

1.0 The Kanto Suppression

In the Sengoku Jidai Legends series, parts of Japan have been waging war and this game is part of a series to be reproduced in the same scale and using the same system. Each game shares the game system that has been defined in the basic rules. By utilizing those rules and special rules for each game, you will be able to play this game in conjunction with other games of the same series.

2.0 Components

You will need a six-sided die.

2-1 The Map

2-1-1 Hex Grid

Spaces that are the shape of a hexagon cover the map. These are called "hexes." These are used to clarify the position of each piece, and the distance between different points. The distance across one hex represents about 6 km.

2-1-2 Terrain

The hexes are, in accordance with the actual terrain, divided into a variety of terrain. In this game the terrain has a variety of impacts. The "Terrain Effects Table" describes the effect of each terrain type.

Hexes: light tan = flat, yellow-green = wasteland, green = woods, brown = mountains
blue-gray = sea, blue-gray with small plants = swamp

Hex Sides: blue line = river, wide blue = lake, thick brown line = province border

white dots: the limit of the snow cover

[Note: "wasteland" would be called "rough terrain" in many English language wargames.]

2-1-3 Tracks

Tables are printed on the map to record the state of the game.

(1) Turn Record Track - used to clarify the progress of the game (see Section 4).

(2) Operations Phase Record Track - to clearly communicate which action is being performed. (see Section 4-1) It shows the starting stage and four action stages, plus extra stages at the beginning for one particular scenario.

2-1-4 Leadership Boxes

The mon and color of each clan are printed in rows of boxes. Use these in order to clarify whether units are in command or not and who is their leader. Warlord names are listed next to sets of boxes. The units under the command of that warlord are placed in his boxes so that you only have to put the warlord's counter on the map. See Organization (Section 13).

2-1-5 Tables

(1) Field Combat Results Table

(2) Assault Result Table, Surrender Recommendation Table

(3) Siege Result Table

(4) Replenishment Table - one for each major clan

2-2 The Counters

There are two types of pieces. One is the unit counter, which represents warlords and their troops. The other are the condition markers, representing a variety of situations that can occur during the game.

2-2-1 Unit Counter:

Stars: commander rank

Dots: number of steps (size of the unit)

(1) warlord's name - top characters. We include a small version of the warlord's name. The example shown is Uesugi Kenshin.

(2) combat strength - left top number

This is the number to use when performing field combat and sieges.

(3) field combat adjustment - right top number

Tactical ability of the soldiers based on the quality of their commander. Used when performing field combat. A mightier military commander has a larger number.

(4) ability to take action - bottom number

This number represents how many stages you can act in, in one turn (see Section 12-2). A large number indicates a high strategic ability. It ranges from 1 to 4.

(5) Number of Steps (dots)

Each unit has one or two dots to indicate whether or not the unit is full strength or has been flipped to its reduced side. In some games units may have more than 2 steps.

(6) Two stars indicate that the unit is a daimyo and his bodyguard. No stars means the unit is ashigaru. The samurai cavalry units have one star and are also referred to as *warlords*. The relationship between the daimyo, warlords, and ashigaru is in the following order: 2, 1, no stars. Daimyo command warlords and warlords command ashigaru.

3.0 Getting Started

To prepare to play:

(1) determine which scenario to play.

(2) decide which player will take which army

(3) lay out the map and pieces using the position charts for the scenario

4.0 Game Turn Structure

This game consists of a series of turns. Each turn includes five stages. The start stage and the first stage apply to all units. Whether or not a force can perform an operation in the remaining stages depends on its commander's "ability to take action" number. In addition, each stage consists of alternating player phases. First one player acts in a stage, then the

next player acts in the same stage. In this game series, one turn of war is equivalent to about one week.

4-1 Game Turns

Read the special scenario rules to determine how long the game lasts and which army moves first. All the units of one army move before another army moves.

4-1-1 Start Stage

(1) changing circumstances phase

Players determine whether any change has occurred in the situation in the game. This will vary depending on your scenario. Please refer to the special rules.

(2) supply line confirmation phase

Each player must determine which army units are in supply or not (see Section 11).

4-1-2 First Stage

(3) Operations Phase

Each stage includes an Operations Phase. During this phase a player must decide what action, if any, he will perform with his units. Each unit may perform only one of the following five actions, by itself or with other units. When all friendly units that you want to act have acted, then the next player's forces act. Stages do not end until all players with commanders qualified to act in this stage have acted.

(3-1) choices: (see Section 12)

- ① troop reorganization (see Section 13 and Section 14)
- ② movement (see Section 15)
- ③ siege (see Section 17)
- ④ field combat (see Section 22)
- ⑤ morale recovery (rally) (see Section 26)

(3-2) siege result judgment (see Section 18-2)

When the siege result is complete, determine if the besieged force will surrender.

4-1-3 the second stage

Repeat the same procedure as the first stage. However, only units with an action rating of two can act.

4-1-4 third stage

Repeat the same procedure as the first stage. However, only units with an action rating of three can act.

4-1-5 fourth stage

Repeat the same procedure as the first stage. However, only units with an action rating of four can act.

When all players have finished all the stages, the turn ends. Move the turn marker to the next place on the turn record track.

5.0 Zones of Control

Units and castles on the map exert a force into the 6 hexes around them. These hexes can interfere with supply lines (see Section 11) and the movement of enemy units. These six adjacent hexes are called the "ZOC", or Zone of Control of the unit.

5-1 ZOC Details

There are two types of ZOCs: strong and weak.

5-1-1 Strong ZOC

All combat units, whether in a castle or not, exert a strong ZOC. Strong ZOCs overwhelm weak ZOCs in the same hex. Against enemy forces and castles, strong ZOCs have the following effects:

- (1) interfere with a supply line (see Section 11-1-3)
- (2) interfere with movement (see Section 15-4)
- (3) disturb retreat (see Section 23-4-4)

5-1-2 Weak ZOC

A weak ZOC interferes with the enemy force's supply line only. It does not affect an enemy unit's ability to move or retreat. Weak ZOCs are exerted by castles with no combat units.

Picture: <Strong ZOC> (dark hexes) caused by an enemy unit.

Picture: <Weak ZOC> (pale hexes) caused by an enemy castle.

5-2 Enemy units' and castles' ZOCs block supply paths. Also, you cannot trace a supply line through any of these hexes or hex sides:

- (1) the hex side is the sea or the opposite shore of a lake hex
- (2) the entire hex is sea or swamp
- (3) there is an enemy unit in the hex (Exception: Section 5-4)
- (4) there is an enemy castle in the hex (Exception: Section 5-4)

5-3 Duplication of ZOCs

If strong and weak ZOCs fall on the same hex, use the strong ZOC effects. If friendly and enemy ZOCs fall on the same empty hex, use the strongest enemy ZOC effect. Friendly units in a hex negate the effect of enemy ZOCs. ZOCs do not extend into castles or walled cities.

5-4 Surrounding a Castle

5-4-1 To count as under siege a castle must be surrounded on all six sides by enemy ZOCs.

6.0 Stacking

Multiple units in one hex is a "stack".

6-1 Stack Limit

In this game, you can stack any number of units in one hex. However, even if units are in a stack, they are treated as separate units (see Section 9). You can use leadership boxes to avoid stacking counters.

7.0 Armies

7-1 Unit Counters

Red counters belong to the army of the Takeda clan. Blue is Uesugi. Green is Hojo. Other colors are for the "Kanto warlords." Units of the same color belong to the same army. Depending on the scenario, each individual player is responsible for one army. There also may be allied forces that you will have to operate.

7-2 Territory

Provinces are marked on the map with names and brown borders. The deployment charts for the start of each scenario are organized by province. The replenishment charts refer to "country" and "other country". "Country" is the home province of the clan. "Other country" are all other areas. A clan that loses all of its castles on the map may still receive troops from off the map.

8.0 Castles

<Castle illustration>

The flag = this castle is used as a Honjo.

The characters = the name of the place.

The number is the starting endurance of the castle, the "number of levels".

The color of the flag and the number box indicates which clan controls the castle. (Red = Takeda, Green = Hojo, Blue = Uesugi, other colors = minor clans.)

A thick border around the hex means that the castle has special rules.

8-1 The Number of Levels of a Castle

The numbers are written on the castle hexes. They represent the starting endurance of each castle. This is referred to as the "number of levels". A siege will reduce these levels.

8-2 Endurance of Castles

The term "endurance" of the castle refers to just how long the castle can withstand a siege (see Section 17). This is indicated by a number.

8-2-1 Depending on the scenario, the scenario rules may change the endurance of a particular castle.

8-2-2 As the endurance of a castle is reduced, put a counter on the castle indicating the new value.

8-2-3 When castle endurance has become zero, the castle has been destroyed. Treat the hex as if it has no castle.

8-3 Headquarters (HQ, Honjo)

Each army that appears in this game has honjo. The set-up information should indicate where they are located.

8-3-1 The honjo are the origins of a faction's supply line (refer to Section 11). They are important castles.

