

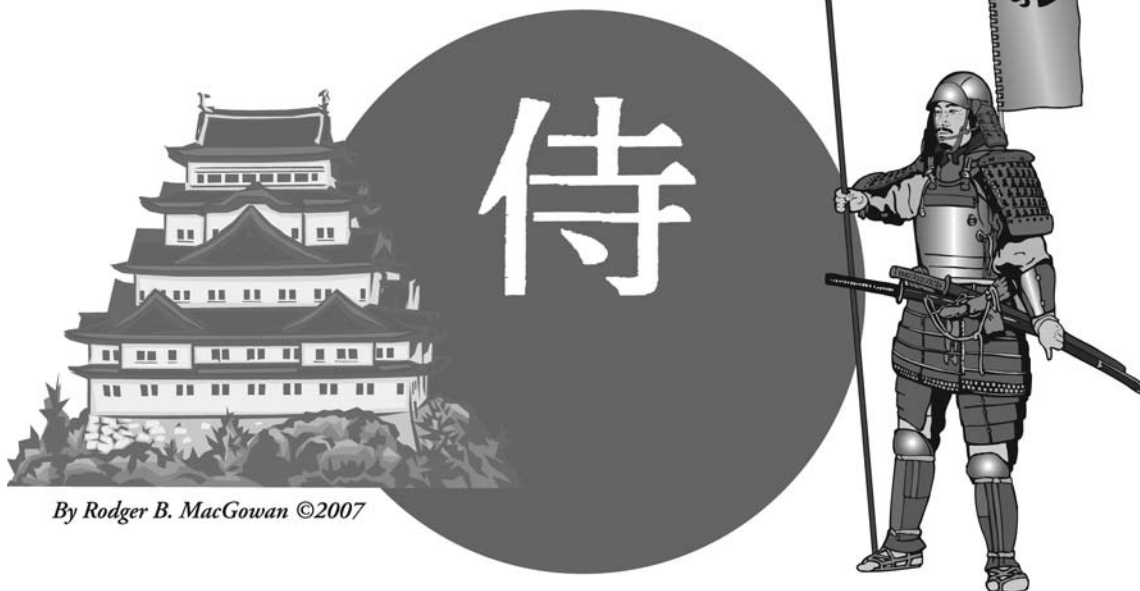
# SAMURAI

SAMURAI WARFARE IN THE SENGOKU JIDAI

16th Century Japan

OKEHAZAMA (1560) • KAWANAKAJIMA (1561) • ANEGAWA (1570)  
MIKATA-GA-HARA (1572) • NAGASHINO (1575) • SEKIGAHARA (1600)

a RICHARD BERG/ MARK HERMAN game



By Rodger B. MacGowan ©2007

## SCENARIO BOOK

### Table of Contents

1.0 The Battles .....	2	5.0 Mikata-ga-hara.....	11
2.0 Okehazama .....	2	6.0 Nagashino .....	14
3.0 Fourth Kawanakajima.....	6	7.0 Sekigahara .....	17
4.0 The Anegawa .....	9		



## The Battles

By the middle of the 16th century, the Ashikaga shogunate had become weak and ineffective. Although the emperor theoretically ran the country, true power was in the hands of his advisor, the shogun. This situation was not lost on the larger group of powerful *daimyo* (a sort of feudal overlord) who, with the Ashikaga sinking into oblivion, sought to extend the limits of their power, possibly to the capital itself, Kyoto. What resulted was the *Sengoku Jidai*, fifty years of constant inter-clan warfare that ended with the Tokugawa supreme.

*Samurai* provides six historical scenarios for the key battles of the Sengoku era. As with other periods of history, most of these battles are not evenly balanced, at least not historically. 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 by Busho with Clan ID and the number of units used to determine Clan Flight, plus his combat units, which are identified by type and, where needed for clarity, Size Rating (e.g., 4-8, referring to Size and TQ) All of this is color-coordinated, so that all of Tokugawa's units are yellow, for example.

**Exception:** *Teppo* and *yumi* units do not have Clan IDs [see 8.16].

**EXAMPLE:**

*In 1806:*

NIWA Nagahide (5 [4]); 1 AS (7-7), 1 AS (7-6),  
2 AS (6-6) 1905-7

The Busho is Niwa Nagahide (a retainer of Oda), with a Clan ID# of 5, which is on the Busho's counter. His clan consists of 1 *ashigaru* (with a 5 Clan ID#) with a Size-TQ of 7-7; one *ashigaru* with a 7-6, and 2 *ashigaru* with 6-6 ratings.

The 4 column on the Clan Flight Table will be used when determining Clan Flight. Where individual units are not given specific hexes (rather, the clan is allowed to set up within the hexes listed) the player is free to place the units from that clan as he desires.

The abbreviations used are as follows:

**AS** = ashigaru (foot)

**KB** = kibamusha (cavalry)

**KBH** = kibamusha hatamoto (personal cavalry guard)

**YU** = yumi (archers)

**TP** = teppo (arquebusiers)

**OZ** = ozutsu (cannon)

Some of our deployments and clans may seem rather generic. Even in Japan, there is not as much reliable 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 *yumi*, etc—is left open. We have extrapolated relative numbers from those battles and documents where such information was present.

Be careful when deploying Bushos. Several are differentiated only by their first names and Clan ID#.

**Some Basic Play Hints:** Except for Okehazama, virtually all the

battles develop rather quickly. Not much subtlety involved here; and don't underestimate the ability of the individual samurai [10.2] to change the course of a battle.

**A Note on Movies:** Some of these battles are portrayed in some detail in the Japanese cinema, Kurosawa being a big fan of the Sengoku period. For those interested in some visual background, we have provided movie references.

## Okehazama

19 May, 1560

### Historical Background

The desire of each of the powerful *daimyo* in the Sengoku Jidai was to march on Kyoto, residence of the Emperor, and seize power, becoming shogun by fiat. None of the *daimyos* of the early-mid 16th century had felt powerful enough to try this, until Imagawa Yoshimoto, whose province lay right on the road to the capital, decided to give it a try, with the help of his remarkable teen-aged *samurai*, Mazudaira Motoyasu. The only clan that blocked his way was that of the Oda, and Mazudaira had outfoxed and outfought the Oda several times over the past two years. With an army of some 20,000 (quite large for the time), control of several key castles (including Ohkadaka, recently stolen from under the nose of the Oda troops by Mazudaira), and a past history of success against the Oda (whose troops numbered less than 5,000), Imagawa envisioned a cakewalk into the capital. He did not count on the Oda's new *daimyo*, Oda Nobunaga.

At the start of the festivities, Imagawa contingents seized the forts at Marune and Washizu, while Imagawa's personal contingent ambled confidently westward to ensure control of the Tokaido. Even though warned that Oda was on the move, Imagawa discounted his small army and, having seized the important crossroads at Dengakuhazama (the battle is somewhat incorrectly named for a similar marsh-laden crossroads to the south) and with Mazudaira busy to the east trying to flush out some small Oda contingents, he decided to halt his army for sake, a few Noh plays, and a general viewing of heads taken at Ohdaka (where Mazudaira now sat, awaiting orders).

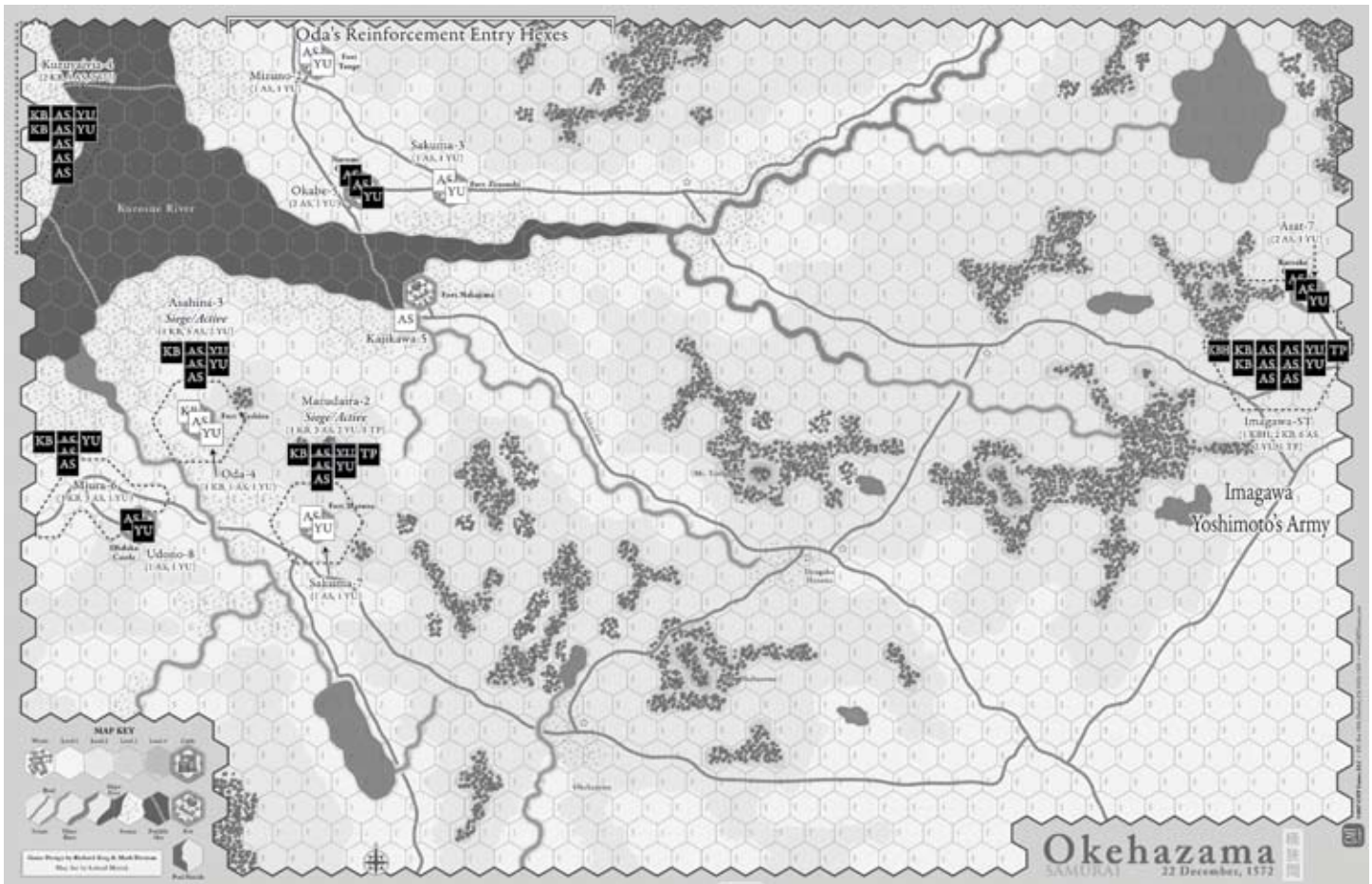
In the meantime, Oda had taken up residence at Fort Zen shoji, from whence he crossed the river and set up a series of dummy armed camps, which, as planned, confused Imagawa to a great extent. And when a sudden thunderstorm arose in the midst of a sweltering afternoon, Oda struck. The surprise was complete, and Oda had little trouble dispatching and dispersing all of Imagawa's main force. Imagawa, himself, died a samurai's death, his head lopped off while fighting his attackers. Imagawa's dreams of suzerainty were dead, and Oda Nobunaga had emerged as a *daimyo* to be reckoned with.

Some time after Okehazama, Mazudaira joined forces with Oda and changed his name to Tokugawa Ieyasu.

### Set-Up Information

**Playing Time:** 3-4 hours

**Play Balance:** At first sight this is a grotesquely unbalanced game, as the Imagawa outnumber the Oda about 5-1, and they hold most (but not all) of the key positions. However, except for Mazudaira, the



Imagawa are poorly led, and their troops are not nearly as capable as Oda's. Moreover, Imagawa has some highly restricted command abilities (he was a scholar more than a warrior). Still, it is a test of playing skill to win with the Oda. And the Oda did win!

*PLAY NOTE:* Those who find Imagawa a bit too incompetent can roll a die at the start of each turn: a 0-6 gives him a '1'; a 7-9 gives him a '2'.

**Difficulty:** Few counters and lots of maneuver—more of an operational game than a true battle—make this a wide-open affair. However, it is a rather unusual battle, with a fair number of special rules. Winning with Oda requires some familiarity with the game's mechanics and not a little skill.

**The Map:** For this battlefield depiction, we are indebted to Masahiro Yamazaki's magazine, *Six Angles* and its issue on Okehazama.

**Relative Strengths:** The full Imagawa army contains almost 20,000 men; Oda's total troops number about 3,800, although his personal contingent was only 2,400. If nothing else, Okehazama proves it's not what you have, it's what you do with it.

### Initial Deployment

**Imagawa Yoshimoto's Army:** All clans are Inactive at the start, except those conducting Sieges, as noted. Units may be faced as desired. As there is only one set of units for Imagawa, we have dispensed with their strength when listing them).

*Within 2 hexes of 3042:*

IMAGAWA Yoshimoto (ST [9])<sup>a</sup>; 1 KBH, 2 KB, 6 AS, 2 YU, 1 TP

*Within (but not in) one hex of 2309; Siege/Active:*

MAZUDAIRA Motoyasu (2 [4]); 1 KB, 3 AS, 2 YU, 1 TP

*Within (but not in) one hex of 2705; Siege/Active:*

ASAHINA Yasuyoshi (3 [4]); 1 KB, 3 AS, 2 YU

*Anywhere in Arai, c. 3800:*

KUZUYAIVIA Nobusada (4 [7]); 2 KB, 5 AS, 2 YU

*In 3611:*

OKABE Motonobu (5 [2]); 2 AS, 1 YU

*Any road hex w/i 2 hexes of 2402:*

MIURA Bingonokami (6 [4]); 1 KB, 3 AS, 1 YU

*In 3243:*

ASAT Masatoshi (7 [2]); 2 AS, 1 YU

*In 2303:*

UDONO Nagateru (8 [1]); 1 AS, 1 YU

a = Imagawa does not start with a *honjin*; see the rules for this, below.

**Oda Nobunaga's Army:** All Clans are Inactive at the start, except those under Siege, as noted. Units may be faced as desired. The following clans start on the map; most of Oda's army arrives as reinforcements.

*In 4109:*

MIZUNO Tadamitsu (2 [1]); 1 AS (2-7), 1 YU

In 3614:

SAKUMA Nobumori (3 [1]); 1 AS (2-7), 1 YU

In 2705; *Siegel/Active*:

ODA Nobuhira (4 [2]); 1 KB (1-7), 1 AS (3-8), 1 YU

In 3112:

KAJIKAWA Kazuhide (5 [1]); 1 AS (2-6) (*PLAY NOTE: Yes, he is not in the fort.*)

In 2309; *Siegel/Active*:

SAKUMA Morishige (7 [1]); 1 AS (4-7), 1 YU

## Oda Reinforcements

The following units comprise Oda Nobunaga's clan:

ODA Nobunaga (ST [6]); 1 KBH (4-8), 2 KB (3-8), 2 AS (5-8), 1 AS (4-7), 3 YU, 2 TP. Oda does not have a *honjin*.

