

Sengoku Rivals ~ Warlords of Warring States Japan

1.0 INTRODUCTION

Sengoku Rivals is a multi-player game based on the warring factions of Japan's *Sengoku* period (late 16th to early 17th century). Three to six players fight until one meets the victory conditions by controlling 10 areas of Japan at the end of their turn.

Translator's Note: The names of the various characters in the game are presented in Japanese form, family name first (in all caps) followed by their given name; hence, ODA Nobunaga. Diacritics have been omitted for clarity; i.e. HOJO instead of HŌJŌ.

2.0 COMPONENTS

The following items are included with this game. In addition, please gather an appropriate number of six-sided dice.

- One rulebook (you're reading it)
- One counter sheet
- One game map
- One card sheet (16 cards)

2.1 Game Board

The game board includes a map depicting Japan from the 16th century, as well as various tables and tracks.

2.1.1 The Map

The map depicts the main islands of Japan. The sea portions of the map are not used in play.

(a) Regions. The map is divided into three *regions*: East, Capital, and West (see map legend). Regions are only used when choosing lords before the game begins (4.2 through 4.4) and have no game function after play begins.

(b) Areas. Each region is divided by borders into several *areas*. Generals and armies occupy a single area at a time.

- **Border:** The boundary of the area. A border with mountain symbols is impassable (see map legend, 8.1b, and 9.0b).
- **Name:** The name of the area.
- **Setup Information:** Units to be placed in the area at the start of the game (4.1) are printed in each area.
- **Home Area:** The home areas of the *factions* (ODA, TAKEDA, UESUGI, HOJO, MORI, and SHIMAZU) are marked with their crest (4.2).
- **Southern Trade Port** (anchor symbol): Indicates where the *Southern Trade Ships* marker may be

placed (14.4.2)

- Hakata in the Bungo area
- Sakai in the Settsu area

(c) Straits. Some areas are connected by a blue arrow over water, called straits. Areas connected across straits are adjacent to each other for the purposes of movement (8.1b) and combat (9.0b).

2.1.2 Tables and Tracks

- **Action Point track:** The number of *action points* (AP) remaining for the active player is tracked here with the *Actions* marker (6.0).
- **Minor Lord Selection tables:** Used for *Minor Lord Selection* at the start of the game (4.3, 4.4).
- **Event table:** Used for *Event checks* (14.2).
- **Fate table:** Used for *Fate checks* (8.4).
- **Stratagem Deck box:** The deck of *Stratagem cards* is placed here, face down.
- **Ascension box:** The *Kyo Action chit* is stored here when not in play (5.0b(2) & d(5)).
- **Sequence of Play:** Lists the order of game functions for each round (5.0) and turn (6.0).
- **Legend:** The key to map and unit colors.

2.2 Counters

Carefully remove the counters from the sheet frame before play. There are four types of counters: *units* (both *generals* and *armies*), *Action chits*, and *markers*.

2.2.1 General Units

General units are used to perform *muster* (7.0) and *battle* (8.0) actions, affecting stacking limits in areas, and influence the number of AP a faction is awarded on their turn.

Generals are vulnerable without armies. If enemy units enter a general's area as a result of battle or some other game function, and no friendly armies are present, make a Fate check for the general (8.5).

(a) Information. General units have the following information on their counters:

- **Illustration:** The illustration indicates whether the general is a lord or a vassal.
- **Name**
- **Color/Crest:** The background color and crest indicate the faction to which the unit belongs (see unit legend, 3.1). Generals with a gray background and no crest are *minor lords* (3.1.2).
- **Rank (★ or ★★):** Used for muster actions (7.0) and stacking limits (3.2).
- **Battle value:** Used in battles (8.0).
- **Politics icon (◇):** Adds to the number of AP awarded (6.1).

(b) Lord and Vassals. There are two types of generals: *lords* and *vassals*. Lords are *warlords* or *minor lords*.

- **Warlord:** One lord in each faction is the leader of that faction (*exception:* HOJO has two warlords, and SHIMAZU may gain a second warlord by playing the *Official Appointment* Stratagem card).
- **Minor Lords:** All generals of minor clans are minor lords.
- **Vassals:** All generals belonging to a faction other than its lord are vassals to that faction's warlord.

(c) Back sides of general counters

- **Back side of Lords:** A lord killed in battle (8.4) or by Event (14.2.1) is flipped to his "successor" side.
- **Back side of Vassals:** The Stratagem card *Official Appointment* changes the rank of a vassal, flipping him from his ★ side to his ★★ side.

2.2.2 Army Units

Army units are used to control areas (3.3) and fight battles (8.0). Each army has the following information on its counter:

- **Illustration:** The illustration indicates the unit is an army.
- **Name:** Indicates the name of the faction to which the army belongs (3.1).
- **Color/crest:** The background color and crest also indicate the faction to which the unit belongs (see unit legend, 3.1). An army with a white background and no crest is a *neutral* army (3.1).

