



ゲーマーによるゲーマーのためのボードSLG専門誌

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最新SLG情報

Hideyoshi Brothers! Side Story

The Battles of Yamazaki & Shizugatake

Game Journal #98

Designed by GJG Design Team

1 Introduction

This simulation game recreates the Battle of Yamazaki and the Battle of Shizugatake—the conflicts that secured Toyotomi Hideyoshi's path to national unification—using the same core system found in *Yukimura Gaiden: Sanada Yukimura – The Summer Siege of Osaka*.

Players take on the role of the supreme commander for either the Hideyoshi side or the anti-Hideyoshi side as they progress through the game.

2 Game Components

This game includes the following components. In addition to these, please have ready at least two six-sided dice.

- ① Rulebook (this booklet): 1 copy
- ② Maps: 2 sheets
- ③ Unit sheet (counters): 1 sheet (198 pieces)

2-1 Map

This game includes one map each for the battlefields of Yamazaki and Shizugatake.

2-1-2 Hexes

These are the hexagonal grid spaces covering the map. They are printed to clearly indicate the positions of the game pieces.

2-1-3 Terrain

Hexes are classified into various types of terrain (see Section 12).

2-1-4 Charts and Tables

The following charts and tables are printed on the maps. Please refer to the corresponding sections for instructions on their use.

- ① Turn Record Track (Section 4)
- ② Phase Record Track (Section 4)
- ③ Fire Results Table (Section 9)
- ④ Close Combat Results Table (Section 10)

2-2 Units (Counters)

The game uses two types of pieces: units representing combat formations and markers representing game situations.

2-2-1 Units

(1) Unit Name

Indicates to which bushō the unit belongs. This is displayed in two ways:

- ① With the bushō's name: These units represent the bushō themselves.
- ② With the phrase "[Name] Unit" (e.g., "~-隊"): These units show the bushō to which they belong.

(2) Unit Type Illustration

Shows the unit's type (branch of service).

(3) Combat Strength

The value used when performing Fire Combat (see Section 9) and Close Combat (see Section 10).

(4) Morale

The value used when performing a Morale Check (see Section 11).

(5) Movement Allowance

UNIT TYPES							
Bushō	Kiba	Teppō	Yari				
UNIT TYPES							
Bushō	Kiba Unit	Teppō Unit	Yari Unit				
Unit Name**	佐々成政	佐久間盛政	金森隊	加藤清正			
Combat Strength	6	8	9	8			
Morale	6	7	5	7			
Movement Allowance	4	5	3	4			
				Family Crest			
				Back			
				佐々成政	佐久間盛政	金森隊	加藤清正
				6	8	9	8
				6	7	5	7
				4	5	3	4

* The back side is used in Chain Retreat

** If the scenario specifies "Kiba Units" "Teppō Units" or "Yari Units" x *, use all units of that unit type.

The value used when performing movement (see Section 7).

(6) Arrival Code

Units that enter the game as reinforcements display an Arrival Code. Units without an Arrival Code are placed on the map during initial setup.

(7) Family Crest / Unit Color

The family crest and unit color indicate the bushō to whom the unit belongs.

2-2-2 Markers

Markers are used to represent various situations and states during the game. The markers used in this game are listed below. Please refer to the relevant sections for instructions on how to use them.

Turn Marker



Phase Marker



3 Preparing for Play

Before starting the game, players prepare for play according to the following instructions.

- (1) First, decide which scenario to play and determine which player will represent the Hideyoshi side and which will represent the anti-Hideyoshi side.
- (2) Unfold the map and gather the units assigned to each player.
- (3) Place the units on the map on the hexes designated. Set aside any units that will enter as reinforcements.
- (4) Place the turn marker on the "1" space of the Turn Record Track.

4 How the Game Progresses

This game progresses by repeating a specific sequence of steps (each step is referred to as a "Phase").

Phases are indicated by positioning the Phase Marker on the Phase Record Track.

A complete sequence of steps is hereafter referred to as a "Turn." The game continues until the designated number of Turns has been completed.

4-1 Sequence of Play

1. Anti-Hideyoshi Movement Phase (Section 7)
 - ① Reinforcements (Section 13)
2. Hideyoshi Defensive Fire Phase (Section 9)
3. Anti-Hideyoshi Combat Phase (Section 8)
 - ① Fire (Section 9)

- ② Close Combat (Section 10)

4. Hideyoshi Movement Phase

- ① Reinforcements

5. Anti-Hideyoshi Defensive Fire Phase

6. Hideyoshi Combat Phase

- ① Fire
- ② Close Combat

Once all of the above Phases have been completed, the Turn ends. Move the Turn Marker to the next space and repeat the sequence starting from the first Phase.

5 Stacking (Stacking of Units)

In this game, you can place only one unit per hex. This restriction applies at the end of each Movement Phase, Fire Phase, and Close Combat Phase. If this restriction is exceeded, the player must immediately remove the excess units from the map.

6 Zones of Control

Each unit is considered to deploy forces into and control both the hex it occupies and the six surrounding hexes. These hexes are hereafter referred to as its "Zone of Control" (ZOC).

