

## 幸村外伝EPISODE-0

### 夏の陣 道明寺合戦＋八尾・若江合戦

#### *Yukimura Gaiden EPISODE-0*

#### *Siege of Osaka: Battle of Dōmyōji + Battle of Yao*

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## 1. Introduction

Year 20 of Keichō, May 6, Osaka's outer moat and inner moat were filled in. Sanada Yukimura was in the centre of Osaka Castle, and in order to attack the Eastern Army's advance guard approaching from a narrow pass and the marshlands, Sanada left the safety of Osaka Castle and began the decisive battle in order to protect it.

However, in this battle the standout Gotō Matabei [*also known as Gotō Mototsugu*] died in combat after fighting valiantly. Sanada tried to stop the Eastern Army from pursuing a follow-up attack, but Osaka Castle lost Kimura Shinegari who retreated, and the next day Sanada was greeted with the final battle of the Siege of Osaka: the Battle of Tennōji.

This game is concerned with the conclusion of the Sengoku Period. Specifically, the "The Battle of Tennōji", which is the final battle of the "Siege of Osaka", as well as the battles fought the previous day: "The Battle of Dōmyōji" and "The Battle of Yao Wakamae". This simulation wargame uses the same system as that implemented for "Yukimura Gaiden ~ Sanada Yukimura's Siege of Osaka". The contents of this game align with the historical reality and the flavour of the period.

Players take on the role of either the general of the Toyotomi clan (Osaka Army) or the Tokugawa shogunate (Eastern Army).

*[Translation note: there is a glossary of terms at the end of these English rules. In addition, any translation notes will be placed inside square brackets in italics.]*

## 2. Game Components

In this game, the following components will be utilized. In addition to the following, please supply two (or more) six-sided dice.

- (1) Rules (this book) — one book
- (2) Maps — two sheets

- (3) Units (pieces) — one full-sized sheet (252 counters)

### 2-1 Maps

In this game, there are two maps, one for each of the battles.

#### 2-1-2 Hexes

These are the six-sided grid spaces overlaid on the maps. The hexes are used to determine where units can be placed.

#### 2-1-3 Terrain

The hexes are divided into various types of terrain. (See section 12 for more details.)

#### 2-1-4 Map Tables

On the map, the following tables are printed. For details on their use, please refer to the relevant section of the rules.

- (1) Inning Tracker (Section 4)
- (2) Firing Results Table (Section 9)
- (3) Hand-to-Hand Combat Results Table (Section 10)

### 2-2 Units (Counters)

- (1) Unit Name

Indicates which military commander and squad the unit is part of. There are two ways the unit names are indicated, as follows:

- A. Military Commander's name is written: this indicates the unit is the military commander himself.
- B. 「～隊」 is written: this indicates which army the unit belongs to.

- (2) Branch of the army illustration

An illustration that shows which branch of the army the unit belongs to.

- (3) Combat strength

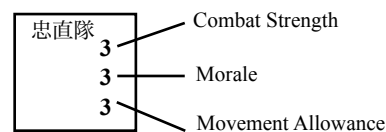
This number is used for firing (see section 9) or hand-to-hand combat (see section 10).

- (4) Morale

This number is used during Morale Checks (see section 11).

- (5) Movement Allowance

This number is used during Movement (see section 7).



Note: The reverse side of the unit counters does not have a rule-specific purpose. Players may make use of the

reverse side to aid play. For example, during the Combat Phase, players may wish to use the reverse side of the counters to indicate which units have fired their weapons.

### 2-2-2 Markers

During the game, there are some information markers that are used to indicate different situations and states. For this game, the following markers are used. For details of their use, please refer to their respective sections.

- Inning Marker
- Chain Retreat Marker

## 3. Before the Game Begins

Before beginning play, the following must be completed to prepare the game:

- (1) First, decide which scenario will be played. Next, the players must decide who will play which side of the fight (Osaka side or the Eastern Army side).
- (2) Lay out the appropriate map and each player takes their respective pieces.
- (3) Place the units in their starting positions as indicated on the map. Reinforcements should be placed next to the map for ease of play.
- (4) Place the Inning Marker on the one (1) box of the Inning Tracking Table.

## 4. Sequence of Play

In this game, the following procedure should be followed for each "inning" *[usually called a "turn"]*. Each individual part of this turn sequence is called a "phase". The game concludes once the final turn is completed.

