



SENGOKU

The Megagame of Power Politics in Old Japan



GAME HANDBOOK

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Nengo Tembun Ka-no-e Inu Version

CONTENTS

1. Introduction	
Designer's Notes	3
Briefings & Handbooks	4
2. Game Organisation	
General Layout	5
Turn Sequence	6
The Winter Turn	6
3. Game Roles	
Teams	7
Clan Player Roles	8
Control	8
4. Correct Behaviour	
Culture	10
Politeness	10
Bowing	10
Precedence	11
Ranks and Awards	11
Alliances & Hostages	13
5. Economics	
Income	14
Expenditure	15
Savings	16
6. Warfare	
Armies	17
Combat	17
Losses	19
Example	20
Generals	20
Movement	21
Risk to Players	21
Fortifications	22
7. Controlling Provinces	
Conquering Provinces	22
Non-Aligned Provinces	23
8. The Bakufu	
The Shogun's Administration	24
How to Make A Shogun	24
9. Who's Who	25
10. The Provinces of Japan	26
11. Recent Political Events	27
Ready Reckoner	28



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1. INTRODUCTION

*Ukiyo ni wa
kakare tote koso
umaretare
kotowari shiranu
waga kokoro kana*

*Earthborn, I know that
In this fleeting world
All events happen by necessity
Alas, my mind cannot grasp
The Karmic laws that caused them!*

Hojo Shigetoki (1198-1261)

Designer's Notes

The game is about political and military activity during the Sengoku Era of Japanese history (in the case of this game, roughly speaking the second half of the 16th Century). This was an age of land-grabbing lords (*daimyo*) - incessant warfare and power-plays. In short, an ideal setting for a megagame.

This game is intended to reflect on a very different culture and time. As 21st century gamers we often have considerable difficulty in adapting our mental processes to previous ages of our own culture - adopting the culture of 18th or 19th century Europe is hard enough; but not only is this game set in a distant and unfamiliar time but a very different culture, economy and religious background as well.

As a result, I apologise in advance to those taking part who are expert in the period. Much of the economic and clan-substructure detail I would like to have included I have left out in the interests of clarity. Basically, to produce a game containing all the 'bells and whistles' of sixteenth century Japanese society would require a handbook many times the size of this one, and some familiarity with the period on the part of most of the players. Despite the popularity of the colourful samurai warrior in film and among wargamers, culturally it remains an unfamiliar period to many, and so this game will hopefully open up the wider subject of the cultural and socio-economic background to more gamers - and maybe stimulate them to read more on what is a complex and fascinating period. To this end I have included a bibliography for those interested.

Much of the game is about the power politics of the time, and as a result the detail of military operations is necessarily sketchy. By European standards the operational art was not as well developed in the Japan of the *Samurai*. This means that the armies tend to be short-range and temporary formations, led by a culturally separate warrior elite, and subject to certain restrictive social norms. The lack of operational subtlety is made up for by extremes of personal bravery and weapon skill, and the widespread use of subterfuge and deception.

This side of warfare in classical Japan has therefore been reduced to what amounts to a very simple battle resolution system which aims to give a little flavour without taking too long to resolve.

This is the fifth outing of the game – each time we adjust it slightly, so if you've played before you might notice some small tweaks here and there. Also, the background is deliberately very general – this is not a re-enactment of events – it is more of a simulation of conditions typical of the era of warring states. The political situation was always very fluid and so it will be in the game, if past incarnations are anything to go by.

Briefings & Handbooks

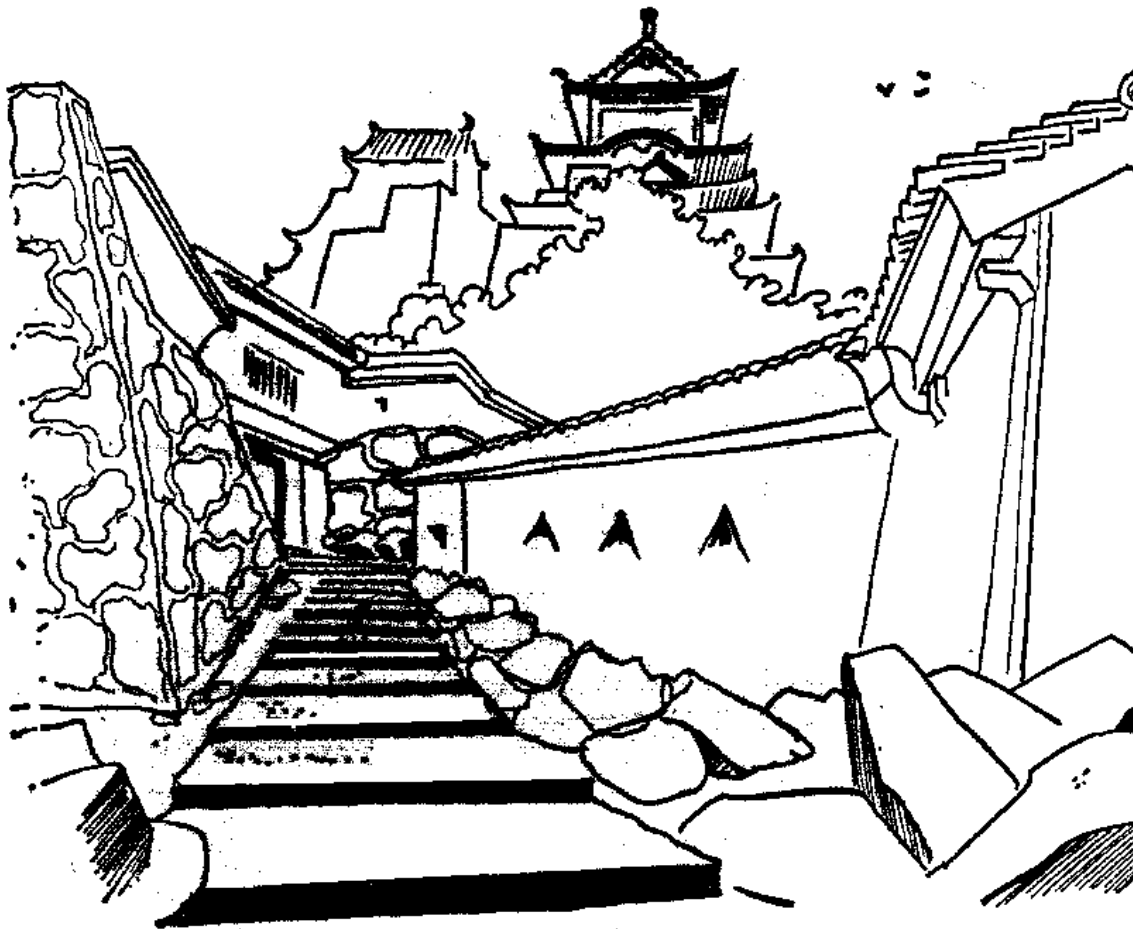
This handbook contains the basic information on how to play the game. It is deliberately not complete. Some aspects of the game mechanism remain known only to the Control team and players will only be informed of additional parts to the game as and when it directly affects them. This is particularly so with regard to honour.

In addition, every team member has their own, team-specific briefing which sets out the political and economic position of the clan and personal briefings for individual members of the team, setting out their own objectives (which may or may not be in the interests of their clan).

These personal briefings will only be handed out on the day of the game so that we can re-arrange player teams at the last moment to cover for unexpected no-shows, and to thereby ensure that the key player-characters are actually played on the day.

