

JRAN 乱



By Rodger B. MacGowan ©2007

SAMURAI WARFARE IN THE SENGOKU JIDAI 16th–17th Century Japan

SCENARIO BOOK

Table of Contents

The Battles	2
Mimasetoge (1569)	2
Nunobeyama (1569)	4
Mimigawa (1578)	6
Nagakute (1584)	8
Okitanawate (1584)	9
Suriagehara (1589)	12
Tennoji (1615)	14



THE BATTLES

RAN includes seven historical battles spanning 45 years of the Sengoku Jidai period. Six of the seven *RAN* battles use a half map sheet and less than 100 counters allowing for fast playing games of between 2 to 4 hours. Tennoji uses a full map and has well over 300 counters (though many enter as reinforcements) representing the high end of complexity and playing time (over 5 hours). Nunobeyama with its simplified command rules and small number counters is a good introductory battle. Suriagehara is another introductory level scenario though it uses the standard command rules and more counters..

As with other periods of history, several of the battles herein are not evenly balanced. It should be obvious, even to the complete novice, that, for example, looking at the disparity in numbers between the antagonists at Tennoji, Sanada Yukimura and the Toyotomi Western army have a significant challenge. The social, military and psychological reasons for why these battles took place are not the province of this game, even if they could be fully understood. Suffice to say, some of the scenarios are for the historian and solitaire player; others are more suitable for competition.

A Note on Deployment and Units: The armies and their deployments are listed mostly by Clan/contingent Busho, plus his combat units, identified by Type. Thus, at Nagakute, contingent #1 led by Ii Naomasa has seven [7] units: #1[7]1 SI, 2 AS-T, 3 AS, and 1 AS-B, all outfitted in light purple. Where individual units are not given specific hexes—rather, the contingent is allowed to set up within the hexes listed—the player is free to place the units from that contingent as he desires within those parameters.

Some of our deployments and contingents may seem rather “generic”. Even in Japan, there is not as much “hard” information on these battles as we have for similar eras and armies of the West. Usually, the only piece of information noted is the clan and its numbers (usually rounded off). The make-up of the clan—how many Ashigaru, did they have Teppo, etc.—is left open, although there are discussions of the relative strengths of each weapons type in several sources. We have extrapolated relative numbers from those battles and documents where such information was presented.

COMPETITIVE PLAY

Players can use the Rout Point Bid Method to balance the scenarios for competitive play. Each player bids Rout Points to play a specific side ... usually the favored one. The winning bid then subtracts the number of Rout Points he has bid from the total required to rout his chosen side. As example, the two players want to try their hand at Suriagehara which favors the Date. One player bids 15 RP to play Date, while the other bids 20 RP. The latter player gets to play Date, but the Ashina player will win when the Date army incurs 35 (rather than 55) Rout Points.

MIMASETOGE

6 October 1569

Historical Background

The Takeda and the Hojo had long been whacking away at each other, and, in October of 1569, the Takeda surrounded the Hojo base at Odawara, torched the base, and then advance on the Hojo castle at Tsukui. However, they had moved too far away from their own base, and, with a much larger Hojo army approaching, they opted to retreat.

The Hojo generals knew that the Takeda would have to move through Mimase Pass and planned to ambush them therein. Takeda Shingen, however, discovered their plans and moved to assault the potential ambushers. He had only half the Hojo strength, but he had surprise on his side. The Hojo vanguard was hit by a fierce Takeda attack, two of their commanders were killed, and then Shingen led his own contingent, which had deployed hidden and off to the side, directly into the flank of the in-marching Hojo. The surprise attack was complete, and the Hojo suffered a crushing defeat, enabling the Takedas to retire in order and reform their army.

Basic Information

Playing Time: This battle will likely take 8–9 game turns to reach a conclusion—about 4 hours .

Play Balance: The Takeda great advantage in command ability and troop quality is good enough to off-set the Hojo numbers, making this a fairly close affair, though Takeda has a slight edge.

Difficulty: Tough work for both sides. As this is something of a meeting engagement—both sides were aware the other was in front of them—it gives the players opportunities for lots of initial maneuver and different strategies. This scenario is best played by gamers familiar with the system and the units.

Relative Strengths: The Hojo numbered about 20,000 men, twice as many as Takeda had with him.

The Hojo Army

Units

Hojo UJIKUNI (So-Taisho) ST[34]: Honjin, 1 KBH, 2 KB; 1 KB-B; 9 SI; 2 SI-B; 17 AS; 1 AS-T

Hojo UJITERU #1[33]: 3 KB; 1 KB-B; 8 SI; 1 SI-B; 18 AS; 1 AS-T; 1 AS-B

Samurai Available: UEDA Ankosai, HARA Daisuke, TOMINAGA Shirouzaemon, TAKAGI Kuraudo, TOYAMA Tsunakage

The Takeda Army

Units

TAKEDA Shingen ST[5]: Honjin, 1 KBH, 1 KB; 1 KB-B; 1 SI

BABA Nobufusa #1[4]: 1 KB; 1 KB-B; 1 SI; 1 SI-B

Takeda KATSUYORI #2[3]: 1 KB; 1 SI; 1 SI-B

NAITO Masatoyo #3[3]: 1 KB; 1 SI; 1 AS; 2 Baggage Trains

ASARI Nobutane #4[3]: 1 KB; 1 SI; 1 AS

YAMAGATA Masakage #5[15]: 2 SI; 10 AS; 1 AS-T; 2 AS-B

Available Samurai: Takeda NOBUTOYO, HAJIKANNO Masatsugu, SONE Masayo, URANA Shigehide, SAIGUSA Moritomo

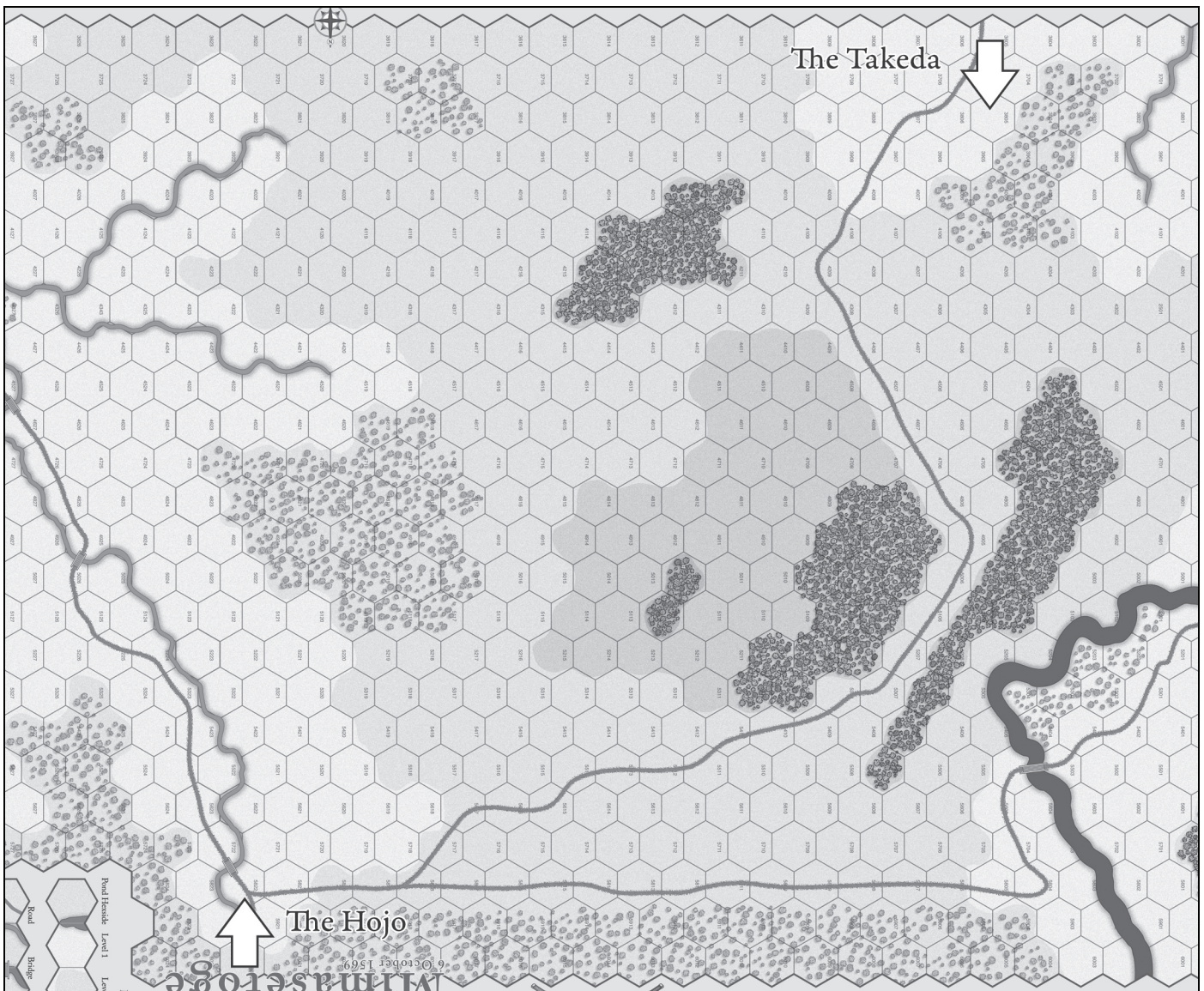
Initial Deployment

No units start on the map.

Reinforcements

The Hojo: The Hojo enter through hex 6022, one contingent at a time. The contingent of Hojo Ujikuni enters first. When all of Ujikuni’s men are on the map, then those of Ujiteru may enter.

The Takeda: All contingents of the Takeda, except for that of Takeda Shingen (see below), enter through hex 3605. They enter in the following order:



1. Yamagata Masakage
2. Baba Nobufusa
3. Takeda Katsuyori
4. Saito Masatoyo
5. Asari Nobutane

It costs the first unit entering that Orders Phase 1 MP to be placed on the map, the second 2 MP, etc. The units may enter in either Open or Close Formation.

The Shingen Surprise

Starting with the 3rd turn of play, Takeda Shingen’s contingent may be placed directly onto the map in any hexes south of the 5300 row, to which no unit of the Hojo has a Line of Sight. Each Shingen unit must be in a hex adjacent to another Shingen unit. They may not be closer than 2 hexes from an enemy unit (one intervening hex). Their initial placement is their “move” for that turn—Takeda Shingen is Finished. The Shingen’s contingent placement cannot be Trumped. The Takeda player may attempt Continuity for another Order phase.

Alternatively, Shingen’s contingent may enter on any turn through any hex on the southern edge of the map—the 3600 row. If more than one unit enters via the same hex, movement costs are cumulative, i.e. the 2nd unit pays twice the cost of the 1st unit, 3rd unit three times, etc.

In either case, starting Formation is up to the Takeda player.

Activation

Contingents scheduled to enter as Reinforcements—which, for this battle, is all of them—are automatically Activated when they enter. They remain so until all units in that contingent have entered, at which point (in their next turn) 5.26 takes effect.

