

Sengoku

The Megagame of power politics in Old Japan

Game Handbook

INTRODUCTION

This handbook contains the basic information on how to play the game. It is deliberately not complete. Some aspects of the game mechanism remain known only to the Control team and players will only be informed of additional parts to the game as and when it directly affects them. This is particularly so with regard to honour.

In addition, every team member has their own, team-specific briefing which sets out the political and economic position of the clan and personal briefings for individual members of the team, setting out their own objectives (which may or may not be in the interests of their clan).

These personal briefings will only be handed out on the day of the game so that we can re-arrange player teams at the last moment to cover for unexpected no-shows, and to thereby ensure that the key player characters are actually played on the day.

Players new to megagames are advised to read the “guide to new megagamers”, all players are strongly advised to read the rules before the game starts, it will help your game experience a lot! It is advised to bring some writing utensils, tokens, post-it notes, etc to mark your player map.

We would advise you to look into the tea ceremony and haikus before the day ;).

The game will be staged in the Malden multifunctional centre “**Maldensteijn**” in one of the halls on the second floor of the venue: follow the signs, when you enter Maldensteijn. At the ground floor, a bar is available who will be the supplier of coffee, tea, other drinks. If you become hungry, ask one of your team members to fetch rolls (or other edibles) across the street in Malden’s shopping centre (There is a Bakker Bart). Be aware that there is **no break in play for lunch**.

It is **not permitted** to eat in the hall, where we play because its carpeting is quite vulnerable. However, the lounge next to the hall does not have these restrictions.

At the end of the game, after the debriefing and clean up, we will gather in the bar on the ground floor for a well earned after game drink and we hope there will be lots of stories to tell, mostly different and some alike.



DESIGN NOTES

The game is about political and military activity during the Sengoku Era of Japanese history (in the case of this game, roughly speaking the second half of the 16th Century). This was an age of land-grabbing lords (Daimyō) - incessant warfare and power-plays. In short, an ideal setting for a megagame.

This game is intended to reflect on a very different culture and time. As 21st century gamers we often have considerable difficulty in adapting our mental processes to previous ages of our own culture - adopting the culture of 18th or 19th century Europe is hard enough; but not only is this game set in a distant and unfamiliar time but a very different culture, economy and religious background as well.

As a result, I apologise in advance to those taking part who are expert in the period. Much of the economic and clan-substructure detail I would like to have included I have left out in the interests of clarity. Basically, to produce a game containing all the 'bells and whistles' of sixteenth century Japanese society would require a handbook many times the size of this one, and some familiarity with the period on the part of most of the players. Despite the popularity of the colourful samurai warrior in film and among wargamers, culturally it remains an unfamiliar period to many, and so this game will hopefully open up the wider subject of the cultural and socio-economic background to more gamers - and maybe stimulate them to read more on what is a complex and fascinating period. To this end I have included a bibliography for those interested.

Much of the game is about the power politics of the time, and as a result the detail of military operations is necessarily sketchy. By European standards the operational art was not as well developed in the Japan of the Samurai. This means that the armies tend to be short-range and temporary formations, led by a culturally separate warrior elite, and subject to certain restrictive social norms. The lack of operational subtlety is made up for by extremes of personal bravery and weapon skill, and the widespread use of subterfuge and deception.

This side of warfare in classical Japan has therefore been reduced to what amounts to a very simple battle resolution system which aims to give a little flavour without taking too long to resolve.

The background of the game is deliberately very general – this is not a re-enactment of events – it is more of a simulation of conditions typical of the era of warring states. The political situation was always very fluid and so it will be in the game, if past incarnations are anything to go by.

Jim Wallman

THE GAME

Sengoku is a slightly different megagame to many. Whilst it does involve negotiations, political scheming and military combat, it is set in a culture very different to our own and acting appropriately is fundamental to how your clan is perceived.

The game is set during a time when the 16-year-old Shogun is in exile. The Bakufu act as a form of Civil Service and will be your contacts with higher authority. They are based in Kyoto. Your team represents a samurai clan which will hope to exploit the uncertainty within the country.

Before reading your background briefing and the mechanics of the game, we suggest that you familiarise yourself with protocols, as your behaviour will be noted (and possibly rewarded) throughout the game by the umpires:

- Showing politeness to others is paramount, regardless of any dispute or machinations behind the scenes.
- Bowing is a part of culture. The deeper the bow, the greater the respect. Bear in mind your relative ranks though.
- When visiting another clan's castle (table), you should await a bow of invitation or leave immediately.
- Physical gifts (not rice or gold) are an important part of negotiations.
- When a discussion takes place, it is incredibly rude to interrupt another person.
- Within the clan, the least senior person should start a discussion, but there should be no voting or agreement by consensus. The Daimyō is an absolute leader.

TIME PERIOD

The Sengoku-jidai (age of warring states) was a seminal period of strife and internecine warfare that consumed the islands of Japan from 1467 to 1615. This was an age of land-grabbing lords, incessant conflict, political power-play, and betrayal. Entire clans could evaporate overnight, and peasants could raise themselves up to command thousands. The icons of the age conjure vivid imagery: massive samurai armies duelling for honour and supremacy on blood-slick battlefields, warrior monks practicing ancient martial arts atop mountain fortresses, and the shadowy ninja climbing castle walls in the dead of night.