That's it. I hope you enjoy playing the game as much as I have writing it.

Jim Wallman
Streatham 2008





2. GAME ORGANISATION

*"Examine your environment."
Miyamoto Musashi 1584-1645*

General Layout

The teams will each have a separate area or table that represents their clan's home castle. Players arriving at or leaving the team area have to observe proper manners (see below).

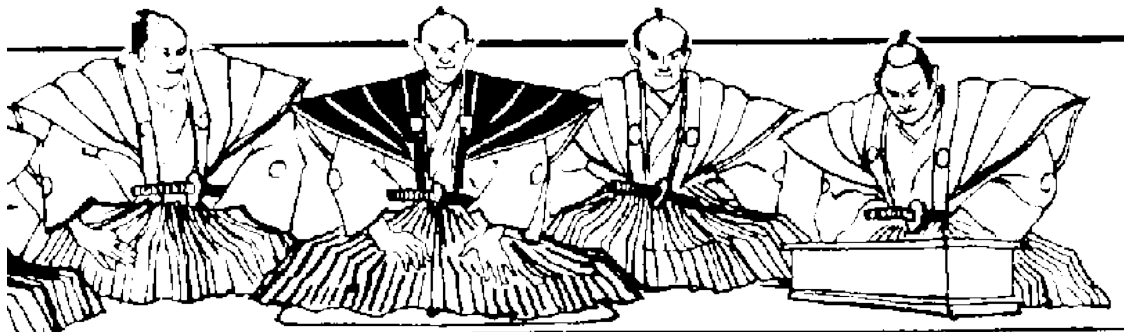
In general players are free to move around as they wish during the appropriate phase of each turn to conduct diplomacy and military operations.

We strongly advise that unless you are commanding Armies or on a specific diplomatic mission, you remain at your home table. This is for two reasons:

- a. There has to be someone to receive visitors and information.
- b. It will keep congestion at key places (such as round the operational maps) to a minimum.

Note that members of the Control Team will arrive at the team table from time to time with information or intelligence.

If there is no-one there they will NOT waste time looking round the hall for you and the information will be lost.



There are two main maps showing the locations of the various armies and other bits of information on the political situation.

The players have access to these maps, in that they can visit them and watch them any time they like.

They MAY NOT touch or move anything on the map, however, since this is the exclusive province of Map Control.

Turn Sequence

Each turn is a season: there are four seasons in a year, broken down (unsurprisingly) as follows:

WINTER : SPRING : SUMMER : AUTUMN

No campaigning is permitted in the winter and all armies disband at that time (*samurai* return to their homes, foot soldiers disperse to rural estates). See below for more explanation of the Winter Turn.

Each turn (season) takes 30 minutes to resolve.

Within each **non-winter** turn, the following approximate sequence applies:

1. ISSUE ORDERS (5 minutes). Players (usually *Taisho*) issue movement orders for armies at the start of the turn. A bell or buzzer will announce the deadline for these orders and to mark the start of the turn. **ONLY PLAYERS COMMANDING ARMIES ARE PERMITTED AT THE MAIN MAP DURING NON-WINTER SEASONS.**
2. MOVEMENT/BATTLE PHASE (10 minutes). Any army movements and combats are resolved by the Map Umpires and the results fed back to players as necessary.
3. PLAYERS DISCUSS NEXT ACTIONS (10 minutes). This is when players work out their strategy and rule their lands. Non-combatant players can view the map at this time.
4. RAISING TROOPS (5 minutes). Players announce how many fresh troops they are raising NEXT SEASON (if any). Usually troops will be raised in the Spring (but this is not compulsory).

The Winter Turn

The winter turn is different from the others in that there is no military campaigning during this time.

Instead, Team Control will work out the current provincial situation and players are notified of their income for the coming year and can plan their force levels at this time.

Also, due to the severity of the Japanese winter, travel is hazardous, so players will not normally leave their Castle during the winter. This is an opportunity for the clan to discuss plans for the coming year.

They may only communicate with other clans via letters, which Control will do their best to deliver (but which they will not guarantee to deliver on time, or at all - winter roads are treacherous).

Instructions for long term projects such as castle building and Ostentatious Public Works **must** be given at this time.



3. GAME ROLES

"Even when you think you know the answer to a problem, ask the advice of experienced men. There is also an old saying to the effect, 'Though you know, it is polite to ask.'"

Hojo Shigetoki (1198-1261)

Teams

Players will represent the great men of their time and form the following types of teams:

SHOGUN & BAKUFU:

The dictator of all Japan is known as the *Shogun*. The *Shogun* and his immediate clan are supported by the 'civil service' of the military government known as the *Bakufu* (who owe allegiance to the *position* of *Shogun* rather than the person).

In theory the power of the hereditary *Shogun* is in the name of the Emperor (who at this time is merely a figurehead) and is absolute so long as no more powerful force can challenge his position or legitimacy.

Unfortunately at the time of our game, there is no effective *Shogun* either - the current one is 16 years old and in exile. Central control of the country is somewhat lacking at present. Those that can influence the *Shogun*, or even legitimately become *Shogun* (not as easy as it sounds) will gain considerable theoretical power - whether they can turn this into real power will be a matter for them to determine.

DAIMYO & CLAN:

The provincial lords, (the *Daimyo*) were, according to some observers, virtually autonomous kings in their own lands. However, they owe technical allegiance to the *Shogun*, and obedience to the Emperor - even if this is at present minimal and rarely enforced. A *Daimyo* is himself assisted by members of his own clan - themselves usually minor lords having their own sub-fiefs within the *Daimyo's* domains (similar, in some ways, to the feudal system of mediaeval England).

SOHEI (warrior monks):

At this time there were a number of large militarily strong temples - whose economic strength was drawn from lands given to them by the Emperor in ancient times. They are much resented by some *Daimyo*, especially when they interfere in matters outside their temples. Other lords seem content to live and let live. Although in national terms, these temples are only small 'city-states', they could be significant in particular circumstances.

The team is headed by an Abbot and he is supported by his senior advisors.

Clan Player Roles

Each clan player team may consist of some or all of the following roles, with roughly these responsibilities:

LEADER (*Daimyo*): Will be in complete charge of the team, but within the rigid rules for correct conduct.

GENERAL (*Taisho*): Responsible for leading troops in battle, keeping track of forces raised, maintaining a picture of the military situation.

CLAN ELDER (*Samurai*): Responsible for reflecting the interests of the clan members and subordinate clans. Keeps track of the internal state of the clan and maintains a picture of unrest, finance etc.

HEIR (*Samurai*): Often, but not always, immediate family of the Leader. These can act as second in command or as Generals but can, of course, have other interests as well.

CHAMBERLAIN: Responsible for the external political relations of the clan (in contrast to the military). Acts as diplomat, go-between (for example in arranging marriages), and keeping an ear to events and gossip in other clans.

In addition, an active Shogunate gets advantages arising from control of the military government - the ability to issue edicts in the name of the *Shogun* or in some cases the name of the Emperor. To administer this they have a corps of professional civil servants. These serve whoever is *Shogun*, and keep track of all sorts of economic data, as well as actually draft legislation, and act as an additional source of intelligence from their own informants etc. At present this 'civil service' is functioning as best it can without a legitimate *Shogun* and is based in the Imperial Capital Kyoto (see Section 8).