- **Strength:** The front side of an army has a strength of 2 and the back side has a strength of 1. Army strength is like currency, and may be combined or divided freely at an time, retaining the amount of strength, and limited to the number of pieces provided with the game.

2.2.3 Action Chits

Action chits are used to determine the order the factions take turns during the round (5.0).

2.2.4 Markers

Markers are provided to indicate certain game functions and statuses.

- **Actions marker:** Indicates the number of AP remaining for the active player on the Action Point track (6.0).
- **Southern Trade Ships marker:** Placed by events (14.2.2) and awards a free Stratagem card at the end of each round to the owner.

2.3 Stratagem Cards

Carefully separate the sixteen Stratagem cards from the included sheet.

(a) The information on each Stratagem card includes the following:

- **Card name.**
- **Play requirements:** The timing/condition for when the card may be played.
- **Action cost:** The number of AP that must be spent to play the card.
- **Effect:** The game effect applied when the card is played. If the effect of a card contradicts the rules, the card effect takes precedence.

(b) If a card's play requirement says "Stratagem Action" in a black box, the card is played using a Stratagem action during the player's turn. In some cases, there is an AP cost to the Stratagem action.

A card with a play requirement in a red box may be played whenever it meets the indicated condition, even on another player's turn or during a Stratagem action.

(c) After a card is played, place it in the discard pile.

(d) At the following times, reshuffle the discard pile into the Stratagem deck, then place it face down in the Stratagem deck box:

- If there are no cards in the deck when an Action chit is pulled from the cup (5.0a).
- At the end of the round (5.0d(3)).

3.0 GAME BASICS

3.1 Factions

Forces in *Sengoku Rivals* are divided into six possible player factions (ODA, TAKEDA, UESUGI, HOJO, MORI, SHIMAZU), the non-player HONGAN-JI, and neutral factions.

3.1.1 Faction Affiliation

Factions are either *player*, *non-player*, or *neutral*.

(a) Player Factions are the six possible factions (ODA, TAKEDA, UESUGI, HOJO, MORI, SHIMAZU) chosen by a player during faction selection at the start of the game. A player controls all units belonging to their faction.

(b) Non-Player Factions are any of the six possible player factions not chosen during setup, plus the HONGAN-JI faction. Non-player factions are temporarily controlled by a player at certain points during play.

(c) Neutral Factions consist of units marked as neutral, and generals in the same area as those units (ASHIKAGA Yoshiaki is the only neutral general at the start of the game). Neutral factions are never controlled by any player.

3.1.2 Affiliation

Every player and non-player faction is comprised of a warlord, his vassals and units, and one or more minor clans.

- Generals and armies belong to the warlord of the same color/crest.
- Minor clans do not have a color/crest; their affiliation changes during play. These units share the affiliation of other units occupying the same area.

Minor clans in an area with no other faction's units are neutral.

3.1.3 Handling Non-Player Factions

Non-player factions do not belong to any player, but unlike neutral factions they sometimes act independently under a player's control.

(a) Action Chit. When a non-player faction's Action chit is pulled from the cup, the most recent player to have taken a turn this round controls the non-player faction's actions. If no player's chit has been pulled yet this round, the non-player faction's turn is skipped.

(b) If a non-player faction's forces are the target of an action during a player's turn, decisions for the non-player faction are made by the most recent player to have taken a turn this round (**other than the active player**), or the player to the active player's right, if no player's chit has been pulled yet this round..

(c) Cards in Hand. Any Stratagem cards in a non-player faction's hand at the end of its turn are placed face-down and retained for that faction. Cards dealt to a non-player faction's hand may be inspected at the start of its next turn, and played by the controlling player during that turn.

If a non-player faction is targeted during another player's turn (as above) the player making decisions may inspect and play cards from its hand.

3.2 Stacking

(a) Armies. The maximum number of armies that can occupy an area is limited as follows:

- Area with no generals: **1 army**
- Area with a ★ general: **2 armies**
- Area with a ★★ general: **3 armies**

If there are multiple generals in the same area, only consider the highest-ranking general (most stars). Stacking is limited based on the number of armies, and not their strength. The limit is enforced at the end of each action during a turn (*exception*: the *Land Survey* Stratagem card). 1-strength armies may be combined into 2-strength armies to conform to the limit before the end of an action.

(b) Generals. There is no limit to the number of generals that can occupy an area.

3.3 Area Control

An area occupied by units from a player or non-player faction is under that faction's control.

4.0 SETUP

Follow these steps to prepare *Sengoku Rivals* for play.