Prior to this tumultuous era, Japan had been ruled by two men: the Emperor, divine head of state, and the Shogun, military dictator of Japan. The Emperor ruled through the Shogun and the Shogun ruled through the Bakufu, the Shogunate's civil service. Regional control of Japan's provinces fell to the Daimyō, autonomous lords who owed their allegiance to the Shogun and the Emperor.

The Sengoku Period began with the Onin War, a conflict in 1467 between the Yamana and Hosokawa clans that quickly spiralled into all-out civil war. Chaos consumed the country, as well as any semblance of authority that the deteriorating Shogunate once held. At the onset of your game, the year is 1551. The current Shogun, 16-year-old Ashikaga Yoshiteru, is an inexperienced child with no real authority. As a result, the Bakufu are effectively leaderless and without an heir apparent. To make matters worse, Emperor Go-Nara, having withdrawn into his palace, ignores most political and military matters and serves more as a figurehead than a leader.

He who becomes Shogun controls Japan in its entirety, and the position is effectively open to any Daimyō who could gain the Emperor's favour and in the process oust the incompetent and inexperienced Ashikaga. The current climate is tense: Sengoku Japan is a country where adherence to social structure and honourable behaviour is everything, but also where duplicity and double-crossing is part of the political norm. It is at this time, when the future is anything but certain, that we begin our game.

RECENT EVENTS

The Northern Provinces

Seven years ago, the Uesugi Clan allied with the Imagawa Clan to attack the Hojo Clan. Hojo Tsunanari defended a fort against the Imagawa Clan while Hojo Ujiyasu defeated in succession Uesugi Tomosada, Uesugi Norimasa and Ashikaga Haruuji. Norimasa was driven into Echigo Province.

Takeda Harunobu's father had planned to disinherit him in favour of his younger brother Nobuyoshi. Harunobu revolted in over ten years ago and placed his father in custody. He then took control of Kai Province and became the de-facto Daimyō.

About four years ago Harunobu attacked and defeated one Murakami Yoshikiyo, but Daimyō Murakami obtained help from Uesugi Kenshin with whom the Takeda Clan have continuing hostilities.

Uesugi Kenshin only recently began his career as a Daimyō by forcing his brother-in-law Nagao Masakage to make peace and submit to him.

Last year the Daimyō Uesugi Norimasa was defeated by Hojo Ujiyasu and lost control of Kozuke province. He sought Kenshin's protection (as one of his vassals) - which was given on condition that he adopted Kenshin as his heir.

The Home Provinces

About three years ago, Miyoshi Chokei had a dispute with his uncle Masanaga and asked his Daimyō, Hosokawa for authorisation to levy troops in Settsu, Izumi and Kawachi Provinces. Instead of giving his permission, Hosokawa sided with Masanaga. Chokei at once attacked and defeated his uncle. Next, having established a puppet as head of the Hosokawa Clan, he besieged Harumoto in his fort. For some reason he raised the siege and attacked and defeated Masanaga again. Harumoto took the opportunity to flee to Omi Province and ask the Shogun Yoshiteru for help. In the meantime Chokei entered the Imperial Capital Kyoto and handed the city over to the control of Matsunaga Hisahide. He failed to get control of the 14 year old Shogun Ashikaga Yoshiteru who had already left with his father (the retired Shogun Yoshiharu) for refuge in Omi Province.

The Southern Provinces

Until recently Mori Motonari and Sue Harukata were vassals of a greater *Daimyō*, Ouchi Yoshitaka. Unfortunately *Daimyō* Ouchi died as a result of a policy disagreement with Harukata. *Daimyō* Sue has taken control of Ouchi's lands.

The Mori clan's relations with another *Daimyō*, Amako Kunihisa, are unfriendly as a result of past disagreements.

Sohei

ENRYAKU-JI

This is a temple of the Tendai warrior-monks founded on Mount Hiei near the Imperial Capital Kyoto in Yamashiro Province by Dengyo-Daishi during the Enryaku Era. Originally built to protect the capital from noxious influences from the Northeast (in accordance with the principles of ancient Chinese Feng- shui geomancy). As new extensions to the temple complex were added so the power of the temple grew and to protect the holy places in troubled times the warrior-monks recruited fighting men to act as temple guards. These warrior-monks (or *Sohei*) have formed independent armies and made Mount Hiei a formidable fortress.

HONGAN-JI

The Monto order was founded by Shinran over three centuries ago. It took its name from its great temple in the Imperial Capital Kyoto which was built by the daughter and grandson of Shinran. At the time of the 8th Zasu Rennyo the order was expelled from Kyoto by the warrior-monks of the Hieizan order and the base for the order was transferred to Omi Province and thereafter to Echizen Province about 80 years ago. Finally, ten years later the order found a home at Yamashino near to Kyoto again. Its current headquarters is at Ishiyama near the city of Osaka in Settsu Province. This large 'fortress-temple' is built on a rocky prominence and is surrounded by ramparts and moats. The order has been often attacked by *samurai* throughout the last century (in particular in an attempt to wrest control of Kaga province from the order), and to date these attacks have been beaten off.



