



Sengoku

The Megagame of power politics in Old Japan

Control Handbook

INTRODUCTION

First of all do not worry if you are unfamiliar with the historical period of this game. The vast majority of the players are unfamiliar with it too!

If you are familiar with the period, then great, it will help, but the game is simple enough to run without an intimate pre-knowledge of Japanese culture and politics.

Before reading this, read the Game Handbook - that will set out the way the game will work. This booklet describes how I envisage the Control Team working and contains a few extra rules that the players do not have to know about in advance (in fact some of them they definitely should not know about in advance).

The Game Handbook gives only a few sentences on your roles as Control. The next section gives some more detailed descriptions of what you should be doing during the day. You need to expect the unexpected from players; as the old saying goes, "No megagame design survives first contact with the players."

Similarly, the demarcation between the various Control types should not be regarded as a strict line - if you see some aspect of the game that needs sorting out, do something about it if you can, or get a Game Control on to it.

The success of the game, as in every megagame, depends on your efforts and enthusiasm - thank you in advance for your help.

Jim Wallman

CONTROL TEAM

TEAM CONTROL (TC)

The role of clan TC is a somewhat open-ended one which depends on your own ingenuity and activity to work properly.

You will have to spend the majority of your time at the Team's area, keeping track of what is said and how people behave, as well as keeping track of their finances and internal politics of the clan.

FINANCE

INCOME

You will have a supply of rice and cash counters for the clan. In their team briefing they are told how much of each they get each year, and you dish this out from your 'float'. Remember to collect any unspent rice counters at the end of the year.

Player teams can also, if they ask for it, demand an increased contribution from the lands, gaining them an extra 10% of their current rice tax (or 1 Rice, whichever is larger). This is the most they can squeeze from the population without certain rebellion.

Increasing rice tax does significantly increase the chance of rebellion (see Rebellion rules below) and the players should be warned of the risks involved.

SAVINGS

Some clans will wish to save some of their income. They can save 10% of their rice income, and/or 50% of their cash income from taxes, or 100% of income from mines.

This is always in the form of cash. In order to do this with the rice tax they can exchange rice counters for cash counters on a 1 for 1 basis. Savings must be kept separate so that they are not confused with cash income that has just come in.

You may find it helpful to keep your own private note of levels of income and saving just to be sure.

EXPENDITURE

This is probably the most time-consuming part of the game, while they decide how to spend their income. Remember that they build their armies fresh each year.

Also remind them of maintenance costs for castles and buildings as they can easily 'overlook' them.

There are some other items of expenditure that are not listed in the handbook that can be introduced if players ask about them:

- **Special Forces (Shinobi):** A Daimyō can hire a maximum of one unit of 1,000 Special Forces troops per year. These cost 4 points and are used when attacking provinces containing castles or fortresses (see additional combat rules later).
- **Assassins.** An assassin costs 5 points. He must be targeted on a named individual. The fact that an assassin has been hired might become common knowledge, or at least rumoured, so there is a risk. Assassins are not always successful (see Assassination rules later). Players should also be warned that sending assassins might be regarded as bad manners.
- **Spies.** A spy network costs 3 points per year. This is targeted against another specific player team. To reflect this, tell an Intelligence Control when and where spies are allocated. Obviously, you will also be approached by Intelligence Control for information - the information given should be something significant and relevant. Intelligence Control will pass on information when it becomes available. The Bakufu (military government) has three spy networks operating for nothing (representing information from local officials and agents). A team can deploy counter-intelligence agents in its own provinces to find spy networks working in their domain, this costs the same amount as a normal spy network. Inform IC about this counter-intelligence mission and IC will check if a network is discovered.

TRADE ROUTES

When players enquire, they can be informed about the possibility to establish trade routes, the mechanics behind aren't known to them, they should only know that there are risks involved.

A trade route is an exchange of goods between two clans. Every non-winter turn, control counts up the number of active trade routes each clan has established and distributes dice based off that number. Players roll the dice to determine how much seasonal income they gain. Trade routes are either conducted over land or by sea and can be revoked by informing Intelligence Control.

Land Trade Routes

Overland trade is measured between the capitals (or controlled cities) of participating clans. The income of Land Trade Routes is based on the length of the route. Short routes (four or fewer provinces in length) generate 0k to 3k (d4-1) seasonal income, medium routes (five to six provinces) generate -.5k to 2.5k (d4 - 1.5) seasonal income, and long routes (seven or more provinces) generate -1k to 2k (d4-2) seasonal income. Each clan is limited to four Land Trade Routes.

Sea Trade Routes

Sea trade suffers no penalty for distance, and always generate 0k to 3k (d4-1) seasonal income. Sea trade is limited by the number of ports your clan controls. Each port gives your team access to two Sea Trade Routes (the clan you wish to trade with by sea must also control a port).

INTERNAL MATTERS

It is quite likely that some players in some teams will want to intrigue against their leader, or against each other, or otherwise do underhand deals. This is of course fine and an important part of the game. The most important principle that you should pass on to the players is

"NOTHING HAPPENS WITHOUT CONTROL'S KNOWLEDGE"

This means that if a deal or agreement or treaty or anything else goes on and they do not tell you about it - IT NEVER HAPPENED! (also keep intelligence control up to speed about agreements and treaties).