6-1 All units possess a Zone of Control, regardless of unit type.

6-2 A hex cannot be part of a Zone of Control if it requires crossing an impassable hexside.

6-3 A Zone of Control affects enemy units in the following ways. Please refer to the relevant sections for details.

- ① Movement restrictions (Section 7-3)
- ② Prevention of retreat (Section 11-1).

7 The Movement Phase

During his Movement Phase, a player may move any number of his units. It is entirely up to the player whether or not to move them.

7-1 Principles of Movement

Movement is defined as moving a unit from its current hex to another hex.

7-1-1 Units are moved one at a time. The player may choose the order in which to move them. However, the movement of the next unit cannot begin until the movement of the current unit has been completed.

7-1-2 All units move by traversing hexes one at a time. The player is free to choose the direction of movement.

7-2 Movement

A player moves each unit using the Movement Allowance assigned to it. The Movement Allowance represents the distance a unit can move during a single Movement Phase, expressed as a numerical value.

7-2-1 A player moves each unit using the Movement Allowance assigned to it.

7-2-2 The portion of its Movement Allowance expended by a unit depends on the terrain of the hexes being entered (see Section 12).

7-3 Effects of Enemy Zones of Control on Movement

Enemy Zones of Control (EZOCs) affect unit movement as follows.

7-3-1 A unit that enters a hex in an EZOC during movement must end its movement in that hex.

7-3-2 A unit located in an EZOC at the start of its own Movement Phase may leave the EZOC by expending 1 additional Movement Point. [Presumably, it is possible to move directly into another EZOC, but the unit must stop there.]

7-4 Movement Restrictions

7-4-1 While moving, a unit may pass through a hex containing another friendly unit, but it cannot end movement in that hex.

7-4-2 A player cannot move a unit across an impassable hex side.

7-5 Moving Off the Map

A player may move hits units off the map.

7-5-1 Moving off the map costs 1 Movement Point.

7-5-2 Units that move off the map cannot return to it.

8 The Combat Phase

During his Combat Phase, a player can attack enemy units using either a Fire Attack or Close Combat. Fire Attacks and Close Combats are resolved sequentially, one at a time.

8-1 In order to resolve an attack, designate a target unit and declare whether it is a Fire Attack or a Close Combat.

8-2 If a Fire Attack is chosen, only friendly teppō units may be used (see Section 9).

8-3 If a Close Combat is chosen, all friendly combat units (including friendly teppō units) may be used (see Section 10).

8-4 Once one attack (Fire or Close Combat) has been resolved, proceed to resolve the next attack. Units that have already participated in a Fire Attack or Close

Combat during the current Combat Phase cannot participate in any other attacks during the same Phase.

8-5 The attacking player may launch an attack against a specific defending unit only once during each Combat Phase.

9 Fire Combat

A player may fire at enemy units during his own Defensive Fire Phase and Combat Phase. Fire Attacks are directed at enemy units adjacent to the player's own teppō units, and they are resolved using dice and the Fire Results Table. When resolving Fire, the unit performing the attack is referred to as the "firing unit," and the unit being attacked is referred to as the "target unit."

Each fire attack is resolved sequentially, one at a time, according to the following procedure.

- ① Calculate the Fire Strength
- ② Resolve the Fire
- ③ Apply the Fire results

9-1 Principles of Fire Combat

Before resolving Fire, the firing player must declare in advance which teppō unit is firing at which enemy unit.

9-1-1 A player may fire at an enemy unit located in a hex adjacent to his own teppō unit.

9-1-2 Each teppō unit may fire once during the Defensive Fire Phase and once during the Fire segment of its own Combat Phase each turn.

9-1-3 Fire is not mandatory. The player is free to choose whether or not to fire.

9-1-4 When units in multiple hexes Fire at a single enemy unit, it is resolved as a single, combined Fire Attack.

9-1-5 A player may fire at each target unit only once per Turn. [Shouldn't that be once per Phase?]

9-1-6 Fire may be conducted across impassable hex sides.

9-2 Resolving Fire

The player totals the Combat Strengths of all firing units and rolls two dice. The Fire result is determined by cross-referencing the total dice roll with the corresponding Combat Strength column on the Fire Results Table. However, the dice total value may be modified by terrain effects (see Section 12).

Fire results are applied immediately to the affected unit.

9-2-1 Fire Results

Fire results are interpreted as follows:

- ① – : No effect.
- ② 0–4: Conduct a Morale Check for the target unit (see Section 11). Add the number shown to the die roll for the Morale Check.
- ③ E: Remove the target unit from the map.

10 Close Combat

During his own Combat Phase, a player may initiate Close Combat against enemy units. Close Combat takes place against enemy units adjacent to the player's own units, and it is resolved using dice rolls and the Close Combat Results Table.

When resolving Close Combat, the player initiating the action is referred to as the "attacker" and the player receiving the action is referred to as the "defender," regardless of the overall tactical situation.

Each instance of Close Combat is resolved sequentially, one location at a time, using the following procedure.

