a movement or recovery action. (See Sections 6, 7, and 8)

- ④ Fire/Combat Marker: Placed on top of a unit that has performed a fire or melee attack. (See Sections 9 and 10) Note that if the status can be distinguished without using a marker, use of the marker may be omitted.

3 Game Basics

3-1 Stacking (Stacking of Units)

In this game, only one unit can be placed in each hex. This restriction applies during movement, advance after combat, and retreat. (See sections 8(d), 10-2(i), and 11)

3-2 Zones of Control

Each unit is considered to control the hex it occupies and the six adjacent hexes. Hereafter, these hexes will be referred to as the zone of control (ZOC).

- (1) All units possess a ZOC.
- (2) Hexes across a river or pond cannot be part of a ZOC.
- (3) ZOCs have the following effects on enemy units. See the relevant sections for details.

- ① Restrict movement (See sections 8-1 and 8-2)
- ② Block retreat (See section 11)

4 Preparing for Play

Each player prepares for the game according to the rules of the chosen scenario.

- (1) Determine the scenario to be played and the side each player will control.
- (2) Unfold the map used for the chosen scenario and retrieve the units each player will use. (See Section 15)
- (3) Place the units on the map according to the specifications of the scenario. Units that appear as reinforcements will follow the instructions of the scenario. (See Section 15)

(4) Place the Turn marker on the "T1" space of the Turn Record Track, and the Phase marker on the "Start" section of the Phase Record Track.

5 Sequence of Play

This game progresses by repeating a fixed sequence of steps, as described below, during each turn.

Each turn is divided into the following phases, and the current phase is indicated by placing the Phase marker in the corresponding section of the Phase Record Track.

Once a phase has been completed, the Phase marker is moved to the next section.



5-1 First Player's Turn

The first player becomes the active player and plays through each phase in the following order:

- ① First Player's Recovery/Movement Phase: The first player (the active player) can recover or move his units. (See sections 6, 7, and 8)
- ② Second Player's Fire Phase: The second player (the non-active player) can perform fire actions with his units. (See section 9)
- ③ First Player Melee Phase: The first player (the active player) can conduct melee combat with his units. (See Section 10)

5-2 Second Player's Turn

The second player becomes the active player and plays through each phase in the following order:

- ④ Second Player's Recovery/Movement Phase: The second player (the active player) can recover or move his units. (See sections 6, 7, and 8)
- ⑤ First Player's Fire Phase: The first player (the non-active player) can perform fire attacks with his units. (See section 9)
- ⑥ Second Player's Melee Phase: The second player (the active player) can perform melee attacks with his units. (See section 10)

Once all of the above phases have been completed, the turn ends. Move the Turn marker to the next space, return the Phase marker to the first space, and repeat the process from step ① of the sequence of play. The game continues until one player wins or the number of turns specified in the scenario have been completed.

6 The Recovery/Movement Phase

During his turn's Recovery/Movement Phase, the active player can recover or move any of his units.

(1) The player can select his units one by one in any order and have them recover or move. (See sections 7 and 8)

(2) The order in which units are recovered or moved is up to the player. However, the player cannot begin recovering or moving the next unit until the recovery or movement of the current unit is finished.

(3) A Recover/Move marker is placed on each unit that has recovered or moved to indicate that its recovery/movement for this phase is complete.



(4) During the recovery/movement phase, a player can recover and move any number of his units. He can also choose not to recover or move any units.

(5) The Recovery/Movement Phase ends when all of the player's units have a Recover or Move marker placed on them, or when there are no more units that can be recovered or moved.

Once the Recovery/Movement Phase ends, the player removes the Recover/Move markers from all units that were recovered or moved during this phase, and advances the Phase marker one space to the right.

7 Recovery

The active player can attempt to "recover" any of his units on their back (disordered) side according to the following rules:

- (1) Perform a morale check for the unit attempting to recover. Roll one die; if the result is less than or equal to the unit's morale value, the morale check is successful.
- (2) A unit that successfully passes its morale check is returned to its front (normal) side. If the check fails, the unit remains as is.
- (3) Regardless of whether the morale check was successful or not, a Recover/Move marker is placed on the unit that attempted to recover, with the Recover side facing up, to indicate that the unit has completed its recovery/movement for this phase.