Placing Honjin

Neither Taisho’s Honjin starts in place. The players may place their Honjin, if they wish, in any turn in which their So-Taisho is active, at no movement cost to do so. The Honjin may be placed anywhere on the map. This could be something of a problem for the Takeda, given the above rule on the entrance of Shingen.

The Takeda Baggage Train

The Takeda equipment is being guarded by Naito Masatoyo. The counters for that baggage train have low movement allowances. However, they pay only 1/2 MP per hex if moving on the road, using that road hex by entering from another, connected road hex (e.g., 4209 to 4308 would cost 1/2 MP; 4208 to 4308 would cost 1 MP.)

Baggage Train counters are eliminated (considered captured) if, at the end of any Hojo turn, a Hojo combat unit is adjacent to that train counter and neither the train nor that Hojo unit is adjacent to a Takeda unit.

The Baggage Train counters are worth a fairly high level of Rout Points. Moreover, if the Hojo capture (eliminate) both train counters, Naito must commit seppuku immediately, per 6.44.

Rout Points

In addition to the normal RP that can be incurred,

- The Takeda incur 10 RP for each Baggage Train counter lost;
- The Takeda subtract half the RP usually incurred for loss of a unit from their accumulated Rout Points, rounded up, if that unit exits the game map through 6022 or 5228. Thus, if a Takeda KB-B unit exits through 6022, the Takeda subtract 2 RP from those they have already incurred.

Victory

The Hojo win when the Takeda army exceeds **70 Rout Points**.

The Takeda win if the Hojo exceeds **100 Rout Points**.

Army Size and Troop Quality

Army	Units	Rout Points	Rout Ratio	Avg TQ
Hojo	67	254	40%	6.1
Takeda	35*	151*	45%	6.8

* includes baggage trains

NUNOBEYAMA

14 February 1570

Historical Background

This battle is a continuation of the ongoing war between the Amako and the Mori. The Amako base was Niiyama castle, atop Nunobeyama. The Mori moved to besiege it and the key Amako leader, Yamanaka Shikanosuke, didn't think the castle was strong enough to withstand a full-strength assault. So he decided to attack the Mori forces as they crossed the Linashigawa (River).

With most of the armies engaged in the valley area around the river, Mori took his command and circled around the fighting to attack Niiyama Castle. It fell fairly quickly to his assault, and, with no castle to fall back into, the Amako retreated with heavy losses.

The Amako were finished as a major campaign force, but they quickly allied themselves to the rising strength of Oda Nobunaga. However, in 1578 they were attacked, again, by the Mori. This time Amako Katsuhisa and Yamanaka Shikanosuke both perished, their army destroyed, and the Amako never fought another battle.

Basic Information

Playing Time: About 2 hours.

Play Balance: The Mori outnumber the Amako by about 50%, but they have really to take the castle to ensure a win. This gives the Amako a good chance of creating lots of damage to the Mori troops not so committed. Overall fairly even, with a slight nod to the Mori.

Difficulty: This is a good battle to learn the system. It has very few units or special rules, and it uses a very simple command system.

Relative Strengths: The Amako fielded 6,700 men, the Mori 10,200.

Initial Deployment

The Amako Army

There is only one Amako Leader: Amako Katsuhisa. See the Special Rules for Command for this battle. Contingents are Inactive at the start; units may be placed in either Close or Open Formation and faced in any direction.

Units	Hexes
AMAKO Katsuhisa ^[a] [1]: 1 SI	1212
YAMANAKA Shikanosuke [3]: 1 KB; 1 SI; 1 AS-T	1817–1819
MORIWAKI Hisayori [4]: 1 SI; 1 AS-B; 2 AS	1814, 1815, 1914, 1915
YOKICHI Hyugo [3]: 1 SI; 2 AS	1505–1507
USHIO Hisatoki [2]: 1 SI-B; 1 AS	1707, 1708

^[a] Niiyama Castle is considered Amako's honjin. There is no Amako honjin counter.

Samurai Available: RIKISHI Kurobei (in Castle), AKIAGE Iorinosuke (Yokichi), YONEHARA Tsunahiro (Moriwaki), UMADA Yoshiatsu (Ushio)

The Mori Army

There is only one Mori Leader: Mori Terumoto. See the Special Rules for Command for this battle. Contingents are Inactive at the start; units may be placed in either Close or Open Formation and faced in any direction.

Units	Hexes
MORI Terumoto [8]: Honjin 3 SI; 3 AS; 1 AS-T	3106 3004, 3103–3105, 3204–3206
KIKKAWA Motoharus [3]: 1 KB; 1 SI; 1 AS-B	3008–3010
SUGIHAEA Morishige [1]: 1 AS	3110
SHISHIDO Takaie [3]: 1 SI; 1 AS; 1 AS-B	3107–3109
FUKUBARA Sadatoshi [4]: 1 KB-B; 1 SI; 1 AS; 1 AS-T	2304, 2305, 2404, 2405
OGASAWARA Nagakata [2]: 1 SI-B; 1 AS	2604, 2605

Samurai Available: KOBAYAKAWA Takage (Kikkawa); KATSURA Motozumi (Fukubara); AMANO Takashige (Shishido); HIRAGA Takamune (Ogasawara)

INITIATIVE

The Amako have the initiative for the first game turn. All contingents begin the game Inactive.

TERRAIN NOTES

Roads and Trails

These have no effect on play. They're here because, well, because they were there.

The Linashigawa

The Linashigawa (Linasha River) is fordable throughout its entire length, except for that small loop that is pictured as a Major River.

Niiyama Castle

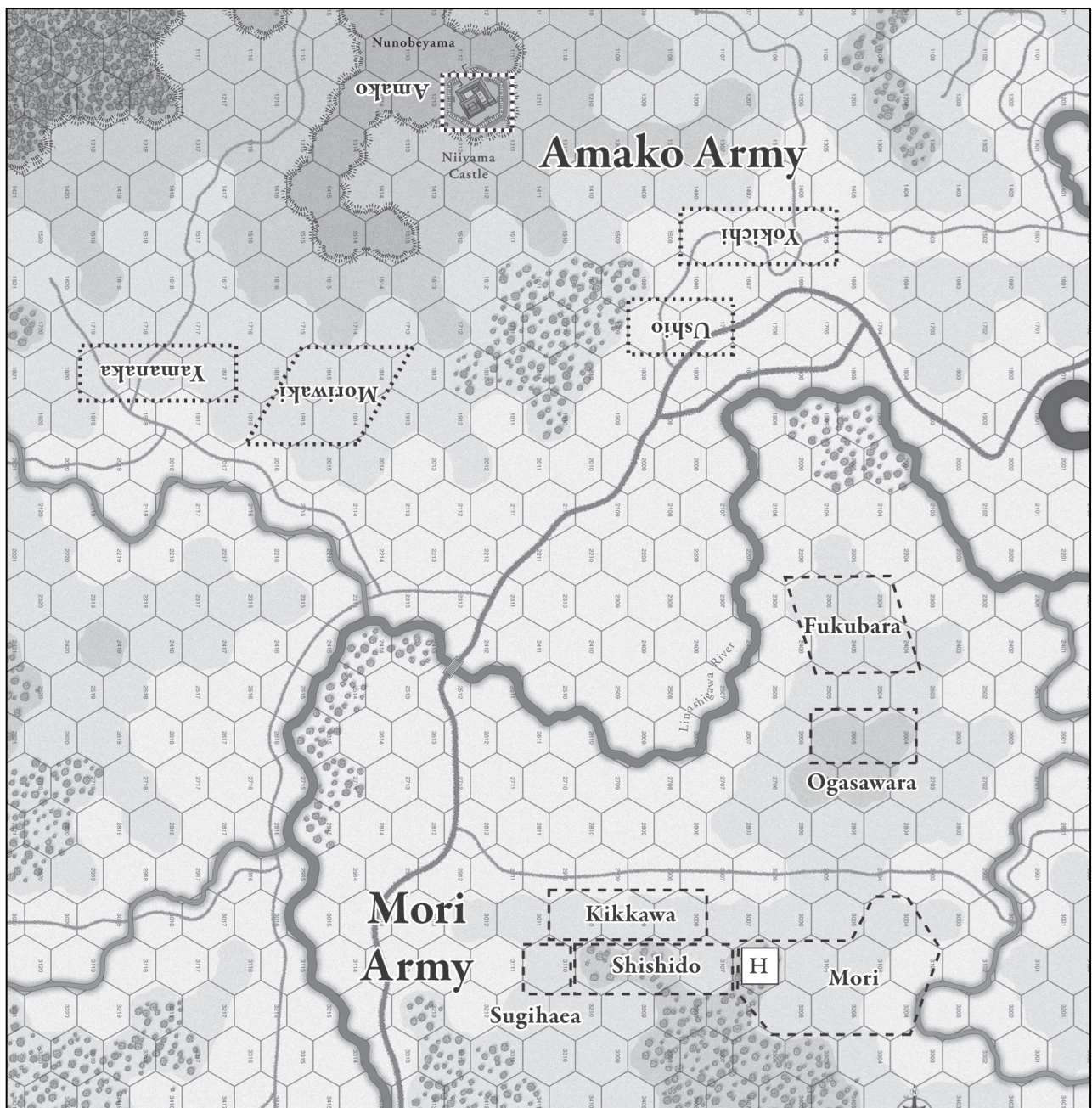
The only way in and out is through the gate, or by advancing after victorious combat. Only one unit may be inside the castle.

A unit inside the castle has all Front facing, including for fire weapons. Effects on Shock and Fire are on the Terrain Chart, 9.4 and 11.4 do not apply to a unit inside the castle. No Samurai Challenges may be launched against a unit inside the castle. They may be launched out of the castle.

The castle is taken when an attacking unit can advance after assault into the castle, or there is no one left defending it and they enter through the gate.

SPECIAL RULES: SIMPLIFIED COMMAND

Both armies are small, and there is no need to use the multi-level command system. So, there is only one Busho (the So-Taisho) for each side, as indicated in the deployment.



Activation: Activation is determined separately for each contingent. Rule 5.21 applies except that command range, when applicable, can be traced to any unit in the contingent.

Orders: The So-Taisho can give Orders to all units in Active contingents. If the So-Taisho is in his honjin, all his units are considered In Command. If he is not there, Command Range rules apply.

Momentum: The So Taisho is used for Momentum, but only if in his honjin. However, if Momentum is attained, only units in one contingent may be given Orders.

Continuity: There is only Busho on each side, so play automatically passes to the other player.

Trump: This uses the standard rules, though note that only a Momentum Trump is possible.

Example: *The Mori player begins the game with the Initiative and activates four contingents. He conducts an Orders Phase using all four contingents. After the Orders Phase is complete, Mori can attempt Momentum, and if successful, conduct an Orders Phase with one of the contingent's that was used in the just completed Orders Phase. At the conclusion of Momentum Phase, play automatically passes to the Amako player—there is no Continuity Phase.*

CONTINGENT FLIGHT

Contingent Flight is determined for each individual contingent per 11.8. If the original So-Taisho is still alive, add to that die roll one-half of his Initiative, rounding down. If the So-Taisho is killed, use the So-Taisho modifier given in 11.8.