- ① Calculate the difference in Combat Strengths
- ② Resolve the Close Combat
- ③ Apply the Close Combat results

10-1 Principles of Close Combat

To resolve Close Combat, the attacking player must declare in advance which of his units are initiating Close Combat against which enemy units.

10-1-1 The attacking player may initiate Close Combat against enemy units located in hexes adjacent to his own units.

10-1-2 Each attacking unit may attack only once during each Combat Phase.

10-1-3 Close Combat is not mandatory. The attacking player is free to decide whether or not to initiate it.

10-1-4 When units in multiple hexes attack a single enemy unit, it is resolved as a single, combined Close Combat.

10-1-5 Close Combat cannot be initiated against an enemy unit across an impassable hex side.

10-2 Calculating the Combat Strength Difference

To resolve a Close Combat, the attacking player totals the Combat Strength of all of his units that are participating in the battle. Then, subtract the defending side's Combat Strength from this total to determine the difference.

10-3 Resolving Close Combat

Once the Combat Strength differential has been calculated, roll two dice. The combat result is determined by cross-referencing the sum of the dice rolls with the corresponding column for that differential on the Close Combat Results Table. Note, however, that the dice total may be modified by terrain effects (see Section 12).

Combat results are applied immediately to the affected units.

10-3-1 Close Combat Results

Close Combat results are interpreted as follows:

- ① AE: Attacker Eliminated. Remove all attacking units from the map.
- ② A1–A4: Conduct Morale Checks (see Section 11) for all attacking units that initiated the melee. Add the indicated number to the die roll for each Morale Check.
- ③ B1: Conduct Morale Checks for both the attacking and the defending units, adding 1 to each die roll. The defending player performs the Checks first.
- ④ D1–D4: Conduct Morale Checks for all defending units. Add the indicated number to the die roll for each Morale Check.
- ⑤ DE: Defender Eliminated. Remove all defending units from the map.

11 Morale Checks

A player required to conduct Morale Checks as a result of Fire or Close Combat determines the outcome for each unit individually, as follows. Note that units with a morale rating of * do not conduct morale checks, even when the situation calls for one.

(1) Roll one die, add the result to the number from the Fire or Close Combat result, and then subtract the target unit's Morale.

(2) If the resulting number is 0 or less, the Morale Check is successful. A unit that passes its Morale Check remains in its current hex.

(3) However, if the resulting number is 1 or greater, the Morale Check fails, and the following procedure applies.

- ① 1–4: Use this as the number of Movement Points that the unit must retreat away from the enemy unit (see section 11-1). (Note that it is the enemy player who performs the retreat.)
- ② 5 or higher: Remove the unit from the map.

11-1 Retreat

If a Morale Check fails, the enemy player retreats the enemy unit as follows.

11-1-1 When retreating a unit, the enemy player uses the specified number as Movement Points to move the unit to any hex away from its original hex (see 11-3-3(2)).

11-1-2 When retreating an enemy unit, prioritize hexes that do not contain another unit. The unit cannot pass through or enter the following hexes (relative to the retreating unit):

- ① Hexes containing an enemy unit
- ② Hexes in enemy Zones of Control
- ③ Hexes that would require crossing an impassable hexside
- ④ Off the map

11-1-3 If a unit required to retreat cannot retreat the specified number of Movement Points, that unit is removed from the map.

11-2 Chain Retreats

If there is no other path available, a unit may retreat by passing through hexes occupied by friendly units (relative to the retreating unit) until it reaches a hex that is not occupied by another unit. As a result, the units in the hexes being passed through may also be forced to retreat. This type of retreat is called a "Chain Retreat."

11-2-1 When a unit retreats through an occupied hex, flip the unit in that hex to its reverse side.

11-2-2 After the original unit's retreat has been completed, the owning player conducts a Morale Check for each flipped unit. No die roll modifiers apply to this check.

11-2-3 A unit that succeeds in its Morale Check remains in that hex. However, a unit that fails its Morale Check must undergo a Chain Retreat. The enemy player retreats that unit a number of hexes equal to the difference between the die roll result and that unit's Morale value. Once the Chain Retreat is complete, flip the unit back to its front side.

11-2-4 If a unit performing a Chain Retreat passes through a hex occupied by another friendly unit during its retreat, the unit in that hex may also be forced to retreat. However, the following types of units do not retreat in this circumstance:

- ① Units that have already retreated
- ② Units that have already retreated in a Chain Retreat

11-2-5 If a unit undergoing a Chain Retreat passes over another unit that is already required to perform a Morale Check for a Chain Retreat, individual Morale Checks are performed for each unit that passed over that unit. If any of the Checks fail, a Chain Retreat occurs.

11-3 Advance after Combat

If you eliminate an enemy unit or force it to retreat during a Fire Attack or Close Combat, you may advance friendly units that participated in that action into the hex previously occupied by the enemy unit or even further. This is called an "Advance after Combat."

11-3-1 If an enemy unit is eliminated or forced to retreat as a result of Fire, a single friendly unit may advance into the hex previously occupied by that enemy unit. This Advance after Combat is not mandatory.

11-3-2 However, if an enemy unit is eliminated or forced to retreat due to defensive Fire, an Advance after Combat is not permitted.