4.1 Unit Setup

- (a) Place indicated warlords and armies in the home areas (only) of the six possible player factions (ODA, TAKEDA, UESUGI, HOJO, MORI, and SHIMAZU). Do not place any vassals.
- (b) Players place minor lords as indicated on the map. Units in parentheses are not placed at this time.
- (c) Place HONGAN-JI and neutral forces as indicated on the map.

4.2A (Basic version)

Six Players

Player	Faction	Minor Clans
A	East	Capital / West / West
B	East	Capital / West / West
C	East	Capital / West / West
D	East	East / West / West
E	West	Capital / East / East
F	West	Capital / East / East

Five Players (4 East, 1 West)

Player	Faction	Minor Clans
A	East	Capital / West / West
B	East	Capital / West / West
C	East	Capital / West / West
D	East	Capital / West / West
E	West	Capital / East / East
NP A	West	East / East / East

Five Players (3 East, 2 West)

Player	Faction	Minor Clans
A	East	Capital / West / West
B	East	Capital / West / West
C	East	Capital / West / West
D	West	Capital / East / East
E	West	Capital / East / East
NP A	East	East / West / West

An area occupied by units from a neutral faction, or by no units, is not under control of any faction.

4.2 Selecting Lords

Each player will select one faction and three minor clans.

The players must agree whether to use the basic (4.2A) or advanced (4.2B) version of the rules for selecting lords. The basic rules have some ambiguous points, so the advanced rules are recommended.

Four Players (3 East, 1 West)

Player	Faction	Minor Clans
A	East	Capital / West / West
B	East	Capital / West / West
C	East	Capital / West / West
D	West	Capital / East / East
NP A	East	East / West / West
NP B	West	Capital / East / East

Four Players (3 East, 1 West)

Player	Faction	Minor Clans
A	East	Capital / West / West
B	East	Capital / West / West
C	East	Capital / West / West
D	West	Capital / East / East
NP A	East	Capital / West / West
NP B	West	East / East / East

Three Players (2 East, 1 West)

Player	Faction	Minor Clans
A	East	Capital / West / West
B	East	Capital / West / West
C	West	Capital / East / East
NP A	East	Capital / West / West
NP B	East	East / West / West
NP C	West	Capital / East / East

4.2.1A Faction Selection

- (a) Determine in any agreeable method the order players will select their factions.
- (b) In order, each player selects a faction.
1. Refer to the appropriate table according to the number of players.
 2. The player may choose any available row, from player A to F. For 5 players, if all Eastern factions have been chosen, use the first table (and choose row E); otherwise use the second.
 3. In the “Faction” column, choose from HOJO, UESUGI, TAKEDA, or ODA in the East; MORI or SHIMAZU in the West. The players take all vassals and remaining forces from that faction and places them in front of them as their reserve.

Factions not selected become non-player factions.

4.2.2A Minor Clan Selection

- (a) After every player has selected a faction, the players select their first minor clan in reverse order. The selection must be made under the restrictions in the “Minor Clans” column (e.g., one Capital and two West for Player A). The player selecting the minor clan places their faction’s units as indicated in parentheses in the minor clan’s area.
- (b) After every player has selected their first minor clan, players select their second and third minor clans in the same manner (reverse order).

4.2.3A. Non-Player Faction Minor Clan Selection

- (a) After every player has selected three minor clans, players select minor clans for any non-player factions.
- (b) To select minor clans for a non-player faction, players in turn choose one non-player faction, select a minor clan for it, and place the non-player faction’s units as in 4.2.2A. Continue until every non-player faction has three minor clans.

4.2B (Advanced version)

	FACTION	REGION	NUMBER OF PLAYERS				MINOR CLANS		
			6P	5P	4P	3P	WEST	CENTRAL	EAST
Player Factions	East*	East A	□□□	□□□■	□□□	□□	2	1	
		East B	□				2		1
	West**	West A	□□	□■	□	□		1	2
Non-Player Factions	East*	East A			■	□	2	1	
		East B		■	■	□	2		1
	West**	West A			■	□		1	2
		West B		■	■				3

*East: ODA, HOJO, TAKEDA, UESUGI **West: MORI, SHIMAZU

4.2.1B Faction Selection

- (a) Determine in any agreeable method the order players will select their factions.
- (b) In order, each player selects one faction according to the restrictions below, referring to the “Faction” column of the Minor Clan Selection table.
1. The Minor Clan Selection table indicates the restrictions on the number of factions selected from each region based on the number of players.

2. Refer to the appropriate column based on the number of players to confirm the slots available (□ or ■) from each region.
Example: With 3 to 5 players, player factions can only be selected from the East A and West A region options, but not East B (which can only be selected with 6 players).
3. The number of □ or ■ indicates the number of players who can select a faction from the Faction column. The number of □ is the minimum number of players who can select from that region, and □+■ is the maximum.