All units in Oda's clan arrive as reinforcements. Five numbered Oda markers (e.g., 2/ODA) are used to determine in what turn Oda's clan arrives. Place the five Oda markers in a cup before the start of the game. The Oda player then blindly draws one of the markers. The number is the turn in which Oda is eligible to enter as a Reinforcement. If the player wishes, he may arrive later. The Oda player keeps this information secret until used.



Oda's clan enters through any hex between 4207 and 4219. All stacking rules are in force. Oda's Trump and Initiative ratings may not be used until he is actually on the map.

**Imagawa's *Honjin*.** Imagawa does not start the game with a *honjin* (which creates activation problems for him). However, he may place his *honjin* on the map in one of two ways:

- At the end of any phase in which Imagawa's personal clan moves, and one of his units occupies either a Fort, a Castle, or a crossroad Victory Point hex (he may not use Kutsake Castle in 3243 for this).
- See Imagawa's Momentum, below.

**Clan Activation.** Both players start without a So-taisho in a *honjin*. In addition to that problem, most of the clans are far from their So-taisho's range, and clan activation by the So-taisho is not automatic. Therefore, in this scenario only, players may attempt to activate inactive clans that are outside their So-taisho's range [4.51].

A player wishing to activate a clan that is outside his So-taisho's range designates the clan and rolls the die. If the DR is equal to or less than the designated Busho's Initiative, that clan is now active; if it is higher, the clan/busho is Finished. All Continuity rolls use the standard rules. The attempt to activate is considered one of the So-taisho's allowable activations for that turn, whether successful or not. Until Oda is on the map, the Oda player has only one Activation attempt per turn.

**Trumping.** Because of the above situation and the nature of the terrain, some adjustments to the trumping rule are necessary. Players may use the normal trump rule for all clans whose Bushos are within their So-taisho's range, or if the So-taisho is in his *honjin*. If not, attempting to trump with a clan not so situated requires a die roll equal to or less than the Busho's own Initiative (instead of the So-taisho's). Until Oda is on the map, the Oda Player has only one trump attempt per turn.

**The Kurosue River.** The Kurosue River is uncrossable, up to 3520/3421, except by the fordable hexes. It costs 2 MP to enter a hex that is totally fordable river. Otherwise, the hex is treated as having land. Thus, 4004 is a fordable river hex; 4005 is a land hex. There are also hit penalties for entering a fordable river hex; so an *ashigaru* unit crossing from 4001 to 4005 will take two turns (it costs 7 MPs) and incur three hits in so doing.

## Special Rules

**Imagawa's Momentum.** Starting with the second turn of the game, whenever Imagawa rolls for momentum for his personal clan and fails to get it, he immediately rolls on the table below.

### Die

### Roll Results

0 Nothing Happens. May roll again on the table.

1-2 Imagawa must place his *honjin* in the unoccupied clear (non-woods) hex nearest to Imagawa, unless it has already been placed, in which case treat as Nothing Happens. May roll again on the table.

3-6 Same as 1-2 above, except, in addition, Imagawa's clan settles in for an evening of *sake* and *Noh* plays. All combat units are Disrupted; *yumi* and *teppo* cannot fire. No unit may move. The clan is Inactive and may not be activated by Imagawa during this turn or the next (they can be activated by enemy attack). Two turns later, the Imagawa player may attempt to activate his clan as if it were not automatic (which it would normally be because Imagawa is within his own range). If Imagawa fails, it remains inactive until next turn. Do not roll again on this table.

*PLAYNOTE: Do not apply Clan Flight until the end of the first turn in which this clan undergoes a Shock attack.*

7-9 Same as 3-6, except that, in addition, a thunderstorm hits. It continues to rain until the Imagawa player rolls a 5-9 at the start of any succeeding turn, which ends the rain. While it is raining:

- *teppo* may not fire
- -1 from all *yumi* Fire die rolls
- All burning castles/forts are no longer burning.
- *yumi* may not try to burn castles/forts. This applies for the remainder of the game.
- All movement is halved, rounded up, except on roads, where the MP is normal.
- Units have no ZOC. This includes occupied castles/forts.

**Sieges.** 16th century Japan was dotted with small castles and forts, most guarding the important roads. These castles and forts, however, were rather flimsy affairs, made mostly of wood. They were highly susceptible to being burnt down. The impressive, stone fortifications of the next generation (e.g. Osaka Castle) arose almost single-handedly from Toyotomi Hideyoshi's recognition of the power of cannon and his subsequent efforts to consolidate his control over the countryside.

There are two types of fortifications: castles and forts. They differ only in their effect on combat [see the Terrain Chart].

**1. Movement.** Fortifications have no effect on movement, other than that friendly units may not enter an enemy-occupied fortification.

**Exception:** Burning and destroyed fortifications have a different Movement cost [see the Terrain Chart].

**2. ZOC.** Units inside a fortification exert a ZOC into all six adjacent hexes, and all six of those hexes are considered to be frontal hexes.

**Exception:** This all-around ZOC does not apply to burning or destroyed fortifications [see 6, below].

**3. Trumping.** If attempting a Trump for a Busho inside a fortification that is not burning or destroyed, and the trump is being used against an enemy busho a unit of whose clan is within LOS of the fortification, subtract two (-2) from that trump die roll.

**4. Stacking.** A player may stack up to 35 Size points of *kibamusha* and *ashigaru* in a fort. The limit drops to 25 Size points for castles. *Teppo* and *yumi*, as well as leaders, stack free.

**DESIGN NOTE:** Fortifications were large houses surrounded by stockades; castles were self-contained buildings, with somewhat less room than forts.

**5. Starting a Siege.** To take an enemy-occupied fortification, a player must lay siege to it. To do so, he enters any hex in the fortification's ZOC, stops movement, and announces that his units are besieging.

- A Busho must be part of the siege; you cannot start a siege without a Busho.
- All hexes adjacent to the fortification are considered occupied by besieging units, regardless of where they really are. Only units adjacent to the fort/castle are part of the siege.
- The besieging player may distribute his attacking units around the fortification as he wishes; however, that deployment may be important if the defender sallies out [See 10 and 11, below].
- The besieging player may stack up to two units of the same type in one hex, as an exception to 6.51.
- Once a siege has been duly announced, place a Siege marker atop the fortification.
- Units not wishing to besiege a fortification may not stay adjacent to it.

**6. Effects of a Siege.** The effects of a siege are as follows:



- All units involved in a siege are automatically active as long as the siege is in effect.
- Besieging units may move out of a Fortification ZOC directly into another fortified ZOC at a cost of +1 MP.
- Disrupted units may not be used to declare a siege; however, they may enter a fortification's ZOC [exception to 11.33].
- Disrupted units may recover and remove hits [11.51 and 11.52] while in a fortification's ZOC. There is no DR modifier for such an attempt. The same applies to defenders inside the fortification.
- Besieged units (inside) that rout are, instead, eliminated.

**7. What You Can Do When Under Siege.** Besieging units (outside) may try to take the fort/castle in any one of three ways:

- Assault (#8)
- Reducing it: using *teppo* and *yumi* to have the defenders incur hits. Fire is undertaken in the usual way, applying the terrain effects of the fortification.
- Burn it down (#9)

Besieged units (inside) may do one of four things:

- Attempt to break out (#10), which usually, but not always, means they have to Sally and assault the besiegers (#11).
- Fire their *teppo* and *yumi*. *Teppo* and *yumi* firing while in a castle add one (+1) to their fire die roll. This is not available if the fortification is burning.
- Put out fires (#9)

All of the above are done when the defending/attacking clan is activated. All clan coordination rules apply.

**8. Assault.** The besieging units may assault the fortification using Shock Combat. This is done like ordinary Shock, except that all besieging units get to combine their Sizes, unless they are from different clans, in which case Clan Coordination is used. To resolve the Shock, and regardless of unit types, the 6 Column is the base column (see the Clash of Arms chart). Besieged defending units that rout are, instead, eliminated.

**9. Burn.** Besieging units (only) may try to burn the fortification down. When *yumi* fire at a fort or castle, the firing player may choose to attempt to set fire to the fortification, instead of trying for hits. When doing so, no *yumi* may try the latter; they must all try to set fire to the castle. To do so, roll a die, to which you add the number of *yumi* greater than one that are firing. If the adjusted die roll is 9 or higher, the fortification has caught fire. Place a Burning Fortification marker atop the hex.



Units inside burning castle/fort have three choices, when it is their Orders Phase; some may do one while some do another.

1. Leave the hex by attempting to break out or sally attack (see 10, 11)
2. Attempt to put out the fire. Roll a die, to which you add the number of AS or KB (do not count *teppo* or *yumi*) units greater than one that are trying to douse the fire. If the adjusted die roll is 9 or higher, the fire has been put out. KB/AS that sally may not be used for this purpose, and vice versa.
3. Do nothing. You may not use *teppo* or *yumi* to fire at the besiegers.

If, in the Status Determination Phase (I/i), a fortification is still burning, the affected player does one of two things:

If it is still occupied, roll a die for each unit inside the fortification. Halve the result, rounding up (half of 0 is still 0): that is the number of hits that unit takes. After checking for hits, roll the die to see whether the fortification has been completely destroyed by fire. Add to the die roll the number of turns the fortification has been under siege (use hit markers to keep count). If the adjusted die roll is 10+, the castle/fort has burned down and is Destroyed. Place a Destroyed marker on it.

**10. Break Out.** A defending, besieged unit may, in its Orders Phase, always leave the fortification by simply moving out. It must stop, however, if it moves adjacent to any besieging unit and, if this happens, it must attack *at least one* besieging unit (this is why it helps to keep all of those surrounding hexes covered).

**11. Sally and Attack.** Units inside a besieged fortification may sally out, attack enemy units, and, if successful, escape. If a unit exits a fortification into a vacant hex that is adjacent to an enemy unit, it must attack that unit. If adjacent to two, it chooses the target.

- Sally attacks are made by individual AS or KB; they may not combine attacks.
- KB may use *Norikuzushi*
- No sally attack may gain Position Superiority
- Sally attacks are against one hex only, but against all units in that hex.
- After each sally attack, the attacker/besieger may move all (some or none) of his units one hex.
- If, after a sally attack, the attacker is not disrupted (or routed), it may either return to the fortification or move to any hex three hexes away from the fortification.
- Sally attacking units routed by that attack are, instead, eliminated.

**12.** Samurai may be used to challenge outside, but not to go into the fortification for a challenge. Busho in fortifications do not have to answer a challenge. There is no Busho-to-Busho Individual Combat and no Samurai charges.

**13.** A siege is ended when:

- All the attackers or defenders are eliminated. If the attacker/besieger is victorious, he receives two Severed Heads.
- The attacker abandons the siege by moving all his units out of the fortification's ZOC. Remove the siege marker.
- The fortification is destroyed by fire.
- Death of the besieging Busho does not end the siege; it simply stops that clan from undertaking any of the items in #7 until the replacement arrives.

Once the Siege has ended, normal activation rules apply.

## Special Units

**Babo-saku:** Not available for this battle.

**Teppo:** Players may not use Volley Fire or Teppo-induced Aggression; all *teppo* are pre-hayago.

## Retreat Edge

- The Oda army retreats to the North edge of the map.
- The Imagawa army retreats to the East edge of the map.

Both armies may retreat units into a castle or fortification that is either unoccupied by anyone, or friendly occupied. If a routed unit retreats into a fortification, it is automatically, and immediately, rallied (to disrupted status).

## Victory

Imagawa is trying to gain control of the Tokaido (road) from Dengakuhazama (the crossroads at 2226-2227) all the way off the north edge of the map (4029), while retaining control of the forts and castles in the area. This is, therefore, a geographical objective game, not a body counter.

The following objectives are worth one Victory Point each to the player physically occupying them:

- Each castle, but only if not under siege
- Each fort, but only if not under siege
- Each crossroad hex: 3622, 3032, 2226, 2227 and 1518
- the Oda player receives 1 VP for each Imagawa clan in flight.

At the end of any turn in which one of the following occurs:

- The Imagawa have 11 VPs; or
- The Oda have 6 VPs,

the game ends, and the player ending the game is the winner.

# Fourth Kawanakajima

10 September, 1561

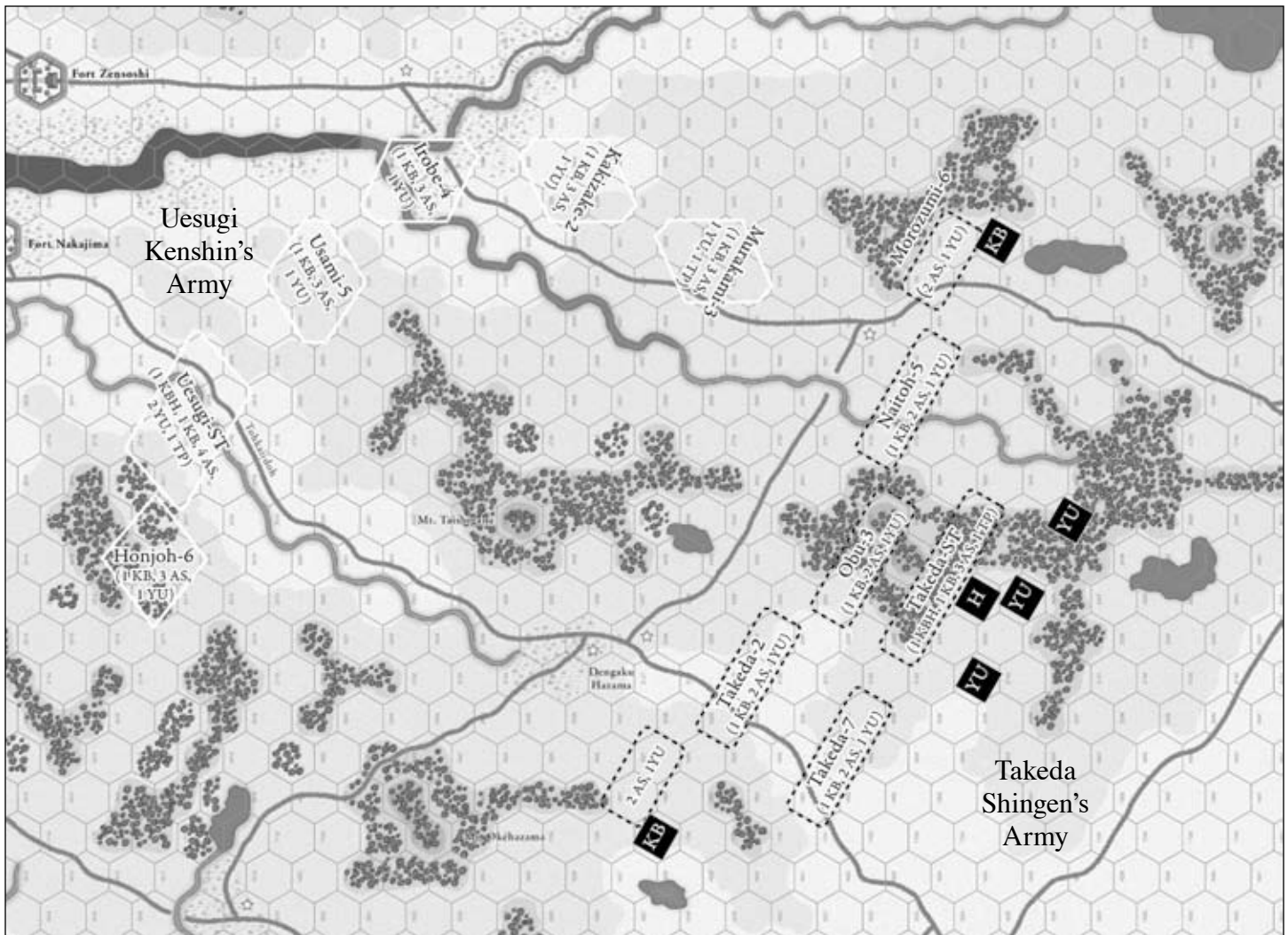
## Historical Background

Two of the great *daimyos* of the Sengoku period were the intense rivals Takeda Shingen and Uesugi Kenshin. Between 1553 and 1564, they fought five battles at Kawanakajima, an area which lay directly across the borders of their provinces. However, only Fourth Kawanakajima was a real battle, the others resembling more staring contests. And a remarkable battle it was.