GAME ORGANISATION

GENERAL LAYOUT

The teams will each have a separate area or table that represents their clan's home castle. Players arriving at or leaving the team area have to observe proper manners (see below). In general players are free to move around as they wish during the appropriate phase of each turn to conduct diplomacy and military operations.

We strongly advise that unless you are commanding armies or on a specific diplomatic mission, you remain at your home table. This is for two reasons:

- a) There has to be someone to receive visitors and information.
- b) It will keep congestion at key places (such as round the operational maps) to a minimum.

Note that members of the Control Team will arrive at the team table from time to time with information or intelligence.

If there is no-one there, they will NOT waste time looking round the hall for you and the information will be lost.

There are two main maps, one showing the locations of the various armies and other bits of information and the other showing the political situation.

The players have access to these maps, in that they can visit them and watch them any time they like. They **MAY NOT** touch or move anything on the maps, however, since this is the exclusive province of Map Control.

There will be a prominent display showing the current overall status of each clan relative to each other. Control will not tell you what is required to raise your status with regard to the other clans you will have to think about it, as a team, in the context of the game and the environment we are simulating.

THE CONTROL TEAM

There are a number of people roaming around today, helping to run the game.

Team Control—your main point of contact. NOTHING HAPPENS WITHOUT THEIR KNOWLEDGE. Inform them of any deals or treaties. They will not give you routine information on the general situation; it is up to your team to look at the map and gather your own intelligence on the other clan's activities. Check with them first regarding any problems.

Map Control— Runs the tactical map, controls army movement, and arbitrates battle sequences. Aside from Map Controllers, no one is allowed to move or touch anything on the main map.

Non-Player Daimyō Control— Works out the reaction and political activities of the unplayed provincial lords. Do not assume that because a province is not controlled by a player that it is a “secure flank.” Anyone and everyone is vulnerable to sudden changes of political orientation. Players should take as much care to watch non-aligned provinces as those controlled by players.

Intelligence Control— Players will not normally have face to face dealings with these shadowy characters. They deal with the flow of covert information.

Game Control— Runs the control team in general, manages the timing and flow of the game, and tracks the honour scores of each team. They are the last court of appeal for in-game problems.



TURNS & SEQUENCE

Each turn is a season: there are four seasons in a year, broken down (unsurprisingly) as follows:

WINTER : SPRING : SUMMER : AUTUMN

No campaigning is permitted in the winter and all armies disband at that time (samurai return to their homes, foot soldiers disperse to rural estates). See below for more explanation of the Winter Turn.

Each turn (season) takes 30 minutes to resolve.

Within each **non-winter** turn, the following approximate sequence applies:

1. **ISSUE ORDERS** (5 minutes). Players (usually Taishō) issue movement orders for armies at the start of the turn. A gong will announce the deadline for these orders and to mark the start of the turn. **ONLY PLAYERS COMMANDING ARMIES ARE PERMITTED AT THE MAIN MAP DURING NON-WINTER SEASONS.**
2. **MOVEMENT/BATTLE PHASE** (10 minutes). Any army movements and combats are resolved by the army commanders under supervision of Map Control.
3. **PLAYERS DISCUSS NEXT ACTIONS** (10 minutes). This is when players work out their strategy and rule their lands. Non-combatant players can view the map at this time.
4. **RAISING TROOPS** (5 minutes). Players announce how many fresh troops they are raising NEXT SEASON. Usually troops will be raised in the Spring (but this is not compulsory).

Throughout the turn diplomatic and social visits may take place.

The Winter Turn

The winter turn is different from the others in that there is no military campaigning during this time. Instead, Team Control will work out the current provincial situation and players are notified of their income for the coming year and can plan their force levels at this time.

Also, due to the severity of the Japanese winter, travel is hazardous, so players will not normally leave their Castle during the winter. This is an opportunity for the clan to discuss plans for the coming year.

They may only communicate with other clans via letters, which Control will do their best to deliver (but which they will not guarantee to deliver on time, or at all - winter roads are treacherous).

Instructions for long term projects such as castle building, and Ostentatious Public Works must be given at this time.

TIME SCALE

Game Turn	Year / Season	Estimated Time
	<i>Venue open & Organisation present</i>	0900 - 0930
	<i>Registration & Introduction</i>	0930 - 1030
1	Winter 1551	1030 – 1100
2	Spring 1552	1100 – 1130
3	Summer 1552	1130 – 1200
4	Autumn 1552	1200 – 1230
5	Winter 1552	1230 – 1300
6	Spring 1553	1300 – 1330
7	Summer 1553	1330 – 1400
8	Autumn 1553	1400 – 1430
9	Winter 1553	1430 – 1500
10	Spring 1554	1500 – 1530
11	Summer 1554	1530 – 1600
12	Autumn 1554	1600 – 1630
13	Winter 1554	1630 – 1700
	<i>Game end and debriefing</i>	1700 – 1730
	<i>Clean Up</i>	1730 – 1800
	<i>Meeting in the bar of the venue</i>	1730 –



ROLES

Even when you think you know the answer to a problem, ask the advice of experienced men. There is also an old saying to the effect, 'Though you know, it is polite to ask.'