Example: With 3 players, two can select the East A region option, and one can select West A.

With 4 players, three can select East A, and one can select West A.

With 5 players, three or four players can select East A, and one or two players can select West A. If four players select East A, only one player can select West A. If two players select West A, three players must select East A.

4. Within these restrictions, players select one faction from among ODA, TAKEDA, UESUGI, HOJO, MORI, or SHIMAZU. Any unselected factions become non-player factions.

(c) Each player takes all vassals and remaining units belonging to their selected faction and holds them for the moment.

4.2.2B Minor Clan Selection

After factions have been selected, players will select their minor clans in reverse order from 4.2.1Ba.

(a) The player selects their first minor clan according to the restrictions below.

1. If the player's faction is ODA, TAKEDA, UESUGI, or HOJO, use the East A row. If the player's faction is MORI or SHIMAZU, use the West A row.
2. Each row lists the number of minor clans per region that can be selected by the faction.

Example: East A can select one minor clan from the Capital region and two minor clans from the West region. Similarly, West A can select one minor clan from the Capital region and two minor clans from the East region.

3. With 6 players (only), one of the players must use the restrictions of the East B row. The first player with an East faction to choose a minor clan from the East region, or the last player after the other three have chosen a minor clan from the Capital region, must abide by the East B row restrictions.
4. A player may not select a minor clan in an area occupied by another player's units.

(b) The player selecting the minor clan places its units as indicated in parentheses in the minor clan's area..

(c) After each player has selected their first minor clan, return to (A) to select their second and third minor clans.

(d) Continue until all players have selected their faction and three minor clans.

4.2.3B Non-Player Minor Clan Selection

Players will select minor clans for any non-player factions in the same order as 4.2.2B (the reverse of 4.2.1Ba) under the restrictions below.

(a) The player selecting a non-player faction's minor clan selects one minor clan in an area with no other faction's units and places units as indicated in parentheses. This minor clan comes under the control of the non-player faction.

(b) The same restrictions apply to the selection of non-player minor clans as with player factions, except the non-player faction rows are used instead.

1. With 3 players, each non-player faction is subject to the restrictions of the appropriate row among East A, East B, or West A.
2. With 4 players, East non-player factions are subject to the East A or East B restrictions; West non-player factions are subject to the West A or West B restrictions. In determining which restrictions are applied, priority is given to the faction whose region placement designated by the slot is filled first, and remaining factions are subject to the limits of any remaining open slots.
3. With 5 players, the non-player faction is subject to the restrictions of East B or West B, as appropriate.

(c) After each player has made a minor clan selection for a non-player faction, return to (A).

(d) Repeat this procedure until every non-player faction has selected three minor clans.

(e) All vassals and remaining units of minor clans are set aside.

4.3 Markers and the Stratagem Deck

(a) Place the seven faction Action chits together in a cup, one each for ODA, TAKEDA, UESUGI, HOJO, MORI, SHIMAZU, and HONGAN-JI.

(b) Place the Kyo Action chit in the Ascension box.

(c) Place the Actions marker on the Action Point track.

(d) Set the *Southern Trade Ships* marker aside.

(e) Shuffle the deck of Stratagem cards and place it face down in the Stratagem Deck box.

(f) Each player draws one card from the deck, forming their hand. **Non-player factions do not begin with any Stratagem cards.**

Sengoku Rivals is now ready for play.

5.0 SEQUENCE OF PLAY

Proceed through steps A to D below to complete one round of play.

(a) Pull an Action chit at random from the cup. If the Stratagem deck is empty at this time, reshuffle it (2.3d).

(b) The faction affiliated with the pulled Action chit takes a turn (6.0).

- Action chits for non-player factions or HONGAN-JI are resolved by the player who most recently took their turn. If no player's Action chit has been pulled yet this turn, discard the current Action chit (unresolved) and pull another one.
- The Kyo Action chit grants a turn to the faction controlling the Yamashiro area. If no player controls Yamashiro, skip this turn and return the Kyo Action chit to the Ascension box.

(c) If any Action chits remain in the cup, return to (a). However, if the active player has achieved the victory condition (13.0), the game ends instead.


(d) Once all Action chits have been pulled from the cup, the round is over. Perform the following functions and then return to (a).

- Make an Event check (14.2).
- Remove any units in excess of the stacking limits (3.2).
- Reshuffle the Stratagem deck (2.3d).
- If a player controls the area with the *Southern Trade Ships* marker, they draw one Stratagem card.
- If any player controls the Yamashiro area, add the Kyo Action chit to the cup.
- Return all faction Action chits to the cup.

6.0 TAKING A TURN

The player taking their turn is the *active player*.