Uesugi's 13,000-man army had taken a position atop Mt. Saijo (Saijoyama), directly south of Hachimanbara (the Plain of Hachiman), but across the Chickuma River (Chickumagawa), threatening Takeda's castle about two miles to the east, at Kaizu, where Takeda's army now gathered. Takeda had a plan. His force was now twice Uesugi's (some 20,000+ to 13,000), and he split it in two. Takeda took the smaller group and, under the cover of night moved north, across the Chickuma, to the position the scenario has them start in. In the meantime, a strike force of some 12,000 men, under Kohsaka Masanobu (Takeda's chief military advisor), would ascend Mt. Saijo from the back (south), rout Uesugi's men down the northern face onto Hachimanbara, where, as they fled, Takeda's group would fall on their flank and slaughter them.

Uesugi, however, suspected something and went Takeda one better. It is probable that his scouts on Hachimanbara heard or saw Takeda's force approaching. Before Kohsaka could arrive, Uesugi had his army quickly and quietly descend Mt. Saijo's north face, cross the Chickuma at the ford, form up in an attack formation known as "The Winding Wheel" (*karuma gakari*), and, as morning rose, move through what was now a dense fog towards Takeda's position, deployed in the classic "Wings of the Crane" (*kakuyoku*) formation.

Takeda, waiting to fall on a routing army, was rather disconcerted to see, emerging from the morning fog like an arrow pointed at the heart of his troops, Uesugi's 10,000 men. He had left Amakasu Kagemochi at the Chickuma to hold the ford and sent Naoe Sanetsuna on ahead to hold the ford across the northernmost river, the Saigawa.



Uesugi's troops hit Takeda's, and it took all of Takeda's great skill to hold his men in place. For Takeda's old-friend and advisor, the 70-year old, one-eyed *samurai*, Yamamoto Kansuke, there was the disgrace of having come up with the wrong plan. Grabbing a long spear, he galloped directly into the oncoming Uesugi troops, causing them, momentarily, to stop in amazement. Kansuke, riddled with wounds, and having redeemed himself in his service to Takeda, then rode off and committed *hara-kiri*.

By this point in the battle, Takeda had already lost one of his brothers (Nobushige), and another (Yoshinobu) was wounded. Uesugi's *hatamoto* (personal horse guard) had also reached Takeda's *honjin*, where they were fighting desperately with Takeda's personal guard. One of Uesugi's retainers broke through the guard and charged directly at Takeda, who fought off the attack with only his war fan!

While all this was going on, Kohsaka and his strike force ascended Mt. Saijo only to find it abandoned. Realizing what had happened, his men charged down the front of the mountain and towards the ford, where Amakasu's 3000-man rearguard fought valiantly, but in vain, to stop the crossing. By 11 am, Kohsaka's men had forced their way across the Chikuma, where they fell on Uesugi's rear and routed it. Takeda's hard-pressed troops reformed and, while Kohsaka pursued, a grand head-reviewing ceremony was held.

And a lot of heads there were to view. If one believes the sources—and

there does not seem any reason not to—Uesugi's army had suffered 70%+ casualties, an incredible figure in any age. Takeda's force wasn't far behind, with losses (i.e., killed and wounded) of over 60%. In comparison, Tokugawa's losing army at Mikata-ga-hara suffered 12% casualties, while the defeated Asai-Asakura allied clans lost only 9% of their force at Anegawa.

Three years later, both *daimyos* were back at the site for a fifth, and last, battle: yet another stare-down special.

**Movie Reference:** This battle is covered in the Japanese movie, *Heaven and Earth*. In that movie, which focuses on Uesugi, both Uesugi and Takeda are given their "original" names. The film was made in British Columbia, using every Japanese exchange student in a 500-mile radius. Although it's not a great movie, it has a marvelous series of battles.

## Set-Up Information

**Playing Time:** 3-5 hours

**Play Balance:** Uesugi has a great opening advantage: all his clans are active, and thus they will all get to activate that turn. Takeda, on the other hand, is rather restricted, all simulating the effects of the fog and Takeda's unawareness of what Uesugi was doing. Much depends on how well Uesugi does against Takeda—and how quickly—before Kohsaka's troops arrive. Once Kohsaka arrives,

it's usually time for the Uesugis to go home.

**Difficulty:** Relatively low counter numbers and wide open spaces make this a fairly easy and rather interesting game to play, although ease is always relative.

**The Map:** Use the Anegawa/ Kawanakajima map; however, ignore all terrain. The Kawanakajima battlefield (Hachimanbara) is flat; it is also very large, which precluded our portraying the Chickuma river and Mt. Saijo, both of which figured greatly in the opening moves. Hachimanbara is, like many Japanese battlefields, bordered by rivers and ringed by mountains.

*PLAY NOTE: Gamers who have GMT's Great Battles of Alexander may use the Gaugamela map.*

**Relative Strengths:** The main Uesugi army contains 10,000 men; the Naoe contingent an extra 2000. Takeda Shingen's on-map force has 8000 men. Kohsaka's strike force starts with 12,000, but that will probably be reduced in crossing the ford.

## Initial Deployment

### Takeda Shingen's Army

All Clans are Inactive at the start.

*In 2334:*

TAKEDA Shingen (ST [5]), *honjin*

*In 2134, 2536, 2335, facing as desired:*

3 YU

*In 2233, 2333, 2434, 2534, and any hex adjacent to the honjin, facing NW:*

1 KBH (4-8), 1 KB (4-7), 1 AS (6-8), 1 AS (4-8), 1 AS (4-7), 1 TP

*In 2230, 2129, 2029, facing NW:*

TAKEDA Nobushige (2 [3]); 1 KB (4-7), 2 AS (4-7), 1 YU

*In 2532, 2432, 2331, facing NW:*

OBU Masakage (3 [3]); 1 KB (4-7), 1 AS (4-7), 1 AS (4-6), 1 YU

*In 1727, facing SW:*

ANAYAMA Nobukumi (4 [3]); 1 KB (4-6)

*In 1927, 1827, facing NW*

2 AS (4-6), 1 YU (Nobukumi)

*In 2933, 2833, 2732, facing NW:*

NAITOH Masatoyo (5 [3]); 1 KB (4-7) 1 AS (4-7), 1 AS (4-6), 1 YU

*In 3235, facing N:*

MOROZUMI Masakiyo (6 [3]); 1 KB (4-7)

*In 3234, 3133, facing NW:*

2 AS (4-6), 1 YU (Masakiyo)

*In 2032, 1931, 1831, facing NW:*

TAKEDA Nobukado (7 [3]); 1 KB (4-6), 2 AS (4-6), 1 YU

### Uesugi Kenshin's Army

All clans start the game Active. Unit Size-TQ not given, as each clan has only one possible grouping.

*In 2917-8, 2817-8, 2716-7, facing NE:*

UESUGI Kenshin (ST [6]); 4 AS, 1 KBH, 1 KB, 2 YU, 1 TP <sup>[a]</sup>

*In 3325-3326, 3425-3426, facing SE:*

KAKIZAKE Kageie (2 [4]); 3 AS, 1 KB, 1 YU

*In 3128-3129, 3228-3229, facing SE:*

MURAKAMI Kunikiyo (3 [4]); 3 AS, 1 KB, 1 YU, 1 TP

*In 3422-3423, 3321-3322, facing NE:*

IROBE Katsunaga (4 [4]); 3 AS, 1 KB, 1 YU

*In 3220, 3119-3120, 3020, facing NE:*

USAMI Sanesada (5 [4]); 3 AS, 1 KB, 1 YU

*In 2516, 2416-2417, 2316, facing N:*

HONJOH Shigenaga (6 [4]); 3 AS, 1 KB, 1 YU

a = Uesugi has no *honjin*, and, so is operating according to 4.51.

## Reinforcements

**Takeda Reinforcements:** Takeda's reinforcement consists of Kohsaka's Strike Force, whose entrance depends on how quickly and how well they handle the (off-map) clan of Amakasu Kagemochi at the ford. This is resolved by a die roll.

Starting with the third game-turn (but not before), in the reinforcement segment, the Takeda player rolls a die. To that DR he adds the number of turns after turn 3 (e.g., if he is rolling in turn 6, he adds 3). If he rolls an adjusted 9+, Kohsaka's force is eligible to enter that turn, through hexes 1012-1018. All six clans are considered active for that turn (only), but they all use continuity as needed.

However, Kohsaka's force took heavy casualties at the ford, and this must be accounted for. As soon as the strike force is eligible to enter, the player then rolls again. To this die roll he adds the number of turns he has rolled (e.g., if it is turn 6, he has rolled 4 times, so he adds 4). The adjusted DR is the number of *ashigaru* and/or *kibamusha* units (no *yumi*) in the strike force that are disrupted. Thus a die roll of 5 in turn 6 would force the Takeda player to disrupt nine (5+4 = 9) of Kohsaka's entering units. The choice of which units to disrupt is divided between the two players. The Takeda player disrupts the first unit, then the Uesugi player, then the Takeda player, etc. The Uesugi player may not disrupt two KB in a row, nor may he select a unit from the same clan as he previously disrupted. Thus, if there are nine units to disrupt, the Uesugi player gets to disrupt 4 of them (2-4-6-8), two of which may be KB, and only two of which may be from the same clan(s).

The Strike Force (Kohsaka's clan of Takeda clan troops):

- KOHSAKA Masanobu (T [6]); 1 KBH (6-8), 1 KB (6-7), 1 AS (6-8), 2 AS (6-7), 1 AS (6-6), 2 YU
- BABA Nobuhara (8 [4]); 3 AS (5-6), 1 KB (6-6), 1 YU
- SANADA Yukitaka (9 [4]); 3 AS (5-6), 1 KB (6-6), 1 YU
- OBATA Masamori (10 [4]); 3 AS (5-6), 1 KB (6-6), 1 YU [a]
- OYAMADA Nobushige (11 [4]); 1 AS (6-6), 1 AS (5-6), 1 AS (4-6), 1 KB (6-6), 1 YU
- OBU Toramasa (12 [4]); 1 AS (7-5), 2 AS (4-6), 1 KB (6-6), 1 YU

a = There are two Busho from the Obata clan, Nobusada (cf. Mikata-ga-hara) and Masamori. Because their ratings were virtually identical, we use one counter for both.

*PLAY NOTE: Kohsaka is taisho for these clans; however, he has no honjin and the actual units are Takeda clan units.*

**Uesugi Reinforcements:** Most of Amakasu's ford guard was destroyed in the defense, so those units are not available for the

game (although they are there, in spirit, in the form of the Kohsaka dieroll). However, Uesugi did have a clan of 2000 men, under Naoe Sanetsuna, guarding the ford across the Saiga, to the north.

Naoe's clan may be called in any turn after the turn in which Kohsaka's Strike Force enters the map. It enters through 4225-7. To bring them in, Uesugi must activate them, using one of his clan activation points. Moreover, they do not raise the Uesugi rout point level. The units in the clan areas follows:

NAOE Sanetsuna (7 [5]); 3 AS, 2 KB, 1 YU

## Special Rules

**Babo-saku:** Not available for this battle.

**Teppo:** Players may not use Volley Fire or Teppo-induced Aggression; all *teppo* are pre-hayago. Actually, there is some disagreement as to whether either of these armies actually had any *teppo* units at the battle. That there were some *teppo* soldiers is most likely, especially given that the sources say that Kansuke (the Takeda samurai who charged the entire Uesugi army) was shot to ribbons by arquebuses. It's just a question of whether they were organized into any actual units.

**Fog of War:** Uesugi's attack from out of the morning mists caught Takeda by surprise. Therefore, for the first turn of the game (only), the following rules are in effect:

**Uesugi Initiative:** The Uesugi player automatically goes first, getting the first orders phase.

**Takeda Activation:** Takeda may activate only two clans in the first turn, other than those activated by Uesugi aggression. In addition, he must roll to see whether his activation works. Roll the die. If the die roll is the same or lower than Takeda's Initiative, the chosen clan is activated, undertakes a normal orders phase (momentum included), and then the phase passes back to Uesugi (and no continuity). If higher, activation fails, and the phase passes back to Uesugi. A clan active through 5.21[2] need not undergo the dieroll.

**Takeda Trumping:** Takeda may not trump during the first turn. Uesugi may.

## Retreat Edge

- The Takeda army retreats to the Eastern edge of the map.
- The Uesugi army retreats to the Northern edge of the map

## Victory

The Takeda win when the Uesugi army reaches or exceeds 145 Rout Points (the Uesugi Rout percentage is 50%).

The Uesugi win if Takeda Shingen's on-map clan reaches or exceeds 120 Rout Points before Kohsaka's Strike Force enters the map. Once Kohsaka enters, the Uesugi must get the Takeda army to reach or exceed 225 Rout Points (Takeda's Rout Percentage is 45%, with Kohsaka's at 40%).