VICTORY

The Mori win when the Amako army reaches or exceeds

- **25 Rout Points** if they still hold Niiyama Castle;
- **15 Rout Points** if they do not hold Niiyama Castle.

The Amako win when the Mori army reaches or exceeds **20 Rout Points**.

Army Size and Troop Quality

Army	Units	Rout Points	Rout Ratio	Avg TQ
Amako	13	49	30%*	6.5
Mori	21	71	30%	6.2

* 50% if the Amako hold Niiyama Castle

MIMIGAWA

11 November 1578

Historical Background

Otomo Sorin was a Christian, and he intended to set up a Christian Japanese nation. In expanding his territory he soon encroached upon the lands of his former ally, the Shimazu. His army, led by Tawara Chikataka, advanced and surrounded the important Shimazu position at Takajo Castle, on the river of that name.

Shimazu's problem was that he had only half the troops that Tawara did. So, while the Otomi army were laying siege to Takajo Castle, Shimazu Yoshihasa's small force drew up across the river, mostly hidden. He then had one of his clans attack the Otomi across the river as they were besieging the castle. Immediately, most of the

other Otomi men, sensing an opportunity to destroy this smaller force, descended, rather haphazardly, from their reserve positions in the hills above the castle.

When the Otomi allies attacked Yoshihiro's contingent, Yoshihiro feigned retreat, drawing the Otomi after them, at which point other Shimazu troops emerged to hit the Otomi in the flank, cutting them off from the main body. With one of their clans in disarray, the other Otomi turned to help their mates, only to have Yamada Arinobu sally forth from Takajo castle to hit them as they marched away.

The result was total chaos for the Tarawa-led Otomi, made even worse when their three key clan busho were all killed. By dusk, the Otomi were in headlong retreat, leaving almost 40% of their army dead.

Basic Information

Playing Time: About 4 hours; it will likely take 8–10 turns to reach a decision

Play Balance: The Otomo have the numbers, but the Shimazu have better leadership and an edge in troop quality. The Shimazu have a slight edge.

Difficulty: The terrain will provide some challenges, but there are few special rules. About average difficulty compared with other battles in the box. The overall situation is challenging and has high replay value.

Relative Strengths: The exact strengths for this battle are vague, but the sources feel that the Otomo had almost twice as many men as the Shimazu, perhaps 50,000 against 25,000, maybe less on each side.

Initial Deployment

The Otomo Army

HISTORICAL NOTE: None of the Otomo were at this battle. Otomo Sorin had appointed Tawara as the So-Taisho for his army, and Tawara led a force of clans allied to the Otomo.

All Contingents are Inactive at the start; units may be placed in either Close or Open Formation and faced in any direction.

Units	Hexes
TAWARA Chikataka ST[21]:	
Honjin	1113
1 KBH; 1 KB; 1 KB-B; 3 SI; 1 SI-B; 10 AS; 3 AS-T	1010–1016, 1110–1115, 1210–1213, 1310–1313
1 Ozutsu “Kunikizuri”	1214
SAEKI Korenori #1[11]:	
1 KB; 2 SI; 6 AS; 1 AS-T; 1 AS-B	1508–1510, 1608–1610, 1707–1709, 1808, 1809
TAGITA Shigekane #2[11]:	
1 KB; 2 SI; 6 AS; 1 AS-T; 1 AS-B	1315, 1316, 1415–1417, 1514–1516, 1615–1617
TSUNOKUMA #3[11]:	
1 KB; 2 SI; 6 AS; 1 AS-T; 1 AS-B	1104, 1105, 1204–1206, 1303–1305, 1404, 1405, 1504

Samurai Available: Use Pool

The Shimazu Army

All Contingents are Inactive at the start; units may be placed in either Close or Open Formation and faced in any direction.

Units	Hexes
Shimazu YOSHIHASA ST[13]:	
Honjin 1 KBH; 1 KB; 1 SI-B; 2 SI; 5 AS; 2 ASB	3026 3022–3025, 3121–3125, 3223–3225
Shimazu YOSHIHIRO #1[6]:	
1 KB; 1 SI; 3 AS; 1 AS-B	2706, 2607, 2807, 2808, 2907, 2908
Shimazu TADAHIRA #2[6]:	
1 SI; 4 AS; 1 AS-T	3210–3212, 3310–3312
Shimazu TADAMUNE #3[6]:	
1 SI; 4 AS; 1 AS-T	3216–3218, 3315–3317
IJUIN Hisanori #5[5]:	
1 SI; 4 AS	2519, 2619, 2717, 2718, 2817
Shimazu IEHISA #4[2]:	
1 SI; 1 AS-T	2021 (Takajo Castle)

Samurai Available: Use Pool

Takajo Castle

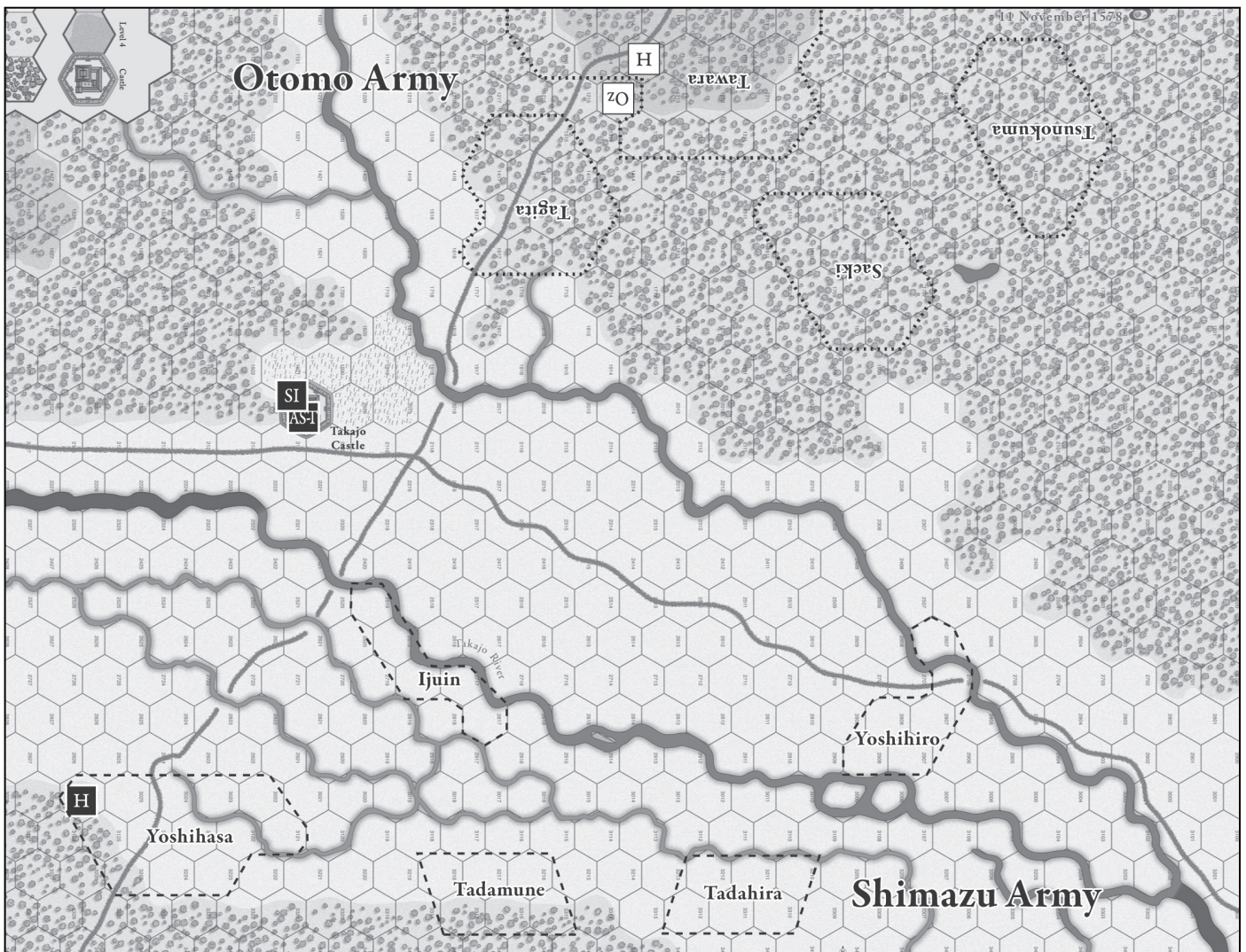
This “castle” is really a fortified area.

- The Shimazu units may exit the fort through any hexside not occupied by enemy units;
- Two infantry units may stack in the Takajo castle hex. Any units therein have an all around facing and ZOC so no enemy can gain Position Superiority against a unit(s) in the castle;
- Otomo units may not enter the castle if there are any Shimazu units inside. They may fire at any units in the fort.

DESIGNER’S NOTE: In the bright days of his youth, the Designer, for many a fun-filled summer, attended summer camp in Maine. All of the “bunks” therein were named after Indian tribes, and there was much Indian lore attached to camp life. But we could never figure out what Indian tribe the camp, itself, was named after. Now I know. It was Camp Takajo. Really.

The Otomo Ozutsu: Kunikuzuri

Tawara had dragged a gigantic Portuguese cannon—“ozutsu” in Japanese—nicknamed “kunikuzuri” with him to aid in his siege of Takajo Castle. As with most Japanese cannon, and especially this beast, once placed it never moved. So with “kunikuzuri”. At the



start of each turn, the Otomo player fires “kunikuzuri” at Takajo castle by rolling one die.

- if the die roll is a ‘9’, the Shimazu player rolls one die for each unit inside Takajo. If that die roll is higher than the unit’s TQ, it is Temporarily Disrupted (and the teppo-armed unit is not eliminated). The units may not move or Fire for the rest of that turn, at the end of which they revert to normalcy;
- if the die roll is a 0–8, the ozutsu fire has had no effect.

If, at any time, a Shimazu unit is adjacent to the ozutsu and the ozutsu is not adjacent to an Otomo unit, the ozutsu is captured and removed from play.

The Yoshihiro Feint

The contingent of Shimazu Yoshihiro may use Active Withdrawal even for Engaged units without having the latter undergo any die roll check (Yoshihiro’s troops were well-trained in this tactic). Furthermore, Yoshihiro does not make a seppuku check.

VICTORY

Additional Rout Points:

- If the Otomo ozutsu is captured, the Otomo incur 3 RP
- If Takajo Castle falls—is entered by an Otomo unit—the Shimazu incur 10 RP. If re-captured, subtract the 10 RP.

The Shimazu win when the Otomo army exceeds **75 Rout Points**.

The Otomo win if the Shimazu army exceeds **60 Rout Points**.

Army Size and Troop Quality

Army	Units	Rout Points	Rout Ratio	Avg TQ
Otomo	54*	186	40%	6.1
Shimazu	38	129	45%	6.9

* excludes the Ozutsu

NAGAKUTE

17 May, 1584

Historical Background

As the massive war for power started to come to and end, the Toyotomi and the Tokugawa emerged as leading clans, with the Toyotomi outnumbering the Tokugawa by almost three to one. Within a series of confrontations, Toyotomi ally, the Ikeda, got permission to raid the Tokugawa home province of Mikawa. Ieyasu immediately marched to stop them.