### 4-1 Sequence of Play Breakdown

- (1) Eastern Army Movement Phase (section 7)
  - (A) Reinforcements (section 8)
- (2) Osaka Army Defensive Firing Phase (section 9)
- (3) Eastern Army Combat Phase
  - (A) Firing (section 9)
  - (B) Hand-to-hand combat (section 10)
- (4) Osaka Movement Phase
  - (A) Reinforcements
- (5) Eastern Army Defensive Firing Phase
- (6) Osaka Combat Phase
  - (A) Firing
  - (B) Hand-to-hand combat

Once all of the phases are complete, one turn is completed. Move the turn marker to the next space and begin the phases again from number 1.

## 5. Stacking

In this game, one hex may contain exactly one unit. This rule is enforced at the end of the Movement Phase, during the Defensive Firing Phase, and during the Combat Phase.

If this rule is contravened, the player must immediately remove the over-stacked unit from the map.

## 6. Zone of Control

Every unit projects a Zone of Control (ZOC) in the six hexes that surround the unit. This ZOC has the following gameplay functions:

**6-1** Regardless of a unit's type, every unit projects a ZOC.

**6-2** Zones of Control are not projected through impassable hex-sides, nor are they projected into hexes that cannot be entered through normal movement.

**6-3** Zones of Control have the following effects on enemy units. For more details, refer to the respective sections.

- (1) Movement Limitation (section 7-3)
- (2) Retreat Obstruction (section 11-1)

## 7. Movement

During their respective Movement Phases, players may move as many (or as few) of their units as they wish. It is entirely up to the player to decide whether a unit moves or not.

### 7-1 Movement Principles

Movement is taking a unit from the hex it currently occupies and moving it to a different hex.

**7-1-1** Movement must be done one unit at a time. The order of movement is freely up to the player to decide. However, only one unit may be moved at a time. The next unit may only begin moving after the currently moving unit has completed its movement entirely.

**7-1-2** Units must move one hex at a time. The direction a unit moves is entirely up to the player to decide.

## 7-2 Movement Procedure

Players move units according to the unit's assigned Movement Allowance. The unit's assigned Movement Allowance can be used exactly once during the Movement Phase. The available Movement Allowance is indicated on the unit and determines how far the unit may move.

**7-2-1** Players may move each unit according to its assigned Movement Allowance.

**7-2-2** The unit's usable Movement Allowance varies depending on the topography of the hexes (see section 12).

## 7-3 Regarding the Influence of Zones of Control on Movement

Enemy Zones of Control have the following effects on Movement.

**7-3-1** Units that enter an enemy Zone of Control hex must end their movement immediately in that hex.

**7-3-2** Units that begin the Movement Phase in an enemy Zone of Control cannot be moved.

## 7-4 Movement Restriction

**7-4-1** Units that are moving may move through hexes occupied by other units owned by the same player, but they may not end their movement in those hexes occupied by other units.

**7-4-2** Players may not move units through impassable hex sides.

## 7-5 Road Movement

**7-5-1** If all of the following conditions can be satisfied, roads may be used allowing for special movement.

- (1) A unit begins its movement on a hex with a road and it conducts its movement entirely through road-side hexes;
- (2) At the beginning of movement the hex is not under enemy control, and during movement the unit does not enter a hex under enemy control;
- (3) Other normal movement restrictions are not violated.

**7-5-2** If the above conditions are met, the unit may move up to 8 hexes.

## 7-6 Movement Off-Map

Players may move their own units off-map.

**7-6-1** Moving a unit off-map requires 1 Movement Allowance point.

**7-6-2** Units moved off-map may not return to the map again.

# 8. Reinforcements

Reinforcements are units that appear on the map during gameplay. Reinforcements are determined by the scenario being played and appear on the map in designated spaces.

**8-1** Reinforcements use 1 Movement Allowance point to move onto the map.

Reinforcements moving onto the map may be placed into hexes under an enemy Zone of Control. However, they must end their movement in that hex.

**8-2** Reinforcements may not be placed into a reinforcement hex already occupied by a unit.

**8-3** If all of the designated reinforcement hexes are occupied by other units, the reinforcement unit must wait until the following turn to appear on the map.

