2–5 PLAYERS
AGE 12+

IKUSA™

RULEBOOK



It is the sixteenth century—the Age of War in Japan. On the provincial battlegrounds, daimyo leaders draw up their armies. Samurai warriors don battle armor; peasant farmers take up spears and guns. For each ambitious daimyo, a lifetime of military training is put to the final test. Who will emerge victorious?

As a Japanese warlord, you lead your daimyos to victory—or defeat! Conquer provinces, then guard them well while you conquer more. Each enemy, each battle, calls for a different strategy. Is brute military force enough? Will your opponent honor a truce line? Could a samurai ronin ambush or a sudden ninja strike pay off?

Whatever your strategy, each province you claim brings you closer to your goal. Gain enough provinces, and you become Shogun—military ruler of all Japan!



IKUSA™

Third Edition of a Classic Game

Ikusa™ was first published by Milton Bradley as part of the popular Gamemaster series of games. Originally released as Shogun in 1986, it was later released as Samurai Swords in 1995, and once again the game finds itself with a new name.

This latest edition features updated components and fresh art that breathe new life into the game. We hope you enjoy playing it as much as we do.



Table of Contents

Object of the Game 3

Components 4

Setup 10

Action Sequence 12

1. Plan 12

2. Determine Turn Order 12

3. Build 13

4. Levy Units 13

5. Hire Ronin 15

6. Hire Ninja 16

7. Wage War 17

Phase A. Move Daimyos' Armies 18

Phase B. Declare First Battles 19

Phase C. Conduct Combat 20

Phase D. Final Movement 27

8. Remove Ronin 28

9. Collect Koku 28

Winning the Game 28

Two-Player Rules 29

Quick-Play Rules 29

Object of the Game

The object of **Ikusa**™ is to be the first player to gain control of 35 provinces. All players begin the game with the same number of provinces. You'll gain more by capturing them from your opponents.

First, outplan your opponents by spending your wealth wisely. Will you recruit more military units? Or hire the deadly ninja to assassinate your enemy? You decide. Then bid cleverly and position your military units skillfully. You'll need a handful of luck on your die rolls to eliminate enemy military units and claim another province.

Diplomacy can become an important part of your strategy in this game. Depending on your starting position, you may need to negotiate a temporary truce with at least one opponent or your domain will quickly diminish. Be wary of your allies, however: in **Ikusa**, no one can be trusted!

Components

1 Game Board
1 Rulebook
5 Reference Screens
5 Army Cards
5 Planning Trays
1 Master Tray
10 Castles
5 Castle Fortifications
30 Koku Chips
30 Ronin Figures
1 Ninja Figure
5 Turn Order Markers
72 Province Cards
12 Battle Markers
1 Flag-Label Sheet
6 Twelve-Sided Dice
5 Colored Sets of 72 Military Figures*



*Each colored set contains 36 Ashigaru Spearmen, 9 Ashigaru Gunners, 9 Samurai Swordsmen, 9 Samurai Bowmen, 6 Flag Bearers, and 3 Daimyo.



Game Board

The game board is a modified map of feudal Japan. The letters on the above diagram are used below in this section for examples.

Islands: The map shows three of Japan's large islands: Honshu, Shikoku, and Kyushu. They are not labeled on the actual game board, but are called out on the above diagram.

Provinces: Provinces are divided by thin black borders. Each province is a game space. Note that there are two provinces named Awa: one (A) is located on the island of Shikoku, and the other (B) on the island of Honshu.

Adjacencies: Attacks and military unit movement can only be made to and from adjacent provinces. Provinces that share a common border are adjacent to each other; provinces that meet at a single point are not adjacent to each other. For example, the provinces of Kōzuke (C) and Echigo (D) are adjacent, but the provinces of Kōzuke (C) and Shimosa (E) are not adjacent.

Sea Lines: The blue lines connecting certain provinces across water are sea lines. Provinces connected by sea lines are considered adjacent to each other. For example, the provinces of Iki (F) and Nagato (G) are adjacent, but Iki (F) and Buzen (H) are not adjacent.

Military Units

Each plastic military figure represents a unit of 16th-century Japanese warriors. Below is a brief description of the role each unit type plays in the game. A unit's combat value is the number that it needs to roll or less to eliminate an enemy unit.



Daimyo: Combat Value 6
A daimyo was a provincial warlord who commanded a large army of warriors. Daimyo figures aren't placed on the game board; instead, a daimyo is placed on its army card. The daimyo and all the figures on that army card are represented on the board by a single army marker.

A daimyo figure represents himself and his entourage, and counts as a military unit. Guard your daimyos well: if you lose your last daimyo, you're out of the game!



Samurai Bowman: Combat Value 6
These long-range units represent experienced warriors who were deadly accurate with bow and arrow. Because they can quickly fire at the enemy over the heads of their own armies, they are powerful during battle.



Ashigaru Gunner: Combat Value 4
These long-range units represent inexperienced peasant farmers, each armed with a gun called a harquebus. Although these guns had greater penetration power than bows, they were less accurate and took more time to load. Therefore, gunners are less effective in combat.



Samurai Swordsman: Combat Value 5
These units represent the samurai elite class: warriors by birth who were highly disciplined in Kendo, the Way of the Sword. Your swordsmen are hand-to-hand combat units.



Samurai Ronin: Combat Value 5
In feudal Japan, ronin were masterless samurai: warriors for hire, whose loyalty lasted only as long as the battle. Your samurai ronin units symbolize those mercenaries. You may "hire" two or more ronin units for only one round of play at a time. Your samurai ronin fight along with your samurai swordsmen in hand-to-hand combat.



Ashigaru Spearman: Combat Value 4
These units represent peasant warriors, each armed with a long, curved spear called a yari. Like swords, yaris are hand-to-hand weapons; but historically, the ashigaru's inexperience rendered his spear less deadly than the samurai's sword. As a result, spearmen are less effective in combat.

Army Cards

Your army card has three separate sections to hold your three daimyos' armies. The Japanese name printed on each section represents the daimyo's family name.

During the game, you'll add units to your army card to strengthen your daimyos' armies; and you'll remove units from your card as they're lost in battle.

Army/Experience Markers

Each player has three plastic army markers and three plastic experience markers (figures holding flags). Throughout the game, you'll use one army marker and one experience marker (with matching base shapes and flag labels) to represent each of your three armies.



Army Markers
The three flat-based markers are your daimyos' army markers. Because your daimyos often command large armies, each daimyo and its army will stay on your army card, while the corresponding army marker stays on the game board, to represent the daimyo army's position.



Experience Markers
The three peg-based markers are your daimyos' experience markers. The pegs fit into the numbered holes on your army card. As a daimyo gains experience by winning battles, move his corresponding experience marker to the right, to mark his experience level. After several successful battles, a daimyo's experience level becomes one higher—giving his army more mobility and battle power!

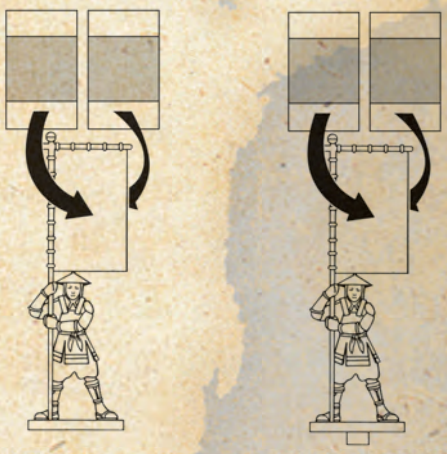
Daimyo experience is explained in detail in *Action 7: Wage War.*

Applying Stickers to Army/ Experience Markers

Before playing your first game, you'll need to apply the stickers to the army markers and experience markers—a total of 30 plastic figures.