11-3-3 An attacking player who forces an enemy unit to retreat as a result of Close Combat may advance their participating units after the Combat, subject to the following restrictions.

(1) Advance after Combat takes place after resolving any Chain Retreats resulting from the Combat.

(2) The attacking units use the number indicated in the result as their Movement Allowance to advance through the hexes traversed by the unit that retreated. However, a unit may always advance at least one hex regardless of the movement cost. Moreover, if 1 Movement Point remains during an advance, the unit may advance into a hex that normally requires 2 Movement Points to enter.

(3) If the advance would take the unit into a hex occupied by another enemy unit, the advance must stop in the hex immediately preceding it.

(4) When multiple units participate in Close Combat, first advance one unit as described above, then advance each remaining unit one by one, in sequence, up to the hex immediately preceding the unit that advanced before it.

11-3-4 An attacking player who has eliminated an enemy unit from the map via Close Combat may freely move all of his own units that participated in that combat up to a distance of 4 Movement Points. However, the first hex entered must be the hex previously occupied by the enemy unit. In this

instance, the advance may not end in a hex already occupied by a friendly unit.

11-3-5 Advance after Combat is not mandatory. Furthermore, if multiple hexes are available for the advance, the player may choose any of them.

11-3-6 Advance after Combat may be made while completely ignoring enemy Zones of Control. However, movement across impassable hex sides is prohibited.

12 Terrain

There are two types of terrain: hex terrain and hex side terrain.

Terrain has two types of effects: effects on movement and effects on combat.

Each effect is shown in the following format:

<Movement Points required to enter the hex / Effects on combat>

There are two types of combat effects: those that apply when defending and those that apply when attacking.

Effects applicable when defending take effect when a unit in that type of hex is attacked, while effects applicable when attacking take effect when a unit in that type of hex participates in an attack.

Terrain effects are cumulative with other terrain effects.

Combat die modifiers are applied to the appropriate Results Table after all effects have been taken into account.

12-1 Hex Terrain

If a hex contains more than one type of terrain type—even partially—the effect of the terrain with the greatest impact is applied.

- ① Flat Terrain: 1 Movement Point / No effect
- ② Marsh: 2 Movement Points / No effect
- ③ Hills/Mountains: 2 Movement Points / When defending: -2 to dice rolls on both the Fire and Close Combat Tables; when attacking: apply Elevation difference (Section 12-3)
- ④ Mountain Peak: Use the underlying terrain / When attacking: +1 Elevation (Section 12-3)
- ⑤ Town: Use the underlying terrain / When defending: -2 to dice rolls on both the Fire and Close Combat Tables
- ⑥ Encampments: Use the underlying terrain / When defending: -2 to dice rolls on both the Fire and Melee Combat Tables; when attacking: +2 to die rolls on both the Fire and Melee Combat Tables

12-2 Hex Side Terrain

- ① Minor River: 1 additional Movement Point to cross / When defending: if all attacking enemy units are crossing the minor river to attack, apply a -2 dice roll modifier on the Close Combat Results Table (only); no modifier applies to Fire Combat.
- ② Secondary Road: Costs 1 Movement Point to traverse, regardless of the underlying terrain.
- ③ Primary Road: Costs 1/2 Movement Points to traverse, regardless of the underlying terrain.
- ④ Major River / Lake (impassable hex sides): Impassable. Apply a -2 die roll modifier on the Fire Results Table (only); Close Combat is not permitted.

12-3 Elevation Difference

Terrain increases in Elevation in the following order:

- ① Flat land/Marsh
- ② Hills
- ③ Mountain

Mountain Peaks: Add 1 to the above terrain levels.

When attacking an enemy unit located in a hex at a lower Elevation level from a hex with a higher Elevation level, apply a +2 modifier to the dice roll on the Fire Results Table or Close Combat Results Table. The modifier remains +2 even if the Elevation difference is two levels or greater.

Elevation difference effects do not apply when defending.

Elevation difference effects are cumulative with other terrain effects.

Example 1: When attacking an enemy unit in an adjacent hills hex from a mountain hex, the +2 elevation bonus for the attacker and the -2 penalty for the defender cancel each other out, resulting in a net modifier of zero.

Example 2: In the Example 1 situation above, if the mountain hex also contained encampment, the +2 Elevation bonus and +2 encampment bonus for the attacker would combine with the defender's -2 penalty to yield a net modifier of +2.

Example 3: In the Example 2 scenario above, if the defender were located in a flat land hex instead, the attacker's +2 elevation bonus and +2 fortification bonus would result in a net modifier of +4.

13 Reinforcements

13-1 Reinforcements are units that appear on the map during the course of the game. They enter the map at designated hexes as specified in each scenario.

When entering from off-map, reinforcements ignore enemy Zones of Control (EZOCs), but, if they enter an EZOC, their movement ends in that hex.

13-2 If another unit is already present in a designated entry hex, the reinforcement unit cannot appear there.

13-3 If other units are present in all of the designated entry hexes, the unit's appearance is delayed until the next Turn.