# 9. Firing

Players may use their Riflemen units to fire upon enemy forces during the Defensive Firing Phase and the Combat Phase. Riflemen units may fire upon enemy units that are in adjacent hexes. Dice are used along with the Firing Results Table to conduct a ranged attack. When firing, the unit firing is referred to as the "firing unit" and the unit being fired upon is referred to as "the target unit".

Firing is conducted according to the below procedure, one space at a time in this order.

- (1) Attack Power Calculation
- (2) Firing Resolution
- (3) Firing Results Application

## 9-1 Principles of Firing

In order to fire, the player firing must determine which of their Riflemen units are firing and which enemy units are being targeted.

**9-1-1** Players may use their Riflemen units to fire upon enemy units in hexes adjacent to their Riflemen.

**9-1-2** Each rifle-wielding unit may fire once during the Defensive Firing Phase and once more during the Combat Phase.

**9-1-3** Firing is not mandatory. Players may freely choose to fire or not at will.

**9-1-4** Firing from multiple hexes into one hex should be done all at once and treated as a single attack.

**9-1-5** Players may target an enemy unit only once during this procedure.

**9-1-6** Impassable hexsides do not impede firing.

**9-1-7** During the Combat Phase, Riflemen that fired already may not participate in Hand-to-Hand Combat

(see section 10) in the same phase. Conversely, Riflemen that already participated in Hand-to-Hand Combat may not fire in the same phase.

## 9-2 Resolution of Firing

Players add the total of the firing units' Combat Strength and throw two dice. The dice results are added and the Firing Results Table is referenced. The appropriate results are checked by finding where the column for the summed Combat Strength and the dice results intersect. The results of this procedure are applied to the target unit immediately.

### 9-2-1 Firing Results:

The firing results are explained below.

- —: Firing failure.
- 0~4: The target unit must complete a Morale Check (section 11) adding the number (from 0~4) to the Morale Check result. *[For example, if the result is 2, 2 will be added to the Morale Check die.]*
- E: The target unit is removed from the map.

## 10. Hand-to-Hand Combat

Players may engage enemy units in Hand-to-Hand Combat during their own army's Combat Phase. Units may attack only those enemy units that are in hexes adjacent to their own. Dice and the Hand-to-Hand Combat Results Table are used to resolve Hand-to-Hand Combat.

During Hand-to-Hand Combat, the attacking player is referred to as the "Offensive Side" and the player receiving the Hand-to-Hand Combat is referred to as the "Defensive Side".

Hand-to-Hand Combat is conducted in the following order:

- (1) Attack Strength Difference Calculation
- (2) Hand-to-Hand Combat Resolution
- (3) Combat Results Application

### 10-1 Principles of Hand-to-Hand Combat

The Offensive Side player must decide which units will attack and which enemy units will be attacked.

**10-1-1** The Offensive Side player can target enemy units that are adjacent to their own units.

**10-1-2** Offensive side units may only attack once per Combat Phase.

**10-1-3** Combat is not mandatory. The Offensive side player may freely choose to attack or not at will.

**10-1-4** Attacking from multiple hexes into the same hex should be done at the same time and treated as a single attack.

**10-1-5** The Offensive side player may attack each Defensive side unit only once per Combat Phase.

**10-1-6** Units in adjacent hexes along an impassable hexside may not be attacked.

**10-1-7** Riflemen that already participated in Hand-to-Hand Combat may not fire in the same phase. Conversely, Riflemen that fired already may not participate in Hand-to-Hand Combat in the same phase.

### 10-2 Attack Strength Difference Calculation

To resolve Hand-to-Hand Combat, the Offensive side player adds up the total of the Combat Strength of their units participating in the battle. Next the Combat Strength of the Defensive side player's unit involved in the combat is subtracted from the number previously totalled to find the remainder.

### 10-3 Hand-to-Hand Combat Resolution

With the Attack Strength Difference determined, two dice are thrown. The dice results are added and the Hand-to-Hand Combat Results Table is referenced. The appropriate results are checked by finding where the column for the summed Combat Strength and the dice results intersect. The results of this procedure are applied to the target unit immediately.

#### 10-3-1 Combat Results:

The combat results are explained below.