6.1 Determine Action Points (AP)

(a) The active player rolls one die. The minimum die result is 2, and the maximum is the number of areas controlled by the active faction. Add 1 to the result for each  (Politics icon) among the active faction's generals.

(b) Place the *Actions* marker on the Action Point track to indicate the number of AP awarded.

6.2 Take Actions

(a) The active player selects one action from the list below. Each action costs AP equal to the number in parentheses. The active player cannot select an action with a cost greater than they have AP remaining.

- **Muster (1 AP):** The active faction adds strength to its armies on the map (7.0).
- **Battle (2 AP):** The active faction attacks an adjacent area using its units (8.0).
- **Move (1 AP):** The active faction moves its units in one area up to two areas distance (9.0).

• **Appoint (1 AP):** The active faction places a general from reserve onto the map (10.0).

• **Purchase (1 AP):** The active faction draws one Stratagem card (11.0).

• **Stratagem (? AP):** The active faction plays one Stratagem card (12.0).

• **Disband (0 AP):** The active faction returns any of its armies to its reserve. Non-player factions cannot choose this action.

• **Pass (0 AP):** The active faction's turn ends (6.3).

(b) Shift the *Actions* marker on the Action Point track to reflect the number of AP spent.

(c) If any action other than Pass was chosen, return to (a) and the active player selects another action.

6.3 End the Turn

When the active faction passes, its turn is over. The active player discards face-down all but one Stratagem card from their hand.

7.0 MUSTER ACTION (1 AP)

The active faction performs a Muster action with one of its generals.

- (a) Spend 1 AP and choose one general to raise forces.
- (b) Muster new army strength in the general's area based on his rank, 1 strength per rank (★).
- (c) Add army strength in the following ways:
 - 1 or 2 strength to place a new army at that strength
 - 1 strength to flip a 1-strength army to 2-strength

8.0 BATTLE ACTION (2 AP)

The active faction performs a Battle action with one of its generals.

8.1 General Rules

- (a) Spend 2 AP and choose one general to attack with.
- (b) Choose an adjacent area (including via straits) to attack. You cannot attack across a mountain border.
- (c) You may attack an area containing no units. Advance immediately into the area without resolving a battle (8.3).
- (d) If the attacked area is controlled by a non-player faction, the other player who took their turn most recently (or the player to your right, if no other player has taken a turn) makes decisions for the non-player faction during battle.
- (e) A general can only attack once per turn (including battles initiated by the *Arquebus Regiment* or *Surprise Attack* Stratagem cards). *Exception:* the *Cavalry* Stratagem card allows an additional Battle action.
- (f) Different generals may attack the same area in the same turn with separate Battle actions.

8.2 Battle Resolution

- (a) A battle consists of a battle roll by the defenders (in the attacked area) followed by a battle roll by the attackers (from the active faction). Damage from the defender's battle roll is applied before the attackers make their battle roll.
- (b) Resolve battle rolls using the procedure below.
 1. Roll a number of dice equal to the side's total strength.
 2. If attacking, use the battle value of the acting general. If defending, use the highest battle value

The stacking limit of the area cannot be exceeded, and new armies are limited to the pieces available to the faction.

- (d) A general can only Muster once per turn (*exception:* the *Emergency Mobilization* Stratagem card),

among defending generals (or 1 if there are no defending generals).

3. Each die roll less than or equal to the battle value removes 1 strength from opposing armies. Any eliminated armies are returned to their faction's reserves.

- (c) After each side makes their battle roll, the battle is over. If the defender completely eliminates the attacking forces, the attackers do not make a battle roll.

8.3 Advance After Battle

- (a) If a battle eliminates all defending units, the attacking units may advance into the attacked area, subject to the restrictions below.
 - The active faction may divide units between the original area and attacked area as desired.
 - At least one strength must be left in the original area.
 - If no armies remain in the original area, no advance is possible.
- (b) If any armies advance, any generals in the original area (whether they participated or not) may advance with them.
- (c) Advance is not mandatory, even if all opposing units are eliminated.
- (d) Defending units may never advance.

8.4 Fate Checks

If all of a faction's armies are eliminated and enemy units advance into their area, all that faction's generals in that area must make Fate checks.

(a) For each general, roll one die and consult the appropriate Fate Check table, depending on whether the general was a warlord, vassal, or minor lord.

Warlord:

1-4 **Escaped!** Return to his faction's reserves.

5=6 **Killed!** Flip to his successor side and return to his faction's reserves.

Vassal:

1-4 **Escaped!** Return to his faction's reserves.

5=6 **Killed!** Remove from the game.

Minor Lord:

1-4 **Betrayal!** Join the victorious faction.

5=6 **Killed!** Flip to his successor side and join the victorious faction.

(b) If a Fate Check result will flip a lord to his successor side, and he is already on his successor side (or has none) he is removed from the game instead.