Separate the markers by color. Then carefully apply the labels to one color group at a time, by following the steps below.

Army Marker **Experience Marker**



1. Separate the markers in pairs, by base shape: two circular-based, two square-based, and two hexagonal-based markers.

2. Find the 12 flag labels on the label sheet that match the color of the plastic markers. Note that there are three different graphic designs for that color—one matching design for the figures of each base shape.

3. Apply four matching-design labels to the two circular-based markers of the same color, one label on each side of both flags (see diagram, above). Then apply four matching-design labels to the square-based markers. Finally, apply the remaining four matching-design labels to the hexagonal-based markers.



The Ninja

The ninja performs a special role in the game: either to attempt the assassination of an opponent's daimyo on the current round of play; or to spy on an opponent's plans at the beginning of the next round of play.



Koku

The red plastic chips are koku. In feudal Japan, one koku was the amount of rice necessary to feed one person for one year. Koku were used to measure wealth and power. In **Ikusa** they're used in the same way.

One chip represents thousands of koku. During *Action 1: Plan*, you'll place koku in one or more of the bins in your planning tray to buy or bid for certain privileges. After a round of play, you'll collect a certain number of koku to spend during the next round, depending on how many provinces you currently own.



Battle Markers

Use battle markers to mark the provinces you plan to attack during *Action 7: Wage War* of each round. Place a battle marker on the border between the attacking province and the defending province, with the arrow pointing to the defending province.



Castles

In feudal Japan, daimyos built castles as strongholds against attacks from hostile neighbors. Likewise, in this game, you can build castles to aid in the defense of your provinces.



Fortresses

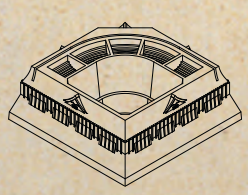
You can build a fortress by adding a fortification base to one of your existing castles. A fortress makes a castle's defense even stronger.



Province Cards

There are 68 province cards—one for each province on the game board. Each card shows an outline of the game board and a red silhouette to help you locate that province on the board.

Planning Trays & Reference Screens





Each player has a planning tray and a reference screen. The screen fits into the tray, forming a tray/screen combination.

Tray: The large compartment of your planning tray holds your military units (when they're not in use on the game board or on your army card). The five smaller compartments (bins) along the front will hold the koku you allocate during *Action 1: Plan*.

Screen: Your reference screen serves two purposes. First, it's a quick guide to the action sequence, the combat sequence, and unit costs; and second, it helps keep your plans (your koku allocation) secret from your opponents!

The Master Tray

The master tray holds a common pool of game components that players buy or draw from during the game.



Turn Order Markers

There are five turn order markers, each showing a number from 1 to 5. During setup and each round of game play, players each take a marker to establish the turn order.

Dice

You'll roll dice to resolve combat—and to determine the success or failure of a ninja strike!



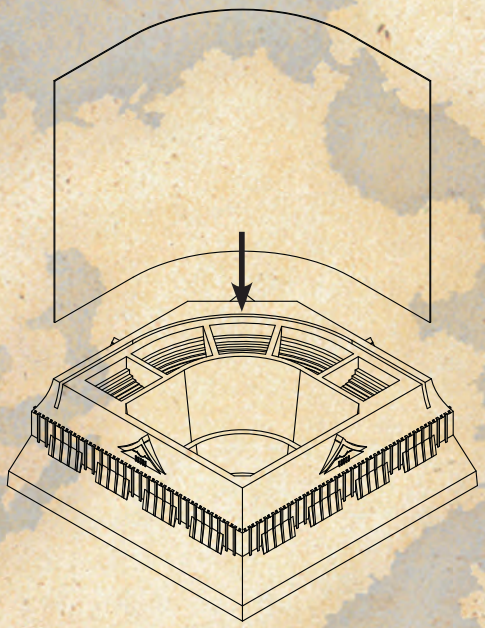
Setup

Prepare the game for play as follows:

1. Prepare Planning Trays

Take a planning tray and place it in front of you. Then take all of the plastic military units of one color and place them into the large compartment of your tray. All players do the same.

Take the reference screen that matches the color of your military units. Bend it gently to fit into the groove in your planning tray, with the chart side facing you (see diagram, below). All players do the same.



2. Prepare Master Tray

Put all the common-use pieces in the master tray—castles, fortification bases, ronin, dice, koku, battle markers, and the ninja. Then set the tray near the game board. During the game, you'll be removing pieces from the tray and returning them to it.

3. Set Up Army Cards

Take the army card that matches the color of your military units. Place your army card next to your planning tray. Then set up your card with units from your planning tray, as described below. All players do the same.

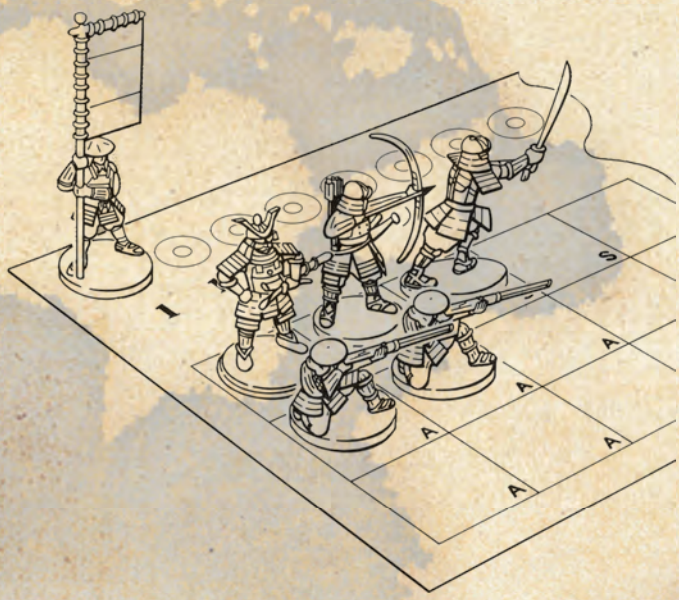
Experience Markers: Take your three (peg-based) experience markers. Match each base shape to its outline on your army card, then insert the marker into the left-most hole (marked ''1'') in that section.

Daimyos: Take your three daimyos and place one of them in each section, on the square marked "D" (for daimyo). Each of the three sections will hold a separate daimyo army.

Samurai Bowmen and Samurai Swordsmen: Take three bowmen and three swordsmen. Place one bowman and one swordsman in each army, on the two left-most squares marked "S" (for samurai). Place one unit per square.

Ashigaru Gunners: Take six gunners. Place two gunners in each army, on the squares marked "A" (for ashigaru). Place one unit per square.

Army Unit Limits: An army can never hold more than the one daimyo, four samurai units, and 10 ashigaru units. Throughout the game, your daimyos will always stay on their "D" squares on your army card (unless they are lost in battle). Samurai units (bowmen and swordsmen) are always placed on the "S" squares, and ashigaru units (gunners and spearmen) are always placed on the "A" squares.



After setup, each of your army card's three sections will look like this.

4. Deal Province Cards

Remove the four blank province cards and set them aside. (Save them to replace any lost or damaged cards.)