- AE: Attacker annihilation. All attacking units involved in the combat are removed from the map.
- A1~A4: All attacking units must complete Morale Checks (section 11), adding the number (from 0~4) to the Morale Check result.
- B1: The Offensive side's attacking units and the Defensive side's units must complete Morale Checks. 1 is added to the dice results for the Morale Check. The Defensive side player conducts the Morale Check first.
- D1~D4: The Defensive side unit must complete a Morale Check, adding the number (from 0~4) to the Morale Check result.
- DE: Defensive side annihilation. All defending units involved in the combat are removed from the map.

## 11. Morale Check

Units may need to make Morale Checks based on the results of Firing or Hand-to-Hand Combat. Players should conduct this Morale Check one unit at a time. It should be noted that units with an asterisk (\*) in place of a number for their Morale value do not have to make Morale Checks.

- (1) One die is thrown and the result is added to the results from either the Firing results or the Hand-to-Hand Combat results. The target unit's Morale value is subtracted from this summed value.
- (2) If the number from step (1) is zero or lower, the Morale Check is successful. The target unit remains in the current hex that it occupies.
- (3) However, if the number from step (1) is one or more, the Morale Check is failed and the following must be followed; the results below depend on the number from step (1).
  - 1~4: The unit retreats a number of hexes equal to the number from step (1).
  - 5 or more: The unit is removed from the map.

### **11-1 Retreat**

The player that fails a Morale Check must retreat the affected unit using the following procedure.

**11-1-1** Retreating units must be moved away from the enemy unit that fired upon it or the enemy unit that conducted hand-to-hand combat on it.

**11-1-2** Retreating units may move to any hex aside from the following.

- (1) A hex occupied by an enemy unit;
- (2) A hex under an enemy Zone of Control;
- (3) Through an impassable hexside;
- (4) Off the map.

**11-1-3** If the retreating unit is unable to completely retreat the total number of required hexes, the unit is removed from the map.

### **11-2 Chain Retreats**

Retreating units may freely move into hexes occupied by other friendly units. However, there is a chance that those other friendly units may retreat as well. This phenomenon is called "Chain Retreat".

**11-2-1** During the retreat, place a Chain Retreat Marker on the friendly unit whose hex was entered.

**11-2-2** After the retreating unit has completed its retreat, remove the Chain Retreat Markers and conduct Morale Checks. There is no die modifier for this check.

**11-2-3** Units that pass their Morale Checks remain in the hex they occupied. Units that fail the Morale Check must retreat a number of hexes equal to the difference between the die and their Morale value.

**11-2-4** Chain retreating units may cause other friendly units to retreat as well. However, the following units will not retreat:

- (1) Units that have already retreated;
- (2) Units that have already chain retreated.

**11-2-5** When a retreat or chain retreat is finished and two units occupy the same hex, one unit from that hex must be retreated one hex and a Morale Check to determine if a Chain Retreat occurs must be conducted.

### **11-3 Advance After Battle**

After Firing or Hand-to-Hand Combat, if there are enemy units that are removed from the map or forced to retreat, friendly units that participated in the Firing or Hand-to-Hand Combat may advance into the hex previously occupied by the enemy unit and may (depending on circumstances) advance up to the retreating unit.

**11-3-1** After Firing, a single unit may advance up to the retreating or eliminated enemy unit's hex. This advance after retreat is not mandatory.

**11-3-2** During Defensive Firing, units may not advance after combat.

**11-3-3** During Hand-to-Hand Combat, the Offensive side player may advance units that participated in the battle after combat. In this case, the advancing units must follow the same retreat path as the retreating unit and may advance up to the retreating unit's new hex. At this time, if there are other enemy units in the retreating unit's new hex, the advance must stop. Additionally, if multiple friendly units participated in the Hand-to-Hand Combat, advancing units must be moved according to the above procedure one at a time, ensuring that the advancing units follow the same path and advance up to the hex occupied by the closest advancing unit.

*[Remember that no stacking is permitted.]*

**11-3-4** During Hand-to-Hand Combat, if an enemy unit is removed from the map, all friendly units that participated in the battle may advance up to four hexes freely. The first hex that those units advance into must be the hex that the enemy unit previously occupied. In this situation, the advance cannot be ended in a hex already occupied by a friendly unit.

**11-3-5** Advance after combat is not mandatory. Additionally, if multiple hexes can be advanced into, which hex is chosen does not matter.