*HISTORICAL NOTE: Yes, those Rout' percentages are very high. See the historical background, above.*

# The Anegawa

28 June, 1570

## Historical Background

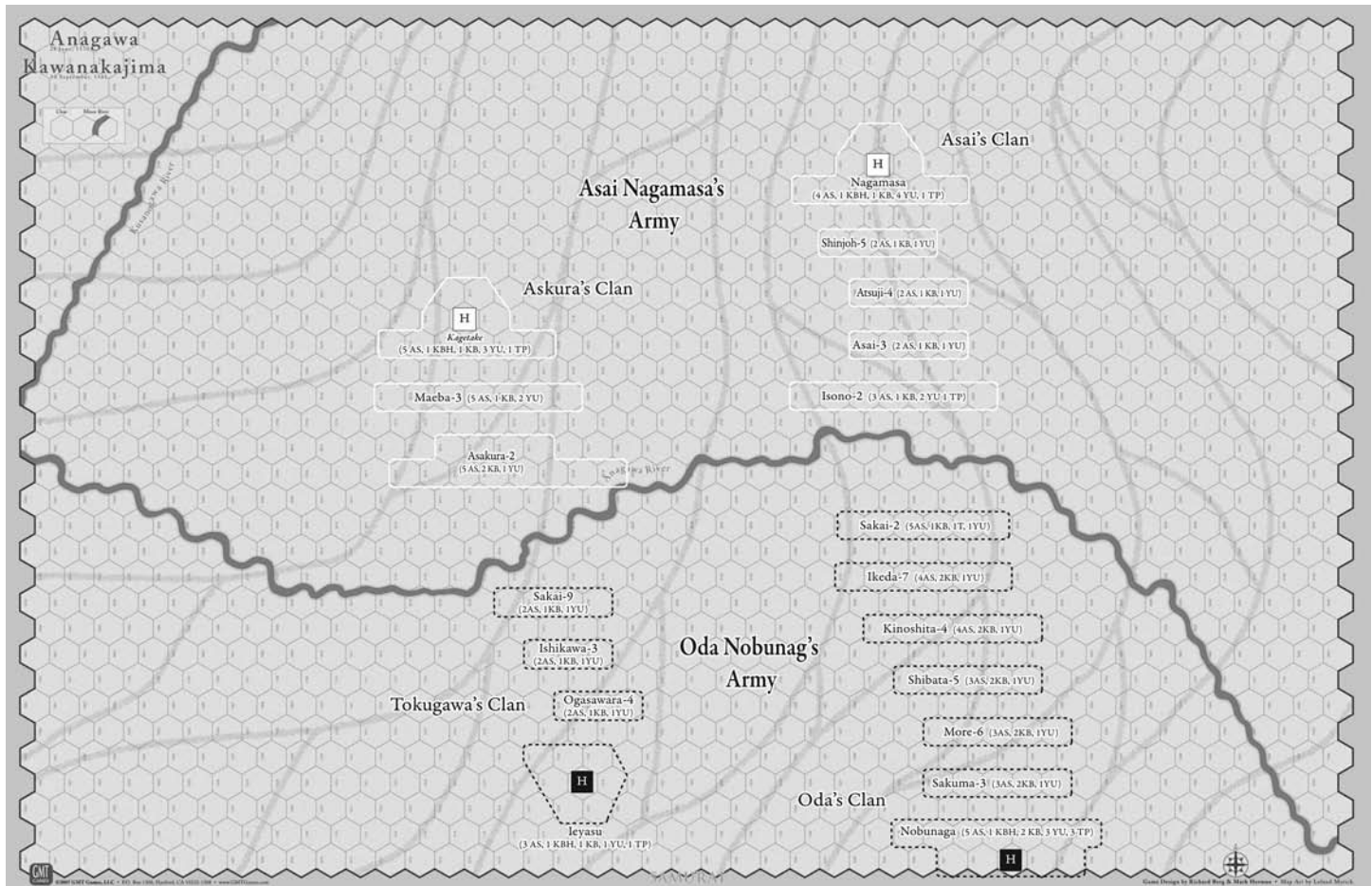
While the Takeda and the Uesugi were busy beating each other's brains out to the north, Oda and the young Tokugawa formed an alliance. Oda, whose exploits in the years right after Okehazama had made him one of the leading *daimyos* in Japan, now cast his eyes on the lands held by the Saito clan. Unfortunately, another daimyo, Asai Nagamasa, also coveted these territories; and a long conflict between the Asai and Oda began, despite much intermarriage between the two clans.

In 1568, Oda did what Imagawa had been trying to do back in 1560 (cf. Okehazama): he marched his army into Kyoto and installed Yoshiaki, the last of the Ashikaga shoguns. But Oda's occupation of the capital—he, not Yoshiaki, was the power—created a new territorial power struggle with the powerful Asakura clan. When the Asai joined the Asakura, Oda's field army was instantly cut off from its bases. Some sly maneuvering, with rearguard help from Tokugawa and Toyotomi Hideyoshi, enabled Oda to return home, where he reinforced his army and headed back out to teach the Asai a lesson.

With Asai's castle at Odani as his objective, he marched north, stopping on the southern banks of the Anegawa river (west of Lake Biwa, which effectively defined the north and south portions of Japan), while the Asai and the Asakura formed up on the opposite shore to stop him. Oda, with Tokugawa's reinforcements, outnumbered the Asai-Asakura by 28,000 to 18,000, and that didn't include an additional 5,000 Oda troops moving up to join the army. Arraying his force in deep formation, Oda ensured that his wing would directly face that of Asai, against whom Oda now held a personal grudge. At daylight, both sides charged each other.

The Anegawa was a battle highlighted by some remarkable individual samurai exploits. When Tokugawa used his key retainer, Honda Tadakatsu, to outflank the Asakura and surround Asakura's *honjin*, Asakura called on one of Japan's legendary *samurai*, Magara "Jurozaemon" Naotaka to cover his withdrawal single-handedly. Magara, who swung a five-foot *no-daichi* sword with one hand, rode out and challenged everyone in sight. Soon joined by his son, Magara fought off (and killed) a series of Tokugawa retainers while the Asakura retreated to the hills behind the battlefield, a diversionary tactic oft-used by the Japanese armies of the era. Eventually, the two Magara succumbed to overwhelming numbers, but their sacrifice had enabled the Asakura to retire in order.

Interestingly, mostly because of the disparity in numbers, Asai was more than holding his own against Oda. It wasn't until Tokugawa, having dispatched the Asakura, turned and fell on Asai's flank, that the Asai were pushed back across the river and the reviewing of heads began in Oda's camp. Casualties were relatively few (less than 10% on both sides), and the battle was not the definitive end of the Asai (or Asakura), which took another three years. What is curious, in retrospective, is how the purported results seem to fly in the face of the numbers involved. Some of that can be laid at the feet of some unreliable troops in Oda's army (Toyotomi's command); even more can be described to the remarkable importance individual combat had relative to general strategic objectives.



## Set-Up Information

**Playing Time:** 3-4 hours

**Play Balance:** Favors Oda, as he not only outnumbers Asai, but he also has those reinforcements. Asai's only chance is to defeat Tokugawa and then hit Oda from the side. All of this is advice, to be sure, opposite to what actually happened.

**Difficulty:** It takes a while to get used to the non-linear deployments (both armies appear to be in *koyaku* ("Balanced Yoke"), a double column formation), but, after that, not overly difficult. The major problem is surviving with the Asai.

**The Map:** Use the Anegawa map, with both minor rivers in play. The flat terrain (the extended fields are actually ringed by mountains) appears to have been mostly rice fields, and there may have been some communities and houses in the area. It is, though, very difficult to tell 400 years later.

**Relative Strengths:** The Asai clan starts with some 8000 men, the Asakura with an additional 10,000, for a total of 18,000.

Oda's army at the start contains 23,000 men, Tokugawa's 5,000. Oda's reinforcements add another 5,000 Oda troops, for a grand total of 33,000.

## Initial Deployment

All clans start the battle inactive. Units may be faced as desired.

## Oda Nobunaga's Army

### Oda's Clan

*In 1033:*

ODA Nobunaga (ST [9]); *honjin*

*In 1129-1136; 1031-1035:*

1 AS (6-8), 2 AS (6-7), 2 AS (5-6), 1 KBH (4-8), 2 KB (4-7), 1 KB (4-6), 3 TP, 3 YU (Nobunaga)

*In 2327 - 2332:*

SAKAI Masahisa (2 [6]); 1 AS (5-7), 2 AS (5-6), 2 AS (4-6); 1 KB (4-6), 1 TP, 1 YU

*In 1330-1334:*

SAKUMA Nobumori (3 [5]); 2 AS (7-6), 1 AS (6-5), 2 KB (5-6); 1 YU

*In 1928-1933:*

KINOSHITA (TOYATOMI) Hideyoshi (4 [6]); 4 AS (5-4), 1 KB (5-7), 1 KB (5-6), 1 YU<sup>[a]</sup>

*In 1729-1733:*

SHIBATA Katsuei (5 [5]); 1 AS (7-7), 1 AS (7-6), 1 AS (6-6), 2 KB (5-6), 1 YU

*In 1530-1534:*

MORE Yoshinari (6 [5]); 1 AS (7-6), 1 AS (7-5), 1 AS (6-6); 2 KB (5-6), 1 YU

*In 2127-2132:*

IKEDA Tsuneoki (7 [6]); 4 AS (5-6), 2 KB (5-7), 1 YU

a = The great Toyotomi, perhaps the politically greatest of the four great figures of the Sengoku era, was, at this time, known as Kinoshita Hideyoshi. At Anegawa he was placed in charge of troops whose allegiance was somewhat suspect (which is why their TQ are so low), mostly because of his ability to handle such situations.

### Tokugawa's Clan

*In 1318:*

TOKUGAWA Ieyasu (T [5]); *honjin*

*In 1417-1419 plus any hex adjacent to honjin:*

1 AS (5-7), 2 AS (5-6), 1 KBH (3-8), 1 KB (3-7), 1 TP, 1 YU (Ieyasu) Use the Tokugawa ST counters

*In 1817-1819:*

ISHIKAWA Kazumasa (3 [3]); 1 AS (5-6), 1 AS (3-5), 1 KB (3-6), 1 YU

*In 1618-1620:*

OGASAWARA Nagamasa (4 [3]); 1 AS (4-6), 1 AS (4-5), 1 KB (3-6), 1 YU<sup>[a]</sup>

*In 2016-2019:*

SAKAI Tadatsugu (9 [3]); 1 AS (5-6), 1 AS (4-7), 1 KB (3-7), 1 YU

a = We have an Ogasawara Nagamasa, and an Ogasawara Nagatada (at Mikata-ga-hara). It is possible they are two people from the same clan, or that they are the same. Whatever, we gave the two one counter, and apologize to the Ogasawara clan for any oversight.

### Asai Nagamasa's Army

#### Asai's Clan

*In 3728:*

ASAI Nagamasa (ST [6]); *honjin*

*In 3626-3631, plus any hex adjacent to honjin:*

4 AS, 1 KBH, 1 KB, 4 YU, 1 TP (Nagamasa)

*In 2826-2832:*

ISONO Kazumasa (2 [4]); 3 AS, 1 KB, 2 YU, 1 TP

*In 3028-3031:*

ASAI Masazumi (3 [3]); 2 AS, 1 KB, 1 YU

*In 3228-3231:*

ATSUJI Sadahide (4 [3]); 2 AS, 1 KB, 1 YU

*In 3427-3430:*

SHINJOH Naoyori (5 [3]); 2 AS, 1 KB, 1 YU

### Asakura's Clan

*In 3114:*

ASAKURA Kagetake (ST [7]); *honjin*

*In 3012-3017, plus any hex adjacent to honjin:*

5 AS, 1 KBH, 1 KB, 3 YU, 1 TP (Kagetake)

*In 2512-2519, 2614-2617:*

ASAKURA Kagenori (2 [7]); 5 AS, 2 KB, 1 YU

*In 2812-2818:*

MAEBA Shinpachirou (3 [6]); 5 AS, 1 KB, 2 YU

### Reinforcements

Only Oda receives reinforcements. These consist of the Oda clans of:

- INABA Yoshimichi (8 [3]); 2 AS, 1 KB, 1 YU
- UJIE Naomoto (9 [4]); 2 AS (5-6), 1 AS (5-5), 1 KB, 1 YU
- ANDOH Morinari (10 [3]); 2 AS, 1 KB, 1 YU

The Oda player rolls for reinforcements starting with the second turn of the game, during the activation phase, reinforcement segment. The Oda player rolls the die, to which he adds the number of the turn. If he rolls an adjusted 9, all the above units are free to enter through hex 1043. For the turn it is first available, each clan is considered active.

### Special Rules

**Babo-saku:** Not available for this battle.

**Teppo:** The players may not use Volley Fire or Teppo-induced Aggression; all *teppo* are pre-hayago.

### Retreat Edge

- The Oda army retreats to the South edge of the map.
- The Asai army retreats to the North edge of the map.

### Victory

The Oda win when the Asai army reaches or exceeds 170 Rout Points. The Asai Rout percentage is 35%.

The Asai win if, before any reinforcements enter the game, the Oda army reaches or exceeds 195 Rout Points. After the reinforcements arrive, that level goes to 230 RPs. The Oda Rout percentage is 35%.

# Mikata-ga-hara

22 December, 1572

### Historical Background

In 1570, Tokugawa had moved his clan headquarters to the castle of Hamamatsu, guarding the important Tokaido road and covering the mouth of the Tenryugawa, a river that drained into the territory of the Takeda. By this time, the Takeda were the most powerful clan in Japan; and its army, under the command of Shingen and his twenty-four Generals, was the best of the era. Shingen intended to keep peace with his most formidable rival, Oda (Tokugawa's ally), but Tokugawa's control of Hamamatsu was not something he could overlook. In October of 1572, he marched his army out to remove the Tokugawa threat.

The Takeda army at Mikata-ga-hara numbered around 30,000, almost three times that gathered in Hamamatsu with Tokugawa. An additional 5,000, under Yamagata Masakage, had been diverted to take Yoshida Castle, the control of which cut off any western support for Tokugawa. Even though Ieyasu realized that it was not he, but Nobunaga, who was the object of all this maneuver, he was determined to avoid being caught in a siege; so he decided to attack the Takeda as they approached. Takeda deployed north of the castle, adopting a formation that would entice Tokugawa to attack, while leaving his own clan (which amounted to at least half of his force) in the rear, as a reserve. So, despite the odds and the advice of his generals, Tokugawa, with dusk approaching and the snow falling, attacked the Takeda.

The initial clashes between the front lines of troops were fairly even, but Takeda had plenty of reserves, and two-thirds of Tokugawa's Oda clan decided that this was not their fight and withdrew to a safer locale. As darkness closed in, Takeda's second wave of men had thrown Tokugawa into a headlong retreat to the castle.

Tokugawa, however, his samurai blood rushing, insisted on turning around and charging, until Natsune Yoshinobu, who was commanding the castle garrison, rode out, grabbed Tokugawa's horse, turned him around and spurred him into the castle; and, with a cry of "I'm Tokugawa", plunged into the thick of the Takeda, with an obvious result.

This, plus the actions of several other retainers, allowed Tokugawa to flee towards the castle, arriving with only five men in tow. As Tokugawa galloped through the gates, his men started to shut them. Tokugawa, however, stopped them immediately. Reordered the gates to be left open, with lights to be lit to guide their troops home. In addition, Sakai Tadatsugu stood in the small tower beside the gate, beating a huge war drum while Tokugawa went to sleep. The ruse worked; Takeda smelled what he thought was a rat and halted his troops outside the open gate. His army camped outside the castle, where several daring nighttime raids from within caused further discomfort to the Takeda. And, having been duly impressed by Tokugawa's tenacity, he then withdrew his army.