14 Scenarios

If the scenario specifies "Cavalry units," "Teppō units," or "Yari units," include all units belonging to the corresponding troop type.

14.1 Battle of Yamazaki

Oda Nobunaga, who was on the verge of unifying the nation, fell midway through his quest during the Honno-ji Incident. Hashiba Hideyoshi's forces—previously locked in a standoff with the Mōri clan at Takamatsu Castle—executed the lightning-fast "Great Retreat from Chugoku" and surged toward Kyoto with unstoppable momentum. Standing to intercept them was Akechi Mitsuhide, the man who had struck down the "Demon King of the Sixth Heaven", Nobunaga. The stage was set for the decisive battle at Yamazaki. Who would go on to shoulder the future of the nation in the wake of Nobunaga?

(1) **Map Used:** Battle of Yamazaki map

(2) **Turns:** Turns 1-8

(3) **Initial Deployment** (Anti-Hideyoshi/Akechi Side):

Place the specified Akechi army units in or adjacent to the designated hexes.

① Gobo-zuka (1421):



(see Movement Restrictions)

② Shimo-Ueno (1119):



③ Hakkaku (1618):



④ Enmyō-ji (1415):



(4) **Reinforcements:** All on the Hideyoshi side.

Enter the map on the "To Osaka" highway (1401) during the specified turn.

① Arrival Code ①: Turn 1



② Arrival Code ②: Turn 2



③ Arrival Code ③: Turn 3



④ Arrival Code ●: Hideyoshi's Main Force



Place the units listed above together into an opaque cup. From Turn 4 onward, before the movement phase begins each turn, the Hideyoshi player rolls one die and randomly draws a number of units from the cup equal to the die roll result as reinforcements for that turn. Once the cup is empty, no further units are drawn. Instead, the reinforcements listed below are received on the following turn.

- ⑤ Arrival Code ● : Enter on the Turn following the full deployment of Hideyoshi's main force



(5) Movement Restrictions:

At the start of the game, Mitsuhide's main force (Akechi Mitsuhide and five yari units) cannot move.

Beginning with Turn 2, before moving his forces each turn, the Akechi player rolls one die. If the result is 6 or lower, he may select any one unit and lift the aforementioned restriction for it, subject to the following modifiers:

- ① If the Hideyoshi side controls the Mt. Tenno hex (1812): die roll +2
- ② If the Hashiba Hideyoshi unit has appeared on the map: die roll +2

(6) Victory Conditions

- ① Victory for the Anti-Hideyoshi player: If either the Hashiba Hideyoshi unit or the Hashiba Hidenaga unit is eliminated during the game, the game ends immediately with a victory for the Akechi player.



- ② Victory for the Hideyoshi player: If the Akechi Mitsuhide unit is eliminated during the game, the game ends immediately with a victory for the Hideyoshi player.



- ③ At scenario end: If there are two or more Hideyoshi side units east of the Enmyōjigawa (indicated by the red dotted line), the Hideyoshi player wins.

If none of the above conditions has been met, the Akechi player wins.

14.2 The Battle of Shizugatake

In the wake of Nobunaga's death, the struggle for supremacy plunged into chaos, ultimately leading to an all-out confrontation between two great rivals: Hashiba Hideyoshi and Shibata Katsuie.

The decisive battleground was Shizugatake—a strategic stronghold north of Lake Biwa, hemmed in by mountains and water.

With Sakuma Morimasa's troops launching a fierce assault and the "Seven Spears of Shizugatake" charging across the field, will Hideyoshi's reinforcements arrive in time? The outcome rests entirely in your hands.

(1) Map Used: Battle of Shizugatake map

(2) Number of Turns: Turns 1–12

(3) Initial Deployment (Hideyoshi Side):

Place the specified number of Hideyoshi-side units in or adjacent to the designated hexes (deploy these first).

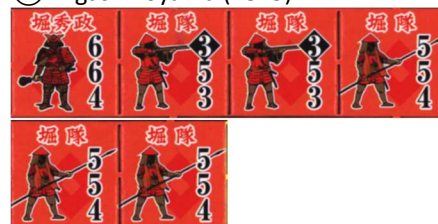
For "Hashiba units", you may freely choose from the following troops:



- ① Tanakamiyama (1626):



- ② Higashinoyama (1815):



- ③ Dōkiyama (1317):



- ④ Shinmeiyama (1018):



- ⑤ Iwasakiyama (1321):



⑥ Ōiwayama (1224):



⑦ Niwa Formation (0829):



(see Movement Restrictions)

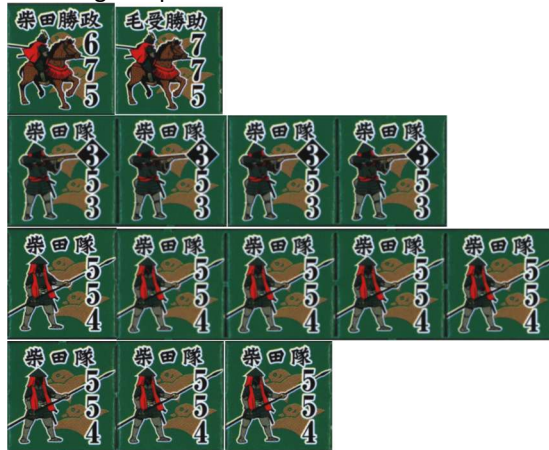
⑧ Encampment (1418, 1517):



(4) Initial Deployment for the Anti-Hideyoshi/Shibata Side:

Place the specified number of Shibata side units in or adjacent to the hexes listed below. If multiple hex numbers are specified, place them in any hex within the designated initial deployment area.