8-3-2 If a honjo is under siege, it cannot be used for supply. However, if the siege can be raised before the castle is destroyed, the supply lines can be set again. If an army has lost all of its honjo, it is out of supply.

[8.4 Translator's Note: 18 of the castles printed on the map have an endurance of 0. How do you handle this? I recommend treating those "zero castles" as open, unfortified towns. They have no effect on anything. However, if a player should choose to spend a replenishment castle endurance level on this town, it will then become a castle. This same technique cannot be used to resurrect destroyed castles. They will be too damaged to be made useful in the time length of the game.]

9.0 Troops

9-1 Configuration of the Troops

There are three types of combat units:

- (1) daimyo
- (2) warlords (and their samurai)
- (3) troops (ashigaru)

9-1-1 Even if the unit is in a stack, it is treated as a separate unit.

9-1-2 The configuration of the troops can be changed by reorganization (see Section 13-2).

9-2 Leadership of Troops by Commanders

A warlord unit has the ability to reorganize and command the troops. This capability is called "leadership".

9-2-1 A warlord's leadership is represented by a number of leadership boxes he has on the map. For each box, he can lead one unit. If a leader has a large number of boxes, he can lead a large number of units. Image: Hojo leadership boxes.

9-2-2 Warlords can only lead ashigaru units. They are not able to lead equal or senior units. (Ex.: One star units cannot lead one or two star units.)

9-2-3 Daimyo (two stars) cannot lead the ashigaru units (no stars). There must be a one-star warlord/samurai unit in-between them to maintain the chain of command.

9-2-4 As a general rule, warlords can lead units of the same army only. However, by special rules and scenarios of the game, a warlord may be able to lead a unit of another army.

10.0 Morale

Morale is how much nerve troops and castles have. This is represented by a number.

10-1 Morale Value

The psychological condition of troops and castles is represented by "morale". The normal morale value of all units and castles is 10.

10-1-1 Morale value will be reduced at such times as follows:

- (1) if you cannot trace a supply line (see Section 11-4)
- (2) when a castle is under siege (see Section 18-2)
- (3) when retreating from field combat (see Section 23-4-5)

10-1-2 Morale Failure

If the morale of a unit drops lower than 4, the unit has been destroyed and is removed from the map. In addition, when the morale of a castle becomes lower than 4, the castle has fallen (see Section 21).

10-1-3 If a unit's morale changes, put the appropriate morale marker on it. (The negative number counters.)

10-2 The influence of morale

If troops' morale is lowered, it can have the following effects (see Section 12):

- (1) reduction in the replenishment step (see Section 14-2-3)
- (2) disadvantage in a siege (Sections 19-3-2, 20-2-1)
- (3) disadvantage in field combat (see Section 23 -2-1)
- (4) reduction of movement points (see Section 15-6-3)

10-3 Morale Values and the Stack

All morale values are determined for each unit in a force. Units in a force do not have the same morale value. Even if some troops in a force have their morale lowered, the morale of other troops does not change. However, various actions require that you use one morale value for an entire force. In these cases, use the lowest unit morale value.

10-4 Castle Morale

If a castle has not been in even one siege (see Section 16), you do not need to put a morale marker on the castle. Markers are necessary only after a siege has reduced the morale of the castle. If there are one or more units in a castle, use the morale value of the force, not the castle.

11.0 Supply

During the Warring States period, if the troops were cut off from contact with the Honjo, it had a significant impact on their psychology. The supply line to the Honjo is an abstract representation of the communication state of the troops. If you do not maintain the supply line between the troops and the Honjo during the game, the troops will receive a disadvantage.

11-1 Tracing the supply line

Each player must trace the route of a supply line from each unit to its Honjo.

Troops (origin) → army troops or castle (relay) → Honjo.

11-1-1 When you set up a supply line between forces and their Honjo, in the middle of that line you can relay with friendly troops and castles to continue the supply line. In addition, in some scenarios allied forces and castles can continue your supply line.

11-1-2 There is no limit to the number of castles and troops used to relay the supply line.

11-1-3 You cannot trace the supply line through these hexes:

- (1) there is an enemy unit the hex
- (2) there is an enemy castle in the hex
- (3) there is an enemy ZOC in the hex
- (4) the sea, across the hex side of the lake hex
- (5) a swamp hex

11-1-4 Even if a hex contains an enemy castle, if there are friendly or allied forces besieging it, you can trace a supply line through that hex (Section 5-5-4).

11-1-5 Even if enemy forces conquer a hex, friendly and allied forces put into that hex can pass the supply line along.

11-1-6 Troops in castles do not need to set a supply line.

11-2 The length of the supply line

When you set up a supply line, the distance between troops and castles on that supply line has a limit.

11-2-1 The maximum length of supply lines has been established in the form of movement points (see Section 15-2).

11-2-2 A supply line can be set within the following movement points:

- (1) troops → troops: 10 movement points
- (2) troops → castle: 30 movement points
- (3) castle → castle: 30 movement points
- (4) castle → troops: 30 movement points

11-2-3 When counting the length of a supply line, use the Terrain Effects Chart column for supply lines.

11-3 When you check the supply line, check if units are in supply at these times:

- (1) during the supply line confirmation phase
- (2) when performing replenishment (see Section 14)
- (3) when performing a strategic movement (see Section 15-3)
- (4) when performing a morale recovery (see Section 26)

11-3-1 You must determine whether or not all of your units are in supply in the supply line confirmation phase.

11-3-2 Check supply before replenishment, strategic movement, and morale recovery (see Section 12).

11-4 If you cannot trace a supply line

Troops that cannot trace a communication route are affected as follows:

11-4-1 If, at the time of the supply line confirmation phase, you cannot set the supply line, unit morale is immediately decreased by one (- 1).

11-4-2 If you cannot set the communication line when forces try to replenish or attempt strategic movement, you will not be able to perform those actions (exception: Section 16-5).

11-4-3 Troops that are out of supply have a more difficult time recovering their morale (see Section 26).

12.0 Operations Phase

The player can decide freely how to use his troops, but each unit can perform only one of these five actions in the operation phase of a stage:

(1) troops reorganize (see Section 13, 14)

(2) move (see Section 15)

(3) besiege (see Section 16, 17, 18, 19, 20)

(4) field combat (see Section 22, 23, 24)

(5) morale recovery (see Section 26)

12-1 Order of action

12-1-1 Until the action of one unit or force is complete, do not perform the actions of other troops. However, depending on the type of action, several units can or must act together.

12-1-2 Actions

Whether or not a unit in command can act in the second, third, and fourth stages of a turn is determined by its commander's "ability to take action" rating. Units without commanders will act with their own "ability to take action" rating.

12-1-3 All troops can take one action during the first stage.

12-1-4 Actions must be performed consecutively, starting with the first stage. Refer to the Ability to Take Action Table. Only units with high ratings can act in the last stages of a turn.

Ability to take Action Table:

O = Yes: action allowed

X = No: action not allowed

Example: a unit with a rating of three actions can act in the second stage and the third, but cannot act in the fourth stage.

12-2-5 Players do not need to perform an action with a unit in every stage that they are able to.

13.0 Reorganization

Players can reorganize units as one of the actions of the troops.

13-1 Reorganization Procedure

Reorganization is done in the following manner:

13-1-1 A force of troops can have only one commander.

13-1-2 If units are not under the leadership of a higher-level commander at the start of the Army Operations Phase, it is not possible to reorganize those units.

13-1-3 Any friendly troops in one hex can be organized under a single commander. (exception: Section 13-2-2).

13-1-4 You cannot reorganize troops in different hexes.

<Organization example of troops>

In the picture of units in leadership boxes, the first two rows are possible because the leadership value of that row's commander (two stars) is higher than the leadership value of the units in the row. The third row is not possible because the cavalry unit has the same value as the commander (one star). The fourth row is not possible because it includes a unit from a different clan.

13-2 Reorganization

There are two types of reorganization: incorporation and separation.

(1) Incorporation: when units are in the same hex as a leader, they may join his force.

(2) Separation: units may leave the force/leader that they belong to.

<Example of separation>

<Example of incorporation>

13-2-1 Troops cannot separate and incorporate in the same action. To perform both types of reorganization requires two actions.

13-2-2 The following conditions will prevent reorganization:

(1) ashigaru troops are put directly under the leadership of a daimyo

(2) the forces have already acted

(3) the forces are out of supply

13-2-3 You cannot incorporate more troops into a leader's command than he has boxes for.

13-2-4 Troops that have been reorganized will not be able to perform any other action in that stage.

13-2-5 If troops with different morale values reorganize together, the morale of the force is adjusted to the lowest unit morale in that force.

14.0 Replenishment

It is possible to add steps back to your units (replacements) and add endurance levels back to your castles (repairs).

14-1 This is not one of the five actions. Replenishment is performed during the start stage. Use the replenishment table for your clan army daimyo. Roll on this table once per turn.

14-2 You must also identify a specific force or castle to replenish. This force or castle must be in supply.