You will have to keep track of this as best you can and make rulings on what they can and cannot do.

This will require you to be quick-thinking and fair. It is no use one player saying "I want to assassinate my daimyō" and you simply telling him whether he was successful. The whole process is much more complex than that, and you should try and reflect this so that there is more depth to the player's actions. Here are some points to bear in mind:

- a. Internal support within the clan. No-one is going to assassinate a popular leader - since his supporters will simply avenge his death. You can act as a sort of clan 'trade union' reflecting the wishes of the junior supporters. If the target is a daimyō that has made no mistakes, lost no battles, been honourable etc. it will be hard to justify an assassination to the majority of non-played clan members. Additionally, a plot against him is likely to be reported to him by clan loyalists.
- b. The line of succession. If the daimyō dies then his heir will take over and the clan as a whole will usually support that transition - so the potential usurper has to cover that angle as well.
- c. If it comes to an internal fight, the clan can split, particularly where more than one province is controlled. If need be we can permanently split the player team in two. Given the overall situation they would have to be fairly foolish to want to do this.

The actions planned may be less dramatic than assassination. A clan daimyō might be forced to 'retire' to a lesser role in favour of his heir. All sorts of political accommodations are possible.

You might also remind players that anyone can be adopted as heir by a daimyō in preference to or in the absence of a natural heir if that is politically expedient (although usually adopting an

heir when a perfectly good natural heir already exists will provoke some displeasure in the clan - not least from the existing heir himself).

HOSTAGES

Players may well wish to exchange hostages at some stage. You should keep a record of the current hostage situation (both given and taken) for the clan; consulting Game Control if in doubt.

SOCIAL STATUS & RULES OF CONDUCT

This is very important.

You MUST remind the players about proper social forms and inform them in an appropriate way of their error. Players can also enforce politeness, this should of course also be in character.

To help you keep track of how well the players are doing, use the following Culture Points. These scores should never be revealed to the players, either during the game or afterwards because they should not be regarded merely as 'victory points'.

Their function is to allow you to reward or penalise players or clans in the context of the game.

Every player (and each Clan) starts with 10 Culture Points each.

Player Action	Guideline Culture Points awarded
Repeatedly failing to address someone properly	-1
Repeatedly speaking out of turn or disrespectfully	-1
Enforcing politeness by reprimanding transgressors	+1
Repeatedly failing to bow at the right time	-1
Any action that is, in your opinion, seriously culturally inappropriate	-1
Acting 'in role' in a particularly entertaining way	+1 or +2
Bringing a gift of rice or cash (See 'Gifts' below)	No gain
Brining a gift of real food or drink (See 'Gifts' below)	+1
Tea Ceremony (see below)	+1 to +5
Reasonable attempt at Haiku (see below)	+1
Duelling	-1 to +2
Clan Actions	
Losing a hostage	-5 from immediate family and -1 from clan as a whole
Gaining a hostage	+1
Each 5 points spent on 'ostentatious' items (event/building/uniforms)	+1*

KEEPING TRACK

Keep a track the scores for each individual player and for the Team as a whole.

The Clan Score is NOT the sum of the individual player scores - Clan Scores represent the decisions and actions of the Clan as a whole and should be kept as a separate total.

Whenever a player wishes to conduct some personal or political action, look at their Culture Points score.

If their score is less than 0, then they are deemed Unpopular and Unlucky. Where you can, apply a -1 to die rolls, otherwise you should look unfavourably on them. If the Team Score is less than 0, reduce income of each Province by 1 as a result of Poor Harvests. TC will give a card 'unlucky' to the player, who should show it when throwing dice, control will check on the honesty of the player and a dishonest player will lose even more points.

If the score is 0-30, then they are behaving properly, and no special action or modification is necessary. This is what they should be doing.

If the score is over 30, then they are doing very well and should be looked upon favourably. If a Team score is of this level, they should gain 1 per Province as a result of Good Harvest. (This gain is made only once).

The Culture Points can also be used to determine player's relative popularity within the clan in the case of rebellions, power struggles or other internal conflicts.

Conduct of visiting players should be recorded on a separate chart and handed each turn to GC or IC for distribution

GIFTS

It is traditional in Japan, even today, to give a small gift when visiting. Gifts might be given by players on visiting other teams.

In reality, samurai or daimyō would be able to afford quite grand presents from their personal wealth - but to allow this would make things too easy for the players. So, in order to count, gifts must be real things with some sort of game relevance.

Giving Rice or Cash: Obviously, rice counters or cash would represent tremendous wealth, and therefore would not be regarded as an acceptable gift in game terms and therefore are no gain in terms of Culture Points.

Giving Food or Drink: Players that bring real tea, sake, or food (either from the canteen or brought with them) can gain 1 Culture Point by doing so.

Giving a Poem: A poem written especially for the occasion will count as a suitable gift (see below on Poems).

TEA CEREMONY

Players may wish to conduct their own version of the tea ceremony. I do not expect a detailed re-enactment of a real tea ceremony, but any attempt at a slow-moving and deliberate ceremony involving the following features should qualify for some sort of Culture Points award.