For "Shibata units", you may freely choose from the following troops:



① Uchinakaoyama (1402):



+ Shibata units x5

② Hayashidaniyama (1411):



③ Bessho-yama (1111):



+ Shibata units x2

④ Gongenzaka (0714-0717):



⑤ Shizugatake (0719-0724, 0825, 0826):



+ Shibata units x7

(5) Reinforcements: All on the Hideyoshi side.

Enter the map from any hex side along the southern map edge.

Arrival Code ● : Hideyoshi's main force

(see Movement Restrictions).



Place the units listed above together into an opaque cup. Beginning on Turn 5, before the Hideyoshi player begins his Movement Phase each turn, roll one die and randomly draw a number of units from the cup equal to the die roll result to receive as reinforcements that turn. Once the cup is empty, no further units are received.

(6) Movement Restrictions:



Niwa units drawn from the cup as part of Hideyoshi's main force are placed in the "Niwa Clan Holding Box."

Niwa forces placed on the map at the start of the game, as well as Niwa units placed in the "Niwa Clan Holding Box", cannot move until one of the following conditions is met.

- ① A Shibata side unit becomes adjacent to any Niwa unit.
- ② The Hashiba Hideyoshi unit appears on the map.

Once either of the above conditions has been met, all Niwa clan units may thereafter be used as standard Hideyoshi side units.

(7) Surprise Effects

- ① On Turn 1, only the 8 Shibata side units within the Shizugatake deployment area (0719-0724, 0825, 0826) can move and engage in combat.

No other units belonging to the Shibata or Hashiba forces may move or engage in combat. Add +2 to the Shibata side's attack dice rolls for all combat.

- ② Neither side may conduct defensive fire during Turns 1 and 2.

(8) The Seven Spears

Once the Hashiba Hideyoshi unit has appeared on the map, the Hashiba player may declare "Seven Spears of Shizugatake" once per game during the Hideyoshi Combat Phase.



Upon declaration, a +2 modifier may be applied to dice rolls in all Close Combat involving any of the following units for the remainder of the turn:



(9) Control of VP Hexes

Place 15 control markers in the following hexes, with either the "Hashiba control" or "Shibata control" side facing up.

- ① Under Hashiba control (8 locations):

Kinomoto (0829), Tanakamiyama (1626), Yogo (1520), Higashinoyama (1815), Dōkiyama (1317), Shinmeiyama (1018), Iwasakiyama (1321), Ōiwayama (1224)



- ② Under Shibata control (7 locations):

Uchinakaoyama (1402), Yanase (1506), Higashino (1515), Hayashidaniyama (1411), Besshoyama (1111), Gongenzaka (0717), Shizugatake (0826)



If a friendly unit enters a hex containing an enemy control marker, it takes control of that hex and flips the control marker over.

(10) VP Record Track

At the start of the scenario, place the VP marker in the "Start" space on the VP Record Track.



The upper numbers on the VP Record Track indicate the number of VP hexes controlled by the Shibata forces, while the lower numbers indicate those controlled by the Hideyoshi forces.

When you take control of an enemy VP hex, move the VP marker one space toward your side's section of the VP Record Track.

The events triggered in sections (11) through (13) below are based on the position of the VP marker on the track.

(11) Hideyoshi Side Defection Check

If the anti-Hideyoshi player controls 10 or more VP hexes, he rolls one die at the start of his Movement Phase to check for defections among the Hideyoshi forces.

Depending on the die roll, the following units defect. Remove all corresponding units from the map.

- ① 1-2: - (No effect)



- ② 3:



- ③ 4:



- ④ 5:



(12) Shibata Side Defection Check

If the Hashiba Hideyoshi unit has appeared on the map and the number of VP hexes controlled by the Hideyoshi side is between 6 and 8, the Hideyoshi player performs a defection check for the Shibata side, as described above.

- ① 1-3: - (No effect)



(13) Victory Conditions

① Shibata Player Victory: The game ends with a victory for the Shibata player if the number of VP hexes controlled by the anti-Hideyoshi forces reaches 11, or if either the Hashiba Hideyoshi or Hashiba Hidenaga unit has been eliminated.



② Hideyoshi Player Victory: The game ends with a victory for the Hideyoshi player if the number of VP hexes controlled by the Hideyoshi forces reaches 9 or more, or if the Shibata Katsuei unit has been eliminated.



③ At Scenario End: If none of the above conditions has been met by the end of Turn 12, the player controlling the greater number of VP hexes wins.

13 [15] Optional Rules

13.1 Bushō and Their Units

(1) If any of the following bushō units are eliminated, remove all units belonging to that bushō from the map.