14-2-1 Refer to the Replenishment Table for the faction that is rolling. Roll once for each daimyo and once for each ally or group of allies. If the daimyo's force that is being replenished is located in his province, use the "country" column. If not, use the "outside" or "overseas" column. If the allied force that is being replenished is located in a honjo of its faction, use the honjo column. Otherwise use the second column.

14-2-2 Roll 1d6. Modify the die roll with any morale loss experienced by the force or castle you wish to replenish. The result is the number of steps or levels that can be replenished.

14-2-3 If you get a positive result, add those number of steps of troops to the force or to the endurance level to the castle. However, - 1, - 2 results mean that the number of desertions has exceeded the number of replacements and you must reduce the force or castle.

14-2-4 The result of replenishment applies only to the units of one commander on the table.

14-2-5 If there are any leftover steps in the replenishment, you lose them. You cannot apply the steps to allies or forces under other commanders. And you cannot save them for another turn.

14-3 Replenishing a Castle

14-3-1 Scenario rules may allow allied armies to replenish.

14-3-2 If there is more than one commander in a castle, only one of the commanders can replenish the castle.

14-3-3 The result of a replenishment of a castle can be applied to the troops in the castle or it can be used to increase the endurance of the castle.

14-3-4 If a castle is surrounded by the enemy troops you cannot perform replenishment for the castle.

15.0 Movement

One troop action is to move.

15-1 Principle of Movement

Move from one hex to another hex.

15-1-1 Move each force separately. The order of movement is up to the player. However, you cannot start the movement of the next force until the movement of the previous force is completed.

15-2 Tactical Movement

15-2-1 All units are uniformly given 8 movement points.

15-2-2 Movement points are consumed by the move and the nature of the land in each hex. The cost will vary (see Terrain Effects Chart). Players move by consuming movement points in accordance with the topography of the hexes they are moving into.

15-2-3 The consumption of movement points due to terrain depends on whether the troops move normally or are conducting strategic movement reference (Section 15-3).

15-2-4 If units try to move across a river, in addition to the movement points consumed by the terrain, the units must also spend movement points for fording a river (see Terrain Effects Chart). However, if there is a bridge, the terrain effect of the river will be canceled.

15-3 Strategic Movement

A "strategic move" consumes fewer movement points. In order to carry out a strategic movement, in addition to the requirements of Section 15-2, you must meet all of the following conditions.

15-3-1 To carry out a strategic movement, from the beginning of the move until the end of the move, you cannot pass through an enemy ZOC, weak or strong.

15-3-2 To perform a strategic movement, troops must be able to trace a supply line to their Honjo at the start of movement.

15-3-3 If troops' morale goes too low, it may not be possible to carry out the strategic movement.

15-4 ZOCs and Movement

The ZOC of enemy troops can interfere with the movement of a unit.

15-4-1 When *entering* the strong ZOC of enemy forces, spend movement points as normal.

15-4-2 When *entering* the weak ZOC of enemy castles, spend movement points as normal.

15-4-3 If a force or unit *starts* its move in the strong ZOC of enemy troops, it can come out of that hex, but it must use one extra movement point, besides the cost of terrain.

15-4-4 When a unit does not have enough movement points to leave an enemy strong ZOC, it cannot be moved anymore.

15-4-5 A unit that moves from a strong enemy ZOC directly to another strong enemy ZOC, it must spend one extra point to exit the first hex and one extra point to enter the second hex. So, a total of +2 movement points.

15-4-6 If there are friendly troops in the hex with the strong enemy ZOC, the moving unit does not have to pay the extra point.

15-5 Separation During Movement

During the movement of forces, you can separate units from their forces. This does not count as a second action in the Operations Phase. This is the exception to Section 12. You can describe this as "dropping off." The dropped-off unit cannot move anymore this stage.

15-5-1 You do not need to spend extra movement points for the separation of forces.

15-6 Restriction of Movement

15-6-1 It is not possible to move units across a hex of the sea, or a lake.

15-6-2 Units cannot move into a hex with enemy troops in it, unless the only enemy troops are in a castle and not in the field.

15-6-3 If a force's morale is poor, its movement points will be reduced.

16.0 Sieges

The siege: when there are friendly troops in a hex with a castle and there are enemy troops in that castle. Siege is done as a kind of movement.

16-1 How to Conduct a Siege

If you want to besiege troops in a castle, act as follows:

16-1-1 To start a siege, you must consume a movement point.

16-1-2 You can besiege multiple units in one castle. Treat them all as one force, even if there are different commanders and allied forces in the castle.

16-1-3 Place a siege marker on top of the troops in the besieged city.

16-1-4 If there are troops besieged in a castle in the same hex as troops that are out in the field combat, please put the troops that are not in the city on top of the siege marker.

16-2 Siege because of Retreat

If the player is retreating troops as a result of a field combat, the troops can retreat into a friendly or allied castle in the same hex. Please refer to Section 23-4-6.

16-3 Raising the Siege

Stopping a siege consumes a movement point. Remove the siege marker.

16-4 The Morale of Troops under Siege

Troops under siege do not have to trace a supply line. Their morale does not decrease due to lack of supply.

16-4-1 The morale of troops in the castle may be reduced as a result of the siege (see Section 18).

16-4-2 When multiple units are in a castle, you have to display the morale of each unit separately. If you need to use a single morale value, for siege warfare or field combat, use the unit morale that is the lowest.

16-5 Replenishment of Troops under Siege

Troops under siege are not able to perform replenishment.

17.0 The Siege Process

The besieging player can conduct the siege in one of three ways.

- (1) besiege the castle (see Section 18)
- (2) assault the castle (see Section 19)
- (3) accept the surrender of the castle (see Section 20)

17-1 Minor Siege Issues

17-1-1 You assault a castle and fail. However, if you still have troops in the castle hex that are more than 10 times the castle's number of levels, you can continue the siege.

17-1-2 As long as you have the required number of troops in the required positions, any siege will continue automatically.

18.0 Sieges

A siege surrounds the castle literally. It affects the morale of any enemy units in the castle and will reduce the endurance of the castle. But it will not damage the enemy units in the castle unless the units leave the castle (see Section 21). It takes a while.

18-1 How to Conduct a Siege

In order to surround a castle, the besieging combat force must be 10 times more than the castle's endurance. Also, there must be besieging units, their ZOCs, or impassable terrain in all of the six hexes around the castle.

18-1-1 If you want to surround a castle of level 10, a total of 100 combat power or more is required. Please put a siege marker down.

18-1-2 During a siege the besieging units that are counted towards the 10x requirement must only take "siege" actions. Any units not needed to meet that value can be moved out of the hex, with no movement penalty.

18-1-3 As long as you do not move from the hex, you can continue the siege.

18-1-4 After the start of the siege, the besieging player can add new troops to the siege.

18-2 Siege Process

18-2-1 Roll 1d6. Modify the die roll by any loss of morale that the besieging force has suffered. Cross reference the modified die roll with the total combat force besieging the castle. Apply the results immediately. Reduce the castle's endurance value by the left hand number. The right hand number is subtracted from the besieging force's morale.

18-2-2 If the highest level commander (daimyo) is present at the siege, add one to the die roll.

18-2-3

After the siege result, if the lowest morale of a unit in the castle drops to a value of 4 or less, this is treated as if the troops surrender (see Section 20-3).

18-3 Cancellation of the Siege

At any time when the combat force around the castle becomes less than 10 times the number of levels, immediately raise the siege of the castle. Or the force inside the castle can come out of the castle and conduct field combat (see Section 22). This counts as only one action. If the besieging troops leave the castle hex, immediately canceled the siege.

18-3-1 Also the troops surrounding the castle can voluntarily end the siege.

18-3-2

If a siege is ended, immediately the morale of all of the troops that are in the castle returns to a normal state (10).

18-4 Limits on Besieged Troops

The troops under siege in a castle, have the following restrictions:

18-4-1 If a force does not relieve the siege, units inside a castle cannot select movement or field combat as one of their actions. Actions other than moving and combat can be done while continuing the siege. 18-3 assumes a relieving force has entered the hex.

18-4-2 If troops conducting a siege are attacked, they fight with half of their combat power, rounded up. However, immediately after an attack, if you raise the siege, you can fight back at full combat strength. If only some besieging troops fight, and the combat force that does not fight is more than 10 times the castle number, you can continue the siege.

19.0 Assaulting a Castle

This is a direct attack on a castle to shorten the siege. Both forces can be damaged.

19-1 Minor Assault Issues

19-1-1 Units in the assault cannot perform another action.

19-1-2 The assaulting force does not have to surround the castle.

19-2 Resolution of Assault

Assault is resolved in the following manner:

19-2-1 Subtract the combat power of the troops in the castle from the combat power of the assaulting troops. Save the difference.

19-2-2 If there are no enemy units in the castle, use only the total of the combat power of the assaulting force.

19-2-3 Roll 1d6. Cross reference the difference number with the die roll to determine the number of steps lost by each side.

19-3 Modification of Assault

19-3-1 Subtract the endurance level of the castle from the die roll.