- a. Formal arrangement of seating, undistracted by game events.
- b. Making the tea for everyone present, all of whom must taste it.
- c. Some sort of post-ceremony complimenting session, better yet an exchange of poems composed on the spot.

This should be quite a major thing to organise, taking up considerable game time.

If done properly (ie. including all the features above and taken seriously) should qualify for 5 Culture Points. Lesser attempts should be awarded lesser amounts, down to 1 for some sort of attempt. Going and buying a cup of tea while everyone else is chatting does not count as an attempt!

POEMS

The classical haiku (or seventeen phrase poem) requires years of careful study to construct. Of course, that is when you want to write a poem in Japanese! (which is always an option).

When translated into English, these poems seldom have what you might call a rhyme or meter - so this makes them slightly easier to compose in the style of Japanese Haiku.

Here are some examples of the sort of thing I mean - see if you can tell which are translations of genuine Japanese poems and which I have just made up!

*When you are seeking
Signposts that point the road to Paradise
You will find them
In the core of your mind*

*Homeward bound I find
The way is blocked
Is it fate
That has led me to this valley?*

*Though yet I survive
I shall meaninglessly die:
Like the first frost
Which cannot find a resting place,
I pass my days in the world.*

*In the late snows of winter
The white foxes play
Do we know the place to be
In the high passes when the sun is low*

*The irises,
Their petals damp, are fragrant.
Listen! The cuckoos
Are calling now, this rainy
Evening in May.*

As you can see, they have a particular 'feel' to them. If you feel that a reasonable attempt has been made, then award 1 Culture Point per poem.

DUELLING

Although the format is rather mundane, the players conducting a duel should be polite, respectful and follow rules of conduct. Players who 'chicken out' should have culture points removed, players who have the chance to spare an opponent may get extra points.

DEFEATED TEAMS

Obviously, we will try to avoid an entire team being out of the game, if possible, but it can happen. If it does, the options are:

- a. Split up the players to add to existing teams that are short-handed. This is best if the players really haven't got on and want to split up.
- b. Form a new team using an unplayed clan. The NPD Control will provide a briefing on a clan they are running, with information on the latest deals and agreements made on their behalf. Do this if the team are a group of friends who do not want to be split up.

TEMPLES AND WARRIOR MONKS

The temples of Mount Hiei and Ishiyama are not the only fortified temples in Japan - but they are the largest and most important, mainly because of their location near Kyoto. The warrior monks could draw followers from all over Japan, and in some cases could form small armies in other provinces (this was especially the case for the Ikko monks from Ishiyama) even when those provinces are the domains of powerful lords.

Some Daimyō had long-standing problems with what amounted to bandit or terrorist raids from these small local leagues of monks.

These rules are not known to the players before the beginning of the game, but should be mentioned to the players at start or when the occasion rises.

INSPIRE RELIGIOUS REVOLT

If a province is in Rebellion then the monks can increase the size of the Rebellion by paying for more Rebels (this reflects the influence of smaller local Temples and their warrior monk followers). This is up to a maximum of 2,000 per province.

The two big temples at Ishiyama and Mount Hiei are not limited by the normal province limit on raising troops as set out in the Game Handbook. They can assemble up to 15,000 troops at each fortress (provided they can pay for them).

SHINOBI SHRINES

Established by sect agents (zealots) in any of Japan's provinces, Shrines earn a small amount of income for the sect from religious donations.

To establish a shrine, the Sohei should have an operational spy network in the region.

From then on each shrine will produce 0 or 1 income point. 1d6 is rolled, 1-3 is zero income, 4-6 is 1 income.

BLESSED ALLIANCE

Sohei Sects can preside over diplomatic treaties that are signed while invoking the spirits or the Buddha's. This lends credibility to cement an alliance between clans and give weight to the agreement. This can also signify the temple's personal support of the agreement. Breaking such an agreement can be considered dishonouring the temple.

NO MATTER HOW THE WIND HOWLS, THE MOUNTAIN CANNOT BOW TO IT

Sohei troops are famous for their fanatical zeal, and they count double when defending their home temple.

MAP CONTROL (MC)

Your job is probably technically the easiest, on the basis that the rules for map movement couldn't really be simpler. Each army on the master map will have its own flag/counter, and you move it as directed by the player in command.

The hard part of this role is that it also requires you to police the master map.

Players can get quite excited during the day's play and they need to be handled firmly and politely and the rules for who can approach the map need to be rigidly enforced.

In addition, resolving action on the main maps must be done quickly and it must be done right every time. Players only get one chance at a battle or a major campaign move and not surprisingly they will not take kindly to missed moves or errors in the intercepting rules.

The other tough bit will be when battles have to be resolved, since this will require Map Control to resolve - and given the short time of each move it will have to be done very quickly indeed.

Map Control should also oversee the behaviour between players, being in conflict isn't an excuse to forget about politeness. The minimum behaviour between players is that they bow before the encounter starts. MC can also award or remove Culture Points for correct or inappropriate Samurai behaviour, a special form will be provided.