Shuffle the province cards, then deal them out face down, one at a time, to each player. Deal out the maximum number of cards to give each player an equal share. The deal comes out even in a four-player game. In a three- or five-player game, place the extra cards face up in an area next to the game board. These extra cards indicate unowned (empty) provinces. Players must conquer these provinces to take the cards.

Place your province cards in a pile in front you. These cards indicate the game-board provinces you own at the beginning of the game.

5. Claim Provinces

Place one ashigaru spearman from your planning tray in each province you own. All players do this at the same time.

6. Draw Turn Order Markers

Depending on the number of players, you may first need to remove one or more turn order markers from the game. In a two- or four-player game, remove the "5" marker. In a three-player game, remove the "4" and "5" markers. Return the removed markers to the box.

Turn the markers face down and mix them up. Each player then draws one at random. The number on the marker indicates when you act in turn order for the remainder of the setup. (The player with the "1" goes first, the player with the "2" goes second, and so on.)

After taking a marker, put it face up in front of you.

7. Distribute Koku

Each player adds up the number of province cards he or she holds, and divides by 3. Drop any remainder. The result equals the number of koku that player takes. For example, if you hold 13 province cards, divide by 3, then round the result (4 1/3) down to 4.

8. Place First Reinforcements

Players now place their first reinforcements in turn order, for the purpose of establishing a power base.

Place Ashigaru Spearmen: Each player takes 12 ashigaru spearmen from his or her planning tray. In turn order, each player places two spearmen in any a province he or she owns that currently contains only one spearman. Continue alternating placement of spearmen in this way until each player has placed all 12 of his or her spearmen on the game board.

Place Army Markers: After placing spearmen, each player takes his or her three army markers. In turn order, each player places one army marker in any province he or she owns that doesn't contain an army marker. Continue alternating placement of army markers in this way until each player has placed all three of his or her army markers on the game board.

9. Collect Turn Order Markers

Collect the turn order markers and set them aside for later use.

Forming Alliances

Though diplomacy and alliances aren't formally covered by the game rules, they can be an important part of this game's strategy. You may form alliances with your opponents at any time, the conditions and length of which are entirely up to the players involved. For example, you and an opponent might agree not to attack each other during one complete round of play. Such an agreement might free you up to focus your military strength in one direction, without fear of being attacked from the rear. But beware! Ultimately, only one of you can win the game; and this cold fact makes any alliance risky, fragile—and temporary!

Action Sequence

Ikusa is played in rounds. Each round of play is made up of nine actions, called the action sequence. Players perform each action in the action sequence simultaneously, except for *Action 7: Wage War*. One player at a time performs all four phases of the Wage War action, in the turn order established during *Action 2: Determine Turn Order*.

Action Sequence

1. **Plan**
2. **Determine Turn Order**
3. **Build**
4. **Levy Units**
5. **Hire Ronin**
6. **Hire Ninja**
7. **Wage War**
   - A. Move Daimyos' Armies
   - B. Declare First Battles
   - C. Conduct Combat
   - D. Final Movement
8. **Remove Ronin**
9. **Collect Koku**

Action 1: Plan

During this action, players allocate koku in their planning trays to determine what they will do during subsequent actions. The rules for each action describe what affect the allocated koku will have.

All players secretly allocate their koku at the same time, behind their reference screens. Allocate all of your koku (no holding back for the next round) however you choose among the five bins in your planning tray: Turn Order, Build, Levy Units, Hire Ronin, and Hire Ninja.

The Build bin has a limitation on the amount of koku that you can place in it; you place either two koku there or none. The other bins have no limits, but keep in mind that during *Action 4: Levy Units*, you can't levy more units than the number of provinces you own.

Once all players have allocated their koku, turn your trays around at the same time, to reveal your plans to one another. Let all players see how many koku you've placed in each bin.

Using the Ninja as a Spy: If you hired the ninja during the previous round and didn't use him as an assassin, you can use him during this action to spy on one player's allocation before you allocate your own koku. For details, see *Ninja As a Spy* on page 17.

Action 2: Determine Turn Order

During this action, each player will take a turn order marker to establish the turn order for *Action 7: Wage War* of the current round of play. The player who takes the "1" will wage war first; the player who takes the "2" will wage war second; and so on.

The player who placed the most koku in his or her Turn Order bin chooses a turn order marker first. Then the player who placed the second-most koku chooses any marker from those that remain; and so on. In case of a tie, the tying players decide which of them gets which marker. If they can't agree, they randomly determine who among them chooses first.

After each player who placed koku in the Turn Order bin has chosen a marker, then each player who didn't place any koku in a Turn Order bin draws a marker at random from the remaining markers.

After all players have turn order markers, put your marker face up in front of you and return any koku in your Turn Order bins to the master tray.

Action 3: Build

During this action, each player who allocated two koku to his or her Build bin now builds one castle or one fortress in one of his or her provinces. You can't build more than one castle or one fortress per round of play. All players build at the same time.

If you placed two koku in your Build bin, return it to the master tray. Then take one castle or one fortification base out of the master tray, and place it into one of your provinces, as follows:

- If you're building a castle, place it in any province you own that's not already occupied by a castle or fortress.
- If you're building a fortress, fit the fortification base under any castle that already occupies a province you own.

If there aren't enough castles or fortification bases for all players who need them, players build in turn order: the player with the "1" marker builds first, and so on. Players who aren't able to build still lose their two koku to the master tray.

A castle or fortress can never be destroyed or moved from its province. The player who owns the province owns the castle or fortress—whether he or she built it or won it by conquering the province it occupies.

Castle and fortress defense rules are detailed under *Special Defender Advantages* on page 22.

Action 4: Levy Units

During this action, each player who allocated koku to his or her Levy Units bin levies (buys) additional regular military units—bowmen, swordsmen, gunners, and spearmen—from his or her tray. Players then place their levied units in their provinces or on their army cards. All players at the same time first levy, then place their units.

You can place only one levied unit per province each round; so you can't levy more units than the number of provinces you own. For example, if you own eight provinces, you can only levy up to eight units during this phase.

Levy Units: At the same time, all players who placed koku in their Levy Units bin decide which units to levy. Then they return the koku they placed in their Levy Units bin to the master tray, and place their levied units in front of them.

For each koku in your Levy Units bin, you can levy either:

1 samurai bowman;
1 samurai swordsman and 1 ashigaru gunner;
2 samurai swordsmen;
2 ashigaru gunners; or
3 ashigaru spearmen

Once your tray is empty, you can't levy units until you suffer combat casualties (combat casualties are returned to your tray, and are redeployed when you levy units).

Place Levied Units: Once all units have been levied, all players (at the same time) place their levied units on their army cards, or into provinces they own. This is done either to create or add to provincial forces; or to add to one or more armies.

You can place only one levied unit into a province each round. Placing a levied unit onto an army card whose army marker is in a province counts as placing your one levied unit into that province that round.

Stacking Limits: A provincial force can't hold more than five regular units. When adding a levied unit to a provincial force, you can't exceed this limit. Also, you can't place more units into an army than your army card can hold (one daimyo, four samurai units, and 10 ashigaru units).

Don't count army markers, ronin units, castles, fortresses, or bonus castle/fortress defense units as part of your army or provincial force. They aren't regular military units.

Differences Between Armies and Provincial Forces

Location

Army: Army units are always positioned on your army card, never on the game board. Represent an army's location on the game board with its matching army marker.

Provincial Force: A provincial force is always positioned on the game board, never on your army card. You can't have more than one provincial force in any province.