In the case of *Sohei* teams, they are led by an Abbot who has much the same function as the *Daimyo* in a standard team, and assisted by ordinary *Sohei* players who can take on roles similar to that of general, chamberlain etc. as necessary.

Control

TEAM CONTROL

Each team has a Controller attached to it. The Team Control (TC) has the following functions:

- a. Closely monitoring important things like correct politeness and social forms.
- b. To ensure that the team is kept up to date on information it should be aware of; e.g. invasion of its lands, peasant rebellions etc.
- c. Sorting out game problems for the team.

Team Control DO NOT give players **routine** information on the general situation. It is up to the players to look at the map and gather their own intelligence on the activities of other clans.

MAP CONTROL

These people run the master map.

They control movement and run the battle sequences as necessary. No-one else (including the TCs) is allowed to move or touch anything on the master map.

GAME CONTROL

These run the Control Team in general and generally manage timing and the flow of the game.

They are the last court of appeal for game problems.

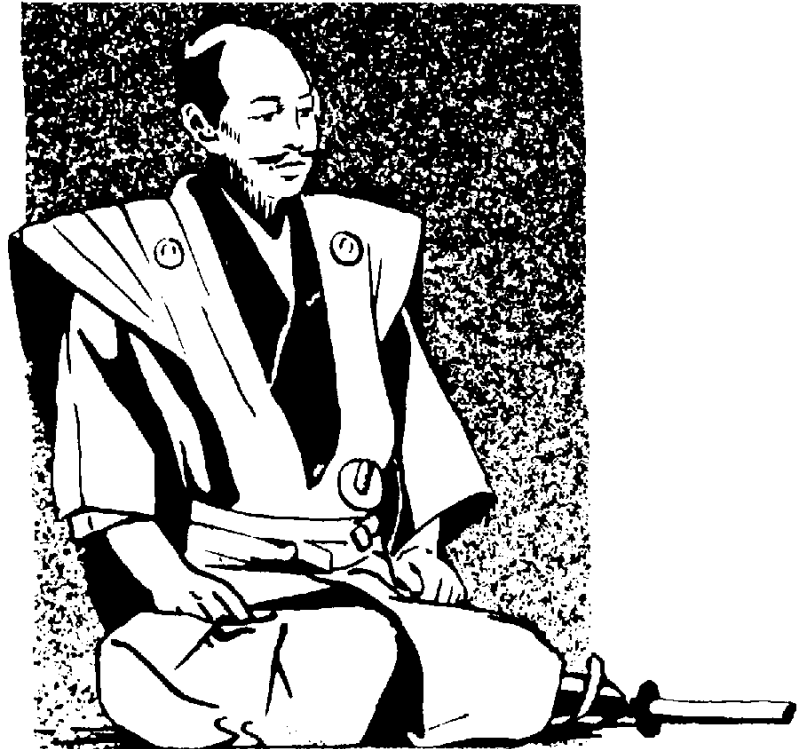
NON-PLAYER *DAIMYO* CONTROL

These people work out the reaction and political activities of the unplayed provincial lords.

Do not assume that because a province is not controlled by a player that it is a 'secure flank'.

Anyone and everyone is vulnerable to sudden changes of political orientation.

Players should take as much care to watch non-aligned provinces as the player-controlled ones.

**INTELLIGENCE CONTROL**

Players will not normally have face to face dealings with these shadowy characters. They deal with the flow of covert information.



4. CORRECT BEHAVIOUR

When you see off somebody to whom you owe particular respect, such as your lord or a parent, you should, as long as you can see that person, show reverence by bowing in the direction of their departure, and as deeply as when you stood before them. While doing this, it is very wrong to unbend or to discharge arrows.

Hojo Shigetoki (1198-1261)

Culture

In order to reflect the cultural differences between our own time and that of the *Samurai*, the game expects players to indulge correct behaviour.

The Japanese tradition is one of extreme personal politeness combined with ferocious savagery in battle and political duplicity and subterfuge. Try and reflect this in your dealings with others.

Players are expected to behave properly, and Team Control will be keeping a secret record of each player's performance as the game progresses. Study the rules that follow and remember that this will have an effect on events in the game.

The impolite man is an unlucky man. You must consider this carefully.

There will be a prominent display showing the current overall status of each clan relative to each other. Control will not tell you what is required to raise your status with regard to the other clans you will have to think about it, as a team, in the context of the game and the environment we are simulating.

Politeness

Team leaders must always be addressed as "LORD -----" (e.g. "LORD TAKEDA")

All players arriving at a player team area (whether it is their own team or not) must bow to those already there. In the case of visitors, they may not join the group unless acknowledged (by a bow) and invited to do so by the senior player present. If they are not acknowledged or welcomed, they should immediately go away.

Bowing

While it is not a normal or usual practice for westerners to bow to each other, it is, of course, second nature to Orientals. It will add considerable to the flavour of the game if you get into the habit of bowing on meeting any other player in a game context. Team Control will be watching out for this, and will reward good role playing appropriately. A further subtlety is that the depth of the bow indicates depth of respect. In other words when bowing to someone of higher status, you should always bow more deeply than they do. Someone like the Emperor would bow by inclining his head forward by one or two degrees, whereas a peasant would be on his knees and bent double.

Obviously, it is important to announce yourself as fully as possible (including your role, ranks, ancestors etc) so that everyone knows how low to bow.

Precedence

When discussing, planning etc., the senior player present must always be deferred to. Seniority is determined by:

- a. The rank of the individual, in the following descending order:

Emperor

Shogun

Holders of Court Rank

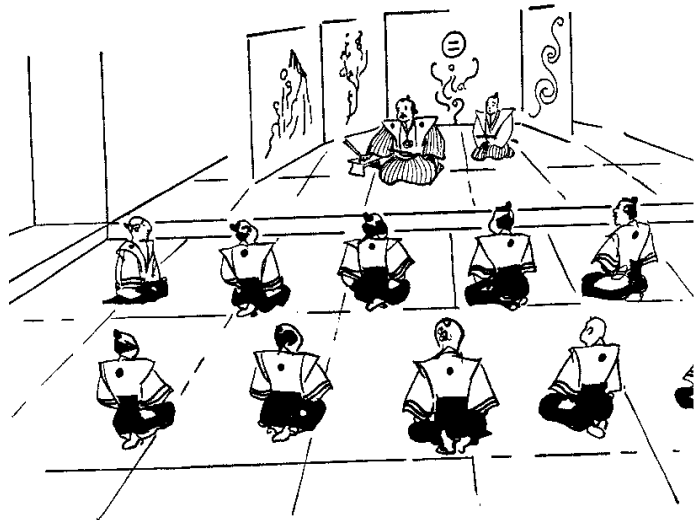
Daimyo

Heir

Everyone else

- b. The existence of an illustrious ancestor

- c. Age of the character



In a clan council meeting, all those present are invited - in order of most junior first - to give their views in turn. Finally the senior announces his decision (or whatever) or makes a point and asks for more advice. Where two Lords of roughly equal status are discussing, they take it in turns to speak.

Interrupting when someone is speaking is *not* acceptable behaviour.

Any sort of democratic debate is forbidden for *Samurai* - no voting, no consensus - Obedience to your *Daimyo* is everything.

Ultimately, if you really don't like what he's doing then you may have to depose him!

You must therefore get out of the habit of arguing in the way you might in normal games. This will be very hard for many of you - but it is not impossible.