19-3-2 Subtract the morale value of the garrison from the morale of the assaulting troops, using the lowest value of each. Add this morale difference to the die roll.

19-3-3 Modify the die roll by the terrain of the castle hex (see Terrain Effects Table).

19-4 Explanation of Assault Results

Assault results: castle side step loss / assaulting side step loss

19-4-1 Reduce the endurance of the castle by the number of steps lost by the defenders.

19-4-2 Reduce the assaulting force by the number of steps lost by the attackers.

19-4-3 If the result includes a dot, one leader from the assaulting side must be removed. The assaulting player can choose which leader (see Section 25).

20.0 Surrender Recommendation

Troops surrounding a certain castle may call for the surrender of the castle. This is called the "surrender recommendation".

20-1 Principle of the surrender recommendation

20-1-1 When carrying out the surrender recommendation, you cannot conduct an assault in that hex in the same game stage.

20-1-2 Even if multiple commanders are participating in the siege, you must use only one commander for each side. Other troops in the hex that are not part of the siege can carry out other actions other than assault.

20-2 Resolution of Surrender Recommendation

Check the endurance of the castle. Check the morale of each side.

20-2-1

Roll 1d6. Consult the Surrender Recommendation Table

(1) if a diamyo unit is in the castle, subtract 2 from the die roll.

(2) If a warlord unit is in the castle, subtract 1 from the die roll.

Use (1) or (2), not both.

(3) subtract to morale of the troops in the castle from the morale of the troops calling for their surrender. Add this to the die roll.

20-3 Results of the Surrender Recommendation

The left-hand column on the Surrender Recommendation Table is the endurance level of the castle. The numbers in the center of the table are modified die rolls. The top row lists the three possible results. For example: if the castle has an endurance level of 4, it will refuse to surrender on a modified roll of 5 or less. On a roll of 6 through 8 the force inside will be given the Honors of War. On a modified roll of 9 or more the defending force will surrender.

Denial: Surrender recommendation was rejected. Siege continues.

Honors of War: The siege is over. The troops inside the castle are immediately transferred to the nearest friendly castle. If there is no other castle to go to, they will surrender. The endurance of the castle does not change. Remove the garrison morale marker and enemy castle marker. Add the colored castle marker to show the new ownership, unless the castle originally belong to the attacking player.

Surrender: The troops in the castle are immediately removed from the map. Half of the number of steps of the troops in the castle (rounded down) can be added to the replenishment number of that side in the next turn.

The endurance of the castle does not change. Remove the garrison morale marker and enemy castle marker. Add the colored castle counter to show new ownership, unless the castle originally belong to the attacking player.

20-4 Honors of War Offer

During any of his stages the defending player may ask for the Honors of War. If the attacking player grants it, follow the procedure above.

21.0 The End of a Castle

A castle may fall in these circumstances:

- (1) the morale of the troops defending it drops below 4.
- (2) when the endurance of the castle becomes 0.

21-1 Castle Endurance

When castle endurance has become zero, treat the castle as a "deserted castle". A deserted castle is no longer owned by any player and loses all the functions of a castle.

21-2 Ownership of a stormed or surrendered castle

If multiple clans were involved in the fall of a castle, determine the ownership in the following manner.

21-1-1 If the castle was friendly or allied at the start of the game, and was captured by enemy forces during the game, if you recapture it, it will return automatically to the possession of the clan that owned it at the start of the game.

21-1-2 If the castle was originally owned by the enemy, place a colored castle marker to display the new owner. Once you have decided, the ownership cannot be changed.

21-1-3 If multiple allied players have units in the same castle, determine the ownership in a dialogue between the players.

22.0 Field Combat

Field combat is one actions troops can do. Field combat has the following two types, which differ in their manner of resolution:

- (1) skirmish (see Section 23)
- (2) battle (see Section 24)

Decide which method you will use before you roll any dice.

22-1 Field Combat Principles

22-1-1 Forces from one hex may only attack troops in one adjacent hex. If units are next to enemy troops that are in more than one hex, it is not possible to attack the units in the other hexes.

22-1-2 All units under a leader in one force attack and defend together. Units on their own cannot attack and defend together. You may attack only one enemy force in a hex, even if there are multiple enemy forces in that hex.

22-1-3 You cannot attack enemy troops who are separated from you by the sea or are on the opposite bank of a lake.

22-1-4 Field combat is not required. A force next to enemy troops and next to a castle can choose to attack just the castle or not attack at all.

23.0 Skirmish Combat

A skirmish in field combat represents a relatively small-scale battle. Skirmishes are resolved step by step in accordance with the following procedure:

- (1) calculation of the attacking combat strength
- (2) resolution of attack
- (3) application of combat results to the defending side
- (4) calculation of defending combat force
- (5) resolution of the counterattack
- (6) application of combat results for the attacking side

23-1 Principles of Skirmish

Skirmishes consist of one attack and one optional counterattack per stage.

23-1-1 Skirmish resolves an attack by one unit or one force. Multiple units and forces cannot attack at the same time.

23-1-2 The attacking unit or force may attack one or more defending units or forces, player's choice.

23-2 Resolution of the Skirmish

Roll 1d6. Cross reference the modified die roll to the strength of the attacker on the Combat Results Table.

23-2-1 Modifications to a skirmish die roll:

- (1) If the defending troops are in a wasteland or swamp hex, subtract 1 from the die roll.
- (2) If the defending troops are in a mountains hex, subtract 2 from the die roll.
- (3) If there is a hex side with a river between the two forces, subtract 2 from die roll.
- (4) If a daimyo or a warlord unit is leading the attacking troops:

Subtract the field combat modification of the defending leader. Add the field combat modification of the attacking leader. If either side has multiple leaders, use the field combat modification of the most senior leader. If there is more than one leader of the most senior rank, the player can choose which leader to use.

23-3 Combat Result

The result is the number of steps lost by the defending forces. The defending player removes that number of steps from his force. In addition, within the scope of the damage

number, the loss can also be divided into retreat and the loss of steps. After the defending force is first reduced a number of steps chosen by the defending player, the leftover amount is the number of hexes that the unit must retreat.

23-3-1 You can choose how many steps to take from which units. You may take two steps from a few units (eliminate them) or one step from many units (flip them).

23-3-2 If the combat result included a dot, the defending player must remove a leader counter. If you have no warlord units left, you must remove the daimyo, if he is present.

23-4 Retreat

23-4-1 If you want to retreat, all of the defending troops which took part in the skirmish will be retreated.

23-4-2 You can retreat up to a maximum of 4 hexes from the attacking troops who carried out the attack. You must retreat one hex for each 1 damage number. The impact of the terrain on the retreat is ignored.

23-4-3 retreat direction

Although you can decide freely, you cannot retreat into the following hexes:

- (1) over the sea, or across a lake
- (2) a mountain hex
- (3) a hex containing enemy troops

23-4-4 Attrition during retreat

Each time your force retreats into one of these types of hexes, you troops lose one step.

- (1) ZOC enemy troops
- (2) a snow hex
- (3) retreated across a river
- (4) mountain, swamp hex

Even if more than one type of situation occurs in one hex, only one step is lost.

23-4-5 If troops retreat, it will reduce their morale at the same time. Please reduce the morale value of the units by the same number as the number of the hexes retreated.

23-4-6 Retreat and castles

If the retreating force reaches a friendly castle that is not under siege before it finishes its retreat, it can enter the castle and the remaining number of hexes to retreat are ignored.

23-5 Pursuit

If the defending units are retreating, the attacking player can carry out a chase.

23-5-1 Pursuit is: continue to follow the hexes the enemy troops used to retreat. Pursuit can be done up to the number of required retreat hexes. You can also stop partway.

23-5-2 Retreating forces can retreat into a castle and stop. Pursuing troops can enter that hex, but may not enter the castle.

23-5-3 Pursuit must stop if the pursuers move adjacent to enemy troops or castles.

<Example of skirmish>

The force of General Jia (the dark samurai unit on the top of the stack) attacks the forces of General Ox (the pale samurai unit). The bottom unit in the stack does not have to attack.

① Calculate the combat power of the attacking general's troops. Use the number to the right of the unit image. $2 + 2 + 2 + 4 = 10$.

② The die roll is 4. The hex is wasteland. -1 from die roll. The result is 3. Both generals have a field combat modification factor of 2 and neither general has lost any morale value, so there are no more modifications to the die roll.

③ Looking at the field results table, the battle result is 1. Gen. Ox must retreat one hex or lose one step of troops. He chooses to reduce one of his ashigaru units by 1. If he had retreated, he could have retreated to hex A or B, but not hex X.

④ General Ox can fight back because he did not retreat. The combat power of the troops of Gen. Ox is 6. ($3 + 2 + 1$) Note that a counterattack is not simultaneous with an attack. Casualties must be removed first. The die roll is 5. The roll is not subject to any modification.

⑤ Looking at the field combat results table, the result is 1. The troops of Gen. Jia must be reduced by one step. He flips over his second ashigaru unit.