8 Movement

The active player can move his units according to the following rules:

- (1) Units are moved through the hex grid. The direction of movement is at the player's discretion.
- (2) Players can move each unit up to the range of its assigned movement allowance.

If there are any remaining movement points after a unit has finished moving, those remaining points are lost.

(3) Each unit can move either by normal movement or by road movement. (See Sections 8-1 and 8-2)

(4) A unit being moved cannot enter a hex occupied by any other unit (including a friendly unit).

(5) Place a Recover/Move marker on the moved unit, with the "Move" side facing up, to indicate that its recovery/movement for this phase is finished.



8-1 Normal Movement

(1) When performing normal movement, the movement points expended to enter a hex vary depending on the terrain (see Terrain Effects Chart).

① When entering flat land, hills, mountain, or wetland, the corresponding movement points are expended as indicated in the Terrain Effects Chart.

② When entering city, mountain top, or victory hexes, the required movement points depend on the other terrain features of that hex.

③ When entering a hex with a road, the required movement points depend on the other terrain features of that hex except when moving via a road hex side.

(2) When a unit moves across these types of hex sides, the following rules apply:

① When a unit moves across a stream hex side, it expends +1 movement point in addition to the movement cost due to the hex terrain.

② Movement across a river or pond hex side is not possible except when the hex on the opposite bank is connected by a road.

③ When moving a unit along a road, a unit can move at a cost of 1 movement point per hex, regardless of other terrain in that hex (including stream and river hex sides).

(3) When performing normal movement, an enemy zone of control affects unit movement in the following ways:

① Units that enter an enemy ZOC hex during movement must end their movement in that hex.

② Units that are in an enemy ZOC at the beginning of their movement phase must expend an additional +1 movement point to leave that hex.

③ Units cannot move directly from one enemy ZOC to another.

(4) Even if you don't have enough movement points to pay the costs described above, you can still move one hex by expending all your movement points.

(However, it is still not possible to move from one enemy ZOC to another.)

8-2 Road Movement

(1) When performing road movement, a unit can move 2 hexes at a cost of 1 movement point.

(2) Units not on a road hex and units in enemy ZOCs cannot perform road movement.

(3) When performing road movement, a unit can move only on roads during this Recovery/Movement Phase.

(5) Units performing road movement cannot enter enemy ZOCs.

9 Fire Combat

9-1 General Rules

The non-active player can perform a fire action with any of his units during the Fire Phase of his opponent's turn as follows.

(1) The non-active player can fire only at enemy units located in hexes adjacent to his units. (Exception: Artillery; see Section 12)

The unit performing the fire is called the firing unit, and the unit receiving the fire is called the target unit. Units on their back (disordered) side cannot perform fire actions.

(2) The non-active player designates his firing units one by one and resolves the fire. (See Section 9-2.) A "Fire/Combat" marker is placed on each unit that participated in fire with the "Fire" side facing up to indicate that fire for that unit during the current phase is finished.

(3) The order of fire is at the player's discretion. However, the next unit cannot fire until the fire of the previous unit has been resolved.

(4) Each unit can fire only once during each Fire Phase. However, if other conditions are met, multiple units can fire at the same target unit during the same phase.

(5) The non-active player can have any number of his units fire during the Fire Phase. Fire is not mandatory; the player freely decides which units will fire and which will not.

(6) The Fire Phase ends when all of a player's units have a "Fire" marker placed on them or when there are no more units that are able to fire.

Once the Fire Phase has been completed, the player removes the "Fire" markers from all units that participated in fire during this phase and then moves the Phase marker one space to the right.

9-2 Fire Resolution

Fire is resolved one hex at a time, following these steps:

(1) The player performing the fire declares which unit will fire at which enemy target unit before resolving the fire.

(2) The player performing the fire can have other friendly units adjacent to the target hex provide "supporting fire." Units on their back (disordered) side and units without fire capability cannot provide "supporting fire."



(3) The total fire strength against a target unit is calculated by adding +1 to the fire strength of the main firing unit for each unit providing "supporting fire."

