1.0 Background

The Battle of Anegawa took place during the Warring States period on June 28, 1570, in Omi province. The Asai clan, led by Nagamasa Asai, allied with the Asakura clan, led by Yoshikage Asakura, to stop attempts by Oda Nobunaga to expand his control of central Honshu. When this battle occurred, Oda was assisted by his main ally and general, Ieyasu Tokugawa. The game is played by two players. One person plays Oda and Tokugawa. The other person directs the Azai and Asakura armies.

1-1 Game Parts

The game includes this rulebook, a map, and counters. You will need two six-sided dice. One unit represents about 500 soldiers. A hex width represents a distance of approximately 100m. 1 turn represents about 30 minutes.

2.0 Units

2-1. Unit types

General Unit

       The general units represent leaders who can command units.

       Four of the units represent the daimyo leading the clans: Nobunaga Oda,
          Ieyasu Tokugawa, Nagamasa Asai, and Kagetake Asakura.

Combat Unit

       These groups of soldiers do not have the two command numbers.

2-2. Counter Notation (see the figure below)

Color code: each unit has a color that indicates which army it belongs to.

Oda: Yellow / Tokugawa: red / Asai: blue / Asakura: green

Name: the name of the warlord who led the troops

Colored stripe: The color of the stripe on Oda army units indicates which of his
       generals and allied clans the unit fights for.

Counters have two sides: normal (front) and disordered (back).

Normal Side

First attack factor / second attack factor: 3 / 8 (see 13-0) [left-hand numbers.]

Command range / value: 1 / 1 (see 15-0) [small numbers in boxes, upper right]

Morale: 6 [large number, lower right]

Movement Modifier: +1 [small number, lower right] This is the modifier added
       to the movement factor rolled for all units each turn (see 6-0).

Disordered Side

Morale: 6 [larger number in the lower left]

Recovery Morale: 4 (see 8.0) Use it to recover from disorder. [the number in square
       brackets, lower right]

Rout Movement Factor: 4 (lower left) Movement factor during rout (see 9.0).

VP: the number of victory points the other player receives if the unit is removed.
       (Left-hand number in a circle.)

Four-digit number: the initial placement hex of each unit.

2-3. Markers
There are six types of markers [images]:
- Turn Display marker (front side, reverse side)
- Phase Display marker (front side, reverse side)
- Moving Force Display marker Asakura & Asai army (front, reverse)
- Breakthrough/Impetus marker (front side, reverse side)
- Battled Already marker (front) (reverse)
- Moving Force Display marker Oda & Tokugawa army (front, reverse)

3.0 Set-Up
Each unit has the number of its starting hex printed on its reverse side. (Some information may be specified on the map.) Place each unit in its designated hex in a normal state. The Hidetoshi unit is placed in a " Yokoyama Castle" hex [thick red borders]. Take the reinforcements that have not arrived yet and set them aside. Put the Turn Display marker on the Turn Track. Place the Phase Display marker on the first phase of the current turn. Place the appropriate Moving Force Display marker on the initiative-moving force table.

4.0 Turn Sequence
The game proceeds by repeating the turn. Each turn is divided into phases. The sequence of a turn is as follows:

4-1. Withdrawal Phase
(1) The Azai & Asakura army player must decide first, before the Oda & Tokugawa player, whether or not to withdraw.
(2) If neither army withdraws, the game continues.
(3) If either army withdraws, the game ends.

4-2 Initiative Determination Phase
(1) Both players roll 2d6. The roll is modified by the initiative correction value. The initiative correction value is determined by the number of victory points each side has so far. Compare the modified die rolls. The side with the larger number has the initiative for this turn.
(2) Each player uses the initiative correction value that was used in the initiative decision to consult the movement table to determine the movement points available to units of each army for this turn.
(3) After you have determined the side with the initiative, place the correct Moving Force Display marker.
(4) The side without the initiative removes the "breakthrough" markers on any of its units. The side with the initiative flips their breakthrough markers to their "impetus" side.

4-3. Rout Phase

Both players move all of the routing units on their side.

(1) Disordered units can move only one hex.

(2) Disordered units in enemy ZOCs are routed.