< end of example box >

23-6 Counterattack

Defending troops that have not retreated may counterattack the attacking troops. Use the same steps as the attack, but with the roles reverse.

23-6-1 Only the force attacked can counterattack, and it can only counterattack the original attackers. Neither side can add units or expand the skirmish.

23-6-2 Modify the counterattack die roll as follows

(1) if the defending troops are in a mountains or swamp hex, subtract 1.

(2) if there is a river between the two sides, subtract 2.

(3) add the difference between the leader's combat modification value.

(4) add the difference between the forces' morale values.

All modifications are cumulative.

23-6-3 Apply the result entirely as step losses. The attacking troops cannot retreat.

23-7 Field Combat Outside a Siege

Troops conducting a siege can attack enemy troops that are in an adjacent hex. However, it will be subject to some penalties.

23-7-1 Troops attacked by the force under siege fight with only half of their combat strength. The force sallying out of the castle uses its full combat strength.

24.0 Battle Combat

Battles continue until one side retreats, or both sides retreat. This procedure may be repeated many times in one stage:

- (1) calculate the strength of the attacking side and the defending side
- (2) resolve of the battle
- (3) apply the combat results
- (4) determine if a force retreats

24-1 Principle of battle

These principles are in addition to Section 22-1.

24-1-1 In order to perform a battle, both the attacker and the defender must have a daimyo present. If one side has a daimyo and the other does not, you can only fight a skirmish.

24-1-2 If the daimyo is present in the hex, he can join the battle before it starts. However, if the troops that have already acted, it is not possible for the daimyo to participate in the battle.

24-1-3 If the daimyo unit is present on the defending side, he can always participate in all battle rounds.

24-1-4 If there are only allied forces troops are in the same hex as the daimyo unit, he can participate in the battle as well.

24-1-5 You cannot fight a battle in a mountain or swamp hex.

24-2 Resolution of Battle

A battle is resolved in the same way as a skirmish, but both sides attack at the same time. The application of the results is simultaneous.

24-2-1 Once you have determined which troops will participate in the battle, total, respectively, the combat power of the attacking side and the defending side.

24-2-2 When you have counted the total of each combat force, resolve the battle. Roll the dice in the order of attacking side first and then the defending side, or roll both at the same time. Apply the combat results at the same time.

24-2-3 Both die rolls will be corrected by the difference between the field combat modification factors and the morale values of the daimyo. The terrain has no effect at all. If there are multiple daimyo units, you can use any one field combat modification factor. In addition, the morale value you use is the lowest among the troops that are participating.

24-2-4 When applying the results, do the attacking side and the defending side at the same time. All losses must be taken as step losses. Neither side can retreat now.

24-2-5 After applying both results, the side with the most step losses is considered defeated and may retreat. If it does, the battle will end at that point.

24-2-6 If neither side has to or wants to retreat, you must fight another round of battle.

24-3 Setback in the Battle

24-3-1 The player who had to retreat in the battle now rolls 1d6 for each unit that survived the battle. This is how many hexes that unit must retreat. At this time, any troops that did not participate in the battle, but were in the same hex, need to be retreated also.

24-3-2 If the die roll for a retreating unit is higher than 4, that unit will also lose steps. If the roll was 5, the unit loses one step. If the roll was 6, the unit loses 2 steps. In both cases the units retreat only 4 hexes. Otherwise, follow the process in Section 23-4.

24-3-3 The side that wins the battle may enter the hex that had the enemy troops, but you cannot chase retreating units.

25.0 If a Warlord or Daimyo Unit is Eliminated

Leaders may die in battle due to dots in combat results and due to step losses caused by retreats (routs).

25-1 If a warlord dies in battle, he will not be able to appear again on the map.

25-2 If the daimyo has died in battle, all the units of his army will be removed from the map. These units will not be able to appear again on the map. If a force under a daimyo accepts a surrender recommendation, treat it as if the daimyo has died. He will commit seppoku because of the shame of the surrender. Even though all the combat units have been removed, the ownership of castles does not change. His castles will still resist enemy forces.

26.0 Morale

All units and castles start with a morale of 10. One action troops can perform is to recover (raise) their morale.

26-1 How to Recover Morale

When performing morale recovery, the forces must have a communication route to their Honjo. When performing the morale recovery, the unit will not be able to perform other actions.

26-1-1 If the troops can trace a supply line, you can raise their morale up by 1.

26-1-2 If the troops cannot trace a supply line, you must roll the die. You can raise the morale of a unit by one if you roll a 1.

The Kawayanatsume Suppression

The "Kanto Suppression," took place in the Kanto Koshinetsu region (the plain next to Tokyo Bay). Uesugi Kenshin attempted to suppress the Hojo clan. Takeda Shingen came to the aide of the Hojo. It is the first installment of the Sengoku Jidai Legend Series. It requires:

- ① 1 sheet map
- ② 1 sheet of counters (about 250 pieces)
- ③ rule book (this book)
- ④ a six-sided dice.

The steps in this game are as follows.

(1) the start stage

- ① supply line confirmation phase
- ② replenishment phase

(2) The first stage

- ① Uesugi Operations Phase
The units of the Uesugi player take actions.
- ② Takeda Operations Phase
The units of the Takeda player take actions.
- ③ Hojo Operations Phase
The units of the Hojo player take actions.
- ④ Uesugi-allied Kanto warlords Operations Phase
The units of the Uesugi-allied Kanto warlords take actions. It is not possible to conduct the Uesugi army unit.
- ⑤ Hojo how Kanto warlords Operations Phase
The units of the Hojo-allied Kanto warlords take actions. It is not possible to conduct the Hojo army unit.

(3) Stages 2 through 4

Repeat the same procedure as the first stage, but units cannot take actions unless they have an "ability to act" number as high or higher than the number of the stage. Units under leaders can act or not depending on their leader's "ability to act" number.

30.0 Armies

30-1

Please refer to the unit placement table to determine which unit is in which army and which map hex it should be placed in.

30-1-1 Kanto warlords:

The Kanto warlords are either allied to the Uesugi, allied to the Hojo, or neutral. Their status is indicated in parentheses after the units.

30-1-2 The military relationship between different factions will change by the scenario. Consult the scenario information.

30-2 Allies

The following daimyo control the following provinces:

- ① Uesugi: Echigo
- ② Hojo: Sagami, Musashi, Izu
- ③ Takeda: Kai, Shinano

30-3 Who Has What Castle

The number of levels of a castle are printed on the map in the color of its owning army. The level of some castles change from their printed value in certain scenarios. Those values and the current owner are listed in the unit placement table. When castles change ownership, there are markers to indicate these changes.

30-4 Honjo

Castles with flags can act as Honjo. The color of the flag indicates the owning clan. This is also indicated on the castle list.

30-4-1 Uesugi has two Honjo castles: Kasugayama and Umayabashi.

30-4-2 The Uesugi side of the Kanto warlords, have the following five Honjo: Umayabashi castle, Nobutsuna Ogo, Yamashita embroidery, Wada GoShigeru, Kuragano direct, Sakai Chiarashi

30-5 Hojo Father and Son

Ujiyasu Hojo and Ujimasa Hojo each have their own counter. Each one counts as a daimyo in the rules and can command warlords. The father Ujiyasu, you can command Ujimasa, the son. But the son cannot command the father.

31.0 Special Rules for Odawara Castle

Odawara Castle, in hex 2237, which was a Hojo Honjo at that time, is the largest of the citadels. It was not an easy task to take it. In addition to the standard rules for castles, add the following rules:

31-1 Entering Odawara Castle

31-1-1 Hojo units and Hojo allies may enter and leave Odawara normally.

31-1-2 Units other than the Hojo and their allies cannot enter this hex except as a result of an assault or a siege or a surrender.

31-2 Siege of Odawara Castle

To surround Odawara Castle, there must be troops in all of the following four hexes: 2137, 2138, 2236, 2237. If even one of the four hexes is left empty, the siege is over.

31-2-1

When the total of the besieging force has become more than 50 (more than 10 times of level number of the castle) the siege has started.

31-3 Assaulting Odawara Castle

To assault Odawara Castle, proceed as follows.

31-3-1

Only one hex full of troops can assault the castle at one time.

31-3-2 Troops in other hexes may also assault. However, this be done as a separate assault for each hex.

31-4 Counterattack from Odawara castle

Not only was the castle not easy to attack, also it is believed that it was not easy to come out from. When the troops in the castle want to attack the enemy troops that are in the siege hexes, in addition to the 23-7 Section of the rules, add the following rules:

31-4-1 The combat force of the sallying troops is half of the total (rounded down).

31-4-2 The troops attacking from Odawara Castle can only attack one hex of troops, but they must attack all the enemy troops in that hex.

31-5 Replenishment of Odawara Castle

Due to the presence of the Hojo navy, unless there is a sea blockade, it is difficult to cut off the supplies to Odawara Castle. Thus, Hojo and allied forces in Odawara Castle can be replenished.

31-5-1 When performing replenishment of Odawara Castle subtract 1 from the results.