Size

Army: An army is always led by a daimyo. In addition to the daimyo, an army can hold up to 14 regular* units: four samurai units (on the "S" squares) and 10 ashigaru units (on the "A" squares).

Provincial Force: A provincial force can hold any combination of one to five regular* units. It never includes a daimyo.

* Regular units don't include ronin or bonus castle/fortress units.

Movement

Army: During both phases A and D of Wage War, an army can move a number of provinces less than or equal to the experience level of its daimyo.

Provincial Force: During phase D, the units in a provincial force can each move to one adjacent province.

Combat

Army: During phase C of Wage War, an army can make a number of attacks less than or equal to the experience level of its daimyo. Experienced daimyos (level 2, 3, or 4) have additional movement capabilities during this phase (see *Experienced Daimyos in Combat* on page 23).

Provincial Force: During phase C, a provincial force can make only one attack. It can't move during this phase.

Breaking Up Armies And Forces

Army: An army can split off units only to fill an empty province as a garrison during phases A, C, and D of Wage War; or to conquer an adjacent empty province during phase D.

Provincial Force: A provincial force can split off units to move in different directions to adjacent provinces during phase D.

Action 5: Hire Ronin

During this action, each player who allocated koku to his or her Hire Ronin bin "hires" ronin, then deploys them secretly in one or more provinces, as part of an army or a provincial force. All players at the same time first hire, then secretly deploy their ronin units.

Hire Ronin: To hire ronin, take two ronin units from the master tray for each koku you placed in your Hire Ronin bin, and place those ronin in front of you. All players do this together. As ronin are hired, return the koku spent for them to the master tray.

If there aren't enough ronin in the master tray for all players who need them, players hire ronin in turn order: the player with the "1" marker hires ronin first, and so on. Any players who aren't able to hire ronin lose their koku to the master tray.

Deploy Hired Ronin: After all players have hired ronin, secretly deploy them at the same time as follows:

1. Decide which province or provinces you want to place your ronin units into. Then secretly remove the matching province cards from your pile. Place those cards face down in front of you.

2. Place the number of ronin you wish to deploy in each province on top of the facedown matching province cards.

Stacking Limit: The limit of hired ronin units you can place in one province is one less than the total number of regular military units in the occupying army and/or provincial force they join. (Remember to count the daimyo as an army unit.)

Stacking Limit Examples: In a province occupied by a 10-unit army, you can place a maximum of 9 ronin units. In a province occupied by a 5-unit provincial force, you can place a maximum of 4 ronin units. In a double-troop province occupied by an 11-unit army and a 3-unit provincial force, you can place a maximum of 12 ronin units—10 in the army and 2 in the provincial force.

Don't count army markers, castles, or fortresses as military units. Also, ignore the temporary bonus units gained from a castle or fortress when enforcing this stacking limit.

When to Reveal Your Hidden Ronin: Reveal your hidden ronin only when they prepare to attack, defend, or move. To reveal them, turn your province card face up, then place your ronin units with the attacking, defending, or moving army (onto your army card) or provincial force (onto the game board province).

If your ronin units join an army, place them on your army card below the squares. The squares hold only the daimyo and regular army units.

The Advantages of Ronin

Ronin units wage deadly sneak attacks on the enemy. Once hired, they're deployed secretly. Until they attack, defend, or move, their locations remain a secret from opponents. This element of surprise—plus a high combat value of 5—makes ronin powerful (though temporary) allies.

While you can levy and place only one regular unit per province in *Action 4: Levy Units*, it's possible to place several ronin units into a province during *Action 5: Hire Ronin*. Because they are temporary units, ronin can be added to an army or a provincial force without breaking the regular-unit stacking limit rules.

The Disadvantages of Ronin

Ronin units can't move or fight by themselves; they must be accompanied by the army or the provincial force they joined. Also, ronin are hired for only one round of play at a time: any ronin that survive until *Action 8: Remove Ronin* are returned to the master tray at that time.

Action 6: Hire Ninja

Whoever hires the ninja can use the ninja this round to attempt the assassination of an enemy daimyo, or next round to spy on an opponent's allocation of koku.

> **Special First-Round Rule:** You can't make an assassination attempt on the first round of play. If you hire the ninja on the first round, you can only use him as a spy.

If you hire the ninja, you don't need to decide right away which service (if any) you'll use him for.

The player who placed the most koku in his or her Hire Ninja bin hires the ninja. That player returns the koku to the master tray and takes the ninja figure from the master tray. All other players return the koku in their Hire Ninja bins to the master tray.

If there is a tie for the most koku, no one hires the ninja! All players return the koku in their Hire Ninja bins to the master tray.

Ninja as an Assassin

The ninja assassin will have one chance to strike an opponent's daimyo this round; during any player's phase A, B, or D of *Action 7: Wage War.*

To attempt an assassination, first announce which daimyo the ninja will strike. Then roll one die:

- **If you roll 8 or less, the ninja succeeds.** Your opponent now follows the rules for *The Assassinated Daimyo*, below.
- **If you roll 9 or more, the ninja fails.** Your opponent now strikes in revenge at one of your own daimyos! That player rolls a die:
  - o If that player rolls 9 or more, the revenge succeeds! The player chooses one daimyo to assassinate from those owned by the ninja hirer, who now follows the rules for *The Assassinated Daimyo*, below.
  - o If that player rolls 8 or less, the revenge fails.

After rolling the die, return the ninja to the master tray. Until hired again on a future round, the ninja remains out of play.

The Assassinated Daimyo

If your daimyo is assassinated, turn your assassinated daimyo unit on its side on your army card. Then turn the matching army marker on its side in the game board province.

Your assassinated daimyo unit can't move, attack, or defend for the rest of the current round. During that time, its army can't move or attack; but when attacked, it defends.

At the end of the current round, follow the rules below, depending on whether or not the assassinated daimyo's army survived combat.

Appointing Your Assassinated Daimyo's Successor: If at least one unit in the daimyo's army survives until the end of the round, you may appoint a successor to your assassinated daimyo at the beginning of the next round, before *Action 1: Plan*. Appoint the successor as follows:

1. Choose any one unit from the assassinated daimyo's army, and place it in your planning tray.
2. Return the assassinated daimyo and his army marker to their standing positions. You're reusing the same daimyo figure to symbolize its successor.
3. Return the daimyo's experience marker to the left-most hole marked "1."

Losing Your Assassinated Daimyo: If the assassinated daimyo's entire army is eliminated in battle during the round, your daimyo is out of the game! Place the daimyo, his army marker, and his experience marker into your planning tray.

If your assassinated daimyo is the only unit left in its army, the daimyo is out of the game.

If you lose your last daimyo, you're out of the game. See *Eliminating an Opponent from the Game* on page 22 for details.

Ninja as a Spy

If you don't use the ninja as an assassin, you can use him as a spy on the next round of play. The ninja spy allows you to take a sneak peek at one opponent's planning bins after he's allocated his koku, but before you allocate your own!

To use the ninja as a spy, keep him in front of you until *Action 1: Plan* of the next round of play. Then do the following:

1. Wait until all other players have allocated their koku. Then name the player the ninja will spy on. The player must show you his or her planning tray (without letting any of the other players see it).

2. After you've studied this player's plans, allocate your koku. The spied-on opponent can't change his or her allocation of koku.

3. After allocating your koku, return the ninja to the master tray. Then all players reveal their plans.

If you didn't use the ninja as an assassin or as a spy, return him to the master tray after you allocate your koku.