The Ikeda took up a strong defensive position on the high ground above the rice fields near Nagakute. Tokugawa, with a force about equal to that of the Ikeda did the same opposite the paddies. The Ikeda launched the initial attacks, most of which got riddled by the steady arquebus fire of the red-clad troops of Ii Naomasa. Several Tokugawa attacks first drove the Mori from the field and then drove back the troops of Ikeda’s sons. When, after midday, a samurai rode up to Ikeda Nobuteru and killed him, the Ikeda fled the field and the battle was over.

Basic Information

Playing Time: About 3 hours

Play Balance: The two armies are of even strength, more or less. A balanced and tense battle.

Difficulty: Relatively low counter numbers make this a fairly easy—and rather interesting—game to play.

Relative Strengths: Tokugawa’s army contained some 9,300 men, Ikeda’s 9,000.

Initial Deployment

The Ikeda Army

Ikeda sets up first. Contingents are Inactive at the start; units may be placed in either Close or Open Formation and faced in any direction.

Units	Hexes
Ikeda NOBUTERU ST[8]:	
Honjin	3113
1 KBH; 1 SI-B, 2 SI; 3 AS	3112, 3114, 3115, 3213–3216
Ikeda TERUMASA #1[7]:	
1 KB; 1 AS-T; 1 AS-B; 4 AS	2502–2505, 2603–2605
Ikeda YUKISUKI #2[7]:	
1 KB; 1 AS-T; 1 AS-B; 4 AS	2607–2610, 2707–2709
MORI Nagayoshi #3[9]:	
3 SI; 3 AS-T; 3 AS	2816–2820, 2916–2918, 2920

Samurai Available: Use Pool

The Tokugawa Army

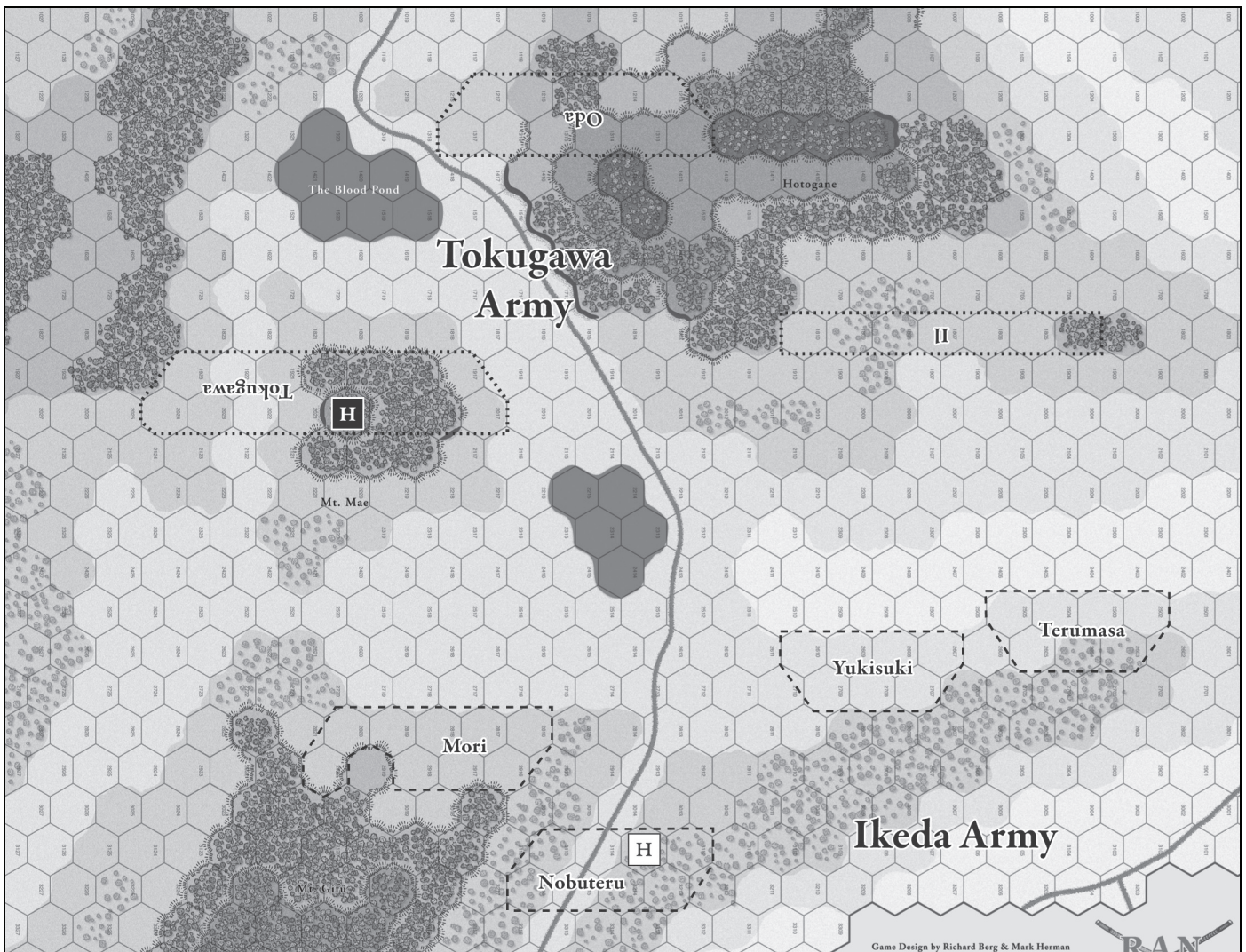
Tokugawa sets up after Ikeda has deployed. Contingents are Inactive at the start; units may be placed in either Close or Open Formation and faced in any direction.

Units	Hexes
TOKUGAWA Ieyasu ST[15]:	
Honjin	2020
1 KBH; 2 KB; 2 SI; 1 SI-B; 6 AS; 2 AS-T	2017–2019, 2021–2024, 1917–1923
Ii Naomasa #1[7]:	
1 SI; 2 AS-T; 3 AS; 1 AS-B	1804–1810
ODA Nobuo #2[11]:	
2 SI; 6 AS; 2 AS-B; 1 AS-T	1312–1317, 1213–1217

Samurai Available: NAGAI Naokatsu, AMANO Yasukage, MA-SANARI Naito, ANDO Naotsugu, SAKAKIBARA Yasumasa

INITIATIVE

Ikeda’s army has the Initiative for the first turn.



VICTORY

The Ikeda win when the Tokugawa army reaches or exceeds **50 Rout Points**.

The Tokugawa win if the Ikeda army reaches or exceeds **45 Rout Points**.

Army Size and Troop Quality

Army	Units	Rout Points	Rout Ratio	Avg TQ
Ikeda	31	100	45%	6.2
Tokugawa	33	116	45%	6.7

OKITANAWATE

24 March 1584

Historical Background

In 1584, the Ryuzoji clan, headed by the iron-fisted, cruel Ryuzoji Takanobu, controlled much of Kyushu. Goaded by Ryuzoji’s excesses, Arima Harunobu (a Christian!) rebelled, and Ryuzoji sent a large army after him.

Shimazu Yoshihisa decided to defend Arima and sent a small force of 7,000 men, under Shimazu Iehisa help him. Knowing he would be outnumbered, Iehisa chose a position remarkably well-suited to a defensive stand, just west of Arima’s castle (Moritake). Flanked by the ocean and beach to his right and a steep mountainside covered with heavy woods to his left, the main approach was funneled through an extensive, and marshy, area of rice paddies, at the end of which Iehisa constructed a wooden palisade (similar to that of Oda Nobunaga at Nagashino). He then deployed about a third of his force hidden in the woods, to be used to ambush Ryuzoji with flanking attacks.

It worked remarkably well.

Forced to maneuver carefully through the flooded rice paddies, the Ryuzoji were suddenly beset on three sides by enemy missile fire, including naval guns from two Arami gunboats off shore, which did some fearful damage to the Goto and Egami clan. With the Ryuzoji stopped to discern missile damage and regroup, the Akaboshi samurai stormed through the palisade gate and slammed into the center of the Ryuzoji line. Panic quickly ensued.

Takanobu, from the rear, sent a messenger to inquire what was happening, but the accompanying letter was misunderstood and the front line Ryuzoji troops started to spread out in line in the marsh to

attack. They quickly bogged down, formations were non-existent, missile troops couldn't fire, and the steady fire from the Shimazu caused them to start to withdraw.

Iehisa immediately opened the palisade gate and sent his shock troops out for an all-out attack, which quickly destroyed what unity the Ryuzoji had remaining. One of the Shimazu samurai, Kawakami Tadatoshi, quickly reached Takanobu's honjin, announced his presence, and informed Takanobu that he was there to cut off his head. Which he immediately did.

That was the end of the Ryuzoji army and their power. The Shimazu quickly moved to gain control of all of Kyushu.

Basic Information

Playing Time: Around 3 hours

Play Balance: One would think that the Ryuzoji, with their almost 4-to-1 numerical superiority, would be heavily favored. But the Shimazu won this battle. Still, we'd give a nod to the Ryuzoji here, game play wise, because the gamers can see much of what Ryuzoji could not.

Difficulty: This is a battle where one player—the Shimazu—should be well-versed in the system and its nuances. It also includes rules for Hidden Placement of units, which adds a layer of “difficulty”. It also makes for a nice solitaire scenario, a la Agincourt, if you can ignore the ramifications of the Hidden Unit/Ambush rules.

Relative Strengths: Ryuzoji's army contained some 25,000 men. The Shimazu could muster only 7,000. They did have great position, though.

Initial Deployment

The Shimazu Army

Some of Shimazu's units deploy in specific locations. Others may deploy, as per the Hidden Placement rule, where the Shimazu Player wishes. Therefore, the Shimazu player should set up first. There is only one Shimazu Leader; see the Special Rules for Shimazu Command. On-map and Hidden Contingents are Inactive at the start; units may be placed in either Close or Open Formation and faced in any direction.

Units	Hexes
Shimazu IEHISA [7]: Honjin ^[a] 1 KBH; 1 SI; 1 SI-B; 3 AS ^[b]	2931 2730–2732, 2831–2833
ARIMA Harunobu [1]: 1 AS ^t	2528
AKABOSHI Nobuie [1]: 1 SI	2631
NIIRO Tadamoto [2]: 1 AS ^t ; 1 AS-B	The units are deployed as per the Hidden Placement rules. See below.
SARAWUTARI Nobumitsu [2]: 2 AS	
IJUIN Tadamune [2]: 1 AS-B; 1 AS ^t	

^[a] The counters for Iehisa and the Shimazu honjin are with Mimigawa. Shimazu Iehisa is So-Taisho for this battle.

^[b] See the Special Rules (Shimazu Arquebus Units), below, for these AS^t units.

Samurai Available: KAWAKAMI Tadatoshi, plus the Pool

HIDDEN PLACEMENT

The three clans listed above may be placed “out of sight” of the Ryuzoji player.