Hojo Shigetoki (1198-1261)

PLAYER TEAMS

Players will represent the great men of their time and form the following types of teams:

Shogun & Bakufu

The dictator of all Japan is known as the Shogun. The Shogun and his immediate clan are supported by the 'civil service' of the military government known as the Bakufu (who owe allegiance to the position of Shogun rather than the person).

In theory the power of the hereditary Shogun is in the name of the Emperor (who at this time is merely a figurehead) and is absolute so long as no more powerful force can challenge his position or legitimacy.

Unfortunately at the time of our game, there is no effective Shogun either - the current one is 16 years old and in exile. Central control of the country is somewhat lacking at present. Those that can influence the Shogun, or even legitimately become Shogun (not as easy as it sounds) will gain considerable theoretical power - whether they can turn this into real power will be a matter for them to determine.

Samurai Clans

The provincial lords, (the Daimyō) were, according to some observers, virtually autonomous kings in their own lands. However, they owe technical allegiance to the Shogun, and obedience to the Emperor - even if this is at present minimal and rarely enforced. A Daimyō is himself assisted by members of his own clan – themselves usually minor lords having their own sub-fiefs within the Daimyō's domains (similar, in some ways, to the feudal system of mediaeval England).

Sohei

At this time there were a number of large militarily strong temples - whose economic strength was drawn from lands given to them by the Emperor in ancient times. They are much resented by some Daimyō, especially when they interfere in matters outside their temples. Other lords seem content to live and let live. Although in national terms, these temples are only small 'city-states', they could be significant in particular circumstances.

A Sohei team is headed by the Zasu (abbot) who is supported by his senior advisors.

PLAYER ROLES

Each clan player team may consist of some or all of the following roles, with roughly these responsibilities:

LEADER (Daimyō): Will be in complete charge of the team, but within the rigid rules for correct conduct.

GENERAL (Taishō): Responsible for leading troops in battle, keeping track of forces raised, maintaining a picture of the military situation.

CHAMBERLAIN: Responsible for the external political relations of the clan (in contrast to the military). Acts as diplomat, go-between (for example in arranging marriages), and keeping an ear to events and gossip in other clans.

CLAN ELDER (Samurai): Responsible for reflecting the interests of the clan members and subordinate clans. Keeps track of the internal state of the clan and maintains a picture of unrest, finance etc.

HEIR (Samurai): Often, but not always, immediate family of the Leader. These can act as second in command or as Generals but can, of course, have other interests as well.

In addition, an active Shogunate gets advantages arising from control of the military government - the ability to issue edicts in the name of the Shogun or in some cases the name of the Emperor. To administer this they have a corps of professional civil servants. These serve whoever is Shogun, and keep track of all sorts of economic data, as well as actually draft legislation, and act as an additional source of intelligence from their own informants etc. At present this 'civil service' is functioning as best it can without a legitimate Shogun and is based in the Imperial Capital Kyoto.

In the case of Sohei teams, they are led by a Zasu (abbot) who has much the same function as the Daimyō in a standard team, and assisted by the other Sohei players who can take on roles similar to that of general, chamberlain etc. as necessary.



RULES OF CONDUCT

When you see off somebody to whom you owe particular respect, such as your lord or a parent, you should, as long as you can see that person, show reverence by bowing in the direction of their departure, and as deeply as when you stood before them. While doing this, it is very wrong to unbend or to discharge arrows.

Hojo Shigetoki (1198-1261)

In order to reflect the cultural differences between our own time and that of the samurai, Sengoku players are expected to indulge proper social conduct. Japanese tradition during the Sengoku-Jidai is one of extreme personal politeness combined with ferocious savagery in battle and political duplicity.

You should attempt to reflect this in your dealings with others throughout the event. As players are expected to behave properly, Control keeps a secret record of each player's performance as the game progresses. This reflects not only on the individual character, but on the team's standing as a whole. There is a prominent display showing the current overall status of each team relative to each other. Control will not divulge what is required to raise your clan's status with regard to the other clans. You will have to think and act as a team in the context of the game and the environment being simulated.

How you behave in the game can negatively or positively impact your team's honour score. Culturally relevant roleplay is encouraged in this respect: holding tea ceremonies, reciting haiku poems, and celebrating period-appropriate festivals are all excellent ways to bring honour and respect to your clan.

If you wish to represent yourself and your clan with dignity, there are three things you must consider when meeting and greeting other players: Politeness, Obedience, and Position.

POLITENESS

When you greet another player, the first thing you must do is bow to them. While it is not a normal or usual practice for Westerners to bow to each other, it is second nature in Japanese culture. A further subtlety is that the depth of the bow indicates depth of respect. In other words, when bowing to someone of higher status, you should always bow more deeply than they do. The Emperor would bow by inclining his head forward by one or two degrees, where as a peasant would be on his knees and bent over double.

After bowing, you should then introduce yourself if you and the other player are not already familiar. In addition to your name, you should mention your role, ranks, notable ancestors, and so on. If the player you are addressing is a team leader, you must address them as "Lord" (e.g. Lord Takeda).