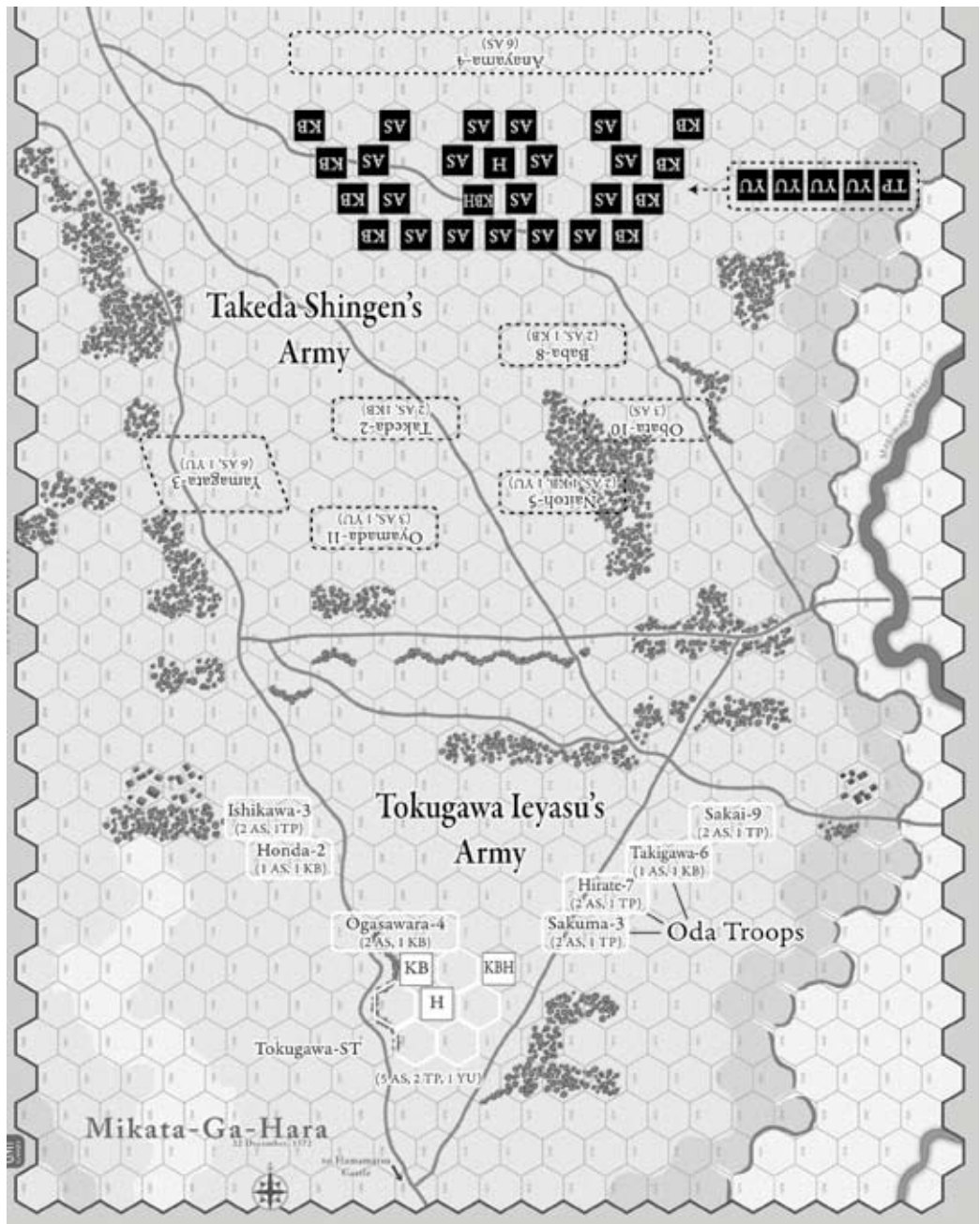
So, even though Tokugawa lost the battle, his quick wits and daring turned what could have been a major defeat into a stalemate. Shingen, however, wasn't finished, and a year later, in an effort to redeem his performance at Hamamatsu Castle, he lay siege to Tokugawa's army at Noda Castle. The siege was going quite well until a Tokugawa *teppo* sharpshooter (probably more of a lucky shot, given how these primitive muskets worked), noting Shingen watching the ramparts, put a bullet through his head, leading to two years of Takeda efforts to keep Shingen's death under wraps (and the great Kurosawa film, Kagemusha).

## Set-Up Information

**Playing Time:** 2-4 hours

**Play Balance:** Heavily favors Takeda. Not only does Takeda have the numbers, but he has the finest troops in Japan: the Takeda mounted *samurai*. Tokugawa's only chance is in inflicting heavy damages on Takeda's van clans before he gets his two rear clans into gear, and then fighting a steady withdrawal to Hamamatsu.

**Difficulty:** Lots of space in this battle, and, aside from the huge contingents of Takeda and Anayama (both to the rear) not that many counters.



**The Map:** Most of the terrain information comes from rather detailed drawings of the battlefield, rather than maps. Note the tree line terrain, which serves mostly to block LOS.

**Relative Strengths:** Takeda Shingen is commanding some 27,000 men, 15,000+ of which are in the rear. A classic samurai army, it is doubtful whether Takeda had *teppo* in any great numbers. Tokugawa has about 11,000 men, some 3,000 of which are from Oda's clan.

## Initial Deployment

All clans start the battle inactive. Units may be faced as desired.

### Tokugawa Ieyasu's Army

*In 1509:*

TOKUGAWA, Ieyasu (ST [7]); *honjin*

*In 1609, 1611:*

1 KBH (6-8), 1 KB (6-7) (Ieyasu)

In 1409-10, 1508, 1510, 1610:

1 AS (5-7), 2 AS (5-6), 1 AS (4-8), 1 AS (4-6), 2 TP, 1 YU (Ieyasu)

In 1905-1906:

HONDA, Tadakatsu (2 [2]); 1 AS (6-7), 1 KB (5-8)

In 2005-06:

ISHIKAWA, Kazumasa (3 [2]); 1 AS (5-7), 1 AS (5-6), 1 TP

In 1707-09:

OGASAWARA, Nagatada (4 [3]); 2 AS (4-6), 1 KB (3-6)

In 1807-8:

MAZUDAIRA, Ietada (5 [2]); 2 AS (5-6)

In 2016-17:

SAKAI, Tadatsugu (9 [2]); 1 AS (5-6), 1 AS (4-7), 1 TP

### Oda Troops

In 1712-13:

SAKUMA, Nobumori (3/ODA [2]); 1 AS (6-7), 1 AS (4-6), 1 TP

In 1914-15:

TAKIGAWA, Kazumasu (6/ODA [2]); 1 AS (6-6), 1 KB (5-6)<sup>[a]</sup>

In 1813-14:

HIRATE, Hirohide (7/ODA [2]); 2 AS (5-6), 1 TP<sup>[a]</sup>

a = These three Busho (and their troops) are from the Oda clan, on campaign with Tokugawa. Use the Oda clan counters; they are still all under Tokugawa's command. See the special rules for these units, below.

### Takeda Shingen's Army

All Clans are inactive at the start.

In 3811:

TAKEDA, Shingen (ST [25]); *honjin*<sup>[a]</sup>

In 3710:

1 KBH (6-8) (Shingen)

In 3608, 3614, 3707, 3714, 3807, 3815, 3906, 3915:

8 KB (6-7) (Shingen)

In 3609-13, 3708, 3711, 3713, 3808, 3810, 3812, 3814, 3908, 3910-11, 3913:

1 AS (6-8), 9 AS (6-7), 6 AS (6-6) (Shingen)

*1 each in any of above hexes (except honjin):*

4 YU, 1 TP (Shingen)

In 3107-09:

TAKEDA, Katsuyori (2 [3]); 2 AS (6-6), 1 KB (6-7)

In 2903-5, 3003-5:

YAMAGATA, Masakage (3 [6]); 2 AS (6-7), 4 AS (6-6), 1 YU

In 4106-15:

ANAYAMA, Nobukimi (4 [6]); 3 AS (4-6), 3 AS (4-5)

In 2911-13:

NAITOH, Masatoyo (5 [3]); 2 AS (6-6), 1 KB (6-7), 1 YU

In 3311-13:

BABA, Nobufasa (8 [3]); 2 AS (6-6), 1 KB (6-7)

In 3113-15:

OBATA, Nobusada (10 [3]); 3 AS (5-6)<sup>[b]</sup>

In 2807-09:

OYAMADA, Nobushige (11 [3]); 3 AS (6-6), 1 YU

a = This huge clan, together with that of Anayama, makes for a very unusual deployment. This is also one of (if not the) finest samurai armies of the era.

b = There are two Busho from the Obata clan: Nobusada and Masamori (cf. Kawanakajima). Because their ratings were virtually identical, we used one counter for both.

### Special Rules

**Babo-saku:** Not available for this battle.

**Teppo:** The players may not use Volley Fire or Teppo-induced Aggression; all *teppo* are pre-hayago.

**The Oda Troops:** Before Takeda cut off his lines of communication, Oda had sent three of his clans—the Sakuma, Takigawa, and Hirate—to reinforce Tokugawa. Unfortunately, the Oda troops, whose fealty lay with Oda, not Tokugawa, were in no mood for an attack. As a result, when they were ordered into battle, two of them simply withdrew, the Hirate stayed, fought, and died.

To represent this, whenever Tokugawa uses his clan activation rating to activate any of these clans, roll the die. If the die roll is odd, the clans immediately undergo two phases of active withdrawal (without rolling for momentum). If they are still on the map after that, the only action they may undertake is active withdrawal. If the die roll is even, they activate normally. This does not apply if the clans are activated by a Takeda attack or proximity.

We suggest you use this rule only when playing historically. It doesn't exactly help the Tokugawa.

### Retreat Edge

- The Tokugawa army retreats to the Southern edge of the map, to the road leading to Hamamatsu Castle.
- The Takeda army retreats to the Northern edge of the map, to the road leading off that edge.

### Victory

It is highly doubtful whether Tokugawa can even approach anything near a battlefield victory. He is arrayed against the Takeda samurai at the peak of their not inconsiderable powers. Historically, although Tokugawa lost about 12% of his army, Takeda lost just over 1%! Thus, we take a somewhat different approach here, at least in game terms: survival.

If Tokugawa can put three or more of Takeda's clans to flight, while not having the same done to more than two of his and, at the same time, move the remainder of his army off the map (retreat edge) without losing any more clans, he wins. Otherwise, Takeda wins.

### To that end, certain special rules:

1. No unrouted Tokugawa units may exit the map before the sixth Game Turn
2. Takeda's clan (the big one) may not be activated until at least one of his other clans have Fled. Make it two if the Takeda player is any good.

We don't think either of the above is very historical, but to play this rather interesting battle solely along such lines would not be very interesting.

# Nagashino

29 June, 1575

## Historical Background

After Sekigahara, Nagashino is probably the most famous, pre-modern battle in Japanese history, if alone for the fact that it established Oda as the supreme tactician of the day. It is also the swan song of the Takeda clan. As with Mikata-ga-hara, much of the commentary on this engagement focuses on why Takeda Katsuyori gave battle. It's part of the legend, and one of the reasons why history has not been kind to the son of the great Takeda Shingen. As Stephen Turnbull and Kurosawa have pointed out, this is truly the stuff of great tragedy.

Takeda Katsuyori, who had been a capable subordinate commander at both Kawanakajima and Mikata-ga-hara, assumed control of the Takeda upon the death of his great father, in 1573. However, it was an unusual control, as Shingen had ordered that his death be kept secret for three years. All went well at first, with Katsuyori conducting some rather well-run campaigns, some at the expense of Tokugawa. Then, in 1575, the Takeda announced Shingen's death (rumors had been rife for some time anyway). Hearing this, Tokugawa appointed a Takeda enemy, Okudaira Sadamasa, as commander of the important frontier fortress, Nagashino Castle.

Katsuyori could not let this stand unopposed, and he planned a march into the area, a strike not against Nagashino but against another important position, Okazaki castle in Mikawa province. The castle was commanded by Tokugawa's son, Nobuyasu, but access to the fortress would be gained by treachery. If Okazaki fell, Tokugawa's position became very tenuous, indeed. So Katsuyori set off for what looked like easy pickings. Unfortunately, just as his army stood a short distance from Nagashino Castle (on the way), he received word that the treason had been discovered. Abruptly, the big picture had changed, and Katsuyori now made the fateful set of decisions that led to his and his clan's demise at Nagashino.

It is doubtful whether anyone will ever know why Katsuyori did what he did. Was it spite for losing the opportunity to take Okazaki? Was it a chance to strike back at Tokugawa's selection of Okudaira to hold Nagashino? Was it viewed as a chance to up his own position in the eyes of his retainers? Or, perhaps, a simple method of regaining the face he appeared to have lost halfway through the campaign? Regardless, with Okazaki an impossibility, Katsuyori decided to take Nagashino Castle.

Although Nagashino is in a very strong, defensible position at the confluence of two rivers, taking it is not an impossible task, because the castle was mostly wooden, not one of the huge, stone Toyotomi castles of the next decade. Katsuyori, however, chose his dispositions rather poorly, beginning his attacks on 16 June, 1575. Underwater mines were found and destroyed; cross-river attacks were repulsed; and a general, all-out assault failed. Takeda now opted for waiting until poorly provisioned defenders starved themselves to death.

At this point, one of the legendary figures of samurai history, Torii Suneemon, sneaked out of the castle, swam underwater through Takeda lines, and informed Oda and Tokugawa what was going on. The two *daimyos* determined that it would be necessary to march to Nagashino's aid, and they sent Toni back to relay that message

to Okudaira. Unfortunately, the Takeda were waiting for him. Captured, he agreed to report false news to the defenders. Not sure of his allegiance, Katsuyori had him spread eagled on a cross while he told Okudaira what Takeda wanted him to hear. To Takeda's dismay (and, reportedly, his admiration) Torii shouted to the defenders on the walls that they should stand fast, help was on the way. Despite Takeda's admiration, those were Torii's last words. However, by now the game was up, and the huge Oda army—reportedly at least twice that of Katsuyori's—was on its way.

Most of Katsuyori's advisors, the remnants of Shingen's twenty-four Generals, wanted to make a strategic and honorable retreat. But the younger samurai screamed for an attack, and Katsuyori listened to them. While they prepared to attack the enemy, Tokugawa was not idle. He sent Sakai Tadatsugu (cf. Mikata-ga-hara) out during the night on a raid, a raid so successful that it resulted in the death of Katsuyori's uncle, Takeda Nobuzane, one of the remaining top-level generals from the Shingen era.

So, disappointed at both Okazaki and Nagashino castle, egged on by a hot-headed group of young *samurai*, and still insecure in his own position as head of a previously invincible clan, Takeda Katsuyori marched his army to Shitara Plain, a few miles west of the castle, to attack the dug in lines of Oda and Tokugawa *ashigaru* and a firing line of musketeers unlike anyone had ever before seen.

What sealed Katsuyori's fate at Nagashino was that he was totally out-generated by Oda. Oda was much aware of the devastating impact a Takeda charge could have; the Takeda cavalry corps was the single finest group of soldiers in Japan, even then. To blunt their effect, he had his soldiers line up on the lip of a low rise overlooking the stream bisected Shitara Plain, behind a series of wooden palisades. Between the streams and the fences, the impetus of the Takeda charge would be greatly reduced.

The second innovation Oda implemented was to trust all to the lowly foot soldiers, something almost unheard of in previous battles. Oda and Tokugawa had little cavalry with which to counter the Takeda, and if his army was to repel their mounted assault, the *ashigaru* would have to stand in place.

To help them in their efforts, Oda and Tokugawa had a large number of *teppo* (musketeers) arrayed up and down the entire line, trained, so some say, in a rotational system of volley fire that caused a grotesque number of Takeda casualties. (They lost over half their army and most of their generals.) Many historians claim that Katsuyori was well aware of the Oda firepower but was counting on the constant rain to ameliorate that situation. (Stephen Turnbull points out that, in the 1986 recreation of the battle, it rained constantly, and only about 40% of the arquebusiers present could fire their guns.