GAME CONTROL (GC)

Game Control is always one of the most nebulous of control roles, and in Sengoku that is especially true.

Game Control involves circulating round the game and finding out what is going on, how players and Control are managing with the game system and each other.

You should look for problems to sort out (this is different to creating problems to sort out!). Control role is very important because only someone wandering about can pick up on umpires having difficulties or stropky player teams or any of a dozen potential hiccups in the smooth flow of the game.

If, by some remote chance, the game works perfectly, then the Game Control should look for where they can help over-burdened umpires on the map, or team or NPD Control.

NON-PLAYER DAIMYŌ (NPD) CONTROL

This is a vital part of the game. Player teams will be trying to expand their control of Japan, and they will perceive the easiest way as being to pick off the non-player Daimyō first, before hitting out at their played opposition.

To some extent they are correct, but I do not want them to think that non-player Daimyō are walkovers or (necessarily) an easy option.

Your job is quite complex in that you must:

- a. Keep track of the overall political/military situation and be aware when someone is about to attack an NPD. You then have to work out that Daimyō response; which means you need to know his military potential as well as his political situation.
- b. You must be available to respond to diplomatic visits or communications from player teams as they try and subvert you or form alliances. Most NPDs should be arguing for, and working actively towards, maintaining the political status quo. They should therefore normally avoid any expansionist adventures, while at the same time attempting to keep themselves safe.
- c. If an area is too quiet, you should indulge in some katana-rattling to wind the players up a bit. What we want to discourage is players saying "we don't have to worry about Sanjuro Province, it isn't run by a player team" How we do this will have to depend on circumstances. On the other hand, I do not want to see player-teams conquered by Non-Played Daimyō.
- d. As and when necessary, you should help the Map Umpires in assessing when and if rebellions occur in various provinces (see Additional Rules below).

This is all quite a tall order, so you may find you have to do what you can and leave out areas, especially c. and d. above. Whatever else happens, you won't have a quiet day!

INTELLIGENCE CONTROL (IC)

Your job is to keep track of where spies are being deployed and ensuring that information moves around such that the spies produce at least some information.

Spies are expensive and players have a right to expect some sort of return on their investment. Clans will allocate spies to their enemies (or friends), and the TC will inform Int. Control. To keep track of this Int. Control should try to continually circulate around all teams to be aware of this. When circulating in this way, you can also pick up information from the TCs at the same time (probably, it is a good idea to collect information whether or not a spy is operating - just in case - and to save time later).

You may also gain information just by standing around and listening when at a Clan's area.

You may also find it useful to communicate via written notes with the TC, since players are likely to become wary if they realise that Intelligence Control is constantly visiting them!

Information flow matrix

	TC	MC	NPD	IC	GC	
CP clan	S				R	Each turn TC gives the CP clan total to GC to display
CP individual	S/R*	S	S			Individual behaviour at map or other teams is sent to the TC of the player
Treaties	S		S/I	R	S	GC oversees treaties
Revolts	R*	R	S	I		
Armies raised	S	R		I		
Hire of Ronin	S			R		
Provinces conquered	R*	S	I	I		
Important battles	R*	S	I	I		
Ostentatious building	S	R		I		IC for flavour / MC for map
Ostentatious event	S			I		IC for flavour
Fortifications build	S	R		I		
Trade network	S			R		
New spy network	S			R		
Assassinations	S/R*			S		Assassination attempt should be informed to IC to execute, IC reports back, information can leak to other teams
Counter-Intelligence	S/R*			S/R		
Intel Bulletin	R*	I	R	S	I	Regular Intel Update for the teams

S = sender
R = receiver

R* = receiver for team related information
I = inform (might be enough just to watch the main map)

ADDITIONAL GAME MECHANICS

SHINOBI

There are some additional battle rules that are not known to the players at the start. This relates to the use of Special Forces (or Shinobi).

If an army is attacking a province with a castle or fortress in it, they may use Special Forces to weaken the defences.

For each Special Forces unit employed in the province in support of the attack, roll 1d6:

Against Castle, score 3,4,5 or 6 to breach the defences

Against Fortress score 3 or 4 to reduce defences to 'Castle' level or 5 or 6 to breach the defences completely

If the defences are breached in this way then the benefits of the castle/fortress are ignored for that attack.

Special forces are a one-off weapon, since they are wiped out when used.

REACTIONS OF NEUTRALS

This is to help the Non-player Daimyō Umpires to produce a quick response to armies moving about in neutral territory.

Much of the time armies can move through non-hostile territory, and a quick look at the political map soon shows that there must have been a lot of free passage merely to allow normal control of provinces.

When an army wants to pass through an neutral province, roll 1d6 for their reaction, modify by:

+1 if they have common ancestor

+1 if the army is more than 3 times the value of the province

±1 at the discretion of the NPD Umpires (see clan briefings and who's who)

5-6 The locals allow free passage, and the local Daimyō offers to join their army.

3-4 The locals allow free passage but retain their neutrality

2 The locals do not allow free passage, and force army to fight their intrinsic value but do no more.

1 The locals do not allow free passage and form an army to oppose it.
They may also call on player's enemies for help.

ASSASSINATION

Assassination can be by a paid assassin (or ninja as they came to be known later on) or by a player. The chance of a successful assassination is dependent on two factors:

- a. The support of an 'insider' to assist the assassin - the vast majority of assassinations of important people were inside jobs.
- b. The level of personal protection the target has - guards, traps etc.