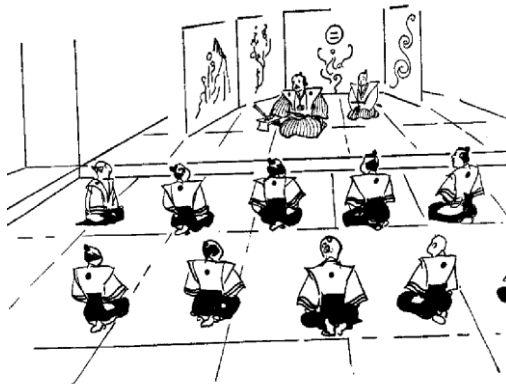
The rules of politeness count double when you are on a diplomatic mission, as you represent your clan on foreign soil. All players arriving at a team table (whether it is their own team or not) must bow to those already there. Visitors may not join the group unless acknowledged (by a bow) and invited to do so by the highest ranked player at the clan table. If you are not acknowledged or welcomed, you should immediately leave.

When negotiating you should consider the key protocols and control will be looking at those as well as looking at how the following form part of your dealings with others:

- Gifts
- Haiku
- The tea ceremony

Consider the following carefully as you move through the game:

“The impolite man is an unlucky man, while those who earn respect shall be blessed with good fortune.”



OBEDIENCE

The seniority of participants in diplomatic missions, as well as when discussing and planning within your clan, is highly important. The senior player present must always be deferred to. They have control of the flow of the meeting and get the final say on decisions being made. Seniority is determined by the rank of the individual, in the following descending order:

Emperor
Shogun
Holders of Court Rank
Daimyō and Zasu
Heirs
Everyone else

In the event of a tie, tie breakers are:

*Titles like Governor or Constable
Existence of an illustrious ancestor
Whichever character is older*

In a clan council meeting, all those present should be invited by the senior member present, in order of most junior first, to give their views in turn. Finally, the senior member should announce their decision, make a point, or ask for more advice. Where two lords of roughly equal status are discussing, they take turns speaking.

Interrupting when someone is speaking is not acceptable behaviour!

Doing so will result in a significant loss of honour. Leaders should expect total obedience from their team, and they may choose to run things as they wish. Samurai culture has no provision for debate, voting, or consensus; you must therefore get out of the habit of arguing in the way you might in normal situations. Disagreeing with a superior is very dishonourable, and crossing blades is the only acceptable form of debate. Ultimately, if you really don't like what your lord is doing, you may have to find a way to depose him!

PERSONAL COMBAT IS CENTRAL TO THE SAMURAI ETHOS, AND IT IS INEVITABLE THAT CONFLICT RESULTS IN DUELLING.

DUELLING WILL BE REPRESENTED IN A TRADITIONAL LIFE OR DEATH DUEL OF WASHI — ROCK — KATANA.

PLAYERS SHOULD BE AWARE THAT DUELLING IS LETHAL AND CAN RESULT IN DEATH.

THREE ROUNDS ARE PLAYED AND THE WINNER OF THE MOST ROUNDS WINS THE DUEL (AND HONOUR), EACH LOSS INFLECTS A WOUND, THREE WOUNDS SIGNIFIES THAT THE DUELLIST DIES.



POSITION

When meeting other clans, players should make a point of announcing their full name and any ranks and positions held. Personal status is of great importance, and a title may well provide an edge over those less well-endowed with ancient titles (or not). Players can gain more titles, though this is usually only possible for team leaders. Titles can be acquired through the following means:

Performing some significant service or act to the benefit of the Emperor. This will have to involve (in-game) personal risk and/or great financial expenditure.

Performing some service or great act to the benefit of, or in support of, the Shogun. These titles are administered by the Bakufu team.

Taking over a title by inheritance. E.g., you become the heir of a title holder, who then dies.

The titles you can hold are:

Daimyō (大名): This title denotes the primary leader of one of the great Samurai Clans of Japan. This title carries great social status and power (full control over your subjects and estate), but does not grant you official ownership over any territory you currently control via military presence or diplomatic agreements.

Zasu (abbot): This title denotes the head of one of the great temples of Japan. Similar to a Daimyō, a Zasu commands great respect from his peers and completely controls income from religious donations. The title of Zasu is something of a double-edged sword however, as many Samurai consider Zasu to have no official bearing outside temple walls, and sect followers are often branded as mere peasant rebels.

Heir: Purely a title of succession, an Heir is the individual next-in-line for command. Should a Daimyō or Zasu die or retire, the Heir inherits any titles held by his predecessors. Daimyō and Zasu may change their designated Heir at any time and for any reason.

Honorary titles that can be awarded are:

Kokushi (国司 civil governor): This is an ancient and revered title that dates back to the 8th century, and is traditionally reserved for nobles of the Emperor's court. However, many Daimyō of sufficiently high status or renown can acquire this title. Only the Emperor or Shogun may award this title. The title of Kokushi holds no actual power over a province, this role has been replaced by the Shugo, but it is an important honorific title.

Shugo (守護 military governor): This is a 12th century title which confers judicial, and military authority in a specific province. The Daimyō are already Shugo of their capital province (but not of any other controlled provinces). This title is conferred by the Bakufu.