(3) Disordered units that are outside of enemy ZOCs may be routed. (Optional Rout - player's choice.)

(4) A unit in the normal state in an enemy ZOC may rout.

4-4. Movement Phase

The initiative side moves first, then the non-initiative side moves.

(1) A unit from the initiative side in an enemy ZOC at the start of movement can move only one hex.

(2) A unit from the non-initiative side in an enemy ZOC cannot move at all.

(3) Disordered units cannot move in this phase.

4-5. Combat Phase

(1) Attacking is optional. You can choose the order of the attacks. Depending on the situation, the defender may be able to counterattack.

(2) If a unit is forced to retreat as the result of an attack, immediately advance the attacking unit into the vacated hex. The unit that carried out the advance after combat acquires a "breakthrough" marker.

(3 When you have finished carrying out all attacks, the "impetus" markers are removed.

(4) To make an attack from the non-initiative side, you must pick units that were not attacked this turn. And you cannot attack enemy units with a "breakthrough" marker.

(5) Both the attacking and defending unit involved in a combat now receive a "battled already" marker. At the end of the combat phase remove all markers.

4-6. Rout phase

If they meet the conditions, retreating units must perform a "rout check".

4-7 Recovery Phase

(1) The initiative side can try to recover a disordered unit.

(2) If successful, the unit is immediately returned to the normal state.

(3) If you roll a 12 during the recovery check, the unit is removed.

4-8 Victory Judgment Phase

Determine if either of the two armies has won. If neither army has won and neither player has conceded defeat, proceed to the next turn.

5.0 Initiative

Initiative can change for each turn.

5-1 Deciding the Initiative
Both players roll two dice each turn. Modify the value of the die roll by the leader's initiative correction value and by his eliminated unit score. The side with the larger numerical value wins the initiative.

5-2 Prescribed Correction Value
Initiative modifiers for each turn are described in the turn table. For example, the modifier for the third turn, for the Oda & Tokugawa army is "- 2". For the Asakura & Asai army it is "+2.5". This is added to the results of the dice rolls. The additional 0.5 value is to prevent ties.

5-2-1 Turn 11 and Later
For turns after turn 11, the Oda & Tokugawa initiative turn modifier is +0.5", and Asakura & Asai initiative turn modifier is "0".

5-3 How Combat Losses Modify the Initiative Roll
(1) When modifying the die rolls based on unit losses, look at how many victory points each side earned in the previous turn for eliminating enemy units. Subtract the smaller value from the larger value and add the difference to the side that earned the most points.
For example: in the fifth turn, Oda & Tokugawa earned 4 points. The Asakura & Asai army scored 5 victory points. In the sixth turn the Asakura & Asai side will receive a modification of "+1" to their initiative roll.
(2) Use only the victory point score from the last turn. If a unit was eliminated by a roll of 12, its victory point value is doubled.

6.0 Movement
Be careful. Movement points in this game change with each turn. The rout movement factor of a unit is used during rout or retreat.

6-1 Determining Your Movement Factor
Look for your modified initiative dice roll on the Movement Table. The table will tell you how many movement points your units have this turn. The center row of the table is the dice roll result. The top row is the number of movement points for the initiative side. The bottom row is the number of movement points for the non-initiative side. For example, your units get 5 movement points in the case of a modified initiative dice roll of "9.5" if you won the initiative, 3 if you didn't.

6-2 Move Correction
Each unit has a move correction value. Add that value to the movement factor taken from the Movement Table. A unit with a positive value can be moved by the amount given for that turn by the Movement Table plus the correction value. A unit with a negative correction value will have its movement factor reduced by the correction value. If, due to a negative correction, a unit has its movement factor set to "0" or less than 0, that unit has one movement point.

7.0 Zones of Control
Units exert an effect on the six hexes that surround their hex. This is referred to as a Zone of Control (ZOC).
(1) All units in a normal state unit have a ZOC.
(2) Disordered units do not have a ZOC.

8.0 Morale
A morale check is carried out in a variety of situations in this game.
(1) When performing a morale check, roll two dice and compare the result to the morale value of the unit. If the dice result is less than or equal to the morale value of the unit, the morale check is a success. If the dice number is greater than the unit's morale value, the check fails.
(2) Morale is modified by direction and terrain. It can also be changed by a leader's morale modifier. Morale is often different in the disordered state compared to the normal state.