Roll 1d6: Score 6 for the assassin to get through, modify by:

- +1 if aided by an insider player.
- 1 if the target has spent at least 1 point on personal protection.

It is up to the control whether a failed assassin is reported to the target.

If the assassin gets through; this is easily represented, either Control representing the assassin, or the player concerned sneaks into the target's castle/mansion at the dead of night and by some quirk of fate the victim always wakes up just in time!

They then fight a duel using the rules above, and the outcome is clear.

If the player wishes to remain anonymous then the control umpires can arrange some way of keeping the assassin's identity concealed. If the assassin wins then he always escapes. If the assassin loses, he is captured and killed (or vice versa).

COUNTER-INTELLIGENCE

When a player team deploys a counter-intelligence network, IC will roll each turn against each operating network operating in their domain.

- 6** Network and clan discovered
- 5** Network discovered
- 4-1** No information

Players will then be informed if a network was found and can decide what to do, break up the network or place false information.

The clan which network was discovered will not be automatically informed that the network was discovered.

HIRE OF RONIN

Ronin are masterless samurai, who can, in extremis, provide additional military manpower.

This is not listed in the Game Handbook and should only be offered to Teams that either ask for it, or appear to be in deep trouble militarily. Since the use of Ronin is immediately apparent, most teams will become aware of the option fairly quickly.

Ronin are not restricted by the province manpower limit, but they cost 2 per 1000. However, they are not an unlimited resource, and no more than 5,000 Ronin can be hired PER PROVINCE CONTROLLED.

REBELLION

Rebellion should be a constant concern for the player teams because much of their power comes from their control of a number of provinces.

In reality a whole range of factors could cause rebellion, and the rebellion could be peasant-based, low-ranking samurai based or even led by senior local samurai making a bid for power.

This game cannot hope to reflect all the intricate internal political factors that would apply, so we have this rather simple system:

Any province other than the clan's Home Province can be categorised as UNHAPPY.

A province is made UNHAPPY by:

- a. Having had a battle fought in it.
- b. Having higher than normal rice tax.
- c. The untimely death of a hostage or some similar casus belli.
- d. The Controlling Team's Culture Points Score is less than 0.

An unhappy province becomes happy again every Spring (i.e. it remains Unhappy for up to a year). A counter is placed on the master map by Team Control, and the province must roll for rebellion when one of the following factors applies:

- a. The rice tax is increased over 10% extra (each season).
- b. The ruling clan's army marches away somewhere else.
- c. Another clan (or even another player from the same clan) makes some concrete effort at subversion and rabble-raising such as offering at least 20% of the province's value (or 1 point, whichever is largest) in bribes.

Roll 1d6, score 1 or 2 for a rebellion to occur. The UNHAPPY counter is turned over (it has REBELLION on the reverse).

Factors:

- | | |
|----|--|
| +1 | if Clan Army in the Province or adjacent province. |
| -1 | if adjacent Province is already in Rebellion. |

In the event of a REBELLION the following things happen:

A Rebel Army is formed depending on the size of the Province:

Province Rice Value	Rebel Army Strength
1 -3	1,000
4 -6	2,000
7 -8	3,000
9 -11	4,000
12 -13	5,000
14 -16	6,000
17 -18	7,000
19 -21	8,000
22 -23	9,000
24 +	10,000

Castles and Fortresses in the Rebel Area automatically fight for the Rebels. The Rebel Army remains in position until defeated in battle by a Clan Army. If it is not defeated by the end of the year, the province concerned becomes independent and control passes to the Non-Player Daimyō Umpires. A castle provides a garrison of another 5,000 troops; a fortress another 10,000.

Sohei involvement, if a province is in Rebellion then the monks can increase the size of the Rebellion by paying for more Rebels (this reflects the influence of smaller local Temples and their warrior monk followers). This is up to a maximum of 2,000 per province.

CONTROL'S WHO'S WHO

This section is essentially additional to the who's who of the Game Handbook and includes a few notes to help the Non-Player Daimyō Control to build a picture of the various main lords. It may also be useful to Clan TCs to know about some of the clan's independent neighbours.

Akita Yoshisue

A long-standing and traditional northern samurai clan. Conservative and does not wish to get involved - content with what they have.

Amako Haruhisa

An old foe of the OUCHI, and has fought against both Mori and Sue. Aims to recover Harima province as a result of the demise of the Ouchi.

Arima Yoshisuke

A recently formed family with no illustrious ancestors. Not to be confused with another Arima family that is descended from the Fujiwara and resides in Hi zen province.

Asakura Norikage

An implacable foe of the Monto monks who control Kaga and Noto Provinces, whom he has fought continuously (with no success to date). (NB his son eventually defeated the monks in 1562)

Chiba Toshitane

An enemy of the Uesugi, as was his father and grandfather. Clan have controlled Shimosa Province since the 12th century.