DIPLOMACY

Do not practice archery on dogs which happen to be in front of any person.

Hojo Shigetoki (1198-1261)

ALLIANCES & HOSTAGES

Given the habit of changing sides and treachery, the Japanese developed methods of assuring support from their allies. In reality this was maintained by a complex web of interlocking patterns of allegiance and intermarriage, an element of genuine honourable behaviour, and the taking of hostages.

In SENGOKU we will simplify all this by **marriages** and the taking of **hostages**.

Alliances and agreements are cemented by one of the following methods, in ascending order of severity:

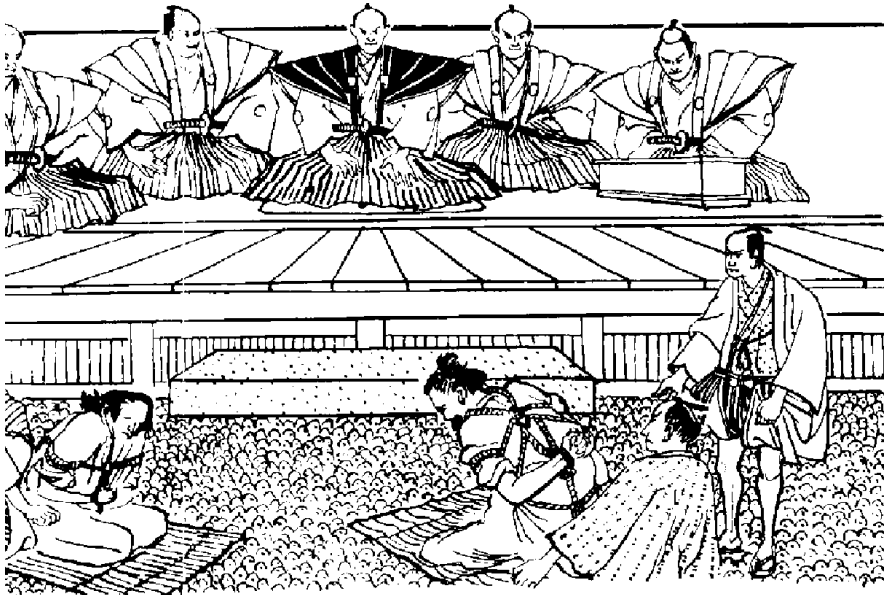
1. The word of honour of the people concerned.
2. A treaty signed under the auspices of a priest (control or Sohei player team) and invoking the kami (spirits) or the Buddhas.
3. A treaty as above, but accompanied by an exchange of hostages (in the case of a treaty between equals who don't trust each other) or the taking of a hostage (in the case on an enforced treaty). Hostages must be taken from the Lord's immediate family, usually his heir or wife. It is regarded as a major personal defeat and loss of honour to have a hostage killed due to a breach of treaty.

Where Hostages are not represented by players, we will provide a hostage counter - which is displayed openly at the hostage keeper's table. The fate of this hostage is important, and if moved - for example into the keeping of another clan, the counter must be moved too.

Since some hostages were kept for many years, it was not uncommon for hostages to become virtually 'one of the family' and perform useful functions for the clan. There is the famous example of the young Tokugawa Ieyasu, who when a hostage to the Imagawa Clan was also a general of one of their armies!

For this reason, it is possible for players to be handed over as hostages. If taken as a hostage, the player may not return to his original team, and may only move around at the direction of the 'hosts'. He may, however, pass written messages home.

All alliances should be notified to (or overlooked by) Game Control in order to keep track of all existing treaties and alliances.



CONTROLLING PROVINCES

It is important to realise that the provinces of Japan contain many samurai at the local level and a complex network of towns, villages and local allegiances.

For this reason you should not regard them as merely areas on the map to be occupied.

Each province is different and can be hard to control even if their nominal Daimyō has been defeated.

Conquering Provinces

At some stage armies will conquer other provinces. If this happens there are a number of options:

1. You can force the Daimyō of the Province to submit and become your vassal. They continue to run their Province as before, but are now your subordinates. This is cemented by taking of hostages. The advantage of this is that the income from that province is not reduced while you take over. The risk of doing this is that the subordinate (whether player or non-player) is open to subversion and may be difficult to control.
2. You exile the existing rulers and replace them with your own people. The take-over will reduce income from the province concerned, but the province is at least under your clan's direct control. (See below).
If this is the only province of a player team, then Control will give them another suitable non-player clan to take over.
3. You can exact a tribute in terms of rice or cash or similar and withdraw. You would do this if you felt that the provincial Daimyō concerned merited some punishment but you did not want to upset the current political balance by taking over the province.

Non-aligned Provinces

Non-aligned provinces may only be passed through after negotiation or war. If they are not under the control of another player team, the Non-player Daimyō Control (NPD) will give responses on their behalf. Provinces all have an intrinsic defence value, related to their economic value. This is only used if there is no garrison raised and there is fighting for control.

In general, an army does not have to fight the locals provided it can negotiate free passage. This is best done by forming peace treaties or local alliances.