8-1 Morale Check Types
The morale check is actually different in different contexts. These are defined separately. For more information on each rule see the "Morale Summary Table".

9.0 Disorder
A unit can be disordered as a result of combat.
(1) A disordered unit has no ZOC.
(2) A disordered unit cannot move in the movement phase. It can move only one hex in the rout phase. Some units have rout movement points described in the rout rules, when it can pass over friendly units.
(3) A disordered unit cannot perform a counterattack.
(4) A disordered unit is returned to the normal state by a recovery check.

10.0 Stacking
(1) You can place only one unit in a single hex in this game.
(2) A unit in the normal state cannot enter a hex with any other unit in it.
(3) A disordered unit that is retreating can pass through a hex containing other friendly units, but not enemy units. It cannot stop in a hex with a unit in it.

11.0 Movement
(1) The number of movement points determines the maximum number of hexes that a unit can move. You can move less than the maximum. Players can move all units it is possible to move. Movement is not forced. You cannot take movement points from one unit and give them to another unit. Movement points cannot be carried over to the next turn.
(2) Movement is carried out one unit at a time. You can move units in any order. The Terrain Effects Table shows the number of movement points consumed by each type of hex.
(3) If the moving unit does not have enough movement points to enter a hex, it

cannot enter the hex. If a unit's movement factor for a turn is only "2" or "3", it cannot enter "mountain" terrain, which requires 4 movement points.

11-1 Moving
A unit cannot move into a hex with another unit in it, friendly or enemy. It is also not possible for units in the normal state to pass through an occupied hex.

11-2 Moving in ZOCs
(1) To enter an enemy-controlled hex requires an additional movement point. Units entering enemy ZOCs must stop moving immediately.
(2) When the initiative side moves, units in enemy ZOCs at the start of the Movement Phase can only move one hex. The destination may be an enemy ZOC.
(3) Units on the non-initiative side who start the movement phase in enemy ZOCs cannot move at all.

11-2-1 One Hex Movement on the Side with the Initiative
Units performing this movement are not guaranteed the ability to move one hex into any hex. If the unit's movement points are not enough to enter a hex, it cannot enter that hex. In the case of 3 movement points, the unit cannot enter a mountain hex that requires four movement points. In the case of enemy ZOCs, you need one additional movement point.

12.0 Terrain
(1) The terrain in a hex affects movement and combat. For more details, see the Terrain Effects Table.
(2) Road and village hexes are marked only to enhance the historical atmosphere of the map. Treat them as just plain hexes.
(3) Terrain can modify morale values. Attack strength is reduced by some terrain.
(4) If there is more than one type of terrain in a hex, use the terrain with the greatest movement cost and combat and morale effect. Hex 1813 is mountainous terrain.

13.0 Combat
Units can be ordered to attack in each attack phase. Attacking is optional, not forced.
(1) Each unit can perform one attack or counterattack in one turn. It is possible for a single unit to be attacked by different units multiple times in one turn.
(2) Attacks can be carried out against enemy units in adjacent hexes. One unit attacks one unit. Multiple units cannot attack the same unit at the same time. However, over the course of the entire Combat Phase it is possible for multiple units to separately attack the same enemy unit.
(3) A player does not have to declare an attack in advance. The next attack may be considered after looking at the result of an earlier combat.
(4) A unit that carries out an attack should be marked with a "battled already" marker.
(5) In order to attack, units must in command.

13-1 Attack
Roll two d6. Compared the result to the attack factor of the attacking unit.
(1) If the dice result is the same number as or less than the first attack factor, the defender suffers "heavy damage."
(2) If the dice result is greater than the first attack factor and less than or equal to the second attack force, the defender suffers "light damage."
(3) If the dice result is greater than or equal to the second attack factor, the attack has no effect and the defending unit can counterattack. If the attack is successful, the defending unit cannot counterattack.