Date Terumune and Ashina Morikiyo

These two are close allies, and dominate the province of Mutsu. They remain strong and aloof, and do not involve themselves in the battles of others.

Enryaku-ji (temple)

Powerful and independent temple, that can call on followers from all over Japan in time of trouble.

Goto Motokuni

An undistinguished samurai family. Pro-Christian.

Hatekeyama Takamasa

His father was friendly to the Miyoshi, but now relations are more strained.

Hongan-ji (temple)

Powerful and independent monks.

Hojo Ujijyasu

See briefing. Enemy to Uesugi and most others - expanding control of region and have made many gains recently.

Imagawa Yoshimoto

Defeated and pushed out of OWARI by the ODA clan nine years ago.

Inagaki Shigekata

A fictional Daimyō. (In fact a samurai of this name controlled SHIMA in 1868!)

Kinoshita Iesada

Actually, this lord was age 8 when the game starts. I can't find out his father's name - or really who was controlling this province, so use this name.

Kono Michinao

A bit inept - spent the period 1of this game being beaten by his neighbours. Mori Motonari kept baling him out of deep trouble.

Maeda Toshiie

An old Daimyō family (dating from 9th century). This lord probably a fiction - he was 13 years old when the game starts - I don't know who his father was. Later on, this lord was a supporter of Oda Nobunaga (but that is 20 years from now).

Matsuda Nagamori

An opportunist who has recently come to prominence.

Miyoshi Chokei

A ruthless opportunist.

Mori Motonari

An old retainer of the Ouchi clan. Secretly not friendly with Sue clan.

Nagaoka Fujitaka

Nothing known.

Oda Nobunaga

In the next few years this man will become the ruler of all Japan, and its first unifier for 200 years. He took over from his father when he was 15. Expert in all kinds of fighting and warlike activities even at an early age. His main general is Ikeda Nobuteru, who is quite good. At this stage the Oda Clan will hold on to what they have with considerable ferocity - but as yet have no plans for expansion.

Otomo Yoshishige

At present the European religious leader Father Francis Xavier of the Jesuit Order is staying with this lord - and Yoshishige is impressed with the christians even though he is not a chirstian. He is currently putting down a revolt in Higo Province with considerable ferocity. He has some trouble with martial priests of the temple of Usa in Buzen province - which he will deal with finally in a few years from now.

Rokkaku Sadayori

Was at first a monk, but inherited the leadership on the death of his brother. He fought on the side of the Ouchi clan 40 years ago. Thirty years ago he fought against the Hosokawa and the Miyoshi and expelled them from Kyoto. He continues to oppose them in their designs on controlling the Shogun and the capital.

Saito Toshimasa

Born in Kyoto, and was for a time a monk, and then became an oil merchant. He has intrigued and murdered his way to the control of this clan. As a peace settlement with the Oda Clan (who defeated him in battle) his daughter is married to Oda Nobunaga.

Satake Yoshiaki

His family has always been important in this region, and has therefore some rivalry with the Hojo who are expanding rapidly at present.

Satomi Yoshitaka

He has fought against the Hojo and was beaten - losing some provinces. He also fought the Takeda Clan. Now all there is left is a fort in Awa Province, and he has given up fighting to hold on to what he has.

Shimazu Takahisa

Latest in a long line of Shimazu lords dating back to the 12th century. Received the arrival of Christians, and two years ago Francis Xavier arrived in his domains. Takahisa was one of the first users of muskets in Japan.

Sue Harukata

See player briefing.

Takeda Harunobu

See player briefing.

Toki Yoshiori

A bit of a loser - was defeated by Saito Hidetatsu and lost Mino province. Will probably cave in if pressed.

Uesugi Kenshin

See player briefing.

Ukita Naoie

Not friendly to the Mori clan. Has good relations with the Oda clan.

Yamana Masakuni

An independent clan, who are reluctant to side with anyone. See player briefing.

Yuki Masakatsu

Previously this clan was overlord to the Oda clan, whom they now regard as rebels and therefore oppose wherever possible.

DYNASTIC SUMMARY

The following information is intended to give some background to the interrelations between the various major Clans, both by inter-marriage and existing hostages. Players may not invent new offspring, not listed here. Team Control should keep a close eye on this.

AKITA

Home Province: DEWA

Clan Leader: Akita Yoshisue (46)

General: Akita Sanesue (23)

Chamberlain: Kamita Michifusa (51)

Heir: Akita Sanesue (23) – Son of Yoshisue

Marriable Daughters of leader: None

AMAKO

Home Province: IZUMO

Clan Leader: Amako Haruhisa (37)

General: Amako Kuniyoshi (50) – Uncle of Haruhisa

Amako Katsuhisa (30) – Son of Kuniyoshi, cousin to Haruhisa

Marriable Daughters of leader: None

HOJO

Home Province : IZU

Clan Leader :Hojo Ujijyasu (36) Only son is Ujimasa.

General :Hojo Tsunanari (35) Brother of Ujijyasu.

Heir: Hojo Ujimasa (13) Son of Ujijyasu

Chamberlain: Tataoki Mimayaki (60)

Marriable Daughters of leader: Ama (16)

IMAGAWA

Home Province :SURUGA

Clan Leader: Imagawa Yoshimoto (32)

General: Imagawa Yoshitoyo (30) Brother of Yoshimoto.