Action 7: Wage War

During this action, players wage war against enemy or empty provinces. The Wage War action is the most important part of every round—the culmination of all the actions preceding it.

Wage War Sequence

A. Move Daimyos' Armies
B. Declare First Battles
C. Conduct Combat
D. Final Movement

In turn order, each player completes the entire four-phase Wage War action, from A to D. The player with the "1" marker wages war first; after he or she completes all four phases, the player with the "2" marker wages war; and so on.

Critical Concepts

Three critical concepts of waging war include ownership of provinces, garrisons, and daimyo experience. All are explained briefly here, and in more detail in the following sections.

Ownership Of Provinces

Players can move from friendly provinces to adjacent friendly provinces. They can attack enemy provinces and empty provinces from adjacent friendly provinces, and they can move into empty provinces to conquer them. Below is a description of each of these three types of provinces.

Friendly Province: A friendly province contains at least one of your military units. You own the province; you hold the corresponding province card.

Enemy Province: An enemy province contains at least one military unit of an opponent. That opponent owns the province; he or she holds the corresponding province card.

Empty Province: An empty province contains no military units. It is unowned, for one of two reasons: 1) The province card was left over from the deal in a three- or five-player game, and the province is "up for grabs" until a player moves in to conquer it; or 2) All attacking or defending units were eliminated from it during battle, and no player has yet moved in to conquer it. The first player to move into an empty province automatically conquers it.

During phases A, C, and D, you can't leave a province empty by moving all of your units out of it. *See Garrisons*, below.

Garrisons

As you expand your domain, you must keep your provinces friendly by leaving one or more regular units (never a ronin) behind as your army or your provincial force moves out. These provincial force units are called garrisons. Garrisons are discussed in phases A, C, and D.

Daimyo Experience

Daimyo experience represents the knowledge and status a daimyo achieves with success in battle. A daimyo's experience is charted on your army card by its matching experience marker. As a daimyo's experience level increases, its army can move farther and attack more often during the Wage War action.

A daimyo gains experience by successfully attacking (not defending) enemy (not empty) provinces. When a daimyo makes one or more successful attacks, his experience marker is moved one hole to the right after concluding combat for the current round of play.

Phase A: Move Daimyos' Armies

During this phase, the player waging war can move one or more of his or her armies from friendly provinces to adjacent friendly provinces. Provincial forces can't move in this phase.

Most likely, you'll move your armies into combat position (adjacent to an enemy or empty province). You might instead want to move away from combat position, move to escape the threat of a future attack, or move to pick up provincial force units (see *Movement Rules*, below).

Movement Rules

To represent the movement of each army, move its corresponding game-board army marker—leave your army units on your army card. The rules for army movement during this phase are as follows:

- You can't move into an empty province during this phase, because empty provinces aren't friendly.
- An army can move a number of provinces less than or equal to the daimyo's experience level. For example, if the daimyo is level 3, its army can move as far as 3 adjacent provinces.
- Only one army marker at a time can remain in a province. However, an army can pass through a province occupied by another one of your armies. Or it can move into and remain in an army-occupied province, as long as the other occupying army is, in turn, moved out. When moving two armies this way, you can't exchange units between them.
- When moving out of a province, if no provincial force occupies the province your army is moving out of, you must leave a garrison behind by removing one or more units from your army card and placing it (or them) into the province. You can't split off army units for any other reason in this phase.
- If you have room in an army for additional units, it can pick up provincial force units in two ways: 1) An army can pick up one or more provincial forces from the province that it begins the round in; and 2) When an army moves into a province occupied by a provincial force, it can pick up one or more provincial forces from that province. To pick up units, remove them from the province and place them directly on your army card, on the appropriate squares.

Example—Phase A: Move Daimyos' Armies



1. It's the blue player's turn. The blue player has a level-2 army in Yamashiro. A level-2 army has a movement range of two friendly provinces.



2. For the first moved province, the blue player plans to move the army into Ōmi; but because Yamashiro would be left empty, the army must first leave behind one or more units as a garrison. Therefore, the player removes one gunner and one spearman from the army (army card not pictured), places them in Yamashiro, and then moves the army into Ōmi. Once in Ōmi, the blue player decides to pick up the bowman there and add it to the army, which has the space for it.



3. The army's second and final move during this phase is into Wakasa, where it is in combat position with Tango—its intended target!

Phase B: Declare First Battles

During this phase, the player waging war declares which enemy and empty provinces he or she plans to attack during *Phase C: Conduct Combat.*

Your attacking province can contain an army, a provincial force, or both. You may declare more than one battle against the same enemy or empty province, as long as each of your attacking provinces is in "combat position" with (adjacent to) the target province. Your attacking armies and provincial forces will fight their battles separately.

> **Special First Round Rule:** You can't declare a battle against an enemy province occupied by a daimyo (army marker) during the first round of the game. This allows players one round to consolidate their domains without risking daimyos.

How to Declare a Battle

Place a battle marker directly on the border between your attacking province and the defending province, with the arrow pointing toward your opponent's defending province. For a naval invasion (an attack across a sea line), place the battle marker on the sea line, with the arrow pointing from your attacking province to the defending province.

Declaring battle against a province in combat position is optional; but once you declare a battle, you must follow through with the attack during phase C, if possible.

Declaring Battles from a Double-Troop Province

A double-troop province is a province occupied by an army and a provincial force. When attacking from a double-troop province, you can declare battles in one of three ways:

1) The army or the provincial force can attack alone;

2) The army and the provincial force can each attack a different adjacent enemy or empty province; or

3) The army and the provincial force can attack the same adjacent enemy or empty province. They'll fight their battles separately.

To declare battles from a double-troop province, place one battle marker on the border for each planned attack, with the arrow pointing toward the defending province. You'll remove battle markers during *Phase D: Final Movement.*

Example—Phase B: Declare First Battles



1. It's the blue player's turn. The blue player plans to attack Tango in the north and Kawachi in the south.



2. The blue player places battle markers on the board to indicate which forces are attacking which provinces. In the north, she places separate markers indicating that the army and the provincial forces in Wakasa will each attack Tango. In the south, she indicates that her provincial forces in both Yamato and Yamashiro will attack Kawachi.

Phase C: Conduct Combat

During this phase, the attacking player conducts combat against each declared enemy province. Empty provinces are handled differently.

The attacker conducts combat one battle at a time, in any order he or she chooses. All units in the attacking army or provincial force take part in the battle.

The defending player defends with all units in the defending province. This rule also applies when defending from a double-troop province.

Attacks by Experienced Daimyo Armies: An experienced daimyo's army (which can make more than one attack) resolves all of its battles before the next army begins to fight. Daimyo experience is discussed in detail under *Experienced Daimyos in Combat* on page 23.

Empty Provinces: Because a declared empty province is undefended, you can conquer it without having to conduct combat. Movement into a declared adjacent empty province is permitted during this phase only by an experienced daimyo's army that still has the ability to attack this round (see *Experienced Daimyos in Combat* on page 23). Otherwise, movement into an empty province will be permitted during *Phase D: Final Movement* by any of your adjacent armies or provincial force units.

The Combat Sequence

Combat is resolved by die rolling: one die roll for each battling unit. Attacker and defender roll for each unit type simultaneously. Conduct battles in the following order:

	Combat Value	
1. Bowmen Roll	6	<-- First, ranged
2. Gunners Roll	4	units battle
3. Remove Casualties		
4. Daimyos Roll	6	<-- Then hand-to-hand
5. Swordsmen & Ronin Roll	5	units battle
6. Spearmen Roll	4	
7. Remove Casualties		
8. Attacker May Stop Battle		

During each die-rolling step, if neither player has any units of an appropriate type, move on to the next step in the sequence.