These units are initially “placed” in any wooded hexes; however, they are not placed on the map. Instead, the Shimazu Player writes their start hexes down. These units may not do anything—move, fight, or whatever—until activated, as follows:

- Any/all Contingents in Hidden Placement may be activated per 5.21 #1 or #2 or at the start of any Shimazu Orders Phase, at which point the units therein are placed as noted and start from there.
- A Hidden Contingent is immediately placed on the map, the instant any Ryuzoji combat unit moves adjacent to any one hidden unit in that clan.

SHIMAZU COMMAND

The Shimazu army is small, and there is no need to use the multi-level command system. So, there is only one commander for the Shimazu, it's So-Taisho Shimazu Iehisa. Use the Iehisa Shimazu counter from the Mimigawa counter-mix.

- Shimazu's Momentum rating is used for Momentum, Continuity and Trump die rolls if he is in his Honjin. If he is not in his Honjin, he may do none of those.
- Shimazu may attempt to Trump only once in the game, and only if he is in his Honjin.
- If Shimazu is in his Honjin all of his combat units are considered In Command. If he is not, all those outside his Range are Out of Command.
- The Shimazu player may activate all of his Contingents each Activation Phase (see Hidden Placement for an additional possibility).

The Ryuzoji Army

All of Ryuzoji's army enters as Reinforcements, in the order listed below. All the E-1 units must enter before the E-2 units can enter, etc. Ryuzoji Takanobu's Honjin is not available until Takanobu enters the map (see below). Entry areas are as follows:

Entry A: 1037–1044 inclusive

Entry B: W/i one hex of 1030

Units and Entry Order	Entry
E-1: OGAWA Nobutoshi #1[4]: 1 SI; 2 AS-T; 1 AS Notomi Ienori [4]: 1 SI; 3 AS ^[a]	A
E-2: RYUZOKI Yasuhide #2[6]: 2-KB; 1 AS; 2 AS-T; 1 AS-B	A
E-3: GOTO Ienobu #3[6]: 1 KB; 2 AS Egami Ietani [3]: 2 AS; 1 AS-T ^[b]	B
E-4: KURAMACHI Nobutoshi #4[4]: 3 AS; 1 AS-B	A
E-5: RYUZOKI Takanobu ST[11]: Honjin; 1 KBH; 1 KB; 3 SI; 4 AS; 1 AS-T	A
E-6: RYOZUJI Masaie #5[6]: 2 SI; 1 SI-B; 2 AS; 1 AS-T ^[c] Nabemisha Naoshige [6]: 1 SI; 4 AS; 1 AS-T	A
E-7: NABESHIMA Nobufasa #6[4]: 2 AS; 1 AS-T; 1 AS-B	A

^[a] Ogawa is the Busho for both clans. The units with Notomi Ienori are labeled Notomi on the counter

^[b] Goto is the Busho for both clans. The units with Egami Ietani are labeled Egami on the counter

¹⁴¹ Ryuzoji Masaie is the Busho for both clans. The units with Nabeshima Naoshige are labeled NabNaos the counter

Samurai Available: TAKU Ryuzoji, UEMATSURA Ryuzoji, and SHIROHARA Ryuzoji, TSUKAZAKI Ryuzoji

All off map Reinforcements are considered active and remain so after they enter the map until Ryuzoji Takanobu enters, at which point (in their next turn) 5.26 takes effect. The Ryuzoji player may bring on as many reinforcements per turn as map space and entry order allow. It costs the first unit entering that Orders Phase 1 MP to be placed on the map, the second 2 MP, etc. The units may enter in either Open or Close Formation.

The Ryuzoji player may place his honjin on the map in the hex occupied by Ryuzoji Takanobu at the start of any of his activations and may be immediately used.

INITIATIVE

Ryuzoji’s army has the Initiative for the first turn.

CONTINGENT FLIGHT

For the Ryuzoji, Contingent Flight is determined for each individual contingent per 11.8. The Shimazu are not subject to Contingent Flight. The Egami, Notomi, and Nabemisha contingents are considered separate contingents for the purposes of this rule but use Ogawa, Goto, and Masaie as their respective Bushos for the die roll modifier.

SPECIAL TERRAIN RULES

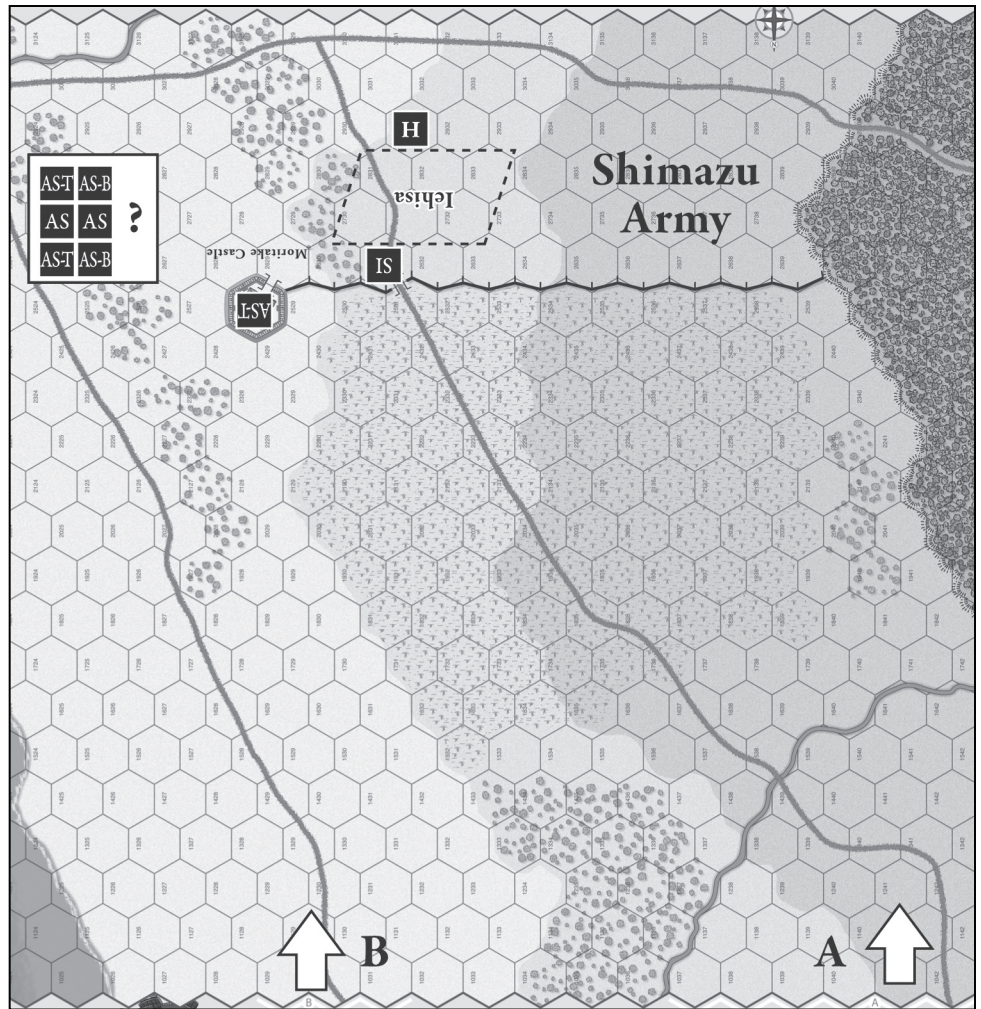
Rice Paddies

Most of the battlefield in front of the Shimazu defensive position was flooded rice paddies/marsh. Movement through such terrain was exceedingly difficult and units therein were hindered in their combat abilities.

- Units may not use Close Formation.
- Missile units incur a -2 to their Fire die roll (they couldn’t form lines to fire, limiting the number of units that could fire at any one time).
- Units that Shock attack from a non-road marsh hex incur a 2L Column shift when using the Shock Resolution Table.
- Kibamusha cavalry may not Shock Attack if they start in a marsh hex. They may not Charge (but they may Shock) if they are doing it from a Road hex in the marsh.

The Palisade

The Shimazu constructed a wooden palisade, similar to that used by Oda Nobunaga at Nagashino (see GMT’s *SAMURAI*). It has the following effects:



- No unit may cross a Palisade hex using Voluntary Movement, except at the gate. A Palisade hexside may be crossed by a combat unit advancing after a Shock Attack. A combat unit adjacent to a Palisade that is not in an enemy ZOC and that did not Shock attack may advance at the conclusion of the Shock segment.
- Shimazu units are never required to Shock attack across the Palisade. There is no modifier for Shimazu Fire at units outside the Palisade.
- If a Ryuzoji unit advances across a Palisade hexside, that Palisade hexside is destroyed and no longer in effect.
- Only Shimazu units may use the gate. If they use the gate to cross the Palisade to attack an enemy unit that is in a hex to which the gate is adjacent, the attacking unit incurs a two column shift to the left (2L) on the Shock Results Table. In addition, only one unit may so move through the gate to attack.

Moritake Castle

This newly built wooden, walled castle was one of the targets of the Ryuzoji. The only way in and out is through the gate, and only one unit may be inside the castle.

A unit inside the castle has all Frontal facing, including for fire weapons. Effects on Shock and Fire are on the Terrain Table, 9.4 and 11.4 do not apply to a unit inside the castle. No Samurai challenges may be launched against a unit inside the castle.

OTHER SPECIAL RULES

Surprise

During the Game Turn that a Hidden Contingent is activated (by 5.21 or by Ryuzoji movement), that contingent's units are not required to make a Pre-Shock Commitment check. Furthermore, all enemy units Shock attacked by a unit from that contingent must make a Defender Reaction Check (regardless of the situation), adding two (+2) to the die roll. In addition, the Shock Column is adjusted two to the right (2R) in the subsequent Shock resolution.

If a Hidden Contingent is placed on the map due to a Ryuzoji unit moving adjacent, the following happens:

- All Fire capable units of Hidden Contingent may conduct Reaction Fire if eligible; then
- the active Ryuzoji Busho is now Finished for the Game Turn; then
- play immediately passes to the Shimazu player who conducts an Orders Phase with the just activated Hidden Contingent (only). This Orders Phase may not be extended by Momentum. However, if Iehisa is not Finished, the Shimazu player may make a Continuity roll and if successful, Iehisa may conduct his Orders Phase. If he fails, play passes back to the Ryuzoji player.

Shimazu Arquebus Units

The Shimazu clans had around 890 arquebus-armed men. However, unlike other battles, these men were spread throughout other units much more than normally seen. Because of that, instead of the usual Teppo-Armed Ashigaru units in the game, the Shimazu clans have special AS units with a small 't' next to their TQ Rating:

Each of these units is capable of AS-T fire, but with a -1 to the die roll when firing. In addition, they may Shock Attack (an exception to 9.13). If/when they Shock attack, they do so one column to the left (1L) on the Shock Resolution Table.

Naval Guns

The Arima clan (Shimazu) had two gunboats, which were just offshore (eastern edge of the map) and proved quiet a thorn in the Ryuzoji side. Every turn that the Shimazu's are active they may fire each of these gunboats once at any unit in Clear Terrain, Level 1. They may not fire thru the Light Wood hexes, but they may fire into one.