Heir: Imagawa Ujizane (13) Son of Yoshimoto

Chamberlain: Mitsutomo Amano (29)

NOTES: The clan holds Takeda Harunobu's disgraced father (Takeda Nobutora) as a prisoner at the request of the Takeda. Clan holds Hirotsada Takechiyo (9) hostage, heir to subordinate leader of clan that holds Mikawa.

Marriable Daughters of leader: None (Yoshimoto's daughter is married to Takeda Harunobu)

MATSUDA

Home Province: KII

Clan Leader: Matsuda Nagamori (26)

Chamberlain: Kono Jukkuji (33) – Buddhist monk

General: Akiyoshi Atari (25) – Vassal to Nagamori

Masakatsu Wakasa (35) – Close friend and vassal to Nagamori

Marriageable Daughters of leader: None

MIYOSHI

Home Province: AWA

Clan Leader: Miyoshi Chokei (27)

General: Miyoshi Jikkyu (26) Brother of Chokei

Chamberlain: Miyoshi Fuyuyasu (24) Brother of Chokei

Governor of Kyoto: Matsunaga Hisahide (43) Vassal of Miyoshi

Lord of Settsu: Arima Yoshisada (29) Close ally of Miyoshi. His son (9) is 'guest' of Miyoshi clan.

Marriageable Daughters of leader: None.

MORI

Home Province: AKI (controlled by Sue Clan)

Clan Leader: Mori Motonari (54) Has seven sons, three represented by players, the rest are:

Mori Motoaki (23)

Mori Motokiyo (20)

Mori Motomasa (19)

Mori Hidekane (18)

General & Heir: Mori Takamoto (28) Eldest son of Motonari.

2nd Son : Kikkawa Motoharu (26) 2nd son of Motonari.

3th Son: Kobayakawa Takakage (24)

Chamberlain : Fujiyari Kagako (48)

Marriageable Daughters of leader: Amori (15)

ODA

Home Province :OWARI

Clan Leader :Oda Nobunaga (17) Married to daughter of Saito Toshimasa of Mino province.

General : Kiyosu Toda (51)

Leader's brother: Oda Nobuhiro (20) Elder brother of Nobunaga.

Chamberlain : Hirade Kiyohide (40)

NOTE: Nobunaga's younger brother, Nobuyuki (not played), is a pretender to the leadership of the clan - but Nobunaga has more support at present.

Marriageable Daughters of leader: None.

OTOMO

Home Province :BUNGO

Clan Leader: Otomo Yoshishige (21) Has a daughter (10) and no sons.

General: Tsukuni Mimasaka (39)

Leader's uncle: Otomo Kenuoko (40)

Chamberlain: Akiyori Yoshano (53)

Marriageable Daughters of leader: One (10).

SAITO

Home Province : MINO

Clan Leader: Saito Toshimasa (57)

General: Akechi Mitsuhide (25) – loyal vassal to the Saito clan.

Saito Yoshitatsu (24) – Son of Toki Yoshiyori, and adopted by Saito Toshimasa as his clan heir.

Chamberlain Kamiyama Sojin (54) – A loyal samurai who has taken holy orders

Higashiro Eijiro (51) – Old retainer & friend of Toshimasa.

Marriageable Daughters of the Leader: Toshimasa's daughter has recently married Oda Nobunaga, the young lord of Owari province.

SUE

Home Province :SUO

Clan Leader : Sue Harukata (31)

General : Hachikawa Aki (29)

Senior vassal: Otomo Sorin (42)

Chamberlain : Sue Akiyoshi (35) Cousin of Harukata.

Marriageable Daughters of leader: None

TAKEDA

Home Province :KAI

Clan Leader :Takeda Harunobu (30) Young son Kastuyori (5) is heir to the clan leadership. Father in law is Lord Imagawa of Suruga.

General :Ichijo Nobutatsu (28) Brother of Harunobu.

Retainer :Sanoki Nori (59)

Chamberlain :Hachimo Monori (37)

Marriageable Daughters of leader: None.

UESUGI

Home Province :ECHIGO

Clan Leader :Uesugi Kenshin (21) adopted Heir to clan, and de-facto leader.

Lord of Uesugi :Uesugi Norimasa (29) Lord of clan, but lacks real power.

General :Minoki Hatama (33)

Chamberlain :Utsunomiya Hirotsuna (20)

Marriable Daughters of leader: None.

UKITA

Home Province: BITCHU

Clan Leader: Ukita Naoie (21)

General: Ukita Nagamori (17) – Brother of Naoie

Chamberlain: Ujijyasu Notomori (36)

Ukita Toroie (45) – Uncle to Naoie

Tsutsumi Yasuhisa (44) – loyal clan samurai

Marriable Daughters of leader: None.

YAMANA

Home Province :TAJIMA

Clan Leader :Yamana Masakuni (31) Has son, Toyokuni (3).

General :Akira Shimaka (40)

Uncle of leader :Yamana Mitsuyasu (50)

Chamberlain :Kazuyasu Tatama (45)

Marriable Daughters of leader: None.