The early part of the battle consisted of detachments of Oda's troops trying to lure the Takeda into attacking, an event which eventually happened when Katsuyori decided to risk all on the throw of one die, launching his cavalry corps across the plain against the reinforced Oda line. As Oda had predicted, the stream slowed them down and the palisades virtually killed any momentum they did have. The volley firing *teppo* were deadly, but even deadlier were the *ashigaru*, who streamed out from behind the palisades to attack the stolid Takeda cavalry. It was all over in relatively short time. The Takeda cavalry ceased to exist as a viable military arm; and, although the clan lingered on for seven more years, the Takeda were finished as a political force in Japan.

## Set-Up Information

**Playing Time:** 3-5 hours

**Play Balance:** Greatly favors Oda, as he not only outnumbers the Takeda by about 2-1 (in strength, if not in actual counters), but he has far more *teppo* and he knows how to use them.

**Difficulty:** This is the most linear of the game's battles, as can be seen from the deployment. It is also the one with the least opportunity for maneuver. It's a straight-ahead banger, which makes it somewhat easier to play because you can concentrate on the killing.

**The Map:** Lots of detailed sources for Nagashino, both modern and period. The inspiration for all this confrontation (Nagashino Castle) is off the southeastern map edge, along the Toyo River.

**Relative Strengths:** Takeda Katsuyori is commanding some 12,700 men; another 2,300 or so are laying siege to Nagashino Castle. Oda's army at Shitirabara (the low field in between the two positions) is just short of 25,000. However, Oda Nobutada is sitting about a mile to the west with another 4,000 and about 3,000 more are at the siege. It appears that Oda had very little *kibamusha* very few appear in the period visualizations of the battle. It's Takeda that has the clan's vaunted cavalry corps.

**Movie:** Kurosawa covered it all in one of the greatest samurai films ever made, *Kagemusha*. The whole cast of characters is included, including Oda, Tokugawa, and all the great Takeda generals. Do not, however, expect to see a historical Nagashino, as Kurosawa is interested in the effect of the battle, not the particulars.

## Initial Deployment

All clans start the battle inactive, faced as the player wishes.

### Oda Nobunaga's Army

#### Oda's Clan

*In 1912:*

ODA Nobunaga (ST [6]); *honjin*

*In 1809-11, 1911, 1813:*

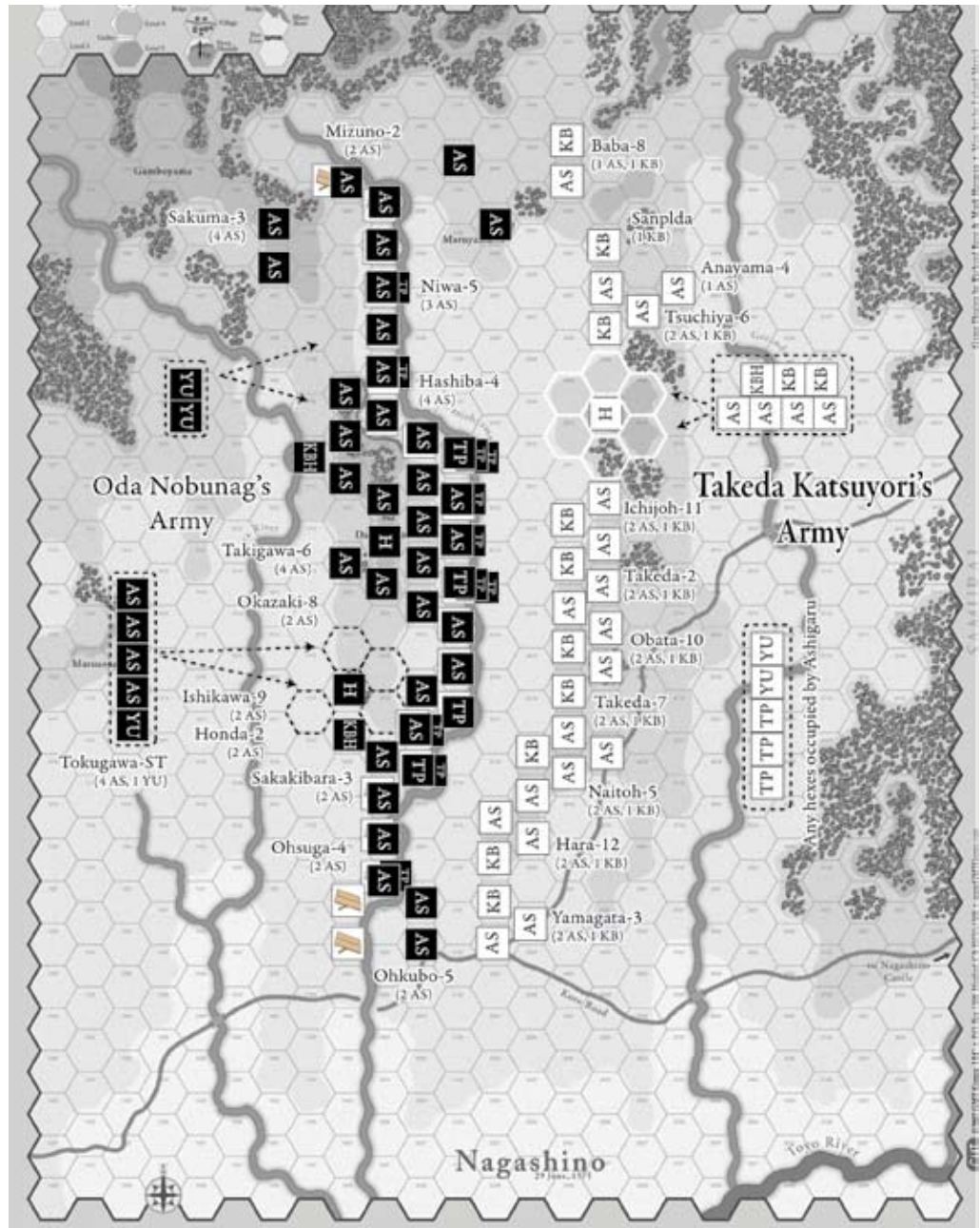
1 AS (6-8), 2 AS (6-7), 2 AS (5-6) (Nobunaga)

*In 1710:*

1 KBH (4-8) (Nobunaga)

*In any of the above hexes:* 2 YU

*In 1804, 1904:*



MIZUNO Nobumoto (2 [2]); 1 AS (5-7), 1 AS (5-6)

*In 1605-6, 2103, 2205<sup>(d)</sup>:*

SAKUMA Nobumori (3 [4]); 2 AS (7-6), 1 AS (6-7), 1 AS (6-5)

*In 1908-9, 2010-11:*

HASHIBA (TOYATOMI) Hideyoshi (4 [4]) [c]; 2 AS (7-6), 2 AS (6-6)

*In 1905-7, 1806:*

NIWA Nagahide (5 [4]); 1 AS (7-7), 1 AS (7-6), 2 AS (6-6)

*In 2012-13, 2111-2112:*

TAKIGAWA, Kazumasa (6 [4]); 1 AS (7-6), 1 AS (7-5), 1 AS (6-7), 1 AS (6-6)

*In 1913, 2014:*

TORII, Mototada (7 [2]); 1 AS (4-7), 1 AS (4-5)

*In 1814, 1914:*

OKAZAKI, Nobuyasa (8 [2]); 1 AS (8-6), 1 AS (7-6)

In 2114-2115:

ISHIKAWA, Kazumasa (9 [2]); 1 AS (6-7), 1 AS (6-6)

3 each in 2110, 2113; 1 each in 1906, 1908, 2111, 2112:

10 Oda *Teppo*<sup>[a]</sup>

## Tokugawa's Clan

In 1816:

TOKUGAWA, Ieyasu (T [5]); *honjin*

In 1716, 1815, 1915-16:

2 AS (6-6), 1 AS (6-8), 1 AS (6-7), 1 YU (Ieyasu)

Use the Tokugawa ST counters

In 1817:

1 KBH (3-8) (Ieyasu)

Use the Tokugawa ST counters

In 2016-17:

HONDA, Tadakatsu (2 [2]); 1 AS (6-7), 1 AS (5-6)

In 1917-18:

SAKAKIBARA, Yasumasa (3 [2]); 1 AS (5-6), 1 AS (5-7)

In 1919-20:

OHSUGA, Yasutaka (4 [2]); 2 AS (5-6)

In 2021-2022<sup>[b]</sup>:

OHKUBO, Tadayo (5 [2]); 2 AS (5-6)

2 in 2018; 1 each in 1920, 2116:

4 Tokugawa *Teppo*<sup>[a]</sup>

1904-1822, adjacent to and west of the Rengo River:

21 Babo-saku

a = Specific deployment of *teppo* is not available; players may deploy these *teppo* as they desire, with the only restrictions noted in the *teppo* rules below. Many sources give Oda 3,000 *teppo*. Yamazaki-san says that this is a result of a misprint, misinformation that has carried over to other sources. The original sources on the battle make it quite dear that Oda has 1,000 *teppo*.

b = Yes, these men are outside the lines (and palisade), purposely placed there, it appears, as bait for the Takeda left.

c = Hideyoshi is now Hashiba Hideyoshi (see Anegawa), and upon the death of Oda shortly after Nagashino, assumes the shogunate as Toyotomi Hideyoshi, the great political figure of the era.

d = Another group outside the lines, this time as a tempting morsel for Baba.

## Takeda Katsuyori's Army

All Clans are inactive at the start, faced as desired.

In 2509:

TAKEDA Katsuyori (ST [7]); *honjin*

Within one hex of the *honjin*:

1 KBH (4-8), 1 KB (6-7), 1 KB (4-7), 2 AS (6-7), 1 AS (4-8), 1 AS (4-7) (Katsuyori)

In 2414, 2513:

TAKEDA Nobutoyo (2 [3])<sup>[a]</sup>; 2 AS (4-7)

In 2413:

1 KB (4-7) (Nobutoyo)

In 2222, 2321:

YAMAGATA Masakage (3 [3]); 1 AS (4-7), 1 AS (4-6)

In 2221:

1 KB (4-7) (Masakage)

In 2706:

ANAYAMA Nobukimi (4 [1]); 1 AS (5-7)

In 2318, 2418:

NAITOH Masatoyo (5 [3]); 2 AS (4-6)

In 2317:

1 KB (4-7) (Masatoyo)

In 2506, 2607:

TSUCHIYA Masatsugu (6 [3]); 2 AS (4-6)

In 2507:

1 KB (4-7) (Masatsugu)

In 2417, 2517:

TAKEDA Nobukada (7 [3]); 2 AS (4-6)

In 2416:

1 KB (4-7) (Nobukada)

In 2403-04:

BABA Nobufasa (8 [2]); 1 AS (5-7), 1 KB (4-6)

In 2505:

SANPLDA Nobutsuna (9); 1 KB (6-7)

In 2514-15:

OBATA Nobusada (10 [3]); 2 AS (4-6)

In 2415:

1 KB (4-7)<sup>[a]</sup> (Nobusada)

In 2511-12:

ICHIJOH Nobutatsu (11 [3]); 2 AS (4-6)

In 2412:

1 KB (4-7) (Nobutatsu)

In 2219, 2319:

HARA Masatane (12 [3]); 2 AS (4-6)

In 2220:

1 KB (4-7) (Masatane)

In any hexes occupied by *Ashigaru*:

3 *Teppo* and 2 *Yumi*

a = There are two Busho from the Obata clan: Nobusada and Masamori (cf. Kawanakajima). As their ratings were virtually identical, we use one counter for both

## Special Rules

**Teppo:** Oda and Tokugawa's *Teppo* may use Volley Fire and Teppo-induced Aggression; they are using Hayago. Takeda's may not Volley Fire or use Teppo-induced Aggression, and his *teppo* are Pre-hayago.

**The Takeda Charge:** At any one time during the game, if it is Takeda Katsuyori's orders phase, instead of issuing orders to his own clan, he may issue a *kibamusha* charge order to all (or as many as he wishes) Takeda *kibamusha* (only) up and down the line, regardless who their busho is. Command range is not a requirement, but this may be done only once in the game.

**Rain (Optional Rule):** One of the reasons advanced for Takeda's rather suicidal decision to enter battle with Oda was that he had been informed that it would rain that day, and the rain would neutralize and negate Oda's tremendous advantage in *teppo*. It didn't, and the Takeda got shot to ribbons. But what if it had rained? (We suggest using this rule for game balance.)

At the start of each turn, beginning with the second turn, roll the die. If you roll a 0 or a 9 it has started to rain. Once it starts raining, roll at the start of each succeeding turn to see whether it will

continue. An even die roll will continue the rain; an odd die roll and it stops, and it will not start again.

Rain does two things:

- it reduces all MAs by one.
- No *teppo* may fire until the turn after it has stopped raining.

**Burden of attack:** The burden of attack is on the Takeda. Normally, we wouldn't mention this, but, given the deployments and the relative strengths and capabilities of the two armies, the Takeda player may feel that discretion is part of valor a bit too deeply here. To spur him on a bit, we have provided Katsuyori with a variable initiative rate.

Katsuyori may have an initiative of 3 during a turn if, during that turn, any of his clans newly activated (by using his rating) moves and attacks. The movement must place a Takeda unit adjacent to an Oda unit, although the attack may be fire and/or shock.

- If he does not wish to move/attack, his initiative is 1.
- If he cheats, he immediately loses face and now has a permanent Initiative of 1.

### Retreat Edge

- The Oda army retreats to the West edge of the map, through 1017-1028
- The Takeda army retreats East, towards and through either of the roads leading off that edge.

### Victory

Oda wins when the Takeda army reaches or exceeds 90 Rout Points. The Takeda Rout percentage is 45%. If you want to give the Takeda the benefit of the doubt, competitively, make it 100 (50 %).

The Takeda win if the Oda army reaches or exceeds 140 Rout Points. The Oda Rout percentage is 35%.

# Sekigahara

21 October, 1600

### Historical Background

Oda died in 1582, assassinated by one of his chief retainers, Akechi Mitsuhide. The other key army commander, Toyatomi Hideyoshi immediately marched north and attacked Mitsuhide's army at Yamazaki, quickly defeating it. Mitsuhide was killed by peasants as he fled, and the quick victory gave Toyatomi tremendous bargaining power, power he quickly turned to his political benefit by attaching Tokugawa as ally and then constructing a series of huge, stone fortresses as power bases.

By 1592 Toyatomi's power base was so solid that he decided to extend Japan's power overseas, something no other samurai had ever attempted. With eyes on the Chinese empire, and remembering the aborted Mongol invasion of Japan in 1274, Toyatomi chose Korea as a good place to start. His huge, 160,000 man army had little trouble sweeping aside a mismatched Korean land force, but the Korean navy was another story. The Koreans drove the Japanese navy from the sea, creating massive supply problems for Hideyoshi, and he was forced to recall the invasion.

He wasn't finished, though, and in 1596 he was back at it again.