Ranks and Awards

As the leader of a Clan and in control of at least one Province the *Daimyo* is (literally) one of the Great Names of Japan. His personal status is of great importance, especially when compared with his peers.

When meeting other Lords, the *Daimyo* (or anyone else for that matter) must make a point of announcing their full name and any ranks and positions held. This may well provide an edge over those less well endowed with ancient titles (or not).

Daimyo can gain more titles, by the following means:

-
- a. Performing some service or great act to the benefit of the Emperor. This will have to be pretty significant and will either involve real personal risk and/or cost you CASH or RICE.
 - b. Performing some service or great act to the benefit of, or in support of the *Shogun* (this is administered by the *Bakufu*).
 - c. Taking over a title by inheritance (i.e. you become the heir of a title holder, who then dies).

In the event of disputes over titles or inheritances, the *Bakufu* is the recognised Court of Appeal.

The titles that can be held are as follows:

GOVERNOR (of a Province)

This is an ancient title that dates back to the 8th century, and it is traditionally reserved for nobles of the Emperor's court. However, many *Daimyo* of sufficiently high status or renown acquired the title 'Governor'. This title can be conferred by the *Shogun* with the Emperor's approval. The only allocated Governors at the start of the game are Daimyo Imagawa of Suruga, Daimyo Takeda of Kai and Daimyo Akita of Dewa.

CONSTABLE (of a Province)

This is a 12th century title, which has the theoretical authority (in the Shogun's name) to secure payment of taxes, render justice, and levy troops in time of war.

Assume that you are already Constable of your Home Province (but not of any other controlled provinces). This title is conferred by the *Shogun*. *Daimyo* can be both Governor and Constable of a province.

COURT RANK

The Emperor's Court is unspeakably ancient and the Emperor is totally revered by all. Court Nobles are a tiny separate class who are not *samurai* and lack any real political power or influence, but have massive social status. *Daimyo* can acquire Court Rank by very exceptional acts or services. There are 10 Court Ranks; 'Noble of the First Rank' being the highest and 'Noble of the Tenth Rank' the lowest. The lowest of the ranks of Nobles has higher personal status than a *Daimyo*.



Ranks 1 to 5 are nominated by the Emperor only, and are virtually never given to non-members of the hereditary noble class.

Ranks 6 and 7 can be awarded to *Daimyo* on recommendation of the *Shogun* to the Emperor.

Ranks 8 to 10 can be nominated by the *Bakufu*.

Warning: *Do not make up titles or claim those you do not hold. This can be very dangerous (or, more usually, fatal).*

Alliances & Hostages

Given the habit of changing sides and treachery, the Japanese developed methods of assuring support from their allies. In reality this was maintained by a complex web of interlocking patterns of allegiance and intermarriage, an element of genuine honourable behaviour, and the taking of hostages.

In SENGOKU we will simplify all this by reflecting marriages and the taking of hostages. Alliances and agreements are cemented by one of the following methods, in ascending order of severity:

1. The word of honour of the people concerned.
2. A treaty signed under the auspices of a priest and invoking the *kami* (spirits) or the Buddhas.
3. A treaty as above, but accompanied by an exchange of hostages (in the case of a treaty between equals who don't trust each other) or the taking of a hostage (in the case on an enforced treaty). Hostages must be taken from the Lord's immediate family, usually his heir or wife. It is regarded as a major personal defeat and loss of honour to have a hostage killed due to a breach of treaty.

Where Hostages are not represented by players, we will provide a hostage counter - which is displayed openly at the hostage-keeper's table. The fate of this hostage is important, and if moved - for example into the keeping of another clan, the counter must be moved too.

Since some hostages were kept for many years, it was not uncommon for hostages to become virtually 'one of the family' and perform useful functions for the clan. There is the famous example of the young Tokugawa Ieyasu, who when a hostage to the Imagawa Clan was also a general of one of their armies!



For this reason, it is possible for players to be handed over as hostages. If taken as a hostage, the player may not return to his original team, and may only move around at the direction of the 'hosts'. He may, however, pass written messages home.



5. ECONOMICS

Rather than be in debt for a long time, go without rice for a short time.

Japanese Proverb

Income



Each area of the map (= a province) has an income value, each point representing approximately 50,000 *koku* of rice production. You do not need to understand what a *koku* means, since all the economics in the game are in points values.

This is available for clan in control of the province at the onset of **WINTER**.

The provincial rice income is not always the only form of income for *Daimyo*. Some provinces have mines or important cities that can provide an additional cash income. Some clans also have other special taxation rights, which provide a small additional cash income. The detail of this is given in the individual clan briefings.

The income is therefore in two forms, **rice** and **cash**.

Rice and cash counters will be available and one rice counter equals one cash counter and

they are **equal and interchangeable** in terms of expenditure (see below).

It takes a considerable time to place the new clan's *samurai* in all the main positions of power in the various estates and villages so that, in the case of a forced take-over, the local rural *samurai* may well have taken action to reduce rice stocks and make life difficult for field valuers and tax collectors.

For this reason, provinces that are **taken over by force** produce at only **HALF** (rounded down) the nominal income in the **first year** - this includes all income from rice tribute, taxation and mining.

This rule also applies to subsequently recaptured provinces, to reflect the effect of the chaos of warfare and changes of government.

For the purposes of this game, the rate of rice taxation (on which the income figure is largely based) is not easily variable by the players, neither can taxation based on craft and trade goods be altered.

This is merely to keep the game simple - in reality these factors were widely variable from province to province and *Daimyo* to *Daimyo*.

Expenditure

Troops:

It costs 1 rice/cash point to raise one troop counter representing 1000 men.

Troops must be raised in the provinces that fund them, up to the limits of that province's value. E.g. a 11 point province can only raise 11,000 men in any year, regardless of how much cash you have)

Troops without a general are treated as garrisons for that province - but they can be attached to a passing army as necessary. For convenience, garrison troop counters are placed on the main map by the umpires until combined into an army.

FORCES ARE NOT CARRIED OVER FROM ONE YEAR TO THE NEXT. You must raise your forces fresh each year (since they all disperse at winter time). All troop counters are collected in by Control at the onset of winter.

Defences:

Castles: 15 points to build.
2 points per year to maintain.
Take one year to build

Fortress: 30 points to build.
5 points per year to maintain.
Take one year to build

Fortresses can only be built as an extension of an existing castle.

Castles cannot be built and then expanded to a fortress **IN THE SAME YEAR**. This is to reflect the time taken to build it.

Castles or Fortresses that cannot be maintained are deemed to be **ABANDONED** and lose their military value.

Re-commissioning costs are:

Castle : 8 points
Fortress: 20 points

Other Expenditures:

The following types of expenditure are quite likely to increase a clan's social standing. Exactly how much is, obviously, not revealed, you just have to try it and see.

- **Ostentatious Public Events:** (i.e. A Great Hunt, Splendid Religious Festival, Grand Open Air Noh Play). Spend as much as you want - but spending 1 point only would be considered mean. The highest spending Daimyo in any year will gain additional prestige and honour.
- **Ostentatious Public Building:** Major temple, New Mansion, New Bridge etc. These must be announced in the Winter Turn (as with castles). The Daimyo that builds and currently controls the Most Ostentatious Building will gain additional prestige and honour. Spend as much as you want but the minimum cost for anything is 5. These will be marked on the map. Costs 1 per building for maintenance.
- **Flashy Uniforms for the Troops:** Costs extra 1 per 2,000 men equipped.