32.0 Weather

In the "Kanto Suppression", between the turns of the first week of December to the second week of March, there will be snow. The third week of March to the fourth week of May will be a period of snow melting.

32-1 The influence of snow cover

Once a hex is under snow cover, the movement points consumption of any terrain other than a river is twice normal.

32-1-1 The effects of snowfall occur everywhere north of the dotted white line in the following provinces:

- ① Echigo, Shinano, Kai, all hex of Mutsu
- ② Ueno, mountains of Shimono

32-1-2 The presence of snow in a hex changes measuring the length of the supply line.

32-1-3 You cannot pass a supply line through a mountain hex covered with snow.

32-1-4 ZOCs do not extend into mountain hexes covered with snow.

32-2 Snowmelt

Once the snow starts to melt, the movement point cost doubles when you cross a river.

32-2-1 The effects of snow melting apply to all of the rivers on the map.

32-2-2 Movement, combat, and measuring a supply line are affected by the snow melting.

32-2-3 If you conduct field combat in the snow, subtract 4 from the attacker's die roll and subtract 2 from the defender's die roll.

33.0 Samurai at Sea

Because the Hojo have a strong naval force, they can run their supply lines across the sea.

33-1 Each sea hex costs 1/3 of a movement point when you set the supply line.

33-2 Sea supply lines must be traced between units that are in coastal hexes.

33-3 ZOCs extend into coastal hexes (part land, part sea).

33-4 You can freely combine the land part of a supply line with the sea part of a supply line,

34.0 Victory

At the end of the game, each player will receive points as follows. These points are the basis of the outcome decision of the scenario.

34-1 Points from the acquisition of castles

Count any castle that the player has taken control of during the game. Do not count castles that the player owned at the start of the game. Use the current endurance level.

① level 0: 1 point

② level 1: 2 points

③ level 2: 4 points

④ level 3: 6 points

⑤ Odawara Castle: 20 points

34-2 Loss of points due to the loss of castles

Count any castle that the player owned at the start of the game but no longer controls. Use the current endurance level.

① level 0: 1 point

② level 1: 2 points

- ③ level 2: 4 points
- ④ level 3: 6 points
- ⑤ Odawara Castle: 20 points

34-3 Points lost by unit removal

Count all of the leader units you have lost.

- ① daimyo: 10 points
- ② general: 3 points - there are none in this game
- ③ warlord: 1 point (the one-star samurai counters)

35.0 Scenarios

The Kanto Suppression offers four scenarios. Each scenario is configured as follows:

- (1) scenario name: the title of the scenario, a brief historical background
- (2) use area: specifies the area of the map to be used in the scenario
- (3) number of turns: how that scenario will last
- (4) players: the number of players and which armies they command
- (5) location: placement of units in each scenario. Please refer to the unit placement list
- (6) reinforcements: the appearance turns of reinforcement units and which hex they appear in
- (7) castle possession: who owns each castle in the scenario. Please refer to the set-up table
- (8) victory conditions: how victory is determined
- (9) special rules: rules used in this scenario only

35-1 Before you start the scenario

- (1) Each player places his units on the map. He must organize his troops into forces under leaders using the leadership boxes. If any of his units are in the same hex as a castle that he controls and enemy forces, he must decide if his units are in the castle or in the field.
- (2) Place castle ownership markers on castles you control that are not printed that way.

Scenario One: The 4th battle of Kawanakajima, September 1561.

When Kenshin Uesugi marched into the Kanto Plain, Shingen Takeda took action to distract him and to obtain more of Shinano province. Because Takeda had to wait for the snow to melt, Uesugi was able to return and fight him in Shinano province.

In August Uesugi marched to Kawanakajima with 18,000 soldiers. He left the 5000 soldiers of Gozume in Zenkoji (hex 0413). He pitched camp at Saijo mountain (hex 0515) on August 16.

Shingen received the news of Uesugi's advance on August 15. 18 days Has passed the Hizume Madokakesaki led 17,000 soldiers to. It merges with the soldiers in the middle of Shinano. And, 20,000 Takeda urging that became the army is, August 24, Chausuyama (He pitched camp in hex 0315).

It is the beginning of the fourth Kawanakajima battle.

- (1) Use the provinces: Echigo, Shinnamida, Kai
- (2) Number of turns: 3 turns (4th week of August to 2nd week of September)

- (3) Players: 2. Clans: Takeda and Uesugi
- (4) Location: "Unit Arrangement List Table".
- (5) Reinforcements: None
- (6) Castle ownership: See "Castle Ownership List Table".
- (7) Victory conditions: at the end of the game, count the number of steps of the enemy army units eliminated. The player with the higher number wins. Equal numbers is a draw.
- (8) Special rules:
 - ① In this game, you cannot perform replenishment.
 - ② The Uesugi player may perform two movement actions before the start of the game.

Scenario Two: The Siege of Odawara May 3, 1561

Uesugi was made the Kanto Kanrei by the government in 1561. Gathering troops from all over the region he led an army of 110,000 soldiers in the Kanto. [Recent research suggests that his army was only 40,000 troops.] They attacked Kawagoe Castle in a night battle. Because the Hojo were so badly outnumbered, the whole Hojo army fell back to Odawara Castle. Uesugi was able to break into the town of Odawara and burn it down, but he could never take the castle itself.

- (1) Use area: Suruga, map the entire area with the exception of totomi
- (2) Number of turns: 12 turns (1st week of February to the 4th week of April)
- (3) Players: 2 people

Uesugi player: Uesugi, Uesugi-allied Kanto warlords

Hojo player: Hojo, Takeda, Hojo-allied Kanto warlords

- (4) See: "Unit Arrangement List Table" for Scenario 2.

One Takeda warlord, Oyamada Nobushige, can be placed in hex 1230 or 1831.

- (5) Reinforcements: on the first turn (February first week), between hex 4010-4015 appear 9 units of Satake (Uesugi ally).

- (6) Castle ownership: " Castle Ownership List Table".

(7) Victory conditions: As a general rule, but is a victory of the people scoring by 34 of the many, Uesugi how players, surrounds the Odawara Castle, about further in Tsuruoka Hachiman Must be celebrated a showcase of East Kanrei positions Honin. If, on the other hand But if you did not perform, it is the defeat of the Uesugi how players.

- ① The Uesugi player must surround Odawara Castle for at least one turn.

He receives one victory point for each turn he spends surrounding Odawara Castle.

- ② Uesugi how players, during the first stage, Tsuruoka Hachiman (Hex By remain Kenshin Uesugi unit in 2836), Kanto tube Assume that you have completed the showcase of the territory Honin. In this case, how much of Yu Knit in or was in Uesugi Tsuruoka together with Kenshin Hachiman Shrine, as follows:

You score. It should be noted, is lead to Kenshin Uesugi and commander unit

Unit you are also, you can count.

- 20 units or less: 0 points
- 21 - 30 units: 1 point
- 31 - 40 units: 2 points
- 41 - 50 units: 3 points
- 51 or more units: 4 points

Incidentally, when a Hojo unit has entered Echigo, which time more than
Later, Uesugi how players guess there is no need to plus vortex the above two conditions
Ri you.

(8) Allies

- ① Only Uesugi Kenshin and Kanto warlords under his command can lead Uesugi allied units. Other Uesugi army commanders are not able to lead the Kanto warlords.
- ② The Hojo Army commanders are not be able to lead the Kanto warlords of Hojo.

Scenario Three: Matsuyama Castle Siege 1563

Eien five years Cl562) 11 May, Ujimasa Hojo Ota ShiTadashi, Kenshin Uesugi et al basket
Mole Bushu Matsuyama Castle besieged.

Request a relief to Ota ShiTadashi immediately Kagetora Uesugi (Kenshin), received this
Kagetora Keta proceeded encamped in Umayabashi. However, in Ueno in concert with
Ujimasa

For advancing the Shingen Takeda, it was not able to move from the stables 橋.

Thus, the Uesugi - Hojo dispute over the Kanto region increased and became violent.

(1) Use area: Suruga, map the entire area with the exception of totomi

(2) The number of turns: 24 turns (first week of November to 4th week of April)

(3) Players: 3 people

Takeda player: Mr. Takeda

Uesugi player: Uesugi, Uesugi-allied Kanto warlords

Hojo player: Hojo, Hojo-allied Kanto warlords

(4) Locations: "unit arrangement List Table".

Takeda warlord Oyamada Nobushige can be placed in either hex 1230 or 1831.

(5) Reinforcements: the first turn (November first week), between hex 4010-4015
appear 9 units of Satake (Uesugi ally).

(6) Castle ownership: "Castle Ownership Table".

(7) victory conditions: score by 34 Section there are many players will win.

(8) Allies

① during the game, because the Takeda and the Hojo are allied, they cannot attack each
other.

② Hojo side player, the first week of January or later, Kenshin Uesugi Echigo or Shin

On the stage you are in the dark, Sano Akirakinu, Teruyasu Akai and tone of Koyama Shumo
substantially You can try.