① Anti-Hideyoshi Side:



(When playing the Hypothetical Scenarios:



② Hideyoshi Side:



(2) For units belonging to the aforementioned bushō (excluding units selected for Hypothetical Scenarios), Movement Allowance and Morale decrease by 1 for each hex of distance beyond four hexes from their bushō's unit.

13.2 Hypothetical Scenarios

Units belonging to Tsutsui Junkei, Hosokawa Fujitaka, Sassa Narimasa, and their respective bushō can only be used in the Hypothetical Scenarios.



(1) In the Hypothetical Scenarios, the game length is extended. Once both players have agreed upon the number of additional Turns and the victory conditions for the Hideyoshi side (listed below), the anti-Hideyoshi faction may use the designated units.

① Yamazaki Scenario: Number of Hideyoshi side units located east of the Inugawa (1823) and Obatagawa (1221) rivers.

② Shizugatake Scenario: Victory Points (VP) required for each side to win at the end of the game.

(2) Place the selected units in an opaque cup, as described below.

Beginning on the designated turn, the anti-Hideyoshi player rolls one die at the start of his Movement Phase each Turn. He then randomly draws a number of units from the cup equal to the die roll minus 2 (with a minimum of 0) and receives them as reinforcements for the current Turn.

① Yamazaki Scenario (appearing from Turn 9):



(Enter the map via the "To Horagatōge" road (0123);



(Enter the map via the "To Tanba" road (2422)).

② Shizugatake Scenario (appearing from Turn 13):



(Enter the map via any road on the northern edge).

(3) In the Hypothetical Scenarios, the game's outcome is determined at the end of the last Turn agreed upon.

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Counter Illustrations: Hidehiro Matsuda
Playtesting: The Playtest Group
Production: Simulation Journal Co., Ltd.

Fire Results Table

Combat Strength Dice Roll	1 ~ 3	4 ~ 6	7 ~ 9	10 ~ 12	13 ~ 16	17 ~ 20	21 ~ 25	26 Or Higher
2 Or Lower	—	—	—	0	1	2	2	3
3	—	—	0	1	2	2	3	3
4	—	0	0	1	2	3	3	4
5	—	0	1	2	3	3	4	4
6	0	1	1	2	3	4	4	E
7	0	1	2	3	4	4	E	E
8	1	2	2	3	4	E	E	E
9	1	2	3	4	E	E	E	E
10	2	3	3	4	E	E	E	E
11	2	3	4	E	E	E	E	E
12 Or Higher	3	4	E	E	E	E	E	E

Advance after Combat of 1 hex. Difference of 5 or more on Morale Check: Eliminated.

Close Combat Results Table

Combat Strength Difference (Attacker - Defender)

Combat Strength Diff. Dice Roll	-8 Or Lower	-7 ~ -5	-4 ~ -3	-2 ~ -1	0 ~ 1	2 ~ 3	4 ~ 5	6 ~ 8	9 ~ 12	13 ~ 17	18 Or Higher
2 Or Lower	AE	AE	AE	AE	AE	A4	A3	A2	A1	B1	D1
3	AE	AE	AE	AE	A4	A3	A2	A1	B1	D1	D2
4	AE	AE	AE	A4	A3	A2	A1	B1	D1	D2	D3
5	AE	AE	AE	A3	A2	A1	B1	D1	D2	D3	D4
6	AE	AE	A4	A2	A1	B1	D1	D2	D3	D4	DE
7	AE	A4	A3	A1	B1	D1	D2	D3	D4	DE	DE
8	A4	A3	A2	B1	D1	D2	D3	D4	DE	DE	DE
9	A3	A2	A1	D1	D2	D3	D4	DE	DE	DE	DE
10	A2	A1	B1	D2	D3	D4	DE	DE	DE	DE	DE
11	A1	B1	D1	D3	D4	DE	DE	DE	DE	DE	DE
12 Or Higher	B1	D1	D2	D4	DE	DE	DE	DE	DE	DE	DE

Difference of 5 or more on Morale Check: Eliminated.

Eliminated in melee: Free Advance after Combat of up to 4 MPs.

Terrain Effects Chart

Hex	Movement Cost	Effect on Combat Defending Attacking	Hex Side	Movement Cost	Effect on Combat Defending Attacking
Flat Land	1	— Elev. ①	Primary Road	(1/2)	— —
Town	—	-2 —	Secondary Road	(1)	— —
Encampment	—	-2 +2	Minor River	+2	Close -2 —
Hills	2	-2 Elev. ②	Major River Lake & Marsh	Only on Road	Fire -2 Fire Only
Mountain	2	-2 Elev. ③			
Mountain Peak	—	— Elev. + ①			

— : Use other terrain in hex

Yamazaki Map Charts

Terrain Effects Chart

	Flat Land	Marsh	Town	Encampment	Hills	Mountain	Mountain Peak	Setup Location	Primary Road	Secondary Road	Minor River	Major River & Lake
Legend												
Movement Cost	1	2	-	-	2	2	-	-	(1/2)	(1)	+2	Only on road
Effect on Combat	-	-	-2	-2	-2	-2	-	-	-	-	Close -2	Fire -2
Attacking	Elev. ①	Elev. ①	-	+2	Elev. ②	Elev. ③	Elev. +①	-	-	-	-	Fire only