**11-3-6** During advance after combat, terrain effects (except impassable hexsides) and enemy Zone of Control can be ignored.

**Example of Chain Retreats** *[page 5, bottom-right corner of the rule book]*

- (1) Tadanao's Riflemen unit fails its Morale Check and must retreat 2 hexes. It passes through hexes occupied by other hexes meaning that chain retreats are possible.

- (2) The riflemen unit ends its retreat in a hex occupied by a common foot soldier unit, so the riflemen unit must retreat 1 more hex, being careful not to enter an enemy ZOC.
- (3) Tadanao's Mounted unit must make a Morale Check to determine if it must chain retreat or not; it fails the check and must retreat 1 hex. As it happens, the only legal hex is already occupied by the riflemen unit that previously retreated.
- (4) In this case, Tadanao's riflemen unit must move 1 hex, being careful not to enter an enemy ZOC. A Morale Check is not conducted to check for chain retreat.
- (5) Although this common foot soldier unit was previously moved 1 hex, it must conduct a Morale Check to determine if it must chain retreat. It passes the check and does not have to retreat any more.
- (6) Unit attacking sides units that participated in the battle are able to advance after combat (see section 11-3).

## 12. Terrain

There are two types of topography: hex topography and hexside topography.

In addition, there are effects on movement and effects on combat.

The effects are explained below.

### 12-1 Hex Topography

Hex topography has a big influence on gameplay. Even a small amount of terrain will have an effect.

*[The terrain explanations below are formatted like so:  
Movement effect / Combat effect]*

- (1) Flat ground  
1 Movement point / None
- (2) Marshland  
2 Movement points / None
- (3) Mountain  
2 Movement points / If one side (only) is in a mountain hex, the Firing Results Table and Hand-to-Hand Combat Results Table are shifted one column in a favourable direction.
- (4) Ancient burial mound  
If passing through an impassable hexside, passage is not possible / Hand-to-hand combat is not possible. Outside of this condition, other terrain effects are observed. (Caution: this terrain is different than mountain terrain, although it looks similar.)
- (5) Road  
Ignore other terrain costs; 1 Movement point / Other terrain effects are observed.

- (6) Large river  
Without a road, movement is impossible.

### 12-2 Hexside topography

- (1) Small river hexside  
One additional movement point is required to cross a small river hexside / During an attack, if all of the attacking units are attacking from the opposite side of a small river hexside, the defending side shifts the firing results one column in its favour (i.e., left) as well as the hand-to-hand combat results one column left
- (2) Impassable hexsides  
Movement is not possible / Hand-to-hand combat is not possible

## 13. Optional Rules

### 13-1 Command Range

- (1) The following general units have a command radius.  
Command Range (10): Date Masamune, Matsudaira Tadateru, Ii Naotaka, Tōdō Takatora, Kimura Shigenari, Chōsokabe Morichika, and Toyotomi Hideyori.  
Command Range (5): Sanada Yukimura, Gotō Mototsugu, Mōri Katsunaga, Akashi Morishige, Mizuno Katsunari, Honda Tadamasa, Matsudaira Tadākira, Sakakibara Yasukatsu, and Ogasawara Hidemasa.  
Command Range (3): any other leader.
- (2) The command range is used to check the distance from units affected by it. There is no effect of this range on enemy units.
- (3) A player's units that are not within this range during the Combat phase cannot attack nor move. During the Defensive Firing Phase these units may attack as normal.

## 14. Scenarios

### 14-1 Battle of Dōmyōji (Historical)

Gotō Mototsugu completes a forced march to pin down Komatsuyama. However, due to fog, the trailing army fell behind. Gotō's final battle has begun.

- (1) Map used: Dōmyōji map
- (2) Turn count: Turn 1 ~ Turn 12
- (3) Starting deployment: Units placed in accordance with their starting positions written on the map.
- (4) Eastern Army reinforcements:
  - (1) Date Masumune (26 units): on turn 1, these units enter the map anywhere on the eastern side from the road hexside.