- **Lend Money to an Impoverished Noble:** The Court Nobility are always hard up and need cash. Lend as much as you want - but remember, *demanding* repayment is considered impolite.

Bribes/Assassins/Spies :

The cost of these is negotiable. While spending a lot on this might prove effective - efficiency is not directly proportional to money spent.

You need to use wise judgement in these matters.

Spies can be useful to find out about the wealth of other clans, their intentions and the existence of dissent within the clan.

Assassins are a bit unreliable, but in desperate cases might be useful.

Savings

Not all income can be saved, since it is used by vassals to feed followers whether you go to war and raise an army or not. The cost of raising an army is, in fact, marginal compared to the normal running costs of the *Samurai* class. In this game the costs above represent the number of troops that can be raised by existing *Samurai* followers as a matter of duty in line with their income.

It is for this reason that you cannot carry over **all** of the main rice income to the next year. A small proportion of the rice tax and certain special taxation on manufactured goods and trade was received in cash form, and this element can be carried over in the form of a treasury.

The following elements can be saved from any given year's income:

10% of the annual income from rice tax (the value of a province).

50% of additional taxation (the value of free cities, Monasteries and Kyoto, fishing taxes etc).

100% of income from mining precious metals etc.

All savings must be in cash form.





6. WARFARE

My Way of Strategy is the sure method to win when fighting for your life one man against five or ten. There is nothing wrong with the principle "one man can beat ten, so a thousand men can beat ten thousand". You must research this.

Miyamoto Musashi 1584-1645

Armies

The smallest represented mobile force is an Army.

A team may have as many armies as it has players to detach to command them. Of course, if the entire team is out campaigning this can set some limits on diplomacy etc. Think of each player as representing an historically significant leader.

In addition, garrisons may be formed anywhere within your own domains without a general, but may not move outside their base province.

Troops are represented by troop counters representing 1,000 men each.

The exact size of armies is not always apparent from the main map, where they are marked with a flag counter bearing the appropriate clan badge, and the name of the clan.

Army Cards for each army are placed at the edge of the map. Troop counters relating to that army must be placed on the appropriate card.

All troop counters must be either on the map, as a garrison, or on an Army card. Troop counters kept in your hand, or in pockets or at the team table will be deemed as disbanded and cannot be deployed at a later time.

Generals. Each player commanding troops will have a counter representing themselves. Like troop counters, these must be placed on the map. If a player goes visiting, his map counter **must** be moved to the appropriate province on the map.

The personal counter also counts as an additional 1,000 troops if used for combat.

Combat

When two armies enter the same province they have a number of options:

- a. They can **ignore each other** and pass through (EXCEPT: see below for moving through non-aligned provinces).
- b. One or other can **choose** to fight.

If a fight is desired, the generals concerned report to the main map area with their forces.

If, on seeing the relative sizes of forces, both the generals wish to break off the combat they may do so freely.

They next determine the ATTACKER. This is done by taking the following points in order of priority:

1. Players may agree who becomes the attacker.
2. The better general gets to choose.
3. The first general to shout **BANZAI!**
4. The Map Umpire's judgement based on the situation.

The odds are calculated, based on the number of troop counters. Warrior Monks count double if defending their home temple.

Each General then chooses a **BATTLE TACTIC** from the list below. It is the same set for both attacker and defender in order to keep things simple. If you want some sort of justification for some of the seemingly illogical combinations such as an attacker using 'fighting withdrawal'; then think of it as withdrawing using fast local counter-attacks - for example, this would certainly be used by a smaller force with a superior general against a larger force.

The BATTLE TACTICS are:

OUTFLANK
SURPRISE ASSAULT
FIGHTING WITHDRAWAL
SUBTERFUGE
CONVENTIONAL BATTLE
FORTIFY IN FIELD DEFENCES

And this is compared using the following table to determine a number of column shifts

Attacker ↓	DEFENDER ←—————→					
	Outflank	Surprise Assault	Fighting Withdrawal	Subterfuge	Conventional Battle	Fortify in Field Defences
Outflank	0	0	-1	-3	+2	+1
Surprise Assault	0	0	-2	+3	+1	-1
Fighting Withdrawal	+1	+2	0	-1	0	-2
Subterfuge	+3	-3	+1	0	-1	0
Conventional Battle	-2	-1	0	+1	0	+2
Fortify in Field Defences	-1	+1	+2	0	-2	0

The figures in the table are **COLUMN SHIFTS** (from the attacker's perspective) in the results table below.

Other column shifts are:

General fighting in his Home Province	1 in his favour
Superior General	1 in his favour
In mountainous province	1 nearer to 1:1

The Results Table is as follows, rolling 1d6

ODDS														d6
d6	1-6	1-5	1-4	1-3	1-2	2-3	1-1	3-2	2-1	3-1	4-1	5-1	6-1	d6
1	DV	DV	D	D	D	D	D	D	X	X	X	A	A	1
2	DV	D	D	D	D	D	X	X	X	X	A	A	A	2
3	D	D	D	D	D	X	X	X	X	A	A	A	A	3
4	D	D	D	D	X	X	X	X	A	A	A	A	A	4
5	D	D	D	X	X	X	X	A	A	A	A	A	AV	5
6	D	D	X	X	X	A	A	A	A	A	A	AV	AV	6

AV = Attacker outright Victory : Battle ends immediately

DV = Defender outright Victory : Battle ends immediately

A = Attacker wins, the attacker may continue if he wishes or break off

D = Defender wins, the defender may continue if he wishes or break off

X = Draw, either side may break off.

('Breaking off' means leaving the province)

LOSSES:

Losses are always calculated in the same way:

Draw	Each side loses 20% of their opponent's strength
Win	Loser loses 30% of winner's strength Winner loses 10% of loser's strength
Outright Win	Loser loses 50% of winner's strength Winner loses 10% of loser's strength

This sequence continues in the same turn until either:

- One or other player wishes to end the battle and withdraw from the province; or
- When three rounds of battle have been fought.

If the Outright victory result is achieved, the loser must withdraw immediately and may not continue.

If no clear victory is achieved, then forces can remain in place, but may not pass through their enemy.

On the season (other than winter) following the battle, each army recovers manpower:

Winner recovers $\frac{3}{4}$ of those lost.

Loser recovers $\frac{1}{2}$ of those lost.

If an army loses its General, then that army cannot reform until next year.

See the ready reckoner at the end of the handbook to help work out losses etc.

Example**The 4th Battle of Kawanakajima**

Takeda Shingen (Experience 2) with 20,000 men and a Castle fights (= 25,000 effective strength) meets Uesugi Kenshin (Experience 3) with 18,000 men in Shinano Province (Takeda's Home Province).

Round 1

Uesugi elects to ATTACK. He is outnumbered 2-3, and

- It is Takeda's home province, which makes it 1-2
- He is a superior General, which makes it 1-1
- It is a mountainous province, which makes the odds 1-1

On the Tactics choice, Uesugi chooses SUBTERFUGE and Takeda chooses OUTFLANK, giving a +1 shift in Uesugi favour. This brings the final odds to 3-2.

Uesugi rolls his d6 and scores 6, result '**A**' = Attacker (Uesugi) wins.

The Losing Takeda Army loses $18,000 \times 30\% = 5,000$ men

The Winning Uesugi Army loses $25,000 \times 10\% = 3,000$ men

The Uesugi Army have won the round and decide to continue to attack. The Takeda continue to oppose them.