Unfortunately, with the second invasion chugging along, Hideyoshi died, a death that set the stage for the final struggle for ultimate power in Japan. Toyatomi's sole heir was his infant son, Hideyori, to whom all had sworn allegiance. Some, obviously, had kept fistfuls of crossed fingers behind their backs when they did so, because it wasn't too soon before everyone started to jockey for power. The two *daimyo* that quickly emerged were one of Hideyoshi's key bureaucrats, Ishida Mitsunari, and the ever present Tokugawa Ieyasu. Ishida hated Tokugawa; however, unfortunately for him, Ishida was roundly disliked by a large number of *daimyo* who would have otherwise remained neutral.

For the next two years, Ieyasu and Ishida set about trying to out fox and out position each other. Ishida held the heir, but Tokugawa had the brains and a more solid backing. When Ishida tried to fake Tokugawa into marching north to quell what appeared to be a local rebellion, Tokugawa saw through the ruse and, when Mitsunari marched his army north to seize the all-important Osaka Castle, Tokugawa turned his army south to meet his enemy in what would be the climactic battle for control of Japan.

The largest land battle to take place on Japanese soil, Sekigahara is a classic (albeit gigantic) samurai battle. The numbers, alone, reveal how warfare had changed since the days of Okehazama. In the latter battle, one sees a total of less than 30,000 men involved. At Sekigahara, that number has jumped to way over 100,000. And the make-up of the armies has changed, too. *Teppo* (the musketeers) have become an integral arm of the samurai army. Even more important, these are standing, almost professional armies, not groups of trained peasants and local *samurai*.

Sekigahara is a small valley village on the Nakasendo, one of Japan's two key feudal-era roads. Ishida planned on blocking Ieyasu's march south at this location, using the wooded hills surrounding the valley to help his defense. Unfortunately, geography was not Ishida's problem; it was the loyalty of his clans. Of particular importance was the Kobayakawa, a huge clan of some 15,000 men, led by Kingo Kobayakawa. Although Kobayakawa was fiercely loyal to the Toyatomi family, he also had great hatred for the upstart bureaucrat Mitsunari, for whom he blamed much of the Korean fiasco. Even worse, Kobayakawa would hold the important defensive position, astride the flanks of both armies overlooking the battlefield.

Ishida's army stumbled into Sekigahara at night, in a driving rain, during which they had to setup their positions quickly, because right behind them was Tokugawa. Several of his larger contingents (such as the Mon and the Chosakobe) he placed along Tokugawa's line of march, atop or behind Nanguyama. This important position, however, was lessened by the fact that both of these clans were hesitant about whom to support. At least Ishida had the opportunity to place his men as desired. Tokugawa's men were still marching through the night, into the same driving rain.

By early morning of October 21, the vanguard of Tokugawa's force entered the Sekigahara valley, between the two mountains, Ibuku and Nangu. By this time, although the rain had stopped, the ground was covered with dense fog, so dense that Tokugawa's lead clan (that of Fukushima Masanori) actually banged into Ukita Hideie's contingent. No shots were fired, and the next few hours were spent deploying and redressing until, about 9 AM, the sun burned through the fog and the battle was on.

Tokugawa, his own 30,000 man contingent in the rear as a reserve,

realized that he would have to slam his way through the strong Ishida position or be cut off and at a tremendous disadvantage. What he also knew was that Kobayakawa was seriously considering changing sides. Although initial honors had been given to the Fukushima, the battle actually began with a charge by the mounted “Red Devils” of Ii Naomasa, followed quickly by Fukushima charging into Ukita’s division in the center of Mitsunari’s position.

The battlefield, soaked by interminable rain, quickly became a muddy morass. While the battle waged back and forth, two factors quickly emerged. Mitsunari did not have the capability of coordinating and controlling the disparate group of clans he commanded (his best cavalry, the Shimazu, refused to fight) and Tokugawa did. And, after an hour or two, it became apparent that the Kobayakawa, sitting up on Matsuoyama, held the key. Both commanders sent messengers to Kingo demanding he attack on their behalf; but the Kobayakawa just sat and watched. Finally, Tokugawa, unable to wait for Kingo to make up his mind, sent over a few *teppo* to fire some shots into their ranks. The reaction was instantaneous. The Kobayakawa charged, crashing down the hill directly into Mitsunari’s right flank.

If it weren’t for the last stand actions of Otani Yoshitsugu (the leper daimyo), it would all have been over then and there. As it was, Otani’s actions only staved off the inevitable. The center of the Mitsunari line disintegrated, the Shimazu finally reacted (fleeing off to the south) and Ishida was forced to retreat what was left of his army (and it wasn’t much) to the west. The battle was over by 2 PM, followed by a grim, but triumphant, showing of heads. Although the Tokugawa did not achieve final victory until the siege of Osaka and the defeat of Toyotomi Hideyori, Sekigahara sealed the fate of Japan.

And sealed Japan was. With no opposition in view, the triumphant and arch-conservative Tokugawa completely shut the country off from outside taint for over 200 years, an insularity that still pervades much of Japan’s daily life.

### Set-Up Information

**Playing Time:** 5+ hours. We pickup the battle somewhere around 9AM, after most of the heavy fog had lifted. There was some mist at this time, and visibility was not perfect (until about 10 AM), although not enough to change play. It will take about 5 or 6 turns (at least) before players start approaching their Rout levels.

**Play Balance:** Although Ishida has numbers and better position, his command capability is far exceeded by Tokugawa’s and two of his clans (the huge Kobayakawa clan on Matsuoyama, and the somewhat truculent Shimazu) are likely to be more of a hindrance than a help. However, as playtesting showed, if Tokugawa makes the wrong moves, he can be in deep trouble. We do recommend that if you are looking for balance, you allow Ishida to have the initiative for Turn 1.

**Difficulty:** This is the most complex battle in the game, if only for the numbers of units and special rules. However, it is only incrementally more complex, and, aside from the special rules (especially Treachery), it plays pretty much like the other battles. There’s just more of it, and it takes longer to play.

**The Map:** We were blessed with several, excellent cartographic sources for this battle, including the extensive study made by the Japanese General Staff in 1893 and the spectacular aerial view of

the battlefield (complete with troop deployments and strengths) available through the Sekigahara Battlefield people.

**Relative Strengths:** The on-map strengths for this scenario are:

- Ishida Mitsunari has 56,000 men, with two clans (the Ukita and Kobayakawa, who could go either way) comprising more than half that strength (32,600).
- Much of Tokugawa’s army (including his own 30,000 man clan) is spread along the Nakasendoh to the east. At Sekigahara, he has about 45,000 men, although his numbers are more evenly divided amongst his contingents.

**Why Only Part of the Battle?** Those of you familiar with this battle know that there are a fairly large number of troops spread out to the east: Tokugawa’s own reserve plus four additional clan/contingents along the Nakasendoh; five Ishida clan/contingents, including 15,000 men under Mon Hidemoto, on and beyond the eastern slopes of the Nanguyama. None of these men fought in the battle, being rather out of contact with the main armies and content to stare at each other in one grand stalemate. Including them all also throws the balance greatly in favor of Tokugawa. The game map covers all of the actual fighting.

### Initial Deployment

All clans start the battle inactive.

Note specific facing for Ishida’s army, as well as for the Fukushima clan (Tokugawa).

### Tokugawa Ieyasu’s “Eastern” Army

All Tokugawa AS are the fire-capable units, the ones with the T.

*Kibamusha* are listed by Size-TQ where there are more than the listed units available. There are no individual *yumi* or *teppo* units.

*In 4223*<sup>[a]</sup>:

TOKUGAWA, Ieyasu (ST [5]); *honjin*

*In 3524*:

HONDA, Tadakatsu (2 [1])<sup>[c]</sup>; 1 KB (5-8)

*AS in 3110, 3211-12-13, 3311-12; KB in 3311-2*:

KURODA, Nagamasa (3 [8]); 6 AS, 1 KB (4-7), 1 KB (3-6)

*AS in 3115, 3215-6-7, 3315; KB in 3114, 3116*:

HOSOKAWA, Tadaoki (4 [7]); 5 AS, 1 KB (5-7), 1 KB (5-6)

*AS in 3320, 3420-1; KB in 3321*:

MAZUDAIRA, Tadayoshi (5 [4])<sup>[d]</sup>; 3 AS, 1 KB

*AS in 2919, 3019-20; KB in 2918*:

TSUTSUI, Sadatsugu (6 [4]); 3 AS, 1 KB

*AS in 2821, 2920-21; KB in 2820*:

TANAKA, Yoshimasa (7 [4]); 3 AS, 1 KB

*AS in 3318, 3418-9; KB in 3317, 3319*:

II, Naomasa (8 [5])<sup>[c]</sup>; 3 AS, 2 KB

*AS in 3017, 3117-8; KB in 3018*:

KATOH, Yoshiaki (9 [4]); 3 AS, 1 KB

*KB in 2824; AS in 2923-4*:

TOHDOH, Takatora (10 [3]); 1 KB, 2 AS

*KB in 2825; AS in 2826, 2925-6*:

KYOHGOKU, Takatomo (11 [4]); 1 KB, 3 AS

*KB in 3124; AS in 3224-5:*

TERASAWA, Hirotaka (12 [3]); 1 KB, 2 AS

*KB in 2525, 2326; AS in 2427-8, 2626-8, 2526-8<sup>[b]</sup>:*

FUKUSHIMA Masanori (13 [9]); 2 KB, 7 AS

*KB in 3615; AS in 3714-5, 3616:*

FURUTA, Shihekatsu (14 [4]); 1 KB, 3 AS<sup>[f]</sup>

*KB in 3619; AS in 3718-19:*

KANAMORI, Nagachika (15 [3]); 1 KB, 2 AS

*KB in 3621; AS in 3620, 3720:*

IKOMA, Kazumasa (16 [3]); 1 KB, 2 AS

a = This is Tokugawa's original command position. He moved forward, to where Honda Tadakatsu is, during the battle, although that makes no difference to the game. No Tokugawa clan troops start the game on the map; they are all deployed a short distance to the west, along the Nakasendoh. Some may arrive as reinforcements.

b = The Fukushima clan units are all facing NW. All other Tokugawa units face directly West. The initial Fukushima charge was lead by Yoshinaga Kani.

c = Ii Naomasa's famous "Red Devils." Ii was much worried about possible pro-Toyotomi clans in Tokugawa's army, and therefore, in violation of Tokugawa's strict orders that Fukushima start the battle, Ii, instead, lead an initial charge.

d = One of Tokugawa's sons. Mazudaira was the family name (see Okehazama). The other son at the battle, Hidetada, had some 40,000 men that arrived at the battlefield too late to participate, with which tardiness Tokugawa was most displeased.

e = Honda, one of Tokugawa's greatest friends, was most famous for his antlered helmet.

f = Furuta's clan contains 450 *ashigaru* from Oda Nagamasu's clan, the two amalgamated for playability. Another Oda clan is with Ishida.

## Ishida Mitsunari's "Western" Army

Ishida's clans are listed solely by Busho ID #.

*In 1909, facing SE:*

ISHIDA, Mitsunari (ST [7]); *honjin*

*KB in 2110, 1911; AS in 1910, 2010, 2109, 2011; KBH in 1810, facing SE:*

1 KBH, 2 KB, 4 AS

*In 1412, 1511, facing SE: 2 OZ*

*In 2412, 2312, facing SE:*

SHIMA, Sakon (2 [2]); 2 AS

*In 2113, 2213, facing SE:*

GAMOH, Satoie (3 [2]); 2 AS

*1711, 1611-12, facing E:*

ODA, Nobutaka (4 [3])<sup>[a]</sup>; 3 AS

*KB in 2018, 1917; AS in 2017, 1916, 1816-17, facing E:*

KONISHI, Yukinaga (5 [6]); 2 KB, 4 AS

*KB in 2120, 1623, 1622, 2020; AS in line in 2021-1722; 1920-1721; 1919-1521; 1819-1520; 1818-1519, facing E:*

UKITA, Hideie (6 [24])<sup>[c]</sup>; 4 KB, 20 AS

*1524, 1625, facing E:*

TODA, Shigemasa<sup>[d]</sup> (7 [2]); 2 AS

*1324, facing SE:*

OHTANI, Yoshitsugu<sup>[e]</sup> (8 [3]), 1 AS (5-7)

*KB in 1525; AS in 1426, facing E:*

1 KB, 1 AS (7-6) (Yoshitsugu)

*KB in 1526, 1427; AS in 1527-8, facing E:*

KINOSHITA, Yoritsugu (9 [4]); 2 KB, 2 AS

*1727, facing NE:*

AKAZA, Naoyasa (10 [1]); 1 AS<sup>[f]</sup>

*KB in 1927; AS in 1828, 1928, facing NE:*

OGAWA, Suketada (11 [3]); 1 KB, 2 AS<sup>[f]</sup>

*2029, facing NE:*

KUTSUKI, Motosuna (12 [1]); 1 AS [f]

*KB in 2130; AS in 2030, facing NE:*

WAKISAKA, Yasuharu (13 [2]); 1 KB, 1 AS

*KB in 1531, 1632, 1732, 1833, 1933; AS in line in 1532-1834; 1433-1734; 1434-1836; 1334-1736, facing NE:*

KOBAYAKAWA, Hideaki "Kingo" (14 [23])<sup>[g]</sup>; 5 KB, 18 AS

*2015, 1914, 1814, facing SE:*

SHIMAZU, Yosohiro (\* [3])<sup>[b]</sup>; 3 KB

*2311, 2212, 2112, 2113, facing SE:*

Babo-saku (4)

a = This clan combines a contingent of Oda troops with those of Itoh Morimasa, for playability.

b = The famous samurai *kibamusha* of the Shimazu, some of the best troops in the game. We've combined the two Shimazu leaders present (Toyohisa was also one of the clan leaders) for ease of play. See the special rules, below, concerning these troops.

c = This is the largest clan in the game (17,000), slightly ahead of the Kobayakawa (15,600).

d = Includes the troops of Hiratsuka Tamehiro.

e = A most interesting figure, Yoshitsugu was a leper, a blind leper to boot. He was carried around on a palanquin, and he used his son (Yoshikatsu) to actually lead his troops. The Ohtani were closely allied with the Kinoshita, whose leader was Ohtani's nephew. Yoshitsugu is facing SE so he can keep an eye on the Kobayakawa, whose loyalty he greatly distrusted (and rightly so, as events proved.) He committed seppuku at the end of the battle, with the help of his retainers, one assumes. Note: Ohtani has an MA of 5 (not 9), and he will not (and does not have to) respond to samurai challenges.

f = These four small clans were nominally under Wakisaka. See rules below.

g = The Kobayakawa clan is, for the most part, the lynchpin of the battle. The problem for Ishida is that, although Kingo has a strong alliance with the Toyotomi family, and supports the position of the Toyotomi child, Hideyori, he hates Ishida.