Turn Record Track

T1	T2	T3	T4	T5	T6	T7	T8
6th Month, 12th Day Nakagawa Takayama Hashiba x 6	6th Month, 13th Day Hori	Ikeda	Hideyoshi Main Force Reinforcements Begin	Hour of the Rooster			
①	②	③					

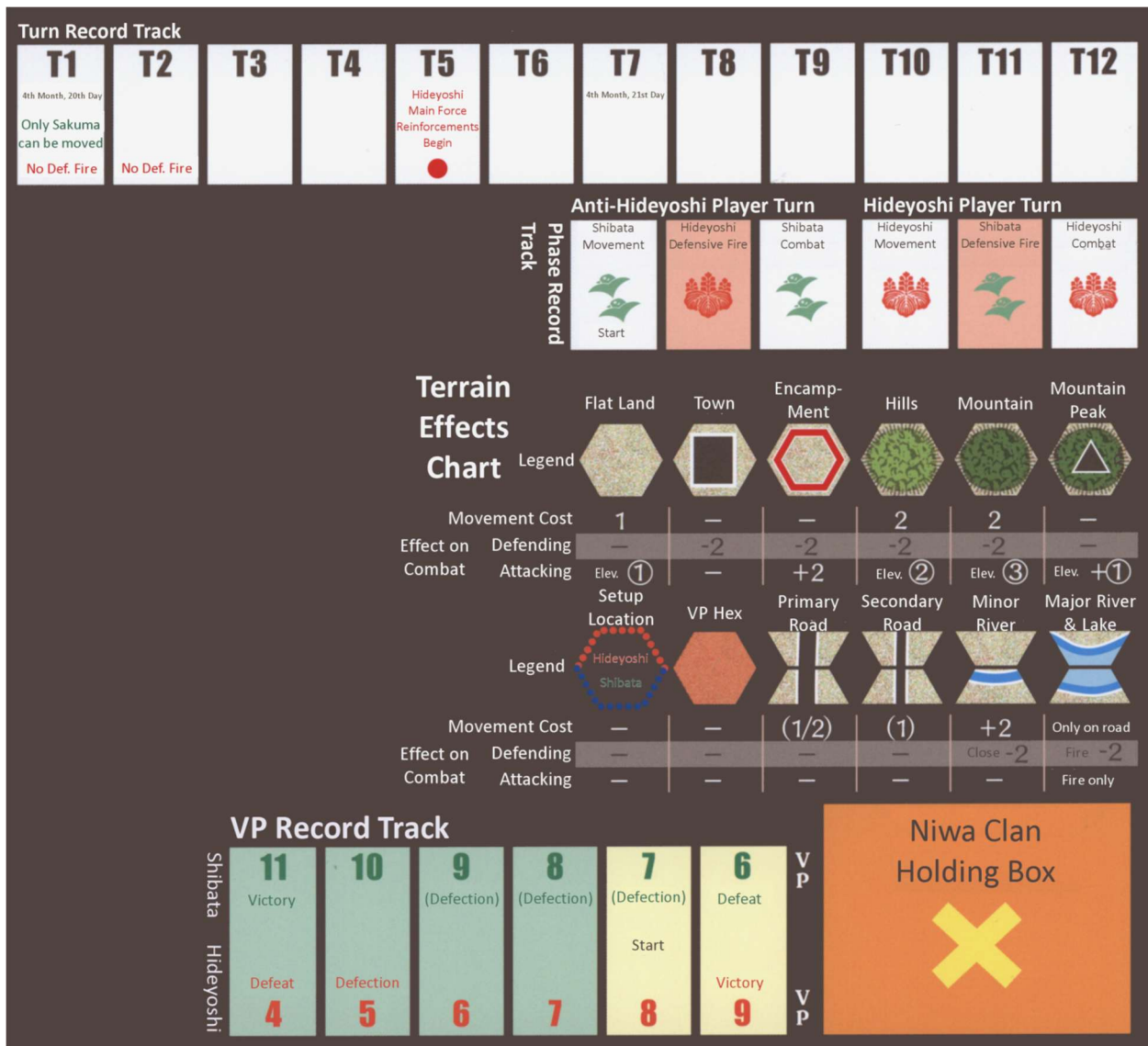
Anti-Hideyoshi Player Turn

Hideyoshi Player Turn

Akechi Movement	Hideyoshi Defensive Fire	Akechi Combat	Hideyoshi Movement	Akechi Defensive Fire	Hideyoshi Combat

Phase Record Track

Shizugatake Map Charts



Notes on This English Translation

This translation of the exclusive rules for *Game Journal* 99 was created in June 2026 by Terry Gordon. It is based on ABBYY FineReader OCR, machine translation by Google Translate (with second opinions where needed from DeepL Pro), and a human effort to make the resulting text genuinely usable as game rules. But, please note that I do not speak, read, or write Japanese.