Round 2

Uesugi (with 15,000 men left) elects to ATTACK Takeda (with 20,000 men left). The odds calculation is the same.

On the Tactics choice, Uesugi chooses CONVENTIONAL BATTLE and Takeda chooses OUTFLANK, giving a -2 shift against Uesugi. This brings the final odds to 1-2.

Uesugi rolls his d6 and scores 2, result '**D**' = Defender (Takeda) wins.

The Winning Takeda Army loses $15,000 \times 10\% = 2,000$ men

The Losing Uesugi Army loses $20,000 \times 30\% = 6,000$ men

The Takeda Army have won and decide to continue to attack if opposed. The Uesugi decide to give up their assault and withdraw from the province.

Generals

Players can gather military experience. In most cases players start off at Experience 1, except *Taisho* who start at 2. Any other exceptions will be noted in the Personal Briefings. The player concerned is moved up by 1 Experience for each battle won.

The experience level is used to indicate how many province areas an army can move in a season AND the number of battles it can fight in a season.

Generals CANNOT get Experience higher than 4 or lower than 1.

In the event of an interaction dispute between armies of different rates of movement, use the following sequence:

Phase 1:	Those with an Experience of 4 move their first area only; then
Phase 2:	Those with experience of 4 move their second area and those with an Experience of 3 or 2 move their first area;
Phase 3:	Everybody moves one area
Phase 4:	Those with an Experience of 4 or 3 move one area.

To Summarise:

Phase	Experience Level that can move this phase
1	4
2	4 -3 - 2
3	4 -3 - 2 - 1
4	4 -3

Movement

All movement is from province to adjacent province, treating each province as a movement area. In each turn, field armies can move a number of provinces equal to their leader's experience value. I.e. an Experience 4 general can move an army four provinces. This is altered as follows:

Sea Crossings	-1
Moving along the Tokaido road in any season	+1
Moving along the Nakasendo road in Spring or Summer turns	+1

An Army can always move at least 1 area in any turn.

No army can move more than 4 areas in a turn

Movement Orders

Players commanding forces on the map are each given an Order Card: on this they write the next area(s) they intend to move to, so that interaction disputes can be easily sorted out by Map Control.

Opposed Sea Crossings

In the event of two hostile armies attempting to cross by the same sea crossing point at the same time, it is assumed that there is a sea battle.

This is resolved in exactly the same way as a land battle EXCEPT:

- The Fortify Battle Tactic cannot be used.
- All casualties are doubled.

Risk To Players

Whenever a player **is involved in a battle, travels in the winter phase**, or every turn (i.e. season) **after they reach the age of 60** - they must draw a card at random from a standard pack of playing cards. An **Ace of Spades** means they have died immediately from wounds/illness/accident.

A **King, Queen or Jack of Spades** indicates that they have received a 'wound' (or are taken ill) represented by a red sticker. This reduces their ability to fight, command and travel. Wounds last for one complete season.

All birthdays are assumed to be at the start of winter.

Fortifications

All provinces are assumed to have many frontier forts and defences for all major population centres and this is factored into the game system.

Larger new castles need to be built out of the player's resources.

Some ancient fortresses already in existence count as equal to their modern counterparts - these are the fortified temples of *Enryaku-ji* on Mount Hiei and *Hongan-ji* at Ishiyama.

Castles count as an **extra 5,000** men in any battle fought in that province.

Fortresses count as an **extra 10,000 men**.

These notional 'men' are fully replaced in the event of separate battles in the same season, and/or at the end of a season.

Once built defences cannot be removed, but can be abandoned (see Economics).



7. Controlling Provinces

Do not practice archery on dogs which happen to be in front of any person.

Hojo Shigetoki (1198-1261)

It is important to realise that the provinces of Japan contain many *samurai* at the local level and a complex network of towns, villages and local allegiances.

For this reason you should not regard them as merely areas on the map to be occupied.

Each province is different and can be hard to control even if their nominal *Daimyo* has been defeated.

Conquering Provinces

At some stage armies will conquer other provinces. If this happens there are a number of options:

1. You can force the *Daimyo* of the Province to submit and become your vassal. If this is the only province of a player team, they continue to run their Province as before, but are now your subordinates. This is cemented by taking of hostages. The advantage of this is that the income from that province is not reduced while you take over. The risk of doing this is that the subordinate (whether player or non-player) is open to subversion and may be difficult to control.
2. You exile the existing rulers and replace them with your own people. The take-over will reduce income from the province concerned, but the province is at least under your clan's direct control. (See below).
If this is the only province of a player team, then Control will give them another suitable non-player clan to take over.

-
3. You can exact a tribute in terms of rice or cash or similar and withdraw. You would do this if you felt that the provincial *Daimyo* concerned merited some punishment but you did not want to upset the current political balance by taking over the province.

Non-Aligned Provinces

Non-aligned provinces may only be passed through after negotiation or war. If they are not under the control of another player team, the Non-player Daimyo (NPD) Control will give responses on their behalf. Provinces all have an intrinsic defence value, related to their economic value. This is only used if there is no garrison raised and there is fighting for control.

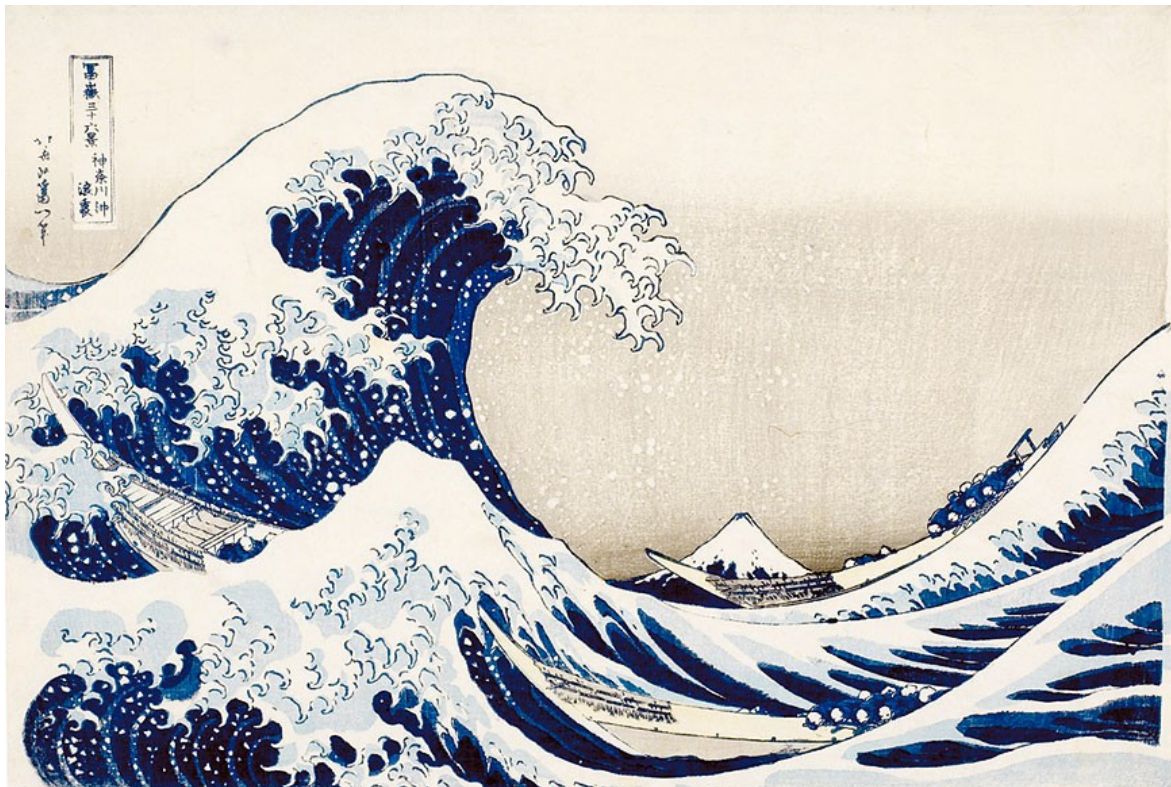
In general, an army does not have to fight the locals provided it can negotiate free passage. This is best done by forming peace treaties or local alliances.