8.5 Generals Without Armies

If a battle eliminates all defending armies, but no attackers advance into the area, any defending generals are affected as below:

(a) Warlords and vassals remain in their faction and can be used for actions. Minor lords become neutral, uncontrolled by any faction.

(b) If armies from any other faction attack and advance into the empty area, the generals make Fate checks as usual (8.4)

9.0 MOVE ACTION (1 AP)

The active faction performs a Move action as follows.

(a) Spend 1 AP and choose one area to move from.

(b) Move any number of units (including generals) from the chosen area to any one area within two areas including via straits. Unite cannot move across mountain borders.

(c) The destination area and any other area traversed must be occupied by armies from the active faction.

(d) At least one army must remain in the original area.

(e) A unit may not move more than once per turn.

10.0 APPOINT ACTION (1 AP)

The active faction performs an Appoint action as follows.

(a) Spend one AP and choose a general in reserve to place on the map.

(b) Place the chosen general in your faction's home area, or in an area occupied by your warlord. A warlord may only be placed in his home area.

(c) If there is no area eligible to place the general, the Appoint action cannot be taken. In other words, a warlord cannot be placed on the map unless his home area is under his faction's control (*exception*: HOJO and SHIMAZU may have two warlords, so one may be placed in the other's area).

11.0 PURCHASE ACTION (1 AP)

The active faction performs a Purchase action by spending 1 AP and drawing the top card of the Stratagem deck.

If the Stratagem deck is empty, the Purchase action cannot be taken.

Stratagem cards in hand may not be traded to other players.

12.0 STRATAGEM ACTION (? AP)

The active player performs a Stratagem action by spending AP equal to the cost of the card, playing it from their hand, and applying the card's effect immediately.

13.0 VICTORY CHECK

If a faction ends its turn in control of **10** or more areas, that player wins the game..

14.0 SPECIAL RULES

14.1 HONGAN-JI Faction

The following special rules apply to the HONGAN-JI faction.

- (a) HONGAN-JI is always a non-player faction.
- (b) HONGAN-JI has no generals. In battle, use a battle value of 2. It is possible for a minor lord to join the HONGAN-JI faction by betrayal due to a Fate check, in which case that general's battle value may be used, and his rank used for muster and stacking limits normally.
- (c) When HONGAN-JI performs a Muster action, it adds 2 strength at the cost of 1 AP.
- (d) The stacking limit for HONGAN-JI is always 3 armies.
- (e) HONGAN-JI may draw and hold Stratagem cards.

14.2 Event Checks

At the end of each round, roll one die and consult the Event table.

Event Table

Roll	Event
1	OUCHI Yoshitaka dies & ASHIKAGA Yoshiaki is exiled
2	SAITO Dosan dies
3	AMAGO Haruhisa dies
4	IMAGAWA Yoshimoto dies
5	Southern Trade Ships arrive in Hakata
6	Southern Trade Ships arrive in Sakai

14.2.1 Death of a Lord

The following lords may die due to an Event check: OUCHI Yoshitaka, SAITO Dosan, AMAGO Haruhisa, and IMAGAWA Yoshimoto. **Their counters have an asterisk at the end of their name.**

- (a) If an Event check results in a lord's death, flip him to his successor side.
- (b) If this result occurs for a lord who is already on his successor side, or has already been eliminated in some other way, ignore it.

14.2.2 Southern Trade

- (a) If an Event check results in "Southern Trade Ships arrive..." place the *Southern Trade Ships* marker in the area containing the port indicated.
- (b) If the marker is already in the area, ignore this result. If it is elsewhere on the map, move it to the area indicated.
- (c) The player who controls the area with the *Southern Trade Ships* marker gains a Stratagem card at the end of each round. Note that this happens after excess cards are discarded, so a player may temporarily hold an extra card outside their turn. **Non-player factions do not benefit from trade.**

14.2.3 ASHIKAGA Yoshiaki is Exiled

If the Event check is a 1, the "ASHIKAGA Yoshiaki is exiled" event may occur in addition to "OUCHI Yoshitaka dies".

- (a) If the Yamashiro area is under control of any faction, remove ASHIKAGA Yoshiaki from the game; otherwise ignore this event.
- (b) If OUCHI Yoshitaka is already on his successor side or has been removed from the game, the "ASHIKAGA Yoshiaki is exiled" event may still occur.

CREDITS

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Illustration: Taishu Matsuda

Production: Simulation Journal Inc.