13-1-1 Light Damage
(1) If a unit is subjected to light damage when it is in the normal state, it is forced to take a "wear check".
(2) A "wear check" is a type of morale check, using two dice. Compare the results of the roll to the morale of the unit. If the dice result is equal to or less than the morale value of the unit, the check is passed. If not, the check is failed.
(3) If a unit passes a "wear check," it stays in its hex. If it fails, the unit becomes disordered and retreats.
(4) Any unit which has carried out a "wear check," regardless of the result, receives a "battled already" marker.
(5) If the target unit is already disordered, carry out a "kill check."
(6) A "kill check" is also a type of morale check. If the unit fails this check, the unit is removed. If the dice result is "12", the unit must take a removal check. If successful, the unit can remain, but must retreat.
(7) A "kill check" unit that was retreated receives a "battled already" marker.
(8) If the result of the "kill check" is "2" the unit may counterattack. (See 13-3-2)

13-1-2 Double Damage
(1) If the combat result is heavy damage and the target unit is in the normal state, it becomes disordered. It is further forced to take a "kill check". Use the disordered morale value from the back of the unit. If it fails, it is removed. If it passes the check, it still must retreat.
(2) If a disordered unit suffers heavy damage, it must take a "kill check" with its morale value reduced by 1.

13-2 Initiative Side of the Attack
The player who has the initiative can freely perform attacks against adjacent enemy units. Attack order is up to the player with the initiative.

13-3 Counterattack
(1) During the attack, there is a case that allows the defending unit to counterattack. If a unit receives an attack that fails (and the unit does not have the "battled already" marker), the unit can counterattack. Also the defending unit can perform a counterattack if the dice roll for its "kill check" is "2."
** Units that counterattack cannot attack in their player turn. **

(2) The counterattack uses the same method as the attack. If the counterattack is successful, the opponent must retreat. It should be noted that the counterattacking unit is not counterattacked if it fails.

13-3-1 Not Counterattacking
A unit that has a chance to carry out a counterattack and does not attack is given the "battled already" marker and cannot counterattack later in the turn.

13-3-2 Counterattack Features
(1) If the "kill check" dice roll result is "2", the unit immediately recovers to a normal state, and even performs a counterattack. The counterattack is compulsory.
(2) If the "wear check" dice roll result is "2", the unit immediately recovers to a normal state, and even performs a counterattack. The counterattack is compulsory.
(3) If the counterattack produces heavy damage and the dice roll for the "kill check" is "2," the attacked unit will remain in place and recover to the normal state.
(4) If the counterattack produces light damage and the dice roll for the "wear check" is "2," the attacked unit will remain in place and recover to the normal state.

13-4 Multiple Attacks
(1) The first time a unit is attacked, use the first attack row on the Combat Results Table. If it is attacked a second time, use its second attack row.
(2) If a unit is attacked three or more times, use the second attack table row.

13-5 Removing a Unit
(1) If a disordered unit has failed to pass the "kill check", the unit is no longer able to maintain its organization and it is removed by the attacking player. The removed unit is put into an eliminated troops box, where it adds to the victory score.
(2) If the "kill check" dice roll was "12", the relevant leader counter is also removed. In this case, the attacking player receives double victory points for eliminating the units. The loss of the leader causes a rout check.
(3) Units that are removed are placed in the eliminated unit boxes on the enemy side of the map. There are separate boxes for leaders and combat units. There is a separate section for removed units that are worth double victory points. Losses from every turn are accumulated until the end of the game.

13-6 Retreat
(1) If a unit becomes disordered as a result of a battle, it is forced to retreat.
(2) If a disordered unit is attacked, and the attack fails, the unit does not retreat. (It does receive a " battled already" marker.) If the unit has not been removed in a successful attack, it is forced to retreat before the next combat.

13-6-1 Method of Retreat
Retreat is carried out by the player who owns the unit. Retreat is carried out using the movement points on the disordered side of the counter. Retreating units select the hexes to retreat into in the following order of priority:

① A hex that does not have an enemy ZOC, regardless of the presence or absence of friendly units.
② Enemy-controlled hexes in which friendly units are present.
③ Empty hexes in enemy ZOCs.
The retreating player may choose the hex to move into if there are two or more hexes with the same order of priority.