- The Arima Naval guns fire using the AS-T/3 hex Range column on the Fire Table; treat all "1" Results as "1D".
- If the target is in any hex on the road (1030-3023) or east of it, add one (+1) to that die roll

We have provided two gunboat counters to service as a reminder. Flip the counter to its Fired side after the fire is resolved. Flip back to the front side during the Recovery Phase.

The Akaboshi

The Akaboshi clan (one unit of Samurai infantry) were fanatical in fighting the Ryuzoji, mostly because Takanobu had slaughtered most of their family when they were being held as hostages. Aside from their high TQ Rating

- They do not need to undergo a Pre-Shock Commitment Check at any time
- Add one Hit to any losses suffered by the enemy when the Akaboshi attack

Active Withdrawal

Given the large disparity in numbers, there is no "shame" in a tactically sound fighting withdrawal. As a result, the Shimazu player ignores 6.44 when conducting an Active Withdrawal. Engaged units subtract one (-1) from their TQ when attempting Active Withdrawal.

VICTORY

The Ryuzoji get to subtract Rout Points from their total for the following:

- If they occupy Moritake Castle, they subtract 10 Rout Points.
- They subtract 2 Rout Points for each occupied Road hex between 2631 and 3129, inclusive.

The Ryuzoji win when the Shimazu army reaches or exceeds **25 Rout Points**.

The Shimazu win when the Ryuzoji army reaches or exceeds **40 Rout Points**.

Army Size and Troop Quality

Army	Units	Rout Points	Rout Ratio	Avg TQ
Shimazu	15	48	50%	7.0
Ryuzoji	51	170	25%	5.5

SURIAGEHARA

5 June, 1589

Historical Background

The battle arose when Ashina, seeing Date's grab for power, marched out to meet him. Date had deployed in the slightly higher ground below Mt Bandai with his greater forces, although about 25% of them were being held in reserve with Date. Initial success by Ashina's vanguard against his ex-general, Inawashiro, prompted him to commit his own Kibamusha early. Date's numbers, however, prevailed, Ashina was thoroughly defeated, and Date grabbed all his castles.

Basic Information

Playing Time: This battle will come to a conclusion in 4-6 turns; about 2 hours

Play Balance: Date is a definite favorite here

Difficulty: Relatively quick to play and easy to setup, this is a good introductory scenario.

Relative Strengths: Date's army contained some 23,000 men, Ashina's 16,000.

Army Size and Troop Quality

Army	Units	Rout Points	Rout Ratio	Avg TQ
Date	47	158	35%	6.1
Ashina	35	115	40%	6.1

TENNOJI

7 May, 1615

Historical Background

Tennoji is the last major battle of the Sengoku era, the first battle since Sekigahara (fifteen years earlier), and the last gasp by the Toyotomi clan to retake power from the Tokugawa. Unhappy with the stringent and dictatorial laws being set in place by the Tokugawa shogunate, Toyotomi Hideyori began to gather the discontented daimyo and large numbers of displaced ronin in his base, the strong-point castle at Osaka. By winter, 1614–15, he had almost 90,000 men in place, so Tokugawa Ieyasu assembled his army, close to 200,000 men, marched to Osaka and put it under siege. Some spirited, but inconsequential skirmishing took place in the area, leading to a temporary peace that was, in Tokugawa eyes, broken when Hideyori started to rebuild the outer Osaka defenses. Tokugawa reformed his army and marched back to Osaka. The Toyotomi decided that the best defense was an offense and launched an attack against the Easterners, resulting in the battle we have here.

The result was the destruction of all of Tokugawa's opposition, including the beheading of Hideyori's eight-year old son. Tokugawa was complete master of Japan and he immediately withdrew the entire country into a tightly-knit isolation that endured for more than 200 years.

Basic Information

Playing Time: 5+ hours

Play Balance: The Tokugawa “Eastern” Army is favored, if alone for their great numerical superiority. The Westerners do have some good units, though.

Difficulty: Biggest, toughest scenario in the box. Lots of counters, lots of contingents, lots of who commands who problems, and lots of little details.

Relative Strengths: Using only those contingents that actually (in some cases, probably) fought, Tokugawa's army contained some 125,000 men (of the over 150,000 present in toto); Toyotomi's 36,000 (not including Akashi's flanking command and the castle defenders (who did not fight), which would add up to c. 56,000). Not good odds.

Initial Deployment

The Tokugawa Eastern Army

Contingents are Inactive at the start; units may be placed in either Close or Open Formation and faced in any direction. Some units (may) arrive as Reinforcements; see below.

Maeda's Command

Units	Hexes
HONDA Yasunori #2[2]: 2 AS-T	3202–3203
MAEDA Toshitsune #2[25]: 4 KB; 12 SI; 2 SI-B; 5 AS-T; 2 AS-B	3204–3207, 3303–3306, 3403–3406, 3502–3505, 3602–3605, 3702–3704, 3803, 3804
KATAGIRI Katsumoto #2[2]: 2 AS-T	3208, 3209

Matsudaira's Command

Units	Hexes
SANADA Nobuyoshi #3[4]: 3 AS; 1 AS-T	3710–3713
HONDA Tadatomo #3[2]: 1 AS; 1 AS-T	3715, 3716
ASANO Nagashige #3[2]: 1 AS; 1 AS-T	3717, 3718
AKITA Sanesue #3[2]: 1 AS; 1 AS-T	3719, 3720
OGASAWARA Hidemasa #3[3]: 1 AS; 2 AS-T	4511–4513
HOSHINA Matsumitsu #3[1]: 1 AS-B	4514
SAKAKIBARA Yasukatsu #3[3]: 1 AS; 2 AS-T	4515–4517
SUWA Tadazumi #3[1]: 1 AS-T	4518
Echizen Levies ^[a] #3[9]: 9 AS	4519–4523, 4620–4623
MATSUDAIRA Tadanao #3[13]: 3 KB; 7 SI; 3 SI-B	4718–4721, 4819–4822, 4919–4921, 5020, 5021

^[a] These are ashigaru that are not beholden to any specific clan or contingent but raised from various villages. Being levies, they were probably not of anything better than mediocre quality ... at best. You will note that they do not have a Disrupted side. If they exceed their TQ from hits, they Rout.

Date's Command

Units	Hexes
SENGOKU Tadamasa #4[2]: 1 AS; 1 AS-T	5413, 5414
MATSUDAIRA Tadayoshi #4[1]: 1 AS-T	5415
SAKAI Ietsugu #4[2]: 1 AS; 1 AS-T	5416, 5417
MATSUDAIRA Yasunaga #4[1]: 1 AS-T	5418
NAITO Tadaoki #4[1]: 1 AS-T	5419
HORI Naoyori #4[1]: 1 AS-T	5421
MIZUNO Katsushige #4[1]: 1 AS-T	5520
HONDA Tadamasa #4[3]: 1 AS; 1 AS-T; 1 AS-B	5821, 5921, 6022
DATE Masamune #4[17]: 3 KB; 12 SI; 2 SI-B	5123–5127, 5224–5227, 5324–5327, 5425–5428

Hidetada's Command

Units	Hexes
TODO Takatora ST[10]: 1 SI; 1 SI-B; 3 AS; 4 AS-T; 1 AS-B	4104–4106, 4204–4206, 4304, 4305
HOSOKAWA Tadaoki ST[1]: 1 AS-B	4306
II Naotaka ST[5]: 2 AS; 3 AS-T	4406–4408, 4506, 4507

PLAY NOTE: These units have no Busho at the start; see below.

Samurai Available: NISHIO Nizaemon, KATAKURA Kagetsuna, MIURA Yozaemon, HONDA Masashige, NAITO Masanaga

Overall Commander

While this is Tokugawa Ieyasu’s army, he has given actual Overall Command to his son, Hidetada. However, Hidetada does not start on the map (see reinforcements), so, until he does arrive, the Eastern Army (which is what Tokugawa’s forces are often labeled) has no Overall Commander (So-Taisho).

Reinforcements and Other Troops

Unless specified otherwise, reinforcements may only activate and enter play in an activation where Initiative was Passed to the Tokugawa player, automatically or through a failed Continuity die roll (a “Free Activation”).

1. The Units of MATSUDAIRA Tadaaki (1 AS-T), HITOTSUY-ANAGI Naomori (1 AS-T), and TOKUNAGA Masashige (1 AS-T), all enter when Date Masamune is activated. They belong to his contingent. They enter through hex 6022.

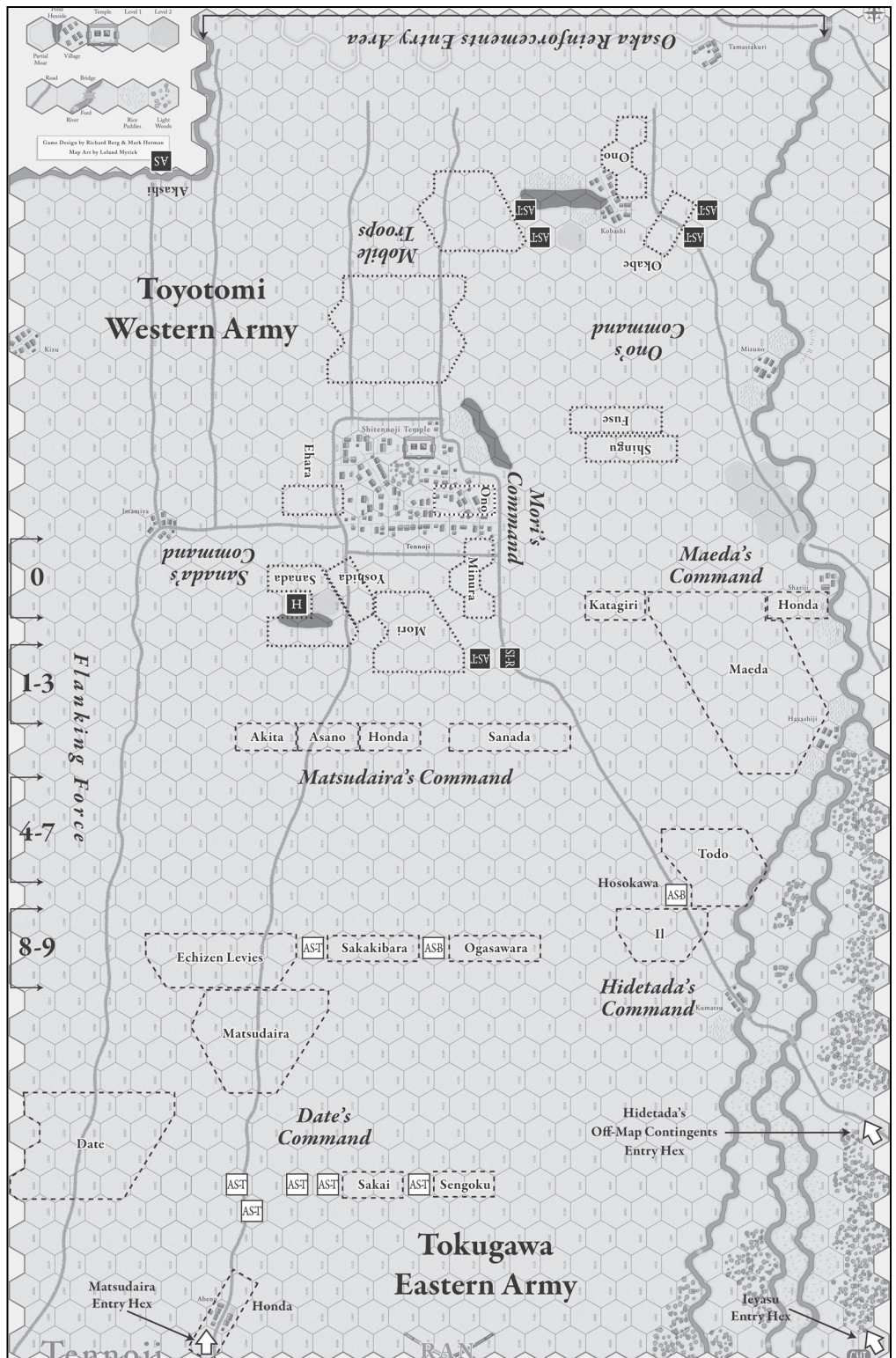
2. **Tokugawa Hidetada.** Hidetada, Ieyasu’s son and heir, is the Overall Commander (So-Taisho) for the Tokugawa army, as well as Busho for his troops. These contingents include the three contingents listed above as part of Hidetada’s Command that start on the map, plus the three listed below.