Roll the dice for each Busho, is 5 or 6 out Once the tone shown success.

Successful Busho become Hojo how Kanto Busho tone substantially, immediately their
book To return to the castle.

In this case, if there are Uesugi side unit in hex of their Honjo

It is disposed in a state of being Nojo. In addition, Uesugi how unit Honjo

If you are besieging the, against Uesugi how unit, immediately open

To apply the results of the castle.

Incidentally, it is possible to try to tone shown only Ujiiyasu Hojo, the scan
Stage during the cannot do any of the action.

Scenario Four: The battle of Mimasetoge October 1569

When Shingen Takeda has Mukuro 逐 the Imagawa invade the Suruga, allied with Imagawa There was Ujimasa Hojo in the relationship, and decided to cut the Shingen and hand. 1569 June, Shingen that was Rakujo Miyagi Fujidai will return the army, September Intrusion than Ueno in, attacked the various castle of Hojo how in the Musashi. However Ujimasa previously, the same as my father Ujiyasu took against Kenshin Bet --- it was against the Shingen in Odawara siege. On the other hand, 1 Xuan Xuan has been surrounding the Odawara, also mean that fall well Rather, after a few days attached to the middle of a return home pay encamped. Proactively Ujimasa Takeda army saw this acquisition, and trying to destruction to Mimasetoge

1 tried to. Already Hōjō Ujinori, army of Ujiteru Zhang encamped in Mimasetoge Tsu be had. Moreover, geographical advantage is in the Hojo way.

Situation, seemed as favorable to Hojo way.

(L) use area; Shinano, Kai, Suruga, Izu, Sagami, Musashi, Ueno

(2) number of turns: 1 2 turns (September first week - November fourth week)

(3) Players: 2 people

Takeda way: Takeda Mr.

Hojo way: Hojo, Uesugi, Hojo how Kanto warlords

(4) located: with an O in the column of the Scenario 4 of "unit placement List"

In which to place the unit. Way of the arrangement, as follows, North Article how players will be placed first.

① Hojo way: Hojo units, Sagami, Izu, Musashi, located in the Suruga

And place it in the Conditional hex. Way of arrangement, Hojo how players

It is free of. In addition, Hojo how Kanto warlords distribution to the specified hex You escaped.

② Takeda way: Shinano, Kai, and place it in the Conditional hex in Ueno.

Way of placement is free of Takeda how players.

(5) Reinforcements: ninth turn (the first week of November): hex in 1913 (Numata) 9 unit appeared of Uesugi (Hojo way).

(6) has Castle: "have Castle List Table".

(7) victory conditions: 34 Section is a score there are more players in the victory.

La, Hojo how players cry also use one of the Uesugi unit

If it Tsu, and scored three points at the end of the game.

(8) Special rules:

Takeda and Mr. Hojo, Hojo how Kanto warlords, east of the Tone River Heck

It is not possible to enter the nest.

Game design: Makoto Fukuda

Production Co., Ltd. Simulation Journal

Kanto Suppression Charts

Field Combat Result Table

Top Row: Combat Strength, 1 to 49 or more.

Left Column: Modified Die Roll, -2 or less to 9 or more
 The number in the table is the number of steps lost.

Modifiers:

1. terrain
 2. combat modifier difference
 3. morale difference
 4. attacking while conducting a siege: -1
 5. counterattack by troops under siege: + 1
- * = At least one commander must be removed.

Siege Result Table

+1 when the daimyo is besieging

Top row: modified die roll.

Results: 1: -1 morale, 2: -1 endurance, 3: -1 endurance

Terrain Effects Table

Terrain	Tactical Move	Strategic Move	Siege Attack	Siege Counterattack	Assault	Supply Line
Flat	1	1	-	-	-	1
Wasteland	2	1	-1	-	-1	1
Mountains	4	3	-2	-1	-2	3
Mountains with snow	No	No	-	-	-	No
River	+1	+1	-2	-2	-	+1
Sea, Lake	No	No	-	-	-	No
Friendly Castle	-	-	-	-	-	-
Enemy Castle	No +1 to siege	No	-	-	-	No
Marsh	4	No	-1	-1	-	No
Odawara Castle	1	1	-	-	-5	Hojo Honjo

Assault Results Table

Modifiers: 1. castle level number 2. morale difference 3. terrain

Top Row: Attack Strength

Left Column: Modified Die Roll

Castle endurance level losses / Attacking force step losses.

*= at least one commander must be removed.

Surrender Decision Table

Top Row: Denial Capitulation Surrender

Left Column: Castle Endurance First line: 10 to 8 8 or less 9 or more

Cell Content:

Modify:

1. castle leader is diamyō: - 2 2. castle leader is a warlord: -1 3. add morale difference

Uesugi Replenishment Table

Top Row: Uesugi	Satomi - Satake	Allied Kanto Warlords
2nd Row: Country Other countries	Honjo Other places	Honjo Other places

Left Column: modified die roll Note: steps can be gained or lost
Modify: morale

Hojo Replenishment Table

Top Row: Hojo	Allied Kanto Warlords
2nd Row: Country Other countries	Honjo Overseas territories

Left Column: modified die roll Note: steps can be gained or lost
Modify: morale

Takeda Replenishment Table

Top Row: Takeda
2nd Row: Country Other countries
Left Column: modified die roll
Modify: morale

Scenario Set-Up Table - Allegiance and Castle Control

Top Row:
Region Commander Endurance Level Hex Scenario 1 Scenario 2 Scenario 3 Scenario 4

[Since English speakers will have to match the Japanese characters on the counters with the Japanese characters on the chart, there is no point in translating the names.

Echigo - all Uesugi. 0505 = Honjo.
Shinnamida - all Takeda, except 0711, which is Uesugi
Kai - all Takeda. 1230 = Honjo.

Matsuida 1 1519 Annaka Ueno (Honjo) Annaka (Honjo) Takeda

Kunimine 1 1620 Takeda Nagano Nagano
Minowa 2 1718 Nagano (Honjo), Nagano (Honjo) Takeda
Numayama 1 1913 Uesugi Uesugi Uesugi
Umayabashi 1 2017 Uesugi (Honjo) Uesugi (Honjo) Uesugi (Honjo)
Kiryu 02317 Kiryu (Honjo) Kiryu (Honjo)
Jinshan 1 2519 Yura (Honjo) Yura (Honjo)
Tatebayashi 02820 Akai (Honjo) Akai (Honjo)

Shimono

Karasawayama 1 2818 Sano (Honjo) Sano (Honjo)
Mibu 03216 Mibu (Honjo) Mibu (Honjo)
Koyama 1 3219 Koyama (Honjo) Koyama (Honjo)
Rotomiya 1 3315 Utsunomiya (Honjo) Utsunomiya (Honjo)
Yuki 1 3319 Yuki (Honjo) Yuki (Honjo)
Otagawa 1 3508 Nasu Nasu
Osan 1 3712 Nasu (Honjo) Nasu (Honjo)
~ Tree 03714 Motegi (Honjo) Mogi (Honjo)

Hitachi

Satoshitani 1 3522 valley Taga (Honjo) valley Taga (Honjo)
Makabe 03619 Makabe (Honjo) Makabe (Honjo)
Oda 1 3722 Oda (Honjo) Oda (Honjo)
Ushiku 03726 Oda Oda
Kasama 03917 Kasama (Honjo) Kasama (Honjo)
Judges Ura 03923 Oda Oda Shimousa

Furukawa 03021 Hojo Furukawa (Honjo)
Sekiyado 03222 Tsukita (Honjo) Tsukita (Honjo)
Usui 03929 Hojo Hojo

Kazusa - 3736 Satomi Honjo

Musashi

Hachigata 1 2223 Hojo Hojo Hojo
Shinobu 2 2522 Narita (Honjo) Narita (Honjo) Narita (Honjo)
Matsuyama 2 2524 愁勝 (Honjo) (Honjo) Hojo
Takiyama 1 2530 Oishi (Honjo) Hojo Hojo
Kawagoe 2 2726 Hojo Hojo Hojo
Small desk 1 2832 Hojo Hojo Hojo
Iwatsuki 1 3025 Ota (Honjo) Ota (Honjo) Hojo
Edo 1 3130 Hojo Hojo Hojo

Sagami - all Hojo. 2237 can be a Honjo.

Izu - all Hojo.

Suruga

Hanazawa 00844 Ohara (Honjo)
Yokoyama 1 1141 Takeda
Omiya 1 1338 Takeda
Kanbara 1 1340 Hojo
Tenkokutera 1 1639 Takeda
'Fukasawa 1 1836 Hojo

Totomi
Kakegawa 1 0246
High Tenjin 3 0248
Phase self 1 0549

Shaded cells: the owner is different from what is marked on the map. To display the owner place a castle marker.

Notes:

(1): (Honjo) indicates that it is a Honjo of this army.

(2): Uesugi has Honjo in two castles: Kasugayama and Umayabashi.