Example: A unit with a fire strength of 6 is the main firing unit with supporting fire is being provided by one unit with a fire strength of 3 and one unit with a fire strength of 2. The total fire strength is $6 + 2 = 8$.

(4) The firing player refers to the Fire Results Table and rolls two dice.

① The total value may be negatively affected by the terrain of the hex where the target unit is located or terrain on the intervening hex side. (See Terrain Effects Chart). Negative modifications due to terrain are cumulative.

② If the firing unit is on a mountain top hex (only), the total fire strength is modified by +2.

(5) The fire result is found at the intersection of the modified dice roll and the corresponding "Total Fire Strength" on the Fire Results Table. The results are interpreted as follows. The result is applied to the target unit immediately.

① -: No effect

② D: Units on their front (normal) side are flipped to their back (disordered) side. Units on their back (disordered) side retreat one hex. (See section 11)

③ DD: Units on their front (normal) side are flipped to their back (disordered) side and retreated one hex. (See item 11). Units on their back (disordered) side are removed from the map.

Example: A unit with a fire strength of 3 located in a mountain top hex fires at target in a mountain hex. The player rolls two dice, and the sum of the rolls is 7.

The combat modifier for firing at a target in a mountain hex is -2, and the combat modifier for firing from a mountain top hex is +2, so the modified sum of the dice is 7, and the result is D.

(6) No advance after combat is possible after fire.

(7) Place a "Fire" marker on the unit that fired and any units that provided supporting fire.

10 Melee Combat

10-1 General Rules

The active player can perform a melee attack with any of his units during the Melee Phase of his own player turn as follows.

(1) The attacking unit that performs the melee attack is flipped to its back (disordered)



side [at the end of the melee]. Units already on their back (disordered) side cannot perform melee attacks.

(2) The active player can perform melee attacks against enemy units located in hexes adjacent to his own units. The units performing the melee attack are called the attacking units, and the units being attacked are called the defending units.

(3) The active player designates his units one by one in turn and resolves each melee combat. (See Section 10-2). Place a Fire/Combat marker on each unit that participated in the melee combat, with the "Combat" side facing up, to indicate that its melee combat for this phase has been finished. (See Section 9-2)



(4) The order in which melee combats are conducted is at the player's discretion. However, until the melee combat of one attacking unit has been resolved, the melee combat of the next attacking unit cannot be conducted.

(5) Each unit can engage in melee combat only once during the Melee Phase. However, if other conditions are met, multiple units can engage in melee combat against the same defending unit during the same phase.

(6) The active player can have any number of his units engage in melee combat during the Melee Phase. Melee is not mandatory. The player can freely decide whether or not each unit will engage in melee combat.

(7) The Melee Phase ends when all of the player's units have a "Combat" marker placed on them, or when there are no more units that are able to engage in melee.

Once the Melee Phase ends, the player removes the "Combat" markers from all units that participated in melee combat during this phase and advances the Phase marker to the next space.

10-2 Melee Resolution

Melee combat is resolved one defending hex at a time as follows.

(1) Before resolving the melee combat, the player conducting the melee combat declares which attacking unit will target which enemy defending unit. However, an enemy unit on the other side of a river or pond hex side cannot be targeted.

(2) The player conducting the melee combat can provide "melee support" with other friendly units adjacent to the defending unit. Units on their back (disordered) side and units without melee combat strength values cannot provide "melee support".

(3) The attacking side's "total melee strength" is the attacking unit's melee strength plus 1 for each unit providing "melee support".

(4) The defending unit's melee strength is subtracted from the attacking side's "total melee strength" to determine the "melee strength difference" in this combat.

Example: A unit with a melee strength of 5 is attacking a defending unit with a melee strength of 6. Two units with a melee strength of 5 provide melee support. The total melee strength is $5 + 2 = 7$, and the melee strength difference is $7 - 6 = +1$.

(5) The active player refers to the Melee Combat Results Table and rolls two dice. The dice roll may be modified negatively depending on the terrain of the defending unit's hex and the terrain of the intervening hex side. (See Terrain Effects Chart). Negative modifiers due to terrain are cumulative.