- (2) Matsudaira Tadateru (18 units): on turn 8, these units enter the map anywhere on the eastern side from the road hexside.
- (5) Movement Limitations: the following forces cannot move until the indicated turn:
  - (1) Akashi Teruzumi (10 units): can move starting on turn 5.
  - (2) Mōri Katsunaga (10 units): can move starting on turn 7; moreover, the Eastern Army side can move west beyond the Ishikawa Line.
  - (3) Sanada Yukimura (14 units): can move starting on turn 10; moreover, if the Eastern Army side has moved west beyond the Ishikawa Line, during the Osaka side's Movement Phase, a die is thrown; on a 1~3, movement is possible.
- (6) Victory Conditions: At the end of turn 12, if the Eastern Army has at least ten units west of the Ishikawa Line, the Eastern Army wins. If the above condition is not met, the Osaka side wins.

#### 14-2 Battle of Yao

Chōsokabe Morichika and Kimura Shigenari join together at Dōmyōji and attack the flank of Tokugawa's south-bound army.

- (1) Map used: Yao • Wakame map
- (2) Turns: Turn 1 ~ Turn 12
- (3) Starting deployment: Units placed in accordance with their starting positions written on the map.
- (4) Reinforcements: none
- (5) Movement Limitations: the following forces cannot move during this scenario:
  - (1) Sakakibara Yasukatsu (10 units)
  - (2) Ogasawara Hidemasa (8 units)
  - (3) Hoshina Masamitsu (3 units)
  - (4) Suwa Tadatsune (3 units)
  - (5) Sakai Ietsugu (5 units)
  - (6) Sengoku Tamamasa (5 units)
  - (7) Matsudaira Tadayoshi (3 units)
  - (8) Matsudaira Yasunaga (3 units)
  - (9) Naitō Tadaoki (3 units)
- (6) Victory Conditions:
  - (1) Eastern Army morale collapse: If either Ii Naomasa or Tōdō Takatora move or are forced to move from their starting hexes for any reason, the Eastern Army is immediately defeated and the game ends.
  - (2) Osaka Army morale collapse: If either Kimura Shigenari or Chōsokabe Morichika move or are forced to move from their starting hexes for any reason, the Osaka Army is immediately defeated and the game ends.

- (3) Breakthrough: At the end of any turn, if either of the road hexes (0201/2801) on the west side of the map are occupied by Eastern Army units, the Eastern Army wins.
- (4) Superior Power: If by the end of turn 12 neither of the above victory conditions have occurred, check for the following: whichever side has the most units surrounding its enemy's leaders wins. In other words, the Osaka side needs to surround Ii Naomasa and/or Tōdō Takatora and the Eastern Army side needs to surround Kimura Shigenari and/or Chōsokabe Morichika. If neither player has more units surrounding the other player's leaders, the game is a draw.

#### 14-3 Connected Scenario

It will be left for future historians to decide whose strategy was better between Gotō Matabei or Sanada Yukimura.

- (1) Map used: both
- (2) Turns: Turn 1 ~ Turn 12
- (3) Starting deployment: Units placed in accordance with their starting positions written on each map.
- (4) Eastern Army reinforcements (Dōmyōji map): the same as the Battle of Dōmyōji scenario.
- (5) Eastern Army reinforcements (Yao • Wakame map): none
- (6) Osaka Army reinforcements: at the start of the game, place the following units freely beside a road hexside on the western side of either map. *[Note that these units should be placed off-map, not on the map.]*  
 Toyotomi Hideyori (10 units)  
 Starting on Turn 8, at the beginning of the Osaka side's Movement Phase, a die is thrown for reinforcements on the appropriate map. If the die is a 1 or 2, the reinforcement units prepared beside the map may enter the map using the chosen road hex.
- (7) Movement Limitations (Dōmyōji map): the same as the Battle of Dōmyōji scenario.
- (8) Movement Limitations (Yao • Wakame map): the same as the Battle of Yao scenario, however these limitations are removed starting on Turn 8.
- (9) Victory Conditions: if any of the victory conditions are met for the Eastern Army side for either map are achieved, the Eastern Army side wins (note that neither victory conditions (1) Eastern Army Morale Collapse nor (4) Superior Power are used in this Connected Scenario).  
 If the above victory condition is not met by the end of Turn 12, the Osaka side wins.

#### 14-4 Gōtō Matabei's Dream (A "What-If" Scenario)

Gōtō Matabei had made a plan to target Komatsuyama to stop the Eastern Army's advance. If Gōtō Matabei had been able to implement his strategy, how would the battle have gone?