English Translator: Scott Muldoon

SETUP INFORMATION

WEST REGION

Kyushu

Hizen - RYUZOJI Takanobu
(+ 4 str)

Bungo - OTOMO Sorin (+ 6 str)

Satsuma/Osumi -
SHIMAZU home area -
SHIMAZU Yoshihisa + 4 str

Shikoku

Awa/Sanuki/Iyo - Neutral
2 str

Tosa - CHOSOKABE Motochika
(+ 2 str)

Honshu

Suo/Nagato -
OUCHI Yoshitaka (+ 6 str)

Izumo/Hoki -
AMAGO Haruhisa (+ 4 str)

Aki - **MORI home area** -
MORI Motonari + 4 str

Bitchu/Bizen - UKITA Naoie
(+ 2 str)

Harima - BESSHO Nagaharu
(+ 2 str)

Kii - SAIGA Magoichi (+ 2 str)

CAPITAL REGION

Tanba - Neutral 2 str

Settsu - **HONGAN-JI** 6 str

Kawachi/Izumi -
MIYOSHI triumvirate (+ 4 str)

Yamashiro - ASHIKAGA
Yoshiaki (+ 2 str)

Wakasa - Neutral 2 str

Yamato -
MATSUNAGA Hisahide (+ 2 str)

North Omi - AZAI Nagamasa
(+2 str)

South Omi -
ROKKAKU Yoshikata (+ 2 str)

Echizen - ASAKURA Yoshikage
(+ 4 str)

EAST REGION

South Ise - Neutral 2 str

North Ise - **HONGAN-JI** 4 str

Mino - SAITO Dosan (+ 4 str)

Kaga/Etchu - **HONGAN-JI**
4 str

Owari - **ODA home area** -
ODA Nobunaga + 4 str

Mikawa - TOKUGAWA Ieyasu
(+ 2 str)

South Shinano - Neutral 2 str

North Shinano - Neutral 2 str

Echigo - **UESUGI home area** -
UESUGI Kenshin + 4 str

Totomi/Suruga -
IMAGAWA Yoshimoto (+ 6 str)

Kai - **TAKEDA home area** -
TAKEDA Shingen + 4 str

Kozuke - Neutral 2 str

Shimotsuke - Neutral 2 str

Musashi/Izu -
HOJO home area -
HOJO Ujijyasu + 4 str

Hitachi/Kazusa/Shimosa -
SATAKE Yoshishige (+ 4 str)

Mutsu - DATE Terumune
(+ 2 str)

LIST OF GENERALS

ODA faction

ODA Nobunaga ★★ 2 ◇ / ODA Nobutada ★★ 2
SHIBATA Katsuie ★ 3 / ★★ 3
HASHIBA Hideyoshi ★ 2 ◇ / ★★ 2 ◇
AKECHI Mitsuhide ★ 2 ◇ / ★★ 2 ◇

UESUGI Faction

UESUGI Kenshin ★★ 5 / UESUGI Kagekatsu ★★ 4
KAKIZAKI Kageie ★ 2 / ★★ 2

TAKEDA Faction

TAKEDA Shingen ★★ 4 / TAKEDA Katsuyori ★★ 4
BABA Nobuharu ★ 3 / ★★ 3
YAMAGATA Masakage ★ 3 / ★★ 3

HOJO Faction

HOJO Ujiyasu ★★ 3 ◇ / HOJO Ujinao ★★ 2
HOJO Ujimasa ★★ 2 / HOJO Ujinori ★ 2
HOJO Ujiteru ★ 3 / ★★ 3
HOJO Tsunashige ★ 3 / ★★ 3

SHIMAZU Faction

SHIMAZU Yoshihisa ★★ 4 / SHIMAZU Iehisa ★ 4
SHIMAZU Yoshihiro ★ 4 / ★★ 4

MORI Faction

MORI Motonari ★★ 2 ◇ / MORI Terumoto ★★ 2
KOBAYAKAWA Takakage ★ 2 ◇ / ★★ 2 ◇
KIKKAWA Motoharu ★ 3 / ★★ 3

Minor Lords

* May die due to an Event Check

IMAGAWA Yoshimoto* ★★ 2 / IMAGAWA Ujimasa ★ 1
ASAKURA Yoshikage ★★ 2
OUCHI Yoshitaka* ★★ 2 / SUE Harukata ★ 2
OTOMO Sorin ★★ 2 / OTOMO Yoshimune ★ 2
MIYOSHI triumvirate ★ 2
SATAKE Yoshishige ★ 2 / SATAKE Yoshinobu ★ 2
TOKUGAWA Ieyasu ★ 4 ◇
SAITO Dosan* ★ 2 ◇ / SAITO Tatsuoki ★ 2
AZAI Nagamasa ★ 3
ROKKAKU Yoshikata ★ 2
MATSUNAGA Hisahide ★ 2 ◇ / TSUTSUI Junkei ★ 2
BESSHO Nagaharu ★ 2
SAIGA Magoichi ★ 3
UKITA Naoie ★ 2 ◇ / UKITA Tadaie ★ 2
DATE Terumune ★ 2 / DATE Masamune ★ 3 ◇
AMAGO Haruhisa* ★ 3 / AMAGO Yoshihisa ★ 2
CHOSOKABE Motochika ★ 4
RYUZOJI Takanobu ★ 4 / NABESHIMA Naoshige ★ 2
Shogun ASHIKAGA Yoshiaki ★ 2 ◇

STRATAGEM CARDS

Cavalry

Stratagem Action (0 AP)

Play this card to perform a Battle action at no cost. This turn, the selected general may perform more than one Battle action.