Unit Starting Hexes

Warlord's Name	Unit Values	Scenario 1	Scenario 2	Scenario 3	Scenario 4
Shingen Takeda	** 334	1230	1230	1230	0
Yamagata Masakage	* 324	1230	1230	1230	0
Baba Nobuharu	* 323	0121	1230	1230	0
Nobushige Takeda	* 323	1230	1230		
Ryosaka Akira 'self-	* 322	0514	0514	0514	
Naitō Masatoyo	* 322	1230	1230	1230	0
Anayama Nobukimi	* 302	1230	1230	1230	0
Yukitaka Sanada	323	0617	1230	1230	
Oyamada Nobushige	322	1230	1230		
mosquito • 1831	1	230	mosquitoes • 1831	0	
Obata ShinSada	322	1620	0		
Sadata Nobutsuna	322	0			
Katsuyori Takeda	322	0			
Yoshinobu Takeda	312	1230	1230		
Keigo KatsuTadashi	312	1230	1230	1230	0
Amari RyoTadashi	312	1230	1230	1230	0
Kiyoshi Imafuku 閑齊	312	1230	1230	1230	
Nagasaka length 1 urine l	312	1230	1230	1230	0
Masayo Sone	312	1230	0:.	C- branch	
Moritomo	312	1230	1230	1230	
Yonekura JuTsugi	312	1230			
Komiyama AkiraTomo	312	1230	1230	1230	
Masatoshi Hoshina	312	1230	1230	1230	0
Morozumi Torajo	312	1230	1230		
Takeshi m Shin 戲	312	0			
Takeda Nobukado	302	1230	1230	1230	0
Hara Masatane	302	1230			
Uesugi Kenshin	** 344	0505	2017	0505	Yes (increase assistance)
Masakage Nagao	* 323	0505	0505	0505	

Kakizaki Kageie * 323 0505 2017 0505
 Naoe actual halftone * 322 0505 2017 0505
 Honjō Shigenaga * 322 2017 2017 Yes (reinforcements)
 Murakami Yoshisho 332 0505 2017 0505 Yes (reinforcements)
 Nakajo Fuji 賓 322 0505 2017 0505
 Sadayuki Usami 322 0505 2017 0505 Yes (reinforcements)
 Saito Assassin 322 0505 0505 0505 Yes (reinforcements)
 Amakasu fate 322 0505 2017 2017
 Hojo Shinahiro 322 2017 0505
 Yasuda Arawamoto 312 0711 2017 0505
 Yoshie Kei 賓 312 0505 2017 0505 Yes (reinforcements)
 Color director 骸 312 0505 2017 0505 Yes (reinforcements)
 Takemata Asamidori 312 0505 2017
 Shibata Naganori 312 0505 0505 0505
 Nagao 熒信 312 0505 2017 0505 Yes (reinforcements)
 Yamamoto Terakocho 312 0505 2017 1913
 Kawada emphasis on 312 1913 0607
 Ōkuma tomohide 312 0505 0607 0711
 Takanashi Masayori 312 0505
 Matsumoto KeiShigeru 312 0505 2017 0505 Yes (reinforcements)
 Chisaka Shotane 312 2017

Warlord's Name	Unit Values	Scenario 1	Scenario 2	Scenario 3	Scenario 4
Hojo Ujiyasu Hojo	** 233	2237	2237		
Ujimasa Hojo	** 213	2237	2237	Hōjō	
Ujiteru	** 222	2237	2530	0	Hojo
瑚成	* 222	2736	2736	0	Hōjō
Ujikuni	* 212	2223	2223	0	Hojo
length network	* 212	2237	2237	0	
Ujishige Hojo	202	3021	2237	0	Hojo
Hokoradaka	202	2237	2237	0	Hōjō
Ujinori	202	1842	1842	0	Hojo
departure	202	2832	2832	0	Hojo
ShigeruNaru	202	2237	2237	0	Hojo
ShiTadashi	202	2237	2237	0	Hojo
AmiShigeru	202	2237	2237	0	
Ujikatsu Hojo	202	0			
Naito Yamato priest	202	2332	2332	0	
Yasunaga Matsuda	202	1940	1940	0	
Shimizu Yasuhide	202	1847	1847	0	
wrinkle Tsunaka	202	2237	2237	0	
multi Takashi Yonenaga	202	2237	2237	0	
Tominaga Seika	202	3130	3130		
Ueda Asajika	202	2237	2237	0	

Daidoji MasashiShigeru 202 2726 2726 0
Ise InHaruka 202 2237 2237 0
original TaneSada 202 3929 3929 0
Fukushima Yoriyukiki 202 2237 2237 0
Senkusurikokutane 202 0
Ota Mr. capital 202 0
Toyama Chokuin 202 3130 3130
Satomi Mr. Yoshihiro Satomi * 213 3736 3736
(Uesugi) Masaki when silk * 212 3736 3736
Kiyonari Ashino 202 3736 3736
Katsuyama species agriculture 202 3736 3736
Satomi Yoshiyori 202 3736 3736
Truth TaniShindaka 202 3736 3736
Toyonobu Takeda 202 3736 3736

Satake Yoshishige Satake * 223 reinforcements Reinforcements
(Uesugi) Yoshihisa Satake * 212 reinforcements Reinforcements
Yoshimasa Satake 202 reinforcements Reinforcements
Yoshinao Satake 202 reinforcements Reinforcements
Yoshitoshi Shishido 202 reinforcements Reinforcements
Nagakura Yoshito 202 reinforcements Reinforcements
AzumaMasayoshi 202 reinforcements Reinforcements
Yokokura Sokumiki 202 reinforcements Reinforcements
Thousand righteousness through 202 reinforcements Reinforcements
Utsunomiya E Utsunomiya Hiromo * 212 3315 3315
(Uesugi) Mashiko house Zong 202 3315 3315
Saemon Haga Sasaki 202 3315 3315
Nagano Mr. Nagano GoTadashi * 343 1718
(Uesugi) Nagano industry Sheng 322 1718
Obata Kengun 312 1620 1620

Warlords Who are not Allied or Change Sides
Warlord's Name Unit Values 1 Scenario 2 Scenario 3 Scenario 4
Tagatani Masashige * 212 3522 3522
Taga TaniShigerukei 212 3522 3522
Hui (Hojo It)
Yuki Shoasa * 213 3319 3319
Haneishi Morinaga 212 3319 3319
Mizutani histidinol 212 3319 3319
Oda Mr. Oda Ujiharu * 213 3722 (Uesugi) 3722 (Hojo)
Okami jig house 212 3726 (Uesugi) 3726 (Hojo)
Kantani MasashiSada 212 3923 (Uesugi 1 3923 (Hojo)
Nasu Mr. Nasu Yoritane * 202 371 2 (Uesugi) 37 12 (Hojo)
Ozeki goods rose 212 3712 {Uesugi) 3712 (Hojo)
Sukeharu Otawara 202 3508 (Uesugi l 3508 (Hojo)

Kanto warlords

Ota ShiTadashi * 323 3025 (Uesugi) 3025 (Uesugi)
Yura NaruShigeru * 312 2519 (Uesugi) 25 19 (Uesugi)
Jiro Motegi * 212 3714 (Uesugi l 3714 (Uesugi l
Yoshio Mibu * 202 3216 / Uesugi) 32 16 (Uesugi l
Kasama Kinuka * 202 391 7 (Hojo) 39 1 7 (Kita 桑 I
Makabe Shimiki * 202 36 19 (Hojo l 3619 (Hojo)
Tadamasa Annaka * 202 1519 (Uesugi 1 15 19 (Uesugi)
Furukawa shogun Fuji Mr. * 202 3021 (Uesugi)
Uesugi KenMasaru * 202 2524 (Uesugi) 2524 (Uesugi)
Sano Akirakinu * 202 2818 (Uesugi 1 2818 (Uesugi)
Teruyasu Akai * 212 2820 (Uesugi) 2820 (Uesugi)
Fish trap l3: 1 HareSuke * 212 3222 (Hojo) 3222 (Uesugi)
Kiryu Chokutsuna * 202 23 1 7 (Uesugi 1 2317 (Uesugi)
Ogo Shinkin * 202 2017 (Uesugi l .20 17 (Uesugi l
Yamagami embroidery * 202 2017 (Uesugi) 20 1 7 (Uesugi)
Wada GoShigeru * 202 20 1 7 (Uesugi 1 2017Lr tree b)
Kuragano direct * 202 2017 (Uesugi) 20 17 (Uesugi)
Sakai titanate * 202 2017 (Uesugi) 201 7 (Uesugi)
Oishi Teihisa * 202 2530 (Uesugi)
Narita ChoYasushi * 202 2522 Tsukamatsusugi l 2522 (Hojo) 2522 (Hojo)
Koyama Shumo * 202 32 19 (Uesugi 1 3219 (Uesugi)
Ohara ShiRyo * 202 0844 (Kita 桑)

Notes:

(1) (Uesugi) means Kanto warlords allied to Uesugi. (Hojo) indicates Kanto warlords allied to Hojo.

(2) Kanto warlords are all independent armies.