There are a number of possible outcomes here:

- a. The locals allow free passage, and the local Daimyo **offers to join your army** (fairly unlikely).
- b. The locals allow **free passage** but retain their neutrality.
- c. The locals do not allow free passage, and force you **to fight their intrinsic value** but do no more.
- d. The locals do not allow free passage **and form an army to oppose you**. They may also call on your enemies for help.

The intrinsic defence value is never destroyed and is back in being the following season whatever the 'battle' outcome.

If beaten and occupied (as above) however, it may or may not raise rebellion - depending on the situation - Control will advise.





8. THE BAKUFU

*For forms of Government
let fools contest;
Whate'er is best
administered is best.*

Alexander Pope (1688-1744)

The Shogun's Administration

The *Bakufu* is the central administration of the *Shogun* based in the capital. It carries out the functions of the *Shogun*, even in his absence.

The *Bakufu* acts in the name of the *Shogun*. In practice, it has a number of things it can do:

- a. **Raise Armies in the Shogun's name.** The *Bakufu* can require (in the Shogun's name) any *Daimyo* to provide troops and/or command a *Bakufu* / Shogunal Army. In the past the *Shogun*'s armies would keep the peace and maintain the authority of the *Shogun* in the land. In recent times this central authority has declined, so *Daimyo* may find some plausible reason for avoiding such a call. They MAY NOT SIMPLY IGNORE IT. Should the *Bakufu* formally declare a clan **in rebellion** (which they could do in the face of an outright refusal or no reply) then it becomes 'open season' on that clan and everyone can freely attack it with the force of the Shogun's authority.
- b. **Tax.** The *Shogun* can demand a levy from *Daimyo* to fund some major activity.
- c. **Award titles.** This is regarded as very important, since a title affects an individual's status among his peers. Technically speaking these titles come from the Emperor, but the *Bakufu* administers the system. For example, *Daimyo* like to be given titles like "Constable of Ichi Province" (even when their armies actually control that province anyway) since it confers some legitimacy on them and their control of a place, as well as the important effect of enhancing their social status.
- d. **Produce Shogunal Edicts.** A *Shogun* in power will issue edicts. These might cover one of the above items (raising armies, taxation or awarding titles). As other issues arise, so edicts or laws are announced.
- e. **Run the judicial process.** *Daimyo* can appeal to the *Bakufu* for judgements on legal matters, or over disputes between *Daimyo*. This can be a cost-effective alternative to fighting.

How To Make A Shogun

In the past, the *Shogun* has appointed his heir from his family. The *Ashikaga* family have provided the *Shogun* for many generations.

A new, non-*Ashikaga* *Shogun* cannot be announced unless **all** the following conditions are met:

- ◆ The current *Shogun* either **retires or dies** without an heir.
- ◆ No other *Ashikaga* **pretender** is available.
- ◆ The potential new *Shogun* is of a sufficiently **high-class family**. This usually means that they must have either *Minamoto* or *Seiwa-Genji* ancestors.

- ◆ The new *Shogun* has to be in a position of **pre-eminent military** and political power.
- ◆ The **Emperor must approve** of the appointment.



9. WHO'S WHO in The 19th Year of the Tembun Era

(Player teams in bold/shaded)

DAIMYO	AGE	PROVINCES	ANCESTOR
Akita Yoshisue	35	Dewa (15)	Abe
Amako Kuniyasa	50	Izumo (5), Oki(1)	Sasaki
Arima Yoshisada	29	Settsu (2)	Fujiwara
Asakura Norikage	77	Echizen (10)	Kusakabe-Oji
Chiba Toshitane	22	Shimosa (6)	Taira
Data Terumune	32	Iwashiro (23)	Fujiwara
Ashina Morikiyo	60	Mutsu (14), Rikuuoku (2)	Taira
Enryaku-Ji (Temple)		Mount Hiei (1)	n.a.
Goto Motokuni	42	Hizen (15)	Seiwa-Genji
Hatekeyama Takamasa	27	Kawachi (1), Izumi (1), Osaka (1)	Taira
Hongan-ji (Temple) (Abbot Shonyo)	60	Kaga (23), Noto (1), Ishiyama(1)	n.a.
Hojo Ujyasu	36	Sagami (3), Kazusa(3), Izu (1), Kozuke (9), Musashi (17), Edo (2)	Taira
Imagawa Yoshimoto	32	Mikawa (5), Totomi (3), Suruga (2)	Seiwa-Genji
Inagaki Shigekata	49	Shima (1)	Seiwa-Genji
Kinoshita Iesada	27	Wakasa (2)	(none)
Kono Michinao	24	Iyo (9)	Iyo-shinmo
Maeda Toshiie	23	Tamba (4)	Sugawara
Masuda Nagamori	26	Kii (13), Yamato (2)	(none)
Miyoshi Chokei	27	Yamashiro (2), Sanuki (4), Awa (West) (6), Awaji (1), Tosa (5)	Seiwa-Genji
Mori Motonari	54	Nagato (8), Bingo (2), Iki (0), Tsushima (2)	Minamoto
Nagaoka Fujitaka	49	Tango (2)	(none)
Oda Nobunaga	17	Owari (13)	Taira
Otomo Yoshishige	21	Chikugo (7), Bungo (5), Buzen (5), Higo (12)	Fujiwara
Rokkaku Sadayori	60	Omi (8), Iga (1)	Minamoto
Saito Toshimasa	57	Mino (5)	Fujiwara
Satake Yoshiaki	33	Hitachi (12)	Minamoto
Satomi Yoshitaka	29	Awa (East) (2),	Seiwa-Genji
Shimazu Takahisa	28	Satsuma (15), Hyuga (3), Osumi (1)	Minamoto
Sue Harukata	37	Iwami (2), Suo (2), Chikuzen (11), Aki (8)	(none)
Takeda Harunobu	28	Kai (5), Shinano (9), Hida (2)	Minamoto
Toki Yoshiyori	49	Ise (11)	Minamoto
Uesugi Kenshin	21	Shiminotsuke (4), Echigo (9), Sado (1)	Fujiwara
Ukita Naoie	21	Bitchu (3), Bizen (6), Mimasaka (2)	Minamoto
Yamana Masakuni	31	Inaba (7), Tajima (1), Hoki (2), Harima (4)	Minamoto
Yuki Masakatsu	47	Etchu (2)	Fujiwara