13-6-2 Special Retreat Rules
(1) Retreating units can pass through hexes with friendly units in them, but they cannot stop in those hexes.
(2) You can change the above-mentioned priority only if the moving force does not have enough movement points to avoid the enemy-controlled areas.

13-6-3 End of the Retreat
(1) If the retreating unit moves to an empty hex outside the enemy-controlled areas, it is possible to end the retreat there.
(2) If the retreat ends in an enemy-controlled hex, the retreating unit is forced to perform a "removal check".
(3) A "removal check" is a kind of morale check. Roll two dice. If the result is exactly the same number as the morale of the unit or less, the check is passed. If greater, it is a failure. It is possible for the unit to stay there if successful, but if it fails it is removed. *Passing through* enemy-controlled hexes in the middle of a retreat does not require a "removal check".
(4) A unit that ends its retreat in an enemy-controlled hex may be subject to attack. If that unit is required to retreat by the combat result, it retreats again.
(5) During retreat, if there is a friendly unit present in the final hex, the retreating unit must pay more movement points to move to another hex, even if it is an enemy-controlled hex.
(6) If the retreating unit does not have enough movement points to retreat even one hex (usually due to terrain modifiers), it is removed instead.

13-7 Advance after Combat
If a combat result causes the defending unit's hex to become empty, the attacking unit must advance into it. This is referred to as "advance after combat."
(1) The attacking unit must advance only one hex.
(2) This advance is mandatory.
(3) If the defender performs a successful counterattack, causing the attacker to retreat, the defender is forced to advance after combat.

13-7-1 Placement of the Breakthrough Marker
(1) Place the breakthrough marker on the unit that carried out the advance after combat.
(2) For convenience, the counters are kept in separate hexes during combat, but they are actually engaged in hand-to-hand combat in the defender's hex.
(3) Units with breakthrough markers cannot attack again. Counterattacking units can also advance after combat and receive breakthrough markers.

13-8 The Breakthrough Marker and the Impetus Marker
In the initiative phase, after the initiative has been determined, all of the breakthrough markers on top of the non-initiative side units are removed. The breakthrough markers on the initiative side units are turned upside down, becoming "impetus" markers.

13-8-1 Impetus Marker
Units with an impetus marker at the start of combat receive a +1 bonus on their attack dice rolls.

13-8-2 Removing Impetus Markers
(1) An initiative side unit that does not attack in the combat phase loses the impetus marker before the non-initiative side attacks.
(2) Impetus markers last only one turn. They are removed from all units at the end of the unit's combat phase.
(3) If a unit with an impetus marker advances after combat, it keeps the marker.

13-9 Non-initiative Side Attacks
When the player with the initiative finishes his phase, the non-initiative player can take actions with his units.
(1) Units that have been attacked but remained in a normal state cannot attack.
(2) You cannot attack enemy units with impetus markers.
(3) ?

14.0 Disorder
A disordered unit cannot be moved in the movement phase. Disordered units move only during the rout phase.

14-1 Disordered Movement
Disordered units that are not retreating or routing and that are not in enemy ZOCs can move only one hex in any direction. They cannot move into enemy-controlled hexes. In addition, they cannot move into a hex with a unit already in it.

14-2 Routing
Disordered units that are retreating or routing move following the rout rules, using the movement points on the disordered side of the counter.

14-3 A Forced Rout
(1) A disordered unit that starts the rout phase in an enemy-controlled hex must perform a "removal check." If it fails the check, it is removed. It routs if it passes the "removal check".
(2) Forced rout is performed in the same manner as a retreat. All the retreat rules apply.
(3) A routing unit must rout at least 1 hex. If it cannot, the unit is removed.

14-5 Voluntary Rout
(1) If a player desires, a unit in the normal state in an enemy ZOC can be ordered to rout. In this case, the unit immediately becomes disordered and you apply the rules of forced rout. In this case, a "removal check" is not necessary. Units outside of enemy ZOCs cannot perform a voluntary rout.
(2) A voluntary rout is the only means of releasing a non-initiative side unit from enemy-controlled areas.