- (1) ~ (4) : the same as the Battle of Dōmyōji scenario.
- (5) Movement Limitations: not used.
- (6) Victory Conditions: At the end of Turn 12, whichever side controls the Komatsuyama hex is the victor. *[The hex is indicated on the map with a red star.]*

### 15. Designer's Notes

I read Shiba Ryōtarō's novel *Fortress* and first made a design for the Siege of Osaka 45 years ago as a fourth grade student. At long last, I have a complete version finished. The best point of the Yukimura system is the importance of reserve units. When there are reinforcements it can lead to a stalemate in the warfront, but as soon as reinforcements run out a big breakthrough can occur, leading to encirclement.

Beginners should learn with the Battle of Yao scenario and then challenge the other scenarios.

I would like to express my heartfelt thanks to the original designer of the Yukimura System, Fukuda Makoto, for allowing me to use it.

Designer: Sonshi Asano / Game Journal Editors and Publishers

Production: Simulation Journal

Special Thanks: Fukuda Makoto

### 16. Translation Notes (Translation Version 1.0)

If there are any mistakes or unclear parts in the translation, those are purely my own responsibility. Feel free to send me questions/comments on BoardGameGeek: @saikoro

Please support Game Journal!

2025-04-18

### 17. Glossary

The following list is meant to ease play. The historical figures are organized based on the counter sheet, starting

from top left and proceeding down. They are further divided into their respective sides (Eastern Army or Osaka Army).

#### 17-1 Terrain

平地 *heichi* — flat ground

湿地 *shicchi* — marshland

山地 *sanchi* — mountain

古墳 *kofun* — ancient burial mound

街道 *kaidō* — road

大河 *taiga* — large river

#### 17-2 Unit Types

騎馬隊 *kiba tai* — mounted warriors

騎馬鉄砲隊 *kiba teppō tai* — mounted riflemen

鉄砲隊 *teppō tai* — riflemen

足輕隊 *ashigaru tai* — common foot soldier

#### 17-3 Game Terms

イニング *iningu* — inning *[turn]*

連鎖後退 *rensa kōtai* — chain retreat

制圧地域 *seiatsu chīki* — zone of control (ZOC)

射撃結果表 *shageki kekka hyō* — ranged attack results table

白兵戦結果表 *haku hei sen kekka hyō* — hand-to-hand combat results table

#### 17-4-1 Historical Figures (Eastern Army)

井伊直李 *Ii Naotaka*

川手良列 *Kawate Yoshiyuki* *[?]*

庵原朝昌 *Ihara Tomomasa*

藤堂高虎 *Tōdō Takatora*

松平忠明 *Matsudaira Tadākira*

渡辺了 *Watanabe Satoru*

藤堂良勝 *Tōdō Yoshikatsu*

伊達政宗 *Date Masamune*

片倉景綱 *Katakura Kagetsuna*

奥山兼清 *Okuyama Kanekiyo*

松平忠輝 *Matsudaira Tadateru*

水野勝成 *Mizuno Katsunari*

本田忠政 *Honda Tadamasa*



松平忠明 Matsudaira Tadākira  
榊原康勝 Sakakibara Yasukatsu  
小笠原秀政 Ogasawara Hidemasa  
保科正光 Hoshina Masatsu  
仙石忠政 Sengoku Tadamasa  
内藤忠興 Naitō Tadaoki  
諏訪忠澄 Suwa Tadazumi [?]  
松平忠良 Matsudaira Tadayoshi  
酒井家次 Sakai Ietsugu  
松平康長 Matsudaira Yasunaga  
井伊直政 Ii Naomasa [no unit]

#### **17-4-2 Historical Figures (Osaka Army)**

後藤基次 Gōtō Mototsugu  
毛利勝永 Mōri Katsunaga  
毛利勝家 Mōri Ie  
明石守重 Akashi Morishige  
薄田兼亮 Susukida Kanesuke  
真田幸村 Sanada Yukimura  
真田信倍 Sanada Nobumasu  
木村重成 Kimura Shigenari  
山口弘定 Yamaguchi Hirosada  
内藤長秋 Naitō Nagāki [?]  
長宗我部盛親 Chōsokabe Morichika  
豊臣秀頼 Toyotomi Hideyori  
大野治長 Ōno Harunaga  
津川親行 Tsugawa Chikayuki  
郡良列 Kōri Yoshiyuki [?]