10. THE PROVINCES OF JAPAN

Name	Rice Value	Current Ruler
AKI	8	Sue
AWA (east)	2	Satomi
AWA (west)	6	Miyoshi
AWAJI	1	Miyoshi
BINGO	2	Mori
BITCHU	3	Ukita
BIZEN	6	Ukita
BUNGO	5	Otomo
BUZEN	5	Otomo
CHIKUGO	7	Otomo
CHIKUZEN	11	Sue
DEWA*	15	Akita
ECHIGO*	9	Uesugi
ECHIZEN*	10	Asakura
ETCHU	2	Yuki
HARIMA*	8	Yamana
HIDA	2	Takeda
HIGO*	12	Otomo
HITACHI*	12	Satake
HIZEN*	15	Goto
HOKI	2	Yamana
HYUGA	3	Shimazu
IGA	1	Rokkaku
IKI	0	Mori
INABA	7	Yamana
ISE*	11	Toki
IWAMI	2	Sue
IWASHIRO	23	Date
IYO	9	Kono
IZU	1	Hojo
IZUMI	1	Hatekeyama
IZUMO	5	Amako
KAGA*	23	Hongan-ji
KAI	5	Takeda
KAWACHI	1	Hatekeyama
KAZUSA	3	Hojo
KII	3	Masuda

Name	Rice Value	Current Ruler
KOZUKE*	9	Hojo
MIKAWA	5	Imagawa
MIMASAKA	2	Ukita
MINO	5	Saito
MUSASHI*	17	Hojo
MUTSU *	14	Ashina
NAGATO*	8	Mori
NOTO	1	Hongan-ji
OKI	1	Amako
OMI	8	Rokkaku
OSUMI	1	Shimazu
OWARI*	13	Oda
RIKUOKU	2	Ashina
SADO	1	Uesugi
SAGAMI	3	Hojo
SANUKI*	4	Miyoshi
SATSUMA*	15	Shimazu
SETTSU	2	Arima
SHIMA	1	Inagaki
SHIMINOTS UKE	4	Uesugi
SHIMOSA*	6	Chiba
SHINANO*	9	Takeda
SUO	2	Sue
SURUGA	2	Imagawa
TAJIMA	1	Yamana
TAMBA	4	Maeda
TANGO	2	Nagaoka
TOSA	5	Miyoshi
TOTOMI	3	Imagawa
TSUSHIMA	2	Mori
WAKASA	2	Kinoshita
YAMASHIRO	2	Miyoshi
YAMATO	2	Masuda
* = has a castle		
** = has a fortress		

Other places within Provinces: In these cases the places listed **do not** count as separate areas for movement purposes, but **do** count as separate places for control and location purposes - i.e. they still have to be captured if defended.

Place	Province	Rice Value	Current Ruler
Enryaku-ji at Hiei-sama**	Yamashiro	2	Tendai Monks
Hongan-ji at Ishiyama**	Settsu	2	The Monto Sect
Kyoto (Imperial City)	Yamashiro	3	Miyoshi
Free city of Sakai	Settsu	5	None
City of Osaka	Settsu	1	Arima
City of Edo	Musashi	2	Hojo



11. Recent Political Events

THE EASTERN PROVINCES

Seven years ago, the Uesugi Clan allied with the Imagawa Clan to attack the Hojo Clan. Hojo Tsunanari defended a fort against the Imagawa Clan while Hojo Ujiyasu defeated in succession Uesugi Tomosada, Uesugi Norimasa and Ashikaga Haruuji. Norimasa was driven into Echigo Province.

Takeda Harunobu's father had planned to disinherit him in favour of his younger brother Nobuyoshi. Harunobu revolted in over ten years ago and placed his father in custody. He then took control of Kai Province and became the de-facto *Daimyo*.

About 4 years ago Harunobu attacked and defeated one Murakami Yoshikiyo, but *Daimyo* Murakami obtained help from Uesugi Kenshin with whom the Takeda Clan have continuing hostilities.

Uesugi Kenshin only recently began his career as a *Daimyo* by forcing his brother-in-law Nagao Masakage to make peace and submit to him.

Last year the *Daimyo* Uesugi Norimasa was defeated by Hojo Ujiyasu and lost control of Kozuke province. He sought Kenshin's protection (as one of his vassals) - which was given on condition that he adopted Kenshin as his heir.

THE HOME PROVINCES

About three years ago, Miyoshi Chokei had a dispute with his uncle Masanaga and asked his *Daimyo*, Hosokawa for authorisation to levy troops in Settsu, Izumi and Kawachi Provinces. Instead of giving his permission, Hosokawa sided with Masanaga. Chokei at once attacked and defeated his uncle. Next, having established a puppet as head of the Hosokawa Clan, he besieged Harumoto in his fort. For some reason he raised the siege and attacked and defeated Masanaga again. Harumoto took the opportunity to flee to Omi Province and ask the *Shogun* Yoshiteru for help. In the meantime Chokei entered the Imperial Capital Kyoto and handed the city over to the control of Matsunaga Hisahide. He failed to get control of the 14 year old *Shogun* Ashikaga Yoshiteru who had already left with his father (the retired *Shogun* Yoshiharu) for refuge in Omi Province.

THE WESTERN PROVINCES

Until recently Mori Motonari and Sue Harukata were vassals of a greater *Daimyo*, Ouchi Yoshitaka. Unfortunately *Daimyo* Ouchi died as a result of a policy disagreement with Harukata. *Daimyo* Sue has taken control of Ouchi's lands.

The Mori clan's relations with another *Daimyo*, Amako Kunihiisa, are unfriendly as a result of past disagreements.

THE CLERICS

ENRYAKU-JI: This is a temple of the Tendai sect founded on Mount Hiei near the Imperial Capital Kyoto in Yamashiro Province by Dengyo-Daishi during the Enryaku Era. Originally built to protect the capital from noxious influences from the Northeast (in accordance with the principles of ancient Chinese Feng- shui geomancy). As new extensions to the temple complex were added so the power of the temple grew and to protect the holy places in troubled times

the monks recruited fighting men to act as temple guards. These guards (or *Sohei*) have formed independent armies and made Mount Hiei a formidable fortress.

HONGAN-JI - THE MONTO SECT: The sect was founded by Shinran over three centuries ago. It took its name from its great temple in the Imperial Capital Kyoto which was built by the daughter and grandson of Shinran. At the time of the 8th Abbot Rennyo the sect was expelled from Kyoto by the monks of the Hieizan sect and the base for the sect was transferred to Omi Province and thereafter to Echizen Province about 80 years ago. Finally, ten years later the sect found a home at Yamashino near to Kyoto again. Its current headquarters is at Ishiyama near the city of Osaka in Settsu Province. This large 'cathedral' is built on a rocky prominence and is surrounded by ramparts and moats. The Sect has been often attacked by *samurai* throughout the last century (in particular in an attempt to wrest control of Kaga province from the sect), and to date these attacks have been beaten off.

LOSSES / RECOVERY READY RECKONER

Troop counters	Percentage				
	10%	20%	30%	1/2 50%	3/4 75%
1	0	0	0	1	1
2	0	0	1	1	2
3	0	1	1	2	2
4	0	1	1	2	3
5	1	1	2	3	4
6	1	1	2	3	5
7	1	1	2	4	5
8	1	2	2	4	6
9	1	2	3	5	7
10	1	2	3	5	8
11	1	2	3	6	8
12	1	2	4	6	9
13	1	3	4	7	10
14	1	3	4	7	11
15	2	3	5	8	11
16	2	3	5	8	12
17	2	3	5	9	13
18	2	4	5	9	14
19	2	4	6	10	14
20	2	4	6	10	15