15.0 Leaders
(1) Some units have a leadership ability. They are referred to as general units. In addition, each side has two army commanders (Oda Nobunaga, Ieyasu Tokugawa, Nagamasa Asai, Asakura Kagetake).
(2) General units within the command range of the army commander belonging to the same force can use the army commander's leadership value. Generals and daimyo cannot rally units from another leader. For example, an Oda general unit cannot command a Tokugawa military unit.

15-1 Command Range
Command range is a number of hexes. A command range of one means that a leader can command units in adjacent hexes. A command range of 2 is within two hexes. A leader unit can command any unit from the same army. In this case, the presence of enemy units is ignored.

15-2 Leadership
(1) Leadership is a modifier to the attack factor and morale value of any unit in command range. A unit with a morale value of 7 which is under the command of a unit with a leadership value of one has a morale value of 8. Leadership modifiers affect the combat value of units for both the first and the second attack. Units in the command range of more than one leader can choose the general with the best leadership value.
(2) A general unit cannot apply its leadership modifier to itself.

15-3 Command and Attack
(1) In order for a unit to carry out an attack in the combat phase it must be under command. A unit in the normal state with a leadership ability is always under command. A general unit must fall under the command of an army commander before it can attack.
(2) Whether or not a unit is under the command is determined at the time of the individual combat. Units with impetus might move out of command range after advancing after combat and may have to stop attacking.

15-3-1 Attacking While Out of Command
(1) A general unit may perform an attack while out of command. However, it must perform a "fight check" first, and can only attack if it passes this check.
(2) For a "fight check" roll 2d6. Success if the value is the same number as the

morale value or less; a failure if the result is greater than the morale value.
(3) If the general unit fails the "fight check", it becomes disordered and must retreat.
(4) General units that are out of command cannot attack, even if the enemy is disordered, without the "fight check". Combat units that are out of command cannot attack at all.
(5) Counterattacks by out of command units can be performed normally.

15-4 Generals
(1) The general unit can only command units of the same army. General units, including the army commander, cannot command a general unit of another clan.
(2) If a general unit becomes disordered, it cannot apply its leadership bonus. A disordered general unit can be put under the command of another general unit.
(3) An army commander unit cannot command other units if it is disordered.

15-5 Color Bands
In the Oda army there are general units that come with a colored stripe that corresponds to a particular warlord. These general units can only command troops of the same color band. Oda can command any of them.

15-5-1 Command of Other Troops
(1) Leader units with a color stripe and a leadership value of at least 1 can command other units. They can also command units with a different color stripe, but when they do their leadership value is reduced by 1. So leaders must have a leadership value of at least 2 to command units of a different color stripe.
(1) A general unit with a leadership of "0" cannot command other units.
(2) A general unit that does not have a colored stripe can direct general units with a colored stripe.

15-6 Limiting Leadership
(1) The clan mon is printed on the background of the leader units. Except for army commanders, leader units can only command units in their own clan.

16.0 Army Routs
Losses from combat may cause an entire army to rout.

16-1 Army Rout Types
There are two stages of army rout: "rout 1" and "rout 2".
(1) In stage "rout 1" disordered units in the army must perform a rout removal check.
(2) In stage "rout 2", in addition to disordered units having to test, units and generals adjacent to the enemy have to perform a rout wear check.
(3) If you are forced to perform a "rout wear check" in the rout phase, factor in leadership and the effect of the terrain.
(4) To perform a "rout wear check", roll two d6, like a morale check.
(5) Units that fail a rout wear check become disordered.
(6) Disordered units that pass a removal check stay disordered.

16-2 When Army Rout Occurs
(1) If an army was in one of the two rout stages during the previous turn, and it suffers the loss of a unit due to removal in either the combat phase or the rout phase, and that unit is worth at least 1 VP, "rout 1" is imposed on the army that unit belonged to (for example, the Tokugawa Army).
(2) If an army was in one of the two rout stages during the previous turn, and it loses two or more victory points in a turn due to unit removal, "rout 2" is imposed on that army.
(3) If an army was NOT in one of the two rout stages during the previous turn, but the VP value of units that have been removed in the combat phase and the rout phase is five points or more, that army goes to "rout 1."
(4) If you have lost 10 or more victory points in the two phases, "rout 2" is imposed.