Scoring Hits: A player scores a hit whenever he or she rolls equal to or less than the combat value of his or her battling units. For example, a bowman scores a hit against the opponent on a die roll of 6 or less. Since die rolling is simultaneous, the attacker and the defender can score hits at the same time. Players keep track of hits, then remove casualties together during the next Remove Casualties step.

The following is a step-by-step explanation of how each battle is resolved.

Step 1: Bowmen Roll

The attacker rolls a die for each attacking bowman, while the defender rolls a die for each defending bowman. Each die roll of 6 or less scores a hit. Both players keep track of hits scored.

Step 2: Gunners Roll

The attacker rolls a die for each attacking gunner, while the defender rolls a die for each defending gunner. Each die roll of 4 or less scores a hit. Both players keep track of total hits scored by gunners and by bowmen.

Step 3: Remove Casualties

Both players remove any casualties they suffered during the two previous steps and return them to their planning trays. Rules for removing casualties are as follows:

- Each player who suffered casualties chooses which of his or her own units to remove: one unit removed per hit scored. (The player who scored the hits never chooses the opponent's casualties.)
- Players choose casualties only from units involved in the battle. They can choose units that have already rolled—or any other units involved in the battle.
- A player battling with an army can't choose the daimyo as a casualty unless it's the last casualty to be removed. This applies in defending double-troop provinces as well.
- In a defending province occupied by a castle or fortress, apply hits to the bonus units first. See *Special Defender Advantages* on page 22.
- While removing casualties, players must keep within the stacking limit rules for hired ronin: after casualties are removed, there must still be at least one less hired ronin unit than surviving regular units in the army or provincial force the ronin belong to. Ignore the temporary bonus units gained from a castle or fortress when enforcing this stacking limit.

Step 4: Daimyos Roll

Each player rolls one die for his or her daimyo. Each die roll of 6 or less scores a hit. Both players keep track of hits scored.

Step 5: Swordsmen and Ronin Roll

The attacker rolls one die for each attacking swordsman and ronin, while the defender rolls one die for each defending swordsman and ronin. Each die roll of 5 or less scores a hit. Both players keep track of total hits scored by swordsmen, ronin, and daimyos.

Step 6: Spearmen Roll

The attacker rolls one die for each attacking spearman, while the defender rolls one die for each defending spearman. Each die roll of 4 or less scores a hit. Both players keep track of total hits scored by spearmen, swordsmen, ronin, and daimyos.

Step 7: Remove Casualties

Players choose and remove casualties as described in Step 3.

Step 8: Attacker May Stop Battle

Repeat the combat sequence unless all attacking or defending units are eliminated; or the attacker calls off the battle during this step.

Battle Results

A battle ends as soon as any of the following happens:

- **Defending Units Are Eliminated:** If all defending units are taken as casualties, the battle ends. The defender surrenders the now-empty province as described below under *Losing Ownership of a Province.*
- **Attacking Units Are Eliminated:** If all the attacker's units are taken as casualties, the battle ends. The attacker surrenders the province if it's empty, as described on page 22 under *Losing Ownership of a Province.*
- **The Attacker Calls Off the Battle:** The attacker can call off a battle during Step 8 of the combat sequence. Call off a battle by telling the defender that you are ceasing to fight. Surviving units remain where they are. After calling off a battle, an experienced daimyo's army may be able to attack again in another location. See *Experienced Daimyos In Combat* on page 23.

Losing Ownership Of A Province

Any player who loses ownership of a province puts the matching province card from his or her pile in the unowned card area next to the game board. The card remains unowned until a player moves in to conquer the province.

Eliminating an Opponent's Daimyo from the Game

You can eliminate an opponent's daimyo from the game in any of three ways:

1. By eliminating it as the opponent's last casualty in a battle; or

2. By eliminating the opponent's entire army after its daimyo has been assassinated; or

3. By assassinating the opponent's daimyo if it is the last unit in its army.

Eliminating an Opponent from the Game

If you eliminate an opponent's last daimyo, that player is out of the game, and you gain ownership of all of his or her units and provinces. You also recover any daimyos you previously lost. You do not recover the lost daimyos of the player you defeated: Three daimyos is the most you can ever have.

The following rules apply when you eliminate an opponent from the game:

1. Immediately replace any daimyos you previously lost on your army card. Place their matching experience markers in the left-most hole marked "1."

2. Place your recovered daimyos' matching army markers onto any province you now own (that doesn't already contain an army), including the eliminated opponent's provinces that you just gained ownership of.

3. Your recovered daimyos have no army units; however, once placed in a province, they can immediately pick up any provincial force units from that province. Transfer such units from the game-board province to the appropriate squares on your army card.

4. You can move any of the units you now own during *Phase D: Final Movement* on the current round of play. On following rounds (during *Action 4: Levy Units*) you can also levy units of either color you now own, and mix the two colors freely for the duration of the game.

After eliminating an opponent from the game and taking control of his or her units and provinces, count your new total of provinces. If you own 35 or more, you win the game! *See Winning the Game* on page 28.

Special Defender Advantages

As the defender, you have an advantage over the attacker if certain provinces you own are attacked. The rules below explain these special defender advantages.

Defending with a Castle or Fortress: If your defending province contains a castle or fortress, temporary bonus units join your regular defending units when a player attacks the province. These temporary bonus units symbolize the walls of the castle or fortress. Defend with these units as explained below.

- **Castle:** Before beginning the combat sequence, take four spearmen out of your tray and place them near your other defending units (either in the province, or on your army card below your defending army). These extra spearmen defend along with the regular units in your defending province. However, during the Remove Casualties step of the combat sequence, you choose them as casualties before you remove any of your regular defending units.

  After the attacker's turn, return any surviving bonus spearmen to your tray. Then fully replenish the four bonus spearmen when your castle-occupied province is attacked by another player.

- **Fortress:** Fortresses work just like castles, as described above, except take five ronin out of the master tray instead of four of your spearmen. If there aren't five ronin in the master tray, use other game pieces to represent your bonus ronin.

Defending in a Naval Invasion: An attack across a sea line is called a naval invasion. When a province you own is attacked in a naval invasion, your defending units have a first-strike advantage: they follow all steps of the combat sequence alone for one round, before the attacker can fight back!

Rules for a defender's first strike during a naval invasion are as follows:

1. Temporary bonus units for castles and fortresses don't take part in this first-strike defense.
2. Roll one die for each defending unit in combat sequence order. The attacker doesn't roll dice for attacking units.
3. As in normal combat, score hits according to each defending unit's combat value, and keep track of them as you roll for each unit type.
4. After you finish rolling the dice, the attacker removes any casualties suffered.

After the attacker removes first-strike casualties, both players begin the normal combat sequence. Defending castles and fortresses can now contribute their bonus units.

Experienced Daimyos in Combat

A provincial force or an army led by an inexperienced daimyo (of level 1) can only make one attack each round and can't move at all during phase C. An experienced daimyo can make additional attacks and can even move between battles in phase C.

- Any army can make a total number of attacks each round equal to or less than its daimyo's experience level. Additional attacks beyond the first are not declared by battle markers.
- Between each attack, the army can move into the newly defeated province and make its next attack from there. When an army enters a newly defeated province, conquer it by taking the matching province card and adding it to your pile.