Hidetada’s On-Map Contingents:

The contingents of TODO, HOSOKAWA, and II may not be activated using So-Taisho activation until Hidetada is on the map (see below). However, the Tokugawa Player may try to shift these troops over to the Command of Matsudaira Tadaanao. To attempt this, Hidetada may not be on the map and the Tokugawa player must use a Free Activation (see above) and state that he is trying to change the Command assignment of all of these units. He rolls one die:

- if the die roll is an adjusted 7–9 or more, these units change Commands, as above;
- if the die roll is an adjusted 6 or less, they stay assigned to Hidetada and you have wasted an activation.
- Add one (+1) to the die roll for each time you have tried to change commands and failed

HISTORICAL NOTE: These three contingents did release themselves from Hidetada’s command and put themselves under Matsudaira.



Hidetada’s Off-Map Contingents: This force, a very large group consists of the following, entering in the order (Hidetada first, then Yoshinao, then Yorinobu ... the last two never got into the battle) listed. They enter through hex 5200. Obviously, they will have to do so in single file to cross the river.

The three groups below are all part of Hidetada’s “command” and are brought in any Free Activation. Each of these contingents is

automatically Active on the turn of entry, no Contingent Activation points are expended. Once Hidetada, himself, is on the map, then his command uses the normal activation rules (and Hidetada is now Overall Commander).

- Tokugawa HIDEYOSHI ST[35]: Honjin; 5 KB; 16 SI; 2 SI-B; 8 AS; 3 AS-T
- Tokugawa YOSHINAO ST[15]: 4 SI; 1 SI-B; 4 AS; 6 AS-T
- Tokugawa YORINOBU ST[2]: 2 AS-T

The Tokugawa player may place his Honjin in the hex occupied by Hidetada at the start of any Hidetada's Orders Phase.

3. Tokugawa Ieyasu. Ieyasu and his hatamoto (elite clan guards), some 15,000 troops, are off to the southeast. There is some disagreement as to how involved in the actual battle—if they ever became involved at all—this force was, but there is a rather dubious legend that Ieyasu—getting on in years in any case—was, in fact, killed by one of the Sanadas in the Western army, at which point the Tokugawa was quickly slipped in a “kagemusha” (double) so that the troops wouldn't be disheartened. One assumes, if one believes this sort of story, that these folks traveled with a handy corps of kagemushas ... or got some advice from Kurasawa (whose eponymous movie covered a similar incident at Nagashino). In any case, Ieyasu's forces—they are considered an individual Contingent—enter through hex 6000. To start bringing them in, they must use a Free Activation and Hidetada must expend a Contingent Activation point. His forces are:

Tokugawa IEYASU #1[25]: 8 KB, 12 SI; 5 AS-T

4. Asano Nagaakira. Asano's contingent, rules for which see below, consist of

ASANO Nagaakira #4[17]: 4 SI; 4 AS; 6 AS-T; 3 AS-B

5. The Osaka Besiegers. Besieging Osaka Castle (several hundred yards off the north end of the map), from both the east (across the outer moat) and the northwest (having arrived by ship), are about 15,000 additional Eastern troops. None are in the game, and none will interfere with any of the possible Toyotomi reinforcements they can send from the castle (see below).

The Flanking Force of Asano Nagaakira

Asano Nagaakira's contingent (part of Date Masamune's command), located (at start), off the southwest edge of the map, was assigned to undertake a flanking maneuver (the land off the western edge of the map falls away gradually towards the bay and, given the light woods and growth near that edge, is hidden from sight of those on the battlefield which is why it is not in the game ... so we can do this interesting little mechanic).

Before the game begins, The Tokugawa player must decide what he wants to do, writing down such plan on a piece of paper:

- Undertake the Flank March, or
- Have Asano enter as a normal reinforcement.

The choice is revealed whenever the Tokugawa player decides to bring Asano in.

If he has decided on a Flank March, Asano may not enter the game until Date has undertaken at least five (5) Orders Phases (so you need to keep track of this). And, while Date is used to activate Asano's force, for the Orders Phase in which he enters the game by Flank March, Asano is the only contingent which may be given Orders.

When Asano's flanking entry is announced, the Tokugawa player rolls to see exactly where Asano will enter (this is random because Asano could not really see where he was when he turned east). Roll the die:

- if the die roll is a 0: between hexes 3028–3228, inclusive
- if the die roll is a 1–3: between hexes 3428–3628, inclusive
- if the die roll is a 4–7: between hexes 3927–4228, inclusive
- if the die roll is an 8–9: between hexes 4428–4628, inclusive

If any of those hexes is blocked by enemy unit, Asano's units may enter through the nearest unoccupied hex in either direction. Although nominally out of command, Asano's units may shock attack in the turn in which they enter.

The Drawback: There is one problem with the Flank March. As soon as any of Asano's units enter, and at the conclusion of their movement (and before any fire or shock), the Tokugawa player must do an instant “morale” check on all Echizen Levy units.

- Any Echizen levies that are Engaged are automatically Routed.
- For all other Echizen units, roll one die for each unit. If the die roll is higher than the unit's TQ, that unit incurs a number of Hits equal to the difference between the die roll and the unit's TQ (which is probably not too high to begin with) Example: Dr of '8' for a unit with a 3 TQ will Rout that unit.

HISTORICAL NOTE: When Asano's men did appear on the flank, the levies assumed they were Toyotomi's men, and most fled in panic.

PLAYNOTE: See the rules for Akashi Morishige's unit (Toyotomi), below. Its use may affect the above.

Maeda's Delayed Activation

For some unknown reason—one fairly unreliable source says he was finishing lunch, but that appears to be something of a joke—Maeda's contingents delayed going into action. Therefore, whenever the Tokugawa Player wants to activate Maeda he first rolls the die to see if he has finished hesitating.

- if the die roll is an adjusted 9 or more, he is ready and may be activated;
- if the die roll is an adjusted 8 or less, he is still delaying and you have wasted an activation point.
- Add one (+1) to the die roll for each time you have tried to activate Maeda and failed

Exception: Any of Maeda's units that have been attacked in any way—shock or fire—are free of this restriction and may be used (activated) normally when Maeda is activated. The other units must still wait for Maeda to feel “ready”.

The Toyotomi Western Army

Contingents are Inactive at the start; units may be placed in either Close or Open Formation and faced in any direction.

Sanada's Command

Units	Hexes
SANADA Yukimura ST[7]: Honjin 2 KB; 3 SI; 1 SI-B	3219 3317–3319, 3218, 3118, 3119
EHARA Takatsugu ST[2]: 2 SI-R	2818, 2819
YOSHIDA Yoshikore ST[2]: 2 SI-R	3217, 3117

Mori's Command

Units	Hexes
MORI Katsunaga #1[7]: 3 KB; 1 SI-R; 3 SI	3414–3416, 3314, 3315, 3215, 3216
ASAI Nagafusa #1[1]: 1 AS-T	3413
YAKEDO Eio #1[1]: 1 SI-R	3412
MINURA Muneaki #1[3] 2 AS; 1 AS-T	3213, 3113, 3013

Ono's Command

Units	Hexes
ONO Harunaga #2[2]: 2 SI	2813, 2814
SHINGU Yukitomo #2[3]: 3 SI-R	2607–2609
FUSE Denzaemon #2[3]: 3 SI-R	2507–2509
YAMAGAWA Katanobu #2[1]: 1 AS-T	1811
KITAGAWA Nobukatsu #2[1]: 1 AS-T	1711
ONO Harufasa #2[3]: 2 AS; 1 AS-T	1608, 1508, 1408
OKABE Noritsune #2[2]: 2 SI-R	1807, 1706
NINOMIYA Naganori #2[1]: 1 AS	1705
ONJUKU Masatomo #2[1]: 1 AS-T	1806
AKASHI Morishige #2[1]: 1 AS	1523 [See below]

Mobile Troops (see below):	2314–2317,
24 SI-R	2214–2217,
	2114–2117,
	2014–2017,
	1812–1814,
	1712–1714,
	1613, 1614

Samurai Available: Miyamoto MUSASHI (Yes, THE Musashi), SANADA Daisuke, HORIUCHI Ujihisa, MASASHITA Moritsugu, UJIE Yukihiko

Overall Command

Although this is the army of Toyotomi Hideyori, son of the great Toyotomi Hideyoshi (invader of Korea) and loser at Sekigahara, Hideyori has chosen to remain to defend Osaka Castle. In his stead, as Overall Commander, he has placed the very capable Sanada Yukimura.

Ronin (SI-R)

Ronin are samurai warriors displaced — no lord to serve—by the Tokugawa Shogunate's edict removing weapons from all except those in the service of the Tokugawa (and, ostensibly, the Shogunate). Their activities ranged from soldiers-for-hire to outright banditry. Only a decade removed from the wars of the 16th century, many were still quite capable. Some were unreliable, and not a few were fanatical.

All Ronin units are considered Samurai Infantry. For game purpose, when attacking (not when defending) in Shock combat, if any Ronin are present, the Toyotomi player adds one (+1) to the Shock Resolution die roll.

HISTORICAL NOTE: It is probable that some ronin were mounted, but we believe the numbers of these are too few to consider as a unit type.

The Mobile Troops

These units, sometimes termed a “Flying Force”, seem to comprise a ready reserve. They are not a single contingent, but a collection of troops that can be fed into the battle to help a given contingent. They may not be activated as a contingent. To be used, they must be activated by Sanada—using a Free Activation only—and immediately assigned to a specific Busho (Sanada, Mori or Ono). They may move when activated. Sanada may activate up to four (4) of his Mobile units in any one activation to assign them.

Possible Osaka Reinforcements

Fully one third of the Western Army is off the map, most of it defending Osaka Castle, which is under siege. Whenever Sanada Yukimura is activated by a Free Activation he may choose, for that activation, to bring in, as reinforcements, up to 3 units or any one contingent that has 3 units or more (example, the Chosakobe contingent has 8 units, which may all be brought in one activation). He may not bring in more than 16 total units during the game (someone has to stay and defend the castle).