16-3 Limits of Army Routing
(1) Rout checks are performed one unit at a time in the rout phase only.
(2) Army routing is carried out separately for each army. If both sides have a routing army, the rout of the non-initiative side is carried out first.
(3) Units that are up to 10 hexes away from the enemy in the normal state are forced to rout check. If a unit is 11 hexes or more away from enemy units, it is not forced to "rout check" and can try to recover.
(4) General units in a normal state are not forced to rout check. Disordered general units are subject to rout. Except for Oda, the army commander unit does not perform a rout check, even if you want to.

16-4 Extending an Army Rout
Routing disordered units are forced to check for rout again if their army loses victory points in any turn.
Example: If the Oda army is in a rout stage, and a unit of the Oda army worth one point is removed, disordered units in the Oda army are forced to rout check. If the routing Tokugawa army loses 3 VP, disordered units in that army are forced to rout check.
When the Oda army enters rout 2 stage, Oda must perform a rout check, even if he is in a normal state.

17.0 Recovery
Units can use the recovery phase to recover from disorder to a normal state.

17-1 Perform a Recovery
(1) All disordered units may perform a recovery check. Recovery checks are not forced.
(2) Units in enemy ZOCs cannot perform the recovery check.
(3) Units must be within the command range of a leader to perform a recovery check.

17-2 Recovery Check

(1) Units that pass a recovery check will return to the normal state.
(2) Roll two d6. A dice roll equal to or less than the morale value of the unit is a success; anything higher is a failure.
(3) If you roll a 12 during the recovery check, the unit is removed.

17-2-1 Units that have been removed during the recovery phase are put in the eliminated unit boxes and count as victory points. In addition, their loss also affects the initiative of the next turn.

17-3 Self-healing Ability
Units that are out of command can attempt to recover from disorder, but in order to do so, they must roll recovery using the morale value in square brackets.

17-4 Order of Recovery
(1) During the recovery phase, the initiative side carries out recovery first. This means that a disordered unit from the non-initiative side may find itself in an enemy ZOC and unable to recover.
(2) The determination of recovery is performed for each unit. The order is arbitrary. If a leader unit recovers, a unit under its command can immediately use the leader's moral value.

18.0 Special Rules
If players want to, they can move friendly units off of the map. However, you cannot bring those units back and they count as eliminated for victory points.

18-1 Yokoyama Castle
Hexes 3426 and 3527 are Yokoyama Castle.
(1) Units from the Asai & Asakura army occupy the castle. They are surrounded by units from the opposing army.
(2) It is possible for one side to occupy one hex of the castle while the other side occupies the other hex. To count as having control of that hex, the unit must be in a normal state.
(3) It is possible to sortie the "Hidetoshi Onoki" unit from the castle. The "Hidetoshi Onoki" unit can sortie when the Azai & Asakura army has the initiative. In this case, the unit can be placed in an open hex next to the castle. It can also force its way into a hex next to the castle that is occupied by a disordered Oda or Tokugawa unit. The enemy unit must make a retreat move out of the hex.
(4) The Hidetoshi Onoki unit does not have to move or fight.
(5) The Hidetoshi Onoki unit is not required to sally out.

19.0 Yokoyama Castle
If the garrison leaves Yokoyama Castle, it cannot return. [Historically, the besieging forces left their siege to join in the field battle. While they were gone the garrison left the castle.]

19-1 Control of Yokoyama Castle

(1) At the end of the game, determine which side controls Yokoyama Castle.
(2) If the withdrawal of one side has been declared, that side has not secured Yokoyama Castle. If neither side has withdrawn, or if the two armies withdrew in the same turn, then the result depends on which side has units in the castle hexes. In this case, the units may be disordered. If each side has one unit in one hex, the Oda & Tokugawa player has control of the castle.
(3) If both sides do not have units in the fortress hexes, the Asai & Asakura side is considered to have control of the castle.