Here are three situations that can arise during combat for an experienced daimyo's army:

1. After a Successful Battle: A daimyo that can make no more attacks during a round remains where it is until phase D. However, a daimyo that can make at least one more attack can do any one of four things:

- Remain where it is and attack another adjacent province; or
- Move into the newly defeated province and make another attack from there; or
- Move into the newly defeated province and remain there until phase D; or
- Remain where it is until phase D.

2. Attacking an Empty Province: If the experienced daimyo's army has attacked an empty province and can make at least one more attack that round, it can move into the empty province, conquer it and attack from there; or move in and wait for phase D. Even though there were no defenders, this counts as one battle, but it does not count as a successful battle for experience purposes (see *Moving a Successful Daimyo's Experience Marker*, below).

3. After Calling Off a Battle: If the experienced daimyo's army calls off a battle, this "unfinished" battle still counts as one attack, but not a successful one. The army can attack elsewhere that round if its experience level permits.

Moving a Successful Daimyo's Experience Marker

After an army conducts all of its battles, if at least one of those battles was successful, move the matching daimyo's experience marker one hole to the right. Move it just one hole even if the army fought more than one successful battle.

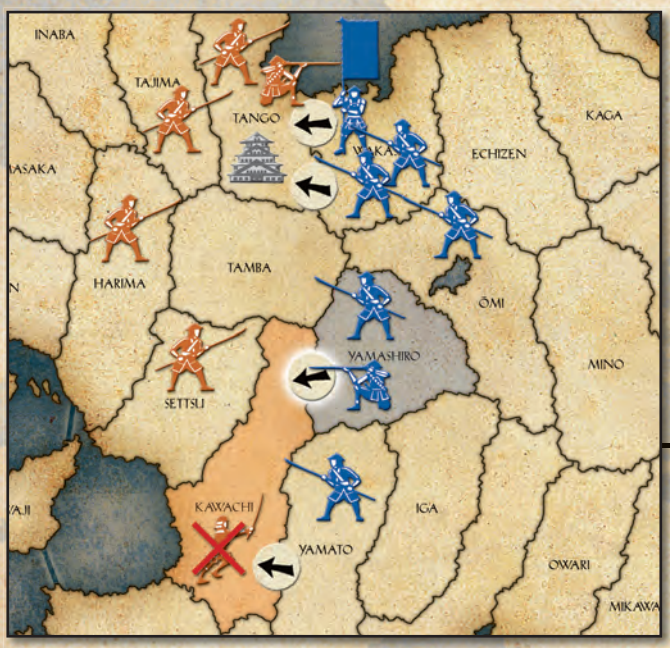
"Successful" battles are those that left the defending province empty. The following do not count as successful: 1) attacks against empty provinces; 2) attacks you called off; or 3) attacks you were unable to make because of a previous successful attack.

A daimyo whose experience marker is moved up to the next higher number can't attack again on this round, but its movement capability is increased in *Phase D: Final Movement* of this round.

Example—Phase C: Conduct Combat

1. The blue player earlier (during phase B) declared that she will attack Tango with an army and a provincial force; and she will attack Kawachi with two provincial forces. First, Yamato battles Kawachi. The players follow the combat sequence. The orange player's swordsman rolls a 3 (which is less than the swordsman's combat value of 5) so the orange player scores a hit. The players then roll simultaneously for their spearmen: The orange spearman misses while one of the two blue spearman hits. Since each player scored one hit, each player chooses one of his or her own units from among the battling units to take as a casualty. Each player chooses to remove a spearman as a casualty.

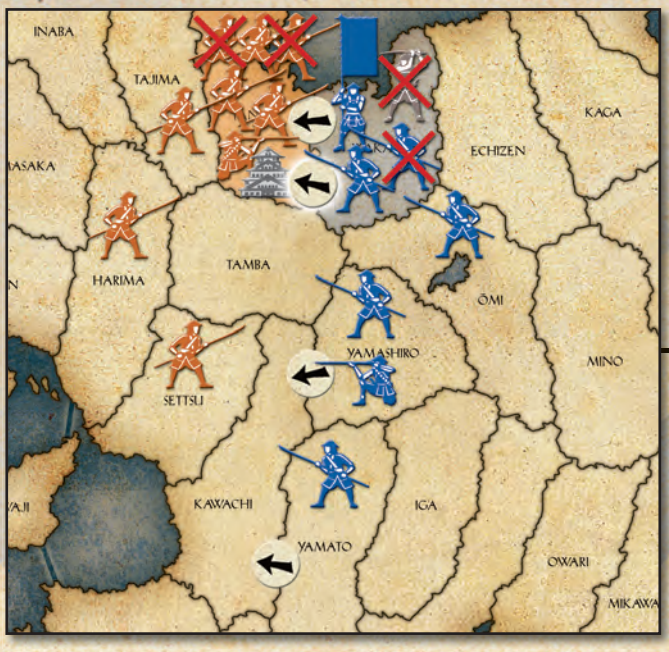




2. Then the blue player chooses to stop that battle, hoping to finish off the remaining orange swordsman with her attack from Yamashiro. The blue player has a gunner in Yamashiro, which rolls first, and it scores a hit. Casualties from ranged attacks are removed before hand-to-hand units roll, so the orange player loses the swordsman without being able to strike! The orange player puts the province card for Kawachi in the unowned card area next to the game board.

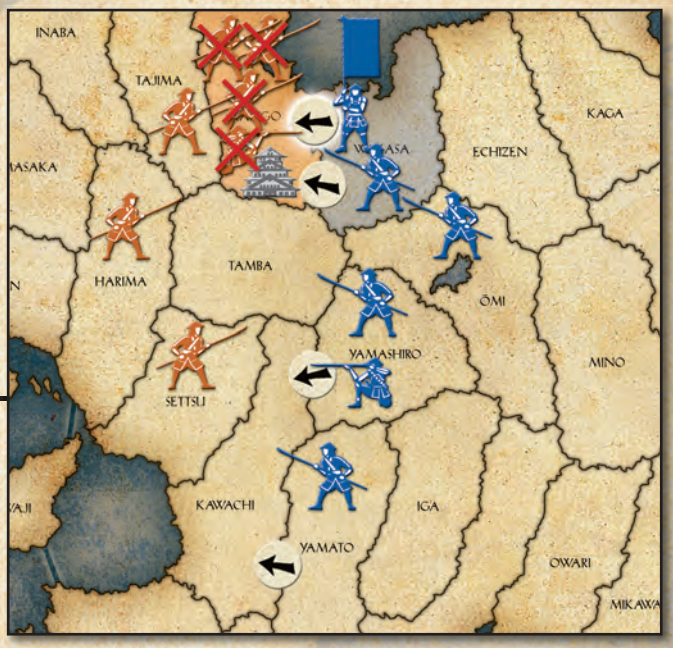
3. With the attacks on Kawachi resolved, the blue player attacks Tango. The blue player reveals that earlier in the turn (during *Action 5: Hire Ronin*) she had secretly deployed one ronin to Wakasa, so she adds it to the provincial force there. Meanwhile, the orange player places four temporary defending spearman gained from the castle in Tango.





4. The blue player attacks with the provincial force first, and after one pass through the combat sequence, she eliminates two of the temporary defending spearmen. In return, she loses a spearman and the ronin from her provincial force. She chooses to call off that attack.