(6) The result of the melee combat is found at the intersection of the modified dice roll and the corresponding "Melee Combat Strength Difference" on the "Melee Combat Results Table". The interpretation of the melee combat results is as follows:

① —: No effect

② Mx: Morale Check

(7) If a morale check is required as a result of melee combat, roll one die. If the die roll plus the value of "x" in "Mx" is less than or equal to the target unit's morale value, it passes the morale check.

Example: The result of close combat is "M2," requiring a unit with a morale value of 5 to perform a

morale check. One die is rolled, yielding a 4. Adding +2 results in a modified die roll of 6, so the unit fails the morale check.

(8) If the unit passes the morale check, nothing further happens. If it fails, the following results are immediately applied to the defending unit:

① Units on their front (normal) side are flip to their back (disordered) side and retreated one hex. (See item 11)

② Units on their back (disordered) side are removed from the map.

(9) If, as a result of melee combat, the hex where the defending unit was located becomes empty, the attacking unit can advance after combat into the empty hex. This advance after combat can be performed without regard to the terrain of the hex being advanced into or the presence of enemy zones of control.

(10) After resolving the melee combat, flip the attacking unit to its back (disordered) side.

(11) Finally, place a "Combat" marker on the attacking unit and any units that supported it in the melee combat.

11 Retreat

When a player must retreat a unit as a result of fire or melee combat, he does so as follows.

(1) The player may retreat a unit to any hex except for the following:

① A hex occupied by enemy units

② A hex in an enemy zone of control

③ A hex that requires crossing a river or pond hex side

④ Off the map

(2) If a unit cannot retreat to any hex other than those listed above, that unit is removed from the map.

(3) If there are multiple hexes to which a unit can retreat, the owning player can choose any hex.

(4) If a retreating unit moves into a hex occupied by a friendly unit, it must continue retreating until it reaches a hex that is not occupied by a friendly unit. In this case, any units in hexes that the retreating unit passes through are flipped to their back (disordered) side. Units that are already on their back (disordered) side are removed from the map.

12 Artillery

Units with a printed range value are artillery units. The following special rules apply to such units:

(1) Whenever an artillery unit moves, it is flipped over to its back (disordered) side at the end of movement.



(2) When an artillery unit fires, it can target any enemy unit within its range that is adjacent to a friendly unit. Other units may be between the artillery unit and the target.

(3) If an artillery unit suffers a D or DD result from fire, it is removed from the map.

(4) If an artillery unit suffers an Mx result in melee combat, a morale check is not performed, and the unit is immediately removed from the map.

13 Reinforcements

Reinforcements are units that arrive on the map after the game begins. Reinforcement units are placed on the map according to the following rules.

13-1 Reinforcement Appearance Checks

(1) If an "R" symbol is present in the side's reinforcement section of the Turn Record Track, a Reinforcement Appearance Check can be performed during that turn.

(2) The player receiving reinforcements rolls one die at the beginning of his Recovery/Movement Phase and receives the number of reinforcement units indicated by the die roll, in accordance with the scenario specifications.

(3) If all the reinforcement units available in the scenario have already arrived, a side cannot receive any further reinforcements.

(4) If the designated entry hex is blocked and the reinforcement unit cannot appear, its arrival is delayed until the next turn.

13-2 Movement of Reinforcements

(1) During his Recovery/Movement Phase, the active player may place units received as reinforcements onto the map one at a time, following the standard movement rules. (See Rule 6)

(2) Units deployed as reinforcements are placed on the designated arrival hex and may move from there according to the standard movement rules. (See Rule 8)

(3) Thereafter, units deployed as reinforcements are treated the same as units already on the map.

14 Victory Conditions

There are 13 victory hexes on each map.

(1) At the start of the game, each victory hex is under the control of the player specified in the scenario rules.

(2) If a unit enters an enemy-controlled victory hex, it seizes control of that victory hex for its side.

(3) Control of a victory hex, once captured, remains with a side unless that hex is re-entered by a unit of the opposing player.

(4) The game may end with victory for one of the players under the following circumstances:

① If an enemy unit enters a player's entry hex, the game immediately ends with the opposing player's victory.

② At the end of the turn specified in the scenario instructions, the player controlling 7 or more victory hexes wins.

15 Scenarios

In this game, you can play either of the following scenarios.