20.0 Withdrawal
A player may declare a "withdrawal" in the withdrawal phase of the turn.
(1) A withdrawal cannot be performed in any other phase.
(2) If the "Ieyasu Tokugawa" unit is removed, or has moved off of the map, the Oda & Tokugawa player shall have to declare a withdrawal. If the "Asakura Kagetake" unit is not on the map as well, the Asai & Asakura player is forced to withdraw.
(3) If the "Nobunaga Oda" unit is disordered at the time of the withdrawal phase, and if it is the second consecutive turn that it has been disordered, the Oda & Tokugawa army is forced to withdraw. Withdrawal in the case of only one turn of disorder is not required. Being disordered during other, non-consecutive turns, does not count.
(4) Similarly, if the "Nagamasa Asai" unit is disordered at the time of the withdrawal phase for the second consecutive turn, the Asakura & Asai army is forced to withdraw.
(5) If either or both of the players has been forced to withdraw, the game ends at the end of the turn.

21.0 Special Rules
Early in the game the Azai & Asakura forces get the benefit of surprise.
(1) The initiative of the first turn will be automatically with the Asakura & Azai army. The movement points for the Asai army are "5". Oda's army cannot move in the first turn. Tokugawa's army has "2" movement points.
(2) All of the units that belong to the Oda Army cannot attack in the first turn. Except in the case of a "2" dice roll on a kill check, counterattacks are not possible. All Oda army units are subject to a -1 to their morale when rolling checks from the first attack of the enemy. (You may put "battled already" markers on those units.)
(2) Asai units may add one to their attack dice rolls on the first turn. (They fight as if they have an impetus marker.)
(3) Oda army units cannot perform a recovery in the first turn.
(4) Tokugawa army units have no action limits in the first turn.
(5) Both sides must roll for initiative at the start of the second turn. Note that it is possible for the initiative side to have a lower number of movement factors than the non-initiative side.

22.0 Determining Victory
In the following cases, the game ends immediately, even in the middle of the turn.
(1) When Nobunaga Oda unit has left the map or been removed, the Asakura & Asai

player wins.
(2) If the Asai Nagamasa unit has left the map or been removed, the Oda & Tokugawa player wins.
(3) If one side has withdrawn, the other side wins.

22-1 Victory Score
If the above does not occur, the outcome will be the result of a calculation.
(1) Each player determines how many victory points he has by counting up the number of enemy units he has eliminated and multiplying them by their victory point value.
(2) The side that at the end of the game has secured Yokoyama castle, gains 3 VP. If Oda & Tokugawa troops have secured Yokoyama castle, and the "Hidetoshi Onoki" did not sally out, the Onoki unit is counted as having been removed, even if it is still on the map. [It fled from the castle.]

22-2 End of the Game
(1) Whoever has the most victory points at the end of the 20th turn is the winner.
(2) In the case of a tie, the Asakura & Azai player wins.
(3) Use the victory point calculation to determine who has won if both sides declared a withdrawal at the same time.

22-3 Extending the Game
This game usually ends with the 20th turn. However, if both players agree, the game may continue for additional turns. The prescribed initiative correction value is the same as the eleventh turn or later value.

Game Balance
(1) If the Oda & Tokugawa army seems to have too much of an advantage, from the third turn to the sixth turn give the Asakura & Azai side an increase in its initiative correction value of +1.
(2) If the Azai & Asakura army seems to have too much of an advantage, from the eighth turn and beyond give the Oda & Tokugawa army an increase in its initiative correction value of +1.

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Attack Results Table

Result of Attack	Normal	Disordered
heavy damage	Disorder + Kill Check	Kill Check (w/ morale -1)
light damage	Wear Check	Kill Check

Morale Check Result Table

Die Roll ->	2	<= morale value	> morale value	12
Fight Check:	Can attack	Can attack	Disordered and	Disordered

(Trying to attack while out of command)			retreats	and retreats
Wear check: Damaged, but normal state	Forced to Attack	Stay as is	Disordered and retreats	Disordered and retreats
Wear check: Damaged and disordered	Recover/ Forced Attack	Remains disordered, retreats	Remove	Kill Check
Kill Check	Stay as is	Stay as is	Remove	Remove
Recovery Check	Recover	Recover	Remains disordered	Remove
Rout Wear Check Enemy ZOC	Stay as is	Stay as is	Disordered	Disordered
Retreat/Rout Removal Check	Stay as it is	Stay as it is	Remove	Remove