There are a number of possible outcomes here:

- The locals allow free passage, and the local Daimyō **offers to join your army** (fairly unlikely).
- The locals allow **free passage** but retain their neutrality.
- The locals do not allow free passage, and force you to **fight their intrinsic value** but do no more.
- The locals do not allow free passage and **form an army to oppose you**. They may also call on your enemies for help.

The intrinsic defence value is never destroyed and is back in being the following season whatever the 'battle' outcome.

If beaten and occupied (as above) however, it may or may not raise rebellion - depending on the situation - Control will advise.



WARFARE

My Way of Strategy is the sure method to win when fighting for your life one man against five or ten.

There is nothing wrong with the principle "one man can beat ten, so a thousand men can beat ten thousand". You must research this.

Miyamoto Musashi 1584-1645

ARMIES

The smallest represented mobile force is an army.

A team may have as many armies as it has players to detach to command them. Of course, if the entire team is out campaigning this can set some limits on diplomacy etc. Think of each player as representing an historically significant leader.

In addition, garrisons may be formed anywhere within your own domains without a general, but may not move outside their base province.

Troops are represented by troop counters representing 1,000 or 5,000 men each.

The exact size of armies is not always apparent from the main map, where they are marked with a flag counter bearing the appropriate clan badge.

Army Cards for each army are placed at the edge of the map. Troop counters relating to that army must be placed on the appropriate card.

All troop counters must be either on the map, as a garrison, or on an Army card. Troop counters kept in your hand, or in pockets or at the team table will be deemed as disbanded and cannot be deployed at a later time.

Each player commanding troops will have a counter representing themselves. Like troop counters, these must be placed on the map. If a player goes visiting, his map counter must be moved to the appropriate province on the map. The personal retinue counter also counts as an additional 1,000 troops if used for combat.

COMBAT

When two armies enter the same province, they have **two options**: they can ignore each other and pass through (EXCEPT: moving through non-aligned provinces) or **one or other can choose to fight**.

If combat occurs, then commanders **select** their **tactic**. **Firm Defence** (Pebble), **Outflank** (Washi), **Bloody Assault** (Katana).

Each of these represent a different aspect of the battle for their troops to focus on. Each grants Advantage over another and affect how many casualties you and your opponent will inflict. Advantage grants a bonus to your die roll, while casualties will remove enemy troops, regardless of who wins.

Outflank (OF)

Outflank grants Advantage over an opponent who selects Bloody Assault

Firm Defence (FD)

This strategy prevents your opponent from gaining the large advantage Outflank can grant. It grants Advantage over an opponent who selects Outflank, and minimizes casualties on both sides.

Bloody Assault (BA)

This strategy focuses on inflicting casualties. It has Advantage over Firm Defence, and inflicts the heaviest casualties. If both generals choose Bloody Assault, they will both incur heavy losses.

After strategies have been revealed, each general rolls 2d6, add advantage and other modifiers to the rolls, and the totals will be compared to determine an outcome.

Advantages and casualties:

	Bloody Assault		Outflank		Firm Defence	
Bloody Assault	+0	50%	+0	40%	+3	30%
Outflank	+6	30%	+0	20%	+0	10%
Firm Defence	+0	20%	+3	10%	+0	0%

In the right column you choose your tactic and compare it to your adversaries result. Add the bonus (+0/+3/+6) given in the first column. The second column indicates the casualties you inflict on your adversary, you inflict the percentage of your own army size as casualties to the other player (rounded down).

Example: a general with an army of 20.000 soldiers chooses a bloody assault against an adversary army with 15.000 soldiers that has dug in (firm defence). He will add +3 to his roll and inflict 30% of his army size casualties (6.000). His adversary receives no bonus and inflicts 20% of his army size casualties (3000).

Other modifiers:

Fighting in home province	+1
Castle or Fortress	+2 or +4 (<u>only</u> if Firm Defence was chosen)
Taishō stars	Commanders may choose to risk their reputation (see note below)
Most experienced general	note below)
Force ratio: Outnumber 3/2	+1
Outnumber 2/1	+1 (+0 if mountain combat)
Outnumber 3/1 or more	+2 (+1 if mountain combat) +3 (+2 if mountain combat)

Note: Commanders may choose to **risk their reputation** (and life) in battle. Roll 1 dice for each star they currently have:

1: take a wound AND lose a star (no lower than 1 star); 2: Take a wound; 3: No effect; 4-5: +1 to roll; 6: +2 to roll

Difference of 8 or more points: major victory, winning Taisho receives a star, the loser is routed, must immediately withdraw, if able, and inflicts casualties at only half strength.

Difference of 3 to 7 points: victory, winning Taisho receives a star, the loser inflicts casualties at only half strength.

Otherwise, it is a **draw**. Each army inflicts casualties at normal strength, and neither army is forced to retreat. DP against DP always results in a draw.

Each Taisho now has the **option to Withdraw**. The army must have movement remaining for this turn. You must withdraw immediately to an adjacent province, controlled by your own clan, or empty of enemy troops. If no adjacent provinces are free of enemy troops, or if the army has no remaining movement, you cannot withdraw.