5. The blue player then attacks Tango with her army (army card not pictured). After one pass through the combat sequence, the orange player's units are all eliminated and the blue player loses only one spearman from her army card. The orange player puts the province card for Tango in the unowned card area next to the game board.





6. The blue player's army is led by a level-2 daimyo, so it can attack twice each turn. As part of its second attack, the army is able to first move into the newly defeated province, conquer it, and then make its second attack from there. The blue player moves the army into Tango, takes the Tango province card, and launches the second attack on the lone spearman in Tajima, which is eliminated without returning any hits of its own.

7. The orange player removes the defeated spearman from Tajima and puts the province card for Tajima in the unowned card area next to the game board. Meanwhile, the blue player moves her victorious daimyo's experience marker one space to the right, having had at least one successful battle this turn.





Phase D: Final Movement

During this phase, the attacking player can move each of his or her armies and provincial forces into an adjacent empty or friendly province. Stacking limits for ronin and regular units still apply during this phase.

1. Move Daimyos' Armies: You may move any of your army markers the number of provinces equal to or less than the daimyo's experience level. For example, a level-4 daimyo can move up to four provinces during phase D. Army movement rules in this phase are the same as those in *Phase A: Move Daimyos' Armies* (see page 18), with one addition: any army can now move into any adjacent empty province to conquer it (see *Conquering an Empty Province*, below).

2. Move Provincial Forces: After moving your armies, you may move your provincial forces, or any number of units from them, into adjacent friendly or empty provinces. If the adjacent friendly province is occupied by an army, any or all of the provincial force units may be added to your army, as long as they fit on your army card. The units of a provincial force can split up to move into different adjacent empty or friendly provinces. If the adjacent friendly province is occupied by a provincial force, a larger provincial force results. If a provincial force moves into an adjacent empty province, it conquers it.

Conquering An Empty Province: To conquer an empty province, move in either 1) an adjacent army; 2) one or more units that you remove from an adjacent army; or 3) one or more of your provincial force units from an adjacent province. Then take the matching province card and add it to your pile. You now own the province.

At the end of this phase, return your battle markers to the master tray.

Example—Phase D: Final Movement



1. It's the blue player's turn, and she just finished combat. Now she decides what, if any, movement she'd like to do during phase D.



2. Armies move first. The blue player's army is led by a level-3 daimyo; it can move three provinces. For its first move, the army moves to the empty province of Tajima, conquering it. The army splits off a bowman to leave behind as a garrison in Tango. The blue player takes the Tajima province card and adds it to her pile.



3. For the army's second move, it moves to the empty province of Tamba, conquering it. The army splits off a spearman to leave behind as a garrison in Tajima. The blue player takes the Tamba province card. She chooses to end the army's movement in Tamba, even though it could move one more province this phase.



4. Now the blue player can move provincial forces. She chooses to move only a gunner from Yamashiro into Kawachi to conquer it, and she adds the Kawachi card to her pile. At the end of the phase, the blue player removes the battle markers from the board.

Action 8: Remove Ronin

At the same time, all players remove any surviving ronin units from their provinces, their army cards, and their facedown province cards.

Return the ronin units to the master tray. Ronin can be hired again on the next round of play.

Action 9: Collect Koku

At the same time, all players count their province cards, then collect koku to spend on the next round, according to how many provinces they currently own.

To calculate your income, add up the province cards in your pile, and divide by 3. Drop any remainder. The result equals the number of koku you collect. For example, if you own 26 provinces, divide by 3, and round the result (8 2/3) down to 8. This means you collect 8 koku.

Take the number of koku you earned from the master tray and place them in front of you.

Minimum Koku: No player can ever collect less than three koku. If you have less than nine province cards left, and at least one daimyo, take three koku.

Winning The Game

The first player to own 35 provinces wins the game! A player can win the game at any time during a round of play.

Optional Rule for a Longer Game: You may prefer to declare a winner only after a round of play is complete. At the end of any round (after all players have completed all nine actions), if one player owns at least 35 provinces, the game ends and that player is the winner. In this longer version, opponents have a chance to recapture lost provinces before a round ends and a winner is declared.

Two-Player Rules

The rules for a two-player game are the same as for a three-, four-, or five-player game, with the following exceptions:

- Each player chooses and controls two different color sets of military units. For each color, use a separate planning tray, reference screen, etc. All actions for each color set are performed separately.
- Shuffle and deal out all of the province cards into two separate piles, one for each player. In turn, each player divides his or her pile of province cards into two sets of 17 cards.

  When setting up units, place military units of one color in 17 provinces, and military units of another color in the other 17 provinces.
- The two sets of military units you control can't battle each other; they are allies. Therefore, be sure to place each set of your military units so that each has access to enemy provinces.
- Military units from each of your sets can't occupy the same provinces; nor can they attack or defend together.

Winning a Two-Player Game: At the end of any round of play, if one player owns at least 50 provinces, the game ends and he or she is the winner!

Quick-Play Rules

This section is for players who are interested in playing a faster game. Quick-play rules feature revised setup procedures and a new way to win the game.

Setup

Set up your planning trays and the master tray as normal, then follow the steps below.

1. Deal Province Cards

Shuffle the province cards and deal them out face down to each player, according to the number of players in the game:

5-player game: deal 7 cards to each player.

4-player game: deal 11 cards to each player.

3-player game: deal 16 cards to each player.

Set the remaining province cards aside for now.

2. Claim Your Provinces

Each player places one spearman in each of his or her provinces on the game board.

3. Draw Turn Order Markers

Players draw turn order markers according to the regular rules.

4. Claim Extra Provinces and Place Reinforcements

Each player takes 18 spearmen from his or her planning tray.

In turn order, each player places one spearman in any unoccupied province and takes the matching province card from the extra cards. The player then places two more spearmen as reinforcements in provinces already owned. Both spearmen may be placed in one province, or one spearman each in two provinces.

No province may contain more than three spearmen during this step. Each player will claim one new province and add reinforcements in turn order, until each player has done so six times.

Game-Board State after Setup

Number of Players	Provinces Owned Per Player	Spearmen on Board Per Player	Spearmen Left in Tray Per Player	Provinces Still Unoccupied
5	13	25	11	3
4	17	29	7	0
3	22	34	2	2

5. Set up Your Army Card

Each player sets up his or her army card as follows:

A. Place one daimyo in each army. Place your three pegged experience markers into the lowest (left-most) holes marked "2."

B. Distribute the following troops as you choose among the three armies:

5 samurai bowmen
5 samurai swordsmen
6 ashigaru gunners (no ashigaru spearmen)

Each player may distribute his or her units as desired, within the stacking limitations of each army. Armies may pick up spearmen from the provinces they occupy.

6. Place Your Army Markers

Now each player deploys his or her three army markers on the game board in turn order, one marker at a time, according to the regular setup rules. Continue until all players have placed all three of their markers on the game board.

Once this step is in progress, no player is allowed to make changes on his or her army card.

Game Play

After following the above steps, players count their provinces and collect koku according to the regular game rules. Players then start with *Action 1: Plan*, and play the regular game except for the following rule: assassinated daimyos are brought back to life at the lowest (left-most) experience level marked "2" rather than "1."

Winning The Game

You can win the game in either of the following two ways:

1. Have the most provinces when the first player is eliminated. The eliminated player's provinces count toward the number of provinces owned by the eliminating player.

2. Be first to win the following number of provinces, depending on the number of players in the game:

Five-player game: Own 30 provinces to win.

Four-player game: Own 35 provinces to win.

Three-player game: Own 40 provinces to win.



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