15-1 Battle of Toba-Fushimi

In this scenario, each player takes on the role of either the former Shogunate side (first player) or the Satsuma-Choshu ("Satcho") coalition side (second player).

15-1-1 Number of turns: 8

15-1-2 Map: The "Battle of Toba-Fushimi" map is used.

15-1-3 Units

The players control the following units:

① Former Shogunate side (first to move): Shogunate Army (17 units), Shinsengumi (1 unit), various units (3 units), Aizu Domain (2 units), various other domains (10 units)

② Satsuma-Choshu side (second to move): Satsuma Domain (12 units), Choshu Domain (3 units), Tosa Domain (2 units)

15-1-4 Initial Deployment

Each player places one unit in each hex in the setup areas specified below.

(1) The Former Shogunate player places the following units first:

① Placement Code "西" (west) (7 units): Place these units in any hex within the setup area labeled "旧幕府 (西)" (Former Shogunate (West)) on the map.

② Placement Code "東" (east) (10 units): Place these units in any hex within the setup area labeled "旧幕府 (東)" (Former Shogunate (East)) on the map.

Note that the "旧幕府 (東)" (Former Shogunate (East)) setup area is divided into two locations, but you can place units in either location.

③ Deployment Code "R" (16 units): These are reinforcement units. The reinforcement units should be placed together in a single opaque cup.

(2) The Satsuma-Choshu side then deploys the following units:

① Deployment Code "西" (west) (6 units): Deploy these units to any hex within the setup area labeled "薩摩 (西)" (Satsuma (West)) on the map.

② Deployment Code "東" (east) (6 units): Deploy these units to any hex within the setup area labeled "薩摩 (東)" (Satsuma (East)) on the map.

③ "長州藩" (Choshu Domain) (3 units): Deploy these units to any hex within the setup area labeled "長州" (Choshu) on the map.

④ "土佐藩" (Tosa Domain) (2 units): Deploy these units to any hex within the setup area labeled "土佐" (Tosa) on the map.

15-1-5 Reinforcements

(1) The Former Shogunate side receives reinforcement units according to the reinforcement rules beginning with Turn 2. (See Rule 13)

① Reinforcement units are placed together in a cup. The Former Shogunate player randomly draws from the cup the number of units indicated by a Reinforcement Appearance Check.

② Reinforcement units enter the map from the Former Shogunate side's entry hex.

(2) The Satsuma-Choshu side receives no reinforcements.

15-1-6 Victory Hexes

At the start of the game, four of the victory hexes — the three hexes at the northern edge of the map (leading to Kyoto) [hexes 2411, 2419, and 2424] and Gokokuji Temple [hex 1122] — are under the control of the Satsuma-Choshu forces, while the remaining nine hexes are under the control of the Former Shogunate forces. (See Section 14)

15-1-7 Special Rules

(1) The Former Shogunate side receives reinforcement units according to the reinforcement rules beginning with Turn 2. (See Section 13)

① Reinforcement units are placed together in a single cup. The Former Shogunate side receives the specified number of units by randomly drawing them from the cup.

② Reinforcement units enter the map via the Former Shogunate side's entry hex.

(2) The Satsuma-Choshu side receives no reinforcements.

15-2 Battle of Tabahazaka

In this scenario, each player controls either the Government Forces (first player) or Saigo's Forces (second player).

15-2-1 Number of turns: 14

15-2-2 Map: The "Battle of Tabarazaka" map is used.

15-2-3 Units

The players control the following units:

① Government Forces (first player): 22 combat units + 6 commander units

② Saigo's Forces (second player): 20 combat units + 6 commander units

15-2-4 Initial Placement

In this scenario, neither side places any units on the map at the start of the game. Each player keeps all of his units in his possession.

15-2-5 Reinforcements

All units appear as reinforcements.

(1) At the beginning of each turn, select from your hand the number of reinforcement units indicated by a Reinforcement Appearance Check and place them on the map. (See Section 13) **[It appears that this does not require random selection from a cup.]**

① On Turn 1 only, both sides receive a minimum of 3 units each even if a 1 or 2 is rolled on the dice.

② Artillery units cannot be brought on until all non-artillery units have been deployed.