Economic Value of Provinces

There is a summary of Provincial Income and control in the Game Handbook. This just gives the Rice Income for any given Province. The cash income is not known, and the following table shows the additional income from trade, craft and mining etc taxes to each province.

Province	Income	Ruler
AKI	8	Sue
AWA (east)	2	Satomi
AWA (west)	6	Miyoshi
AWAJI	1 + 1 cash (fishing)	Miyoshi
BINGO	2	Mori
BITCHU	3	Ukita
BIZEN	6	Ukita
BUNGO	5	Otomo
BUZEN	5	Otomo
CHIKUGO	7	Otomo
CHIKUZEN	11	Sue
DEWA*	15	Akita
ECHIGO*	9	Uesugi
ECHIZEN*	10	Asakura
ETCHU	2	Yuki
HARIMA*	8	Yamana
HIDA	2	Takeda
HIGO*	12	Otomo
HITACHI*	12	Satake
HIZEN*	15	Goto
HOKI	2	Yamana
HYUGA	3	Shimazu
IKI	0 + 2 cash (fishing)	Mori
IGA	1	Rokkaku
INABA	7	Yamana
ISE*	11	Toki
IWAMI	2	Sue
IWASHIRO*	23	Date
IYO	9	Kono
IZU	1	Hojo
IZUMI	1	Hatekeyama
IZUMO	5	Amako
KAGA*	23	Hongan-ji
KAI	5 + 5 cash (mining)	Takeda

KAWACHI	1	Hatekeyama
KAZUSA	3	Hojo
KII	13	Matsuda
KOZUKE*	9	Hojo
MIKAWA	5 + 1 cash (tolls)	Imagawa
MIMASAKA	2	Ukita
MINO	5	Saito
MUSASHI*	17 + 4 cash (tolls)	Hojo
MUTSU *	14	Ashina
NAGATO*	8	Mori
NOTO	1	Hongan-ji
OKI	1 + 1 cash (fishing)	Amako
OMI	8	Rokkaku
OSUMI	1	Shimazu
OWARI*	13	Oda
RIKUOKU	2	Ashina
SADO	1	Uesugi
SAGAMI	3	Hojo
SANUKI*	4	Miyoshi
SATSUMA*	15	Shimazu
SETTSU	2	Arima
SHIMA	1	Inagaki
SHIMINOTSUKE	4	Uesugi
SHIMOSA*	6	Chiba
SHINANO*	9	Takeda
SUO	2	Sue
SURUGA	2 + 1 cash (tolls)	Imagawa
TAJIMA	1	Yamana
TAMBA	4	Maeda
TANGO	2	Nagaoka
TOSA	5	Miyoshi
TOTOMI	3 + 1 cash (tolls)	Imagawa
TSUSHIMA	2 + 3 cash (trade)	Mori
WAKASA	2	Kinoshita
YAMASHIRO	2	Miyoshi
YAMATO	2	Matsuda

Other places within Provinces

In these cases the places listed do not count as separate areas for movement purposes, but do count as separate places for control and location purposes - i.e. they still have to be captured if defended.

Name		Province	Income			Current ruler
Kyoto	City	Yamashori	3	cash	(trade)	Matsunaga
Sakai	City	Settsu	5	cash	(trade)	Independent
Osaka	City	Settsu	1	cash	(trade)	Arima
Edo	City	Musashi	2	cash	(trade)	Hojo
Hiei-sama **	Temple	Yamashori	2	rice	10 cash (donations)	Enryaka-ji
Isshiyama **	Temple	Settsu	2	cash	(donations)	Hongan-ji

SPECIAL PLACES

The Free City of Sakai

This was a special case in that it was a virtually independent mercantile city. With a population of 30,000 it is the largest and wealthiest city in Japan. It had a variety of authorities to tax and trade with China, with Imperial and Shogunal authority behind them. At various times Daimyō tried to take the city, which although unfortified can raise troops in considerable numbers. (Historically it held off Oda Nobunaga's armies for some considerable time).

It will defend its independence. If attacked it can raise 10,000 troops immediately (collected from mercenaries and minor samurai from surrounding estates).

The Capital Kyoto

This is the capital of Japan. Occupying it with an Army is not the same as being either Shogun or Emperor by a long way. Kyoto has been burnt down, ravaged, attacked, taken over and generally given a rough time for centuries - yet it survives as a separate entity despite this.

Quite why is beyond the scope of this game, really, but you should not think of Kyoto as just a city (which is why it is shown separately in this game).

The post of Governor of Kyoto can only be given (and taken away) by the Shogun.

However, anyone expecting to become Shogun must at least control Kyoto and Yamashiro province. (among many other conditions).

As an aside, it is interesting to note that just about every single village in Yamashiro Province at this time was fortified in some way, at least by a fence and ditch - that gives some indication of the frequency of marauding armies!

The Cities of Osaka and Edo

These are two rapidly growing cities, relying on local trade and their key positions near major rice producing areas as a market place. They have no defensive value unless defended by the owning Daimyō. They are, however treated as separate places, and could change hands separate from the province they are in. They do not count as separate areas for movement purposes.