Arquebus Regiment

Stratagem Action (0 AP)

Play this card to perform a Battle action at no cost. You may use a battle value of 4 for this battle.

Surprise Attack

Stratagem Action (0 AP)

Play this card to perform a Battle action at no cost. The attackers make their battle roll first in this battle.

Ambush

At the start of a battle

Make a battle roll immediately. After, resolve the battle normally.

Free Market

Stratagem Action (0 AP)

Roll one die and add the result to your remaining AP this turn. (Do not add bonuses for your generals' Politics. Your AP total may not exceed the number of areas under your faction's control.)

Official Appointment

Stratagem Action (1 AP)

Select a vassal and flip them to their ★★ side.

Land Survey

Stratagem Action (0 AP)

During this turn, the stacking limit for areas under your control is increased by 1 army. Armies exceeding the stacking limit at the end of the turn are eliminated.

Emergency Muster

After an action is selected

Choose one of your generals. Muster 2 strength in his area. Stacking and piece count limits apply normally.

Strategist

Stratagem Action (0 AP)

Draw three Stratagem cards; choose one to add to your hand, and discard the others face down. If the Stratagem deck is exhausted, draw as many as you can.

Intrigue

Stratagem Action (1 AP)

Remove 2 strength from any one area.

Incite Revolt

Stratagem Action (2 AP)

Attack any area under enemy control with up to 4 strength from your reserves, with a battle value of 2. If you eliminate all defending armies, place your remaining attackers in the area.

Assassin

After an action is selected

Choose any general; that general may not use any of his abilities or ratings during his turn. Stacking limits are not affected.

Private Letter from the Shogun

Before the next Action chit is drawn

Select the next chit to be pulled from the cup. Cannot be played if no chits are left in the cup.

Imperial Mediation

At the end of any turn

After this turn, the round ends.

Shinobi

After any die roll

Reroll one die before resolving the roll.

Exposed

Play after any Stratagem card is played

Cancel the Stratagem card.

STACKING (3.2)

- No generals: **1 army**
- ★ general: **2 armies**
- ★★ general: **3 armies**

SEQUENCE OF PLAY (5.0)

Pull and play Action chits one at a time until they are gone. Then...

- Make an Event check (14.2).
- Remove units in excess of stacking limits (3.2).
- Reshuffle the Stratagem deck (2.3d).
- If a player controls the area with the *Southern Trade Ships* marker, they draw one Stratagem card.
- If any player controls the Yamashiro area, add the Kyo Action chit to the cup.
- Return all faction Action chits to the cup.

ACTION POINTS (6.1)

- Roll one die (minimum = 2, maximum = number of controlled areas).
- Add 1 for each ◊

ACTIONS (6.2)

- **Muster (1 AP):** General adds strength in his area equal to his rank (★) (7.0). *Once per general per turn.*
- **Battle (2 AP):** General attacks an adjacent area (8.0). *Once per general per turn.*
- **Move (1 AP):** Move units in one area up to two areas distance (9.0). *Once per unit per turn.*
- **Appoint (1 AP):** Place a general from reserve in home area or with warlord. (10.0)
- **Purchase (1 AP):** Draw one Stratagem card (11.0).
- **Stratagem (? AP):** Play one Stratagem card (12.0).
- **Disband (0 AP):** Return any of your armies to reserve. *Non-player factions cannot choose this action.*
- **Pass (0 AP):** Your turn ends (6.3). Discard down to one Stratagem card.

FATE CHECKS (8.4)

Warlord:

- 1-4 **Escaped!** Return to his faction's reserves.
- 5=6 **Killed!** Flip to his successor side and return to his faction's reserves.

Vassal:

- 1-4 **Escaped!** Return to his faction's reserves.
- 5=6 **Killed!** Remove from the game.

Minor Lord:

- 1-4 **Betrayal!** Join the victorious faction.
- 5=6 **Killed!** Flip to his successor side and join the victorious faction.

EVENT TABLE (14.2)

Roll	Event
1	OUCHI Yoshitaka dies & ASHIKAGA Yoshiaki is exiled
2	SAITO Dosan dies
3	AMAGO Haruhisa dies
4	IMAGAWA Yoshimoto dies
5	Southern Trade Ships arrive in Hakata
6	Southern Trade Ships arrive in Sakai