## Possible Reinforcements

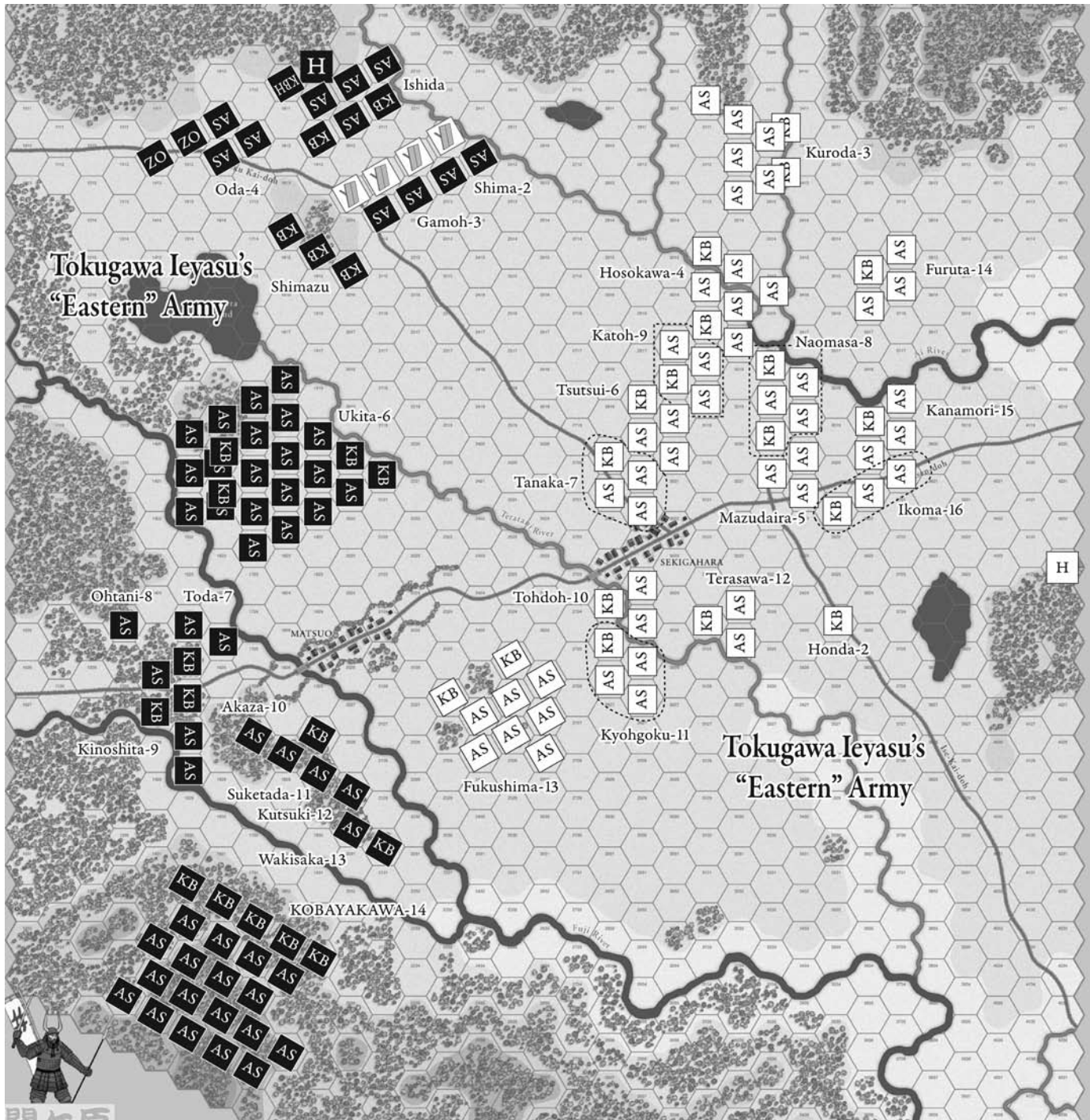
Tokugawa, himself, had a huge number of troops (30,000 or so). None of these units ever got into the actual battle; Tokugawa was treating them as his main reserve, poised to go either east or west, depending on what developed. At one point, Tokugawa moved some of his troops towards Sekigahara, indicating that he was willing to use them to plug any dangerous holes.

To simulate this, at any point in the game that the Eastern Army player has at least 50% more rout points than his opponent, he may bring in the following Tokugawa (ST) units through the Nakasendoh (Road), within one hex of 4219. To do this, he must activate Tokugawa's clan in the normal way. He may do this only once in the game.

1 KBH (6-8); 1 KB (6-7); 1 AS (7T-8), 2 AS (7T-7)

The arrival of Tokugawa units does not have any effect on the rout level of the Eastern Army (it just gives them more men).

*PLAY NOTE: It also means having to use Tokugawa as a combat leader!*



## Initiative

When playing historically, Tokugawa automatically has the Initiative at the start of the first turn. Those of you interested in competitive balance should allow Ishida the Turn 1 Initiative, or you can roll for it.

## Special Rules

**Teppo: Fire Capable AS:** There are no individual *teppo* units in Sekigahara. Instead, each *ashigaru* unit is Fire-capable, as indicated by the T next to the unit's strength. Thus, each undisrupted AS unit is capable of *teppo* fire, as if a *teppo* unit was stacked with that AS. The following rules apply:

- Disrupted AS have no *teppo* capability; they may not fire
- AS may not use Combined Fire or Volley Fire; however
- They may fire once per Phase, as opposed to once per Turn [8.1.6]

## Ozutsu (cannon)

*Historical Note:* Although the Japanese proved very adept at copying and producing quality muskets, they were inversely inept at designing and making cannon (*ozutsu*). Their artillery was so poor that it was a rare battle that saw one used in the field. When they were used they had little effect.

1. *Ozutsu* may either move or fire. They cannot do both in the same phase. Use the Moved/No Fire and Fired/No Move markers. They may change facing instead of moving, in which case they may change any number of vertices they wish. *Ozutsu* never suffer Cohesion hits from movement. To be moved they must be within range of any busho who is giving orders to his clan; they are then moved as part of that clan.

2. *Ozutsu* use the *Ozutsu* row on the Fire Table. They have no crew and no built-in Shock value. They may stack with any one combat unit, except *kibamusha* (or another *ozutsu*).

3. *Ozutsu* may fire twice during a single turn. The units may fire at any time during Phases C, D, or G—and we mean “any”; they may fire even in the midst of enemy movement! They do not need orders, nor do they have to be in command. The firing player simply says, “I’m firing my *Ozutsu*.” The first time an *ozutsu* fires, place a 1 marker on it. The second time it fires flip the counter over to its No side, indicating it may neither fire nor move.

4. *Ozutsu* must fire through their frontal hexes; they may not fire through their flankhexsides. They follow all LOS rules. *Ozutsu* fire is resolved like other fire.

5. If, when firing an *ozutsu*, a player rolls an adjusted 9, the *ozutsu* may have exploded. Roll again. If you roll a 7-9, it has blown up (and is eliminated). Any unit stacked with the *ozutsu* suffers two Cohesion hits.

6. *Ozutsu* do not have any Shock capability. If an *ozutsu* is alone in a hex, and an enemy unit moves adjacent to it, the *ozutsu* may reaction fire (if eligible) but, immediately thereafter, it is eliminated. *Ozutsu* may never retreat or withdraw. If they are stacked with a combat unit and that unit is forced to vacate the hex, the *ozutsu* is eliminated, if there is an adjacent enemy unit, as soon as its support unit leaves.

7. If an *ozutsu* unit is alone in a hex and suffers a hit from Fire, roll a die. If the die roll is a 0 or a 9, the *ozutsu* is eliminated; otherwise, there is no effect from fire. (Actually, its crew has been eliminated and the gun has, thereby, become useless). If stacked with another unit, the latter takes all fire hits.

**The Kobayakawa:** Sitting up there on Matsuoyama is Ishida’s second largest clan/contingent, the samurai of Kingo Kobayakawa. As the battle unfolds, Kobayakawa sits atop Matsuoyama, waiting to see which way the wind will blow.

To represent this, we have these special rules.

In any turn—except the first game turn— either player may attempt to activate the Kobayakawa on their behalf. This attempt:

- must be made when the player has the initiative, but
- it may not be made when that initiative was the result of continuity.
- Each player may make only one such attempt per turn.
- A Kobayakawa activation attempt counts as one of Tokugawa’s clan activations. It does not count against Ishida’s.
- The Ishida player may not attempt a Kobayakawa activation if he has already attempted to activate the Shimazu in that turn—and vice versa.; see below.

To attempt to activate the Kobayakawa, the player designates that

clan, as per the normal rules, and rolls the die. The result depending on who rolled the die:

<i>Result</i>	<i>Toka DR</i>	<i>Ishida DR</i>
Clan active for that Player	0-3	0-1
Nothing Happens; Kingo remains inscrutable	4-9	2-9

#### **Die Roll Modifiers:**

- If the rolling player has more RPs than his opponent, add one to the DR. If his opponent has more, subtract one.
- If the rolling player has at least 50% more RPs than his opponent, add two to the DR. If his opponent has 50% more, subtract two.

Once the Kobayakawa are activated on behalf of a player, that result is permanent. There is no more die rolling.

**The Shimazu.** The vaunted *kibamusha* of Yoshihiro Shimazu were as reluctant as the Kobiyakawa to get involved. Here, the feeling was less political (the Shima’zu were pro-Toyotomi) than Yosohiro’s being in a sulk. It seems that Ishida, ever the bureaucrat, had ignored the Shimazu’s suggestions for a night assault on the heels of a similar failure to take his advice at Ohgaki Castle. When Ishida sent orders for the Shimazu to pitch in at Sekigahara, the Shimazu replied that they would be fighting for their own clan. (Thus, their own counters.) They refused to join in, took whatever defensive actions were necessary to protect themselves, and, as the battle wound down, broke free, slashing their way through both armies, fleeing south, down the Ise Road.

The Western Army player may attempt to activate the Shimazu in any turn after the first turn. He may do so only once per turn, although the attempt, if unsuccessful, does not count against his clan activation rating. However:

- Activation attempts are made only in non-continuity phases.
- In any turn in which Ishida attempts to activate the Shimazu he may not attempt to activate the Kobiyakawa, and vice versa.

The Shimazu are not automatically activated if attacked by Tokugawa units; see the DRMs, below.

Roll the die:

<i>DR</i>	<i>Result</i>
0	Shimazu activated on behalf of Ishida. This is permanent.
1-7	Nothing happens.
8-9	Shimazu decides to flee; see Shimazu Flight, below.

#### **Die Roll Modifiers:**

- If there is an Active Tokugawa combat unit within two hexes of any Shimazu unit, subtract one from the die.
- If a Tokugawa unit has shock attacked a Shimazu unit that turn, subtract three from the die. This is not cumulative with the above.

**Shimazu Flight.** The Shimazu receive two consecutive orders

phases immediately, undertaken by the Ishida player. All Shimazu units are attempting to exit the map to the South, through the Ise Road, and must proceed as directly to that exit hex as possible. In doing so they will stay on the road or within one hex of the road. They will attack any units (Ishida or Tokugawa) in their path, but they ignore the ZOCs of other units. Starting with the next turn, the Shimazu is the first clan to go in the turn (again, two consecutive orders phases). They do not need or receive orders from either player. Flight continues until all Shimazu units are either eliminated or off the map.

### Wakisaka

This old Japanese admiral essentially held the loyalty of the other three clans on that little ridge, the Akaza, Ogawa and Kutsuki. To reflect this:

1. If any Wakisaka unit is shock attacked, the other three clans will automatically be activated.
2. The Ishida player may activate all four clans at once by expending two clan activations points at the same time.

### Optional Rule: Abandoning teppo

We've made this optional, mostly because no one did it during playtesting. At varying points during the battle, the *teppo* units, because of the wet weather and mud (both of which made many of their arquebuses useless) threw away their weapons, grabbed a *yari* off the ground, and pitched in with the other pikemen.

The player may, if he wishes, do the same. When a clan is given orders, the player may place an Abandon Guns; +1-3 marker on top of any undisrupted AS unit (or beneath it, whichever you prefer). This unit is now permanently without *teppo* capability. However, he may now add three (+3) to any shock DR (or subtract three, if defending). If that unit becomes disrupted, though, flip the marker to its Lost *teppo* side; it has not only lost its *teppo* capability, but it also loses its DRM benefit, both permanently.

### Retreat Edge

- Ishida's Western Army will retreat towards either of the two roads leading off the Western edge of the map.
- Tokugawa's eastern Army will retreat towards the Nakasendoh (Road) leading off the eastern edge.

### Victory

The Tokugawa win when the Ishida army, with the Kobayakawa fighting on their side or neutral, reaches or exceeds 275 Rout Points. If the Kobayakawa actively join the Tokugawa, the RP Level drops to 215 RP. If the Shimazu actively join the Ishida, add 15 to the RP total. The Ishida Rout percentage is 35%.

The Ishida win when the Tokugawa army (without the Kobayakawa) reaches or exceeds 240 RPs. If the Kobayakawa actively join the Tokugawa, the RP Level is now 300 RP. The Tokugawa reinforcements, if they enter, do not alter the Rout Level. The Tokugawa Rout percentage is 40%.

## Credits

**Original GBOH System Designed By:** Mark Herman

**Samurai System Designed By:** Richard H. Berg

**Original Game Developed By:** Richard H. Berg and Gene Billingsley

**2nd Edition Development:** Alan Ray

**Original Art Director, Packaging, and Counters:** Rodger B. MacGowan

**Map Art:** Leland Myrick

**Rules Layout:** Mark Simonitch

**Historical and Other Commentary:** Richard H. Berg

**In Charge of Research:** Masahiro Yamazaki

**Original Rules Editing/Testing:** Gene Billingsley

**Index and Editing Assistance:** Paul Marjoram

**Playtesters:** The BROG Crack Playtest Staff: David Fox, John Lazauskas, Jack Polonka, Peter Perla and The Perlas Before Swine Team, K. Potter, Jon Caparula, Oliver Sogard, Wade Hubbard, W. Goranson, Sal Vasta, Dave Bush, Jacob Kepins

A major thank you to the incredible research job done by Masahiro Yamazaki. Yamazaki-san provided us with virtually all the Order of Battle and terrain information. In addition, his insight into Japanese tactics and the era was invaluable. We are deeply indebted for all he has done for us.

## Sources

Many Japanese language sources were used by our Chief of Research, Masahiro Yamazaki. This was where the numbers came from, as well as many of the detailed maps. As few of you read Japanese, we have listed only our principle English language sources. Much flavor was also derived from the movies we have fisted with the individual scenarios.

McCullough, Helen Craig [transl.], *The Taiheiki* (Charles E. Tuttle Co., Vermont, 1992). Classic Japanese chronicle of 14th century wars of the Hojo clan. Good insight into medieval samurai mindset.

Parker, Geoffry, *The Military Revolution* (Cambridge U. Press, NY, 1990.) Study of military developments from 1500 to 1800. Nice section on introduction of firearms to Japan.

Sansom, George, *A History of Japan, 1334- 1615* (Stanford U. Press, Stanford CA 1961). Basic English language work on Japan. Rather dense and didactic, it still has a wealth of information and insight.

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 pictures, 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.

Yoshikawa, Eiji (trans. By Charles Terry). *Taiko* (Kodansha International NY, 1992) Big, long novel about the warlord period, focusing mostly on Hideyoshi. If you can get used to the Japanese style of fiction, great evocation of the period.

scan of countersheet #1 to come

scan of countersheet #2 to come

scan of countersheet #3 to come

scan of countersheet #4 to come



GMT Games, LLC  
P.O. Box 1308, Hanford, CA 93232-1308  
[www.GMTGames.com](http://www.GMTGames.com)