Units so activated enter the game through any hex between 1002–1022, inclusive. They must be assigned (permanently) the instant of activation to one of the three Busho (Sanada, Mori or Ono). The units available are, by daimyo name, and in order of size:

Units
CHOSAKOBE Morichika [8]: 2 SI-R; 3 AS; 3 AS-T
FUKUSHIMA Sadauji [4]: 1 SI-R; 1 AS; 2 AS-T
AKASHI Teruzumi [3]: 2 AS; 1 AS-T
MIYATA Tokisada [3]: 1 AS; 2 AS-T
OTANI Yoshihisa [3]: 2 AS; 1 AS-T
YAMAGUCHI Hirosada [1]: 1 AS-T
NAITO Sadatori [1]: 1 AS
MIURA Muneaki [1]**: 1 AS
MASHITA Moritsugu [1]**: 1 AS
INOUE Tokitori [1]: 1 AS-T
YAMAMOTO Kimio [1]: 1 AS-T
MAKISHIMA Shigetoshi [1]: 1 AS-T
NAGAOKA Masachika [1]**: 1 AS
WATANABE Tadasu [1]: 1 AS
OGURA Yukikaru [1]: 1 AS-T

** These units do not have a Disrupted side. This is because they were severely under strength, in game terms.

Toyotomi Hideyori

Hideyori, fomenter of this Last Gasp, decided to remain inside Osaka Castle, leaving field command to the more capable Sanada Yukimura. It is arguable as to whether or not he would have ever left that position to take the field at Tennoji (as, it appears he did not). However, this being a game, let's give him a chance to make an appearance, if only to take a quick, final bow.

Any time the Toyotomi player decides to bring in Osaka reinforcements (above), he may, instead, try to get Hideyori to put in an appearance. He rolls the die:

- if the die roll is a 0–6, Hideyori stays put ... and no Osaka reinforcements can be brought in that activation;
- if the die roll is 7–9, Hideyori will enter (like any other Osaka reinforcement) with his personal troops: #3[5] 3 KB; 2 SI. Hideyori's units count against the Osaka 16 Max limit.

Once Hideyori is on the board, all Osaka troops that have not yet come within their “assigned” Busho’s command range automatically become part of Hideyori’s contingent, regardless where they actually are, as do any subsequent Osaka reinforcements. In addition, as Hideyori (rather, his bannermen) would (purportedly) be carrying his family’s “Thousand Gourd” standard, the yumi of his late, great father, when any Toyotomi troops in Hideyori’s command range Shock attack, they get to add one (+1) to that Shock Resolution die roll.

Akashi Morishige

Akashi Morishige’s troops (one unit, part of Ono’s command) may do one of two things:

- Enter the battlefield by crossing the river where it starts, at the cost of its entire Movement Allowance to do so; or
- Be used for a Flanking March.

The choice must be written down prior to starting play.

If a Flank March is chosen, the Toyotomi Player may not bring in Akashi until Ono has undertaken at least five Orders Phases. After that, Akashi may be activated, and brought in, along with Ono’s other units. First, however, the Toyotomi Player must check to see what is happening with the Tokugawa’s Asano units (see those rules, above).

- if the Tokugawa Player says nothing, or the Asano units have already been activated, Akashi may be brought in as above.
- if the Tokugawa Player says that his Asano units have taken a Flank March but have not yet appeared, the Akashi unit is automatically eliminated and the Tokugawa Player then rolls one die. The die roll is the number of hits he must apportion, as he sees fit, among the Asano units before bringing them into play. And yes, a ‘0’ means no hits.

PLAY NOTE: It remains where it starts until the Flank March is revealed. No one else can cross that river anyway.

INITIATIVE

The Toyotomi has the Initiative for the first turn.

TERRAIN NOTES

Just to the north of the battlefield is the magnificent Osaka Castle, even today a major tourist attraction, base for Hideyori’s army and partially under siege by some of Ieyasu’s men.

The “moat” at the top of the map was the old moat and wall for the grounds to Osaka Castle that had fallen into disrepair and were only partially re-constructed by Hideyori at this time.

Off to the west—the left flank of the Tokugawa army—by a couple of hundred yards, is Osaka Bay.

Tennoji, is the large, but rather scattered, village around Shitennoji Temple. There is no indication that troops from either side, other than Ono’s contingent, ever entered this area during the battle.

CONTINGENT FLIGHT

Contingent Flight is determined for each individual contingent per 11.8. The Busho modifier is used for each contingent within that Busho’s command. Thus all contingents in Date’s Command will add two (+2)—half Date’s Momentum, rounded down—to their Contingent Flight die roll as long as Date is still alive. Ronin (SI-R) regardless of contingent are not subject to Contingent Flight, though other non SI-R in a contingent that Flees are eliminated.

VICTORY

There are some extra/different Rout Point numbers for this battle:

- Levies (Tokugawa) are worth only 1 RP.
- For each unit of any type the Tokugawa exit off the north edge of the map (between the rivers), subtract 2 RP from its running total. Such units are not considered eliminated.
- AS-T are now worth 3 RP each (not 2).

The Tokugawa win when the Toyotomi army reaches or exceeds **135 Rout Points**. If at the time the Tokugawa army has 150 or more Rout points, give a player’s victory to the Toyotomi.

The Toyotomi win if the Tokugawa army reaches or exceeds 210 Rout Points.

Tokugawa Play Note

The computation of the Tokugawa Rout Level did not include the units from Ieyasu’s contingent. Actively using these men increases your army, but lowers the level of RP to total men. The 150 Rout level only includes the forces starting on map but with a 35% Rout Ratio.

Toyotomi Play Note

The computation of the Toyotomi Rout Level did not include the units from Osaka. Actively using these men increases your army, but lowers the level of RP to total men. The relatively high Rout Ratio reflects the fanatical nature of the defenders, who didn’t have any other resort but to fight to the death.

Army Size and Troop Quality

Army	Units	Rout Points	Rout Ratio	Avg TQ
Tokugawa	187	692	30%	6.1
Toyotomi	65	300	45%	6.4

SOURCES

Turnbull, Stephen. *Battles of the Samurai* (Arms and Armour Press, London, 1992). Covers all of the major battles of the samurai era, in about as much detail as you're ever going to get in English. Nice detail, good pics, dinky maps.

_____, *Samurai Armies, 1550–1615* (Osprey Publishing, Ltd., London, 1990). One of the better Osprey books, with some good information on weapons, tactics, etc.

_____, *The Samurai, A Military History* (MacMillan Publishing, NY, 1977). More descriptions of battles than what the title would suggest. Somewhat rambling, but a good chapter on Sekigahara.

CREDITS

Original GBoH System Designed By: MARK HERMAN

RAN System Designed By: RICHARD H. BERG

Game Developed By: Alan J. Ray

Research: Most of the Order of Battle and map information comes from Brian Bradford, publisher of the Killer Katanas series of miniatures rules. If you wish to see just what Brian/KillKat can do for your growing interest in this area, email him at email BBradford1973@aol.com.

Playtesters: C. Michael Ollier, Laurent Closier, Arrigo Velicogna, Donald Cooper, Brian Bradford, Scott Anderson, Hugh Downing, Giancarlo Ceccoli, Danny Secary

Art Director, Packaging: Rodger B. MacGowan

Map Art: Leland Myrick

Counters: Rodger B. MacGowan, Mike Lemick, Mark Simonitch

Rules Layout: Neil Randall

Production Coordination: Tony Curtis

Producers: Tony Curtis, Rodger MacGowan, Andy Lewis, Gene Billingsley and Mark Simonitch

RAN Countersheet 5 of 5 (Front Side)

CONTINGENT ACTIVE	CONTINGENT ACTIVE	CONTINGENT ACTIVE	CONTINGENT ACTIVE	CONTINGENT ACTIVE	CONTINGENT ACTIVE	CONTINGENT ACTIVE	CONTINGENT ACTIVE	CONTINGENT ACTIVE	SHOCK MUST Check TQ
CONTINGENT ACTIVE	CONTINGENT ACTIVE	CONTINGENT ACTIVE	CONTINGENT ACTIVE	CONTINGENT ACTIVE	CONTINGENT ACTIVE	CONTINGENT ACTIVE	CONTINGENT ACTIVE	SHOCK MUST Check TQ	SHOCK MUST Check TQ
SHOCK MUST Check TQ	SHOCK MUST Check TQ	SHOCK MUST Check TQ	SHOCK MUST Check TQ	SHOCK MUST Check TQ	SHOCK MUST Check TQ	ENGAGED IN SHOCK	ENGAGED IN SHOCK	ENGAGED IN SHOCK	
SHOCK MUST Check TQ	SHOCK MUST Check TQ	SHOCK MUST Check TQ	SHOCK MUST Check TQ	SHOCK MUST Check TQ	SHOCK MUST Check TQ	ENGAGED IN SHOCK	ENGAGED IN SHOCK	ENGAGED IN SHOCK	
ENGAGED IN SHOCK	ENGAGED IN SHOCK	ENGAGED IN SHOCK	ENGAGED IN SHOCK	ENGAGED IN SHOCK	ENGAGED IN SHOCK	ENGAGED IN SHOCK	ENGAGED IN SHOCK	ENGAGED IN SHOCK	
LOST FACE -1	LOST FACE -1	LOST FACE -1	LOST FACE -1	LOST FACE -1	BUSHO WOUNDED -1	BUSHO WOUNDED -1	BUSHO WOUNDED -1	BUSHO WOUNDED -1	
									7
									7
ACTIVATION	1 ACTIVATION	3 ACTIVATION	5 ACTIVATION	Game Turn	TRUMP Attempt 1	TRUMP Attempt 1	TRUMP	7	
ACTIVATION	1 ACTIVATION	3 ACTIVATION	5 ACTIVATION	Game Turn	TRUMP Attempt 3	TRUMP Attempt 3	TRUMP	7	
OPEN ORDER ♦♦♦	OPEN ORDER ♦♦♦	OPEN ORDER ♦♦♦	OPEN ORDER ♦♦♦		3	3	5	5	
OPEN ORDER ♦♦♦	OPEN ORDER ♦♦♦	OPEN ORDER ♦♦♦	OPEN ORDER ♦♦♦		3	3	5	5	
OPEN ORDER ♦♦♦	OPEN ORDER ♦♦♦	OPEN ORDER ♦♦♦	OPEN ORDER ♦♦♦		3	3	5	5	

1	1	1	1	1	1	1	1	1	
1	1	1	1	1	1	1	1	1	
1	1	1	1	1	1	1	1	1	
1	1	1	1	1	1	1	1	1	
1	1	1	1	1	1	1	1	1	
1	1	1	1	1	1	1	1	1	
3	3	3	3	3	3	3	3	3	
3	3	3	3	3	3	3	3	3	
3	3	3	3	3	3	3	3	3	
3	3	3	3	3	3	3	3	3	
5	5		5	5		5	5		7
5	5		5	5		5	5		7
5	5		5	5		5	5		7



GMT Games, LLC
P.O. Box 1308, Hanford, CA 93232-1308
www.GMTGames.com