③ Reinforcement units appear on the map from your side's entry hex.

15-2-6 Victory Hexes

At the start of the game, both sides control only their one entry hex. Control of all other victory hexes is gained by the player whose units enter them. (See Section 14)

15-2-7 Special Rules

15-2-7-1 Reorganization

(1) The Government Forces player (only) can return units removed from the map through "Reorganization" using the following procedure.



① Government Forces units removed from the map can reappear on the map during their Recovery/Movement Phase of the next turn in the same way as reinforcement units.

② Units appearing through "Reorganization" are received in addition to regular reinforcement units.

(2) The Saigo Forces player is not allowed to "Reorganize" any units.

15-2-7-2 Commander Units

In this scenario, each player can use his commander units according to the following rules.



(1) Preparation of Commander Units

① The Government Forces player places all six of his commander units together in one cup (the Government Forces Commanders Cup).

② The Saigo Forces player places five commander units (excluding "西郷隆盛" (Saigo Takamori)) together in one cup (the Saigo Army Commander Cup).



(2) Appearance of Commander Units

Each player receives commander units during his side's Recovery/Movement Phase each turn and deploys them on the map just like regular reinforcement units, as follows.

① If the notation "Lx1" is present in the Commander section of the Turn Record Track for his side, a player receives one commander unit drawn at random from his Commanders Cup.

② If the Government Forces controls 7 or more victory point hexes, the Saigo Forces player rolls one die. If the result is 4 or higher, he receives the "西郷隆盛" (Saigo Takamori) unit.

(3) Commander Unit Information



The information printed on the commander unit has the following meanings:

① Commander Name: This indicates the name of the commander.

② Command Range: A commander unit can use its values to support friendly combat units within its Command Range in performing recovery, fire, or melee combat.

The same commander unit can use its abilities on any number of friendly units within its Command Range.

Combat units within the Command Range of multiple friendly commanders can only use the values of a single commander of the player's choice.

③ Fire Modifier: When friendly combat units within this commander unit's Command Range perform a fire attack, the commander's Fire Modifier can be added to the dice roll used to resolve the attack.

④ Melee Combat Modifier: When friendly combat units within this commander unit's Command Range participate in melee combat, the commander's Melee Combat Modifier can be added to or subtracted from the dice roll used to resolve the melee combat.

If there are friendly attacking units within the Command Range, the Melee Combat Modifier is added to the dice roll; if there are friendly defending units within the Command Range, the Melee Combat Modifier is subtracted from the dice roll.

Therefore, if both the attacking and the defending units are within their respective commanders' Command Ranges, the difference between the Melee Combat Modifiers of the two commanders is added or subtracted.

⑤ Morale Value: When a friendly combat unit within a commander unit's Command Range performs a morale check, it can use the commander unit's morale value instead of its own inherent morale value.

⑥ Movement Allowance: Used when the commander unit itself moves.

(4) How to Use Commander Units

Commander units can be moved on the map just like regular combat units. However, they differ from regular combat units in the following ways:

① A commander unit can be stacked on top of one regular combat unit. It can also move through regular combat units.

② Commander units cannot be stacked on top of each other. However, they can move through other commander units.

③ Commander units do not have zones of control.

④ Commander units do not obstruct the movement of enemy units. However, a commander unit cannot end its movement in a hex occupied by an enemy commander unit.

⑤ Commander units are not affected by normal fire or melee combat.

Example: If a commander unit is stacked with a friendly combat unit that is forced to retreat or is eliminated through fire or melee combat, the commander unit remains in that hex.

⑥ If an enemy combat unit enters the hex where a commander unit is located, the commander unit is removed from the map.

Example: If a commander unit is stacked with a friendly combat unit that is forced to retreat or is eliminated through fire or melee combat, the commander unit is removed if an enemy combat unit moves into that hex or advances after combat into it.

⑦ A removed commander unit cannot be "Reorganized".

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Notes on This English Translation

This translation of the exclusive rules for *Game Journal* 96 was created in December 2025 by Terry Gordon. It is based on ABBYY FineReader OCR, machine translation by Google Translate (with second opinions where needed from DeepL Pro), 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.