Now **remove casualties** according to the rules above. Armies may then attempt to continue their marching orders (which may not be possible), or may remain in place at the General's request. A battle will repeat for **three rounds**. At the end of the third round, if no one has withdrawn, been routed, or been exterminated, the armies remain in place. Next season, the Taisho again have the choice to either let each other pass unimpeded, or have a battle.



GENERALS

Players can gather military experience (stars). In most cases players start off at one star, except Taishō who start at 2. Any other exceptions will be noted in the Personal Briefings. Stars can be gained by winning battles or lost by risking their reputation.

The number of stars is used to indicate how many province areas an army can move in a season. *Generals CANNOT get experience higher than 4 or lower than 1.*

MOVEMENT

All movement is from province to adjacent province, treating each province as a movement area. In each turn, field armies can move a number of provinces equal to their leader's experience value. I.e. an Experience 4 general can move an army four provinces. This is altered as follows:

Sea Crossings (cost 1 income point)	-1
Moving along the Tokaido road in any season	+1
Moving along the Nakasendo road in Spring or Summer turns	+1

An Army can always move at least 1 area in any turn.

No army can move more than 4 areas in a turn

Movement Orders

Players commanding forces on the map are each given an Order Card: on this they write the next area(s) they intend to move to, so that interaction disputes can be easily sorted out by Map Control.

Opposed Sea Crossings

In the event of two hostile armies attempting to cross by the same sea crossing point at the same time, it is assumed that there is a sea battle. This is resolved in exactly the same way as a land battle EXCEPT that all casualties are doubled.

Sequence

In the event of an interaction dispute between armies of different rates of movement, use the following sequence:

Phase 1	Those with 4 stars move their first area only;	4
Phase 2	Those with 4 stars move their second area and those with 3 or 2 stars move their first area;	4 - 3 - 2
Phase 3	Everybody moves one area;	4 - 3 - 2 - 1
Phase 4	Those with 4 or 3 stars move one area.	4 - 3

RISK TO PLAYERS

Whenever a player is involved in a battle, travels in the winter phase, or every turn (i.e. season) after they reach the age of 60 - they must draw a card at random from a standard pack of playing cards. An Ace of Spades means they have died immediately from wounds/illness/accident.

A King, Queen or Jack of Spades indicates that they have received a 'wound' (or are taken ill) represented by a red sticker. This reduces their ability to fight, command and travel. Wounds heal at a rate of one wound per season. Players can take three wounds and will die when receiving their fourth wound, in duels (due to the harsh nature of these) players will die from three wounds.

All birthdays are assumed to be at the start of winter.

A player can also take wounds or die from personal combat (duel), as explained in the rules of conduct section, as well from the risks taken in combat.

FORTIFICATIONS

All provinces are assumed to have many frontier forts and defences for all major population centres, and this is factored into the game system.

Larger new castles need to be built out of the player's resources.

Some ancient fortresses already in existence count as equal to their contemporary counterparts - these are the fortified temples of Enryaku-ji on Mount Hiei and Hongan-ji at Ishiyama.

Once built defences cannot be removed but can be abandoned (see Economics).

ECONOMICS

Rather than be in debt for a long time, go without rice for a short time.

Japanese Proverb

INCOME

Each area of the map (= a province) has an income value, each point representing approximately 50,000 koku of rice production. All the economics in the game are in points values, but historically one koku equalled the rice needed to feed one person for one year. This is available for clan in control of the province at the onset of WINTER and will be handed out by Team Control.

The provincial rice income is not always the only form of income for Daimyo. Some provinces have mines or important cities that can provide an additional cash income. Some clans also have other special taxation rights, which provide a small additional cash income. The detail of this is given in the individual clan briefings.

The income is therefore in two forms, rice and cash. Rice and cash counters will be available and one rice counter equals one cash counter and they are equal and interchangeable in terms of expenditure (see below).

It takes a considerable time to place the new clan's samurai in all the main positions of power in the various estates and villages so that, in the case of a forced take-over, the local rural samurai may well have taken action to reduce rice stocks and make life difficult for field valuers and tax collectors.

For this reason, provinces that are taken over by force produce at only HALF (rounded down) the nominal income in the first year - this includes all income from rice tribute, taxation and mining.

This rule also applies to subsequently recaptured provinces, to reflect the effect of the chaos of warfare and changes of government.

For the purposes of this game, the rate of rice taxation (on which the income figure is largely based) is not easily variable by the players, neither can taxation based on craft and trade goods be altered.

This is merely to keep the game simple - in reality these factors were widely variable from province to province and Daimyo to Daimyo.

Even in times as trying as these, clans might try to conduct trade amongst themselves, but the possible revenue from these adventures is very volatile.

EXPENDITURE

Troops

It costs 1 rice/cash point to raise one troop counter representing 1,000 men.

Troops must be raised in the provinces that fund them, up to the limits of that province's value. E.g. a 11 point province can only raise 11,000 men in any year, regardless of how much cash you have.

Troops without a general are treated as garrisons for that province - but they can be attached to a passing army as necessary. For convenience, garrison troop counters are placed on the main map by the umpires until combined into an army.

FORCES ARE NOT CARRIED OVER FROM ONE YEAR TO THE NEXT. You must raise your forces fresh each year (since they all disperse at winter time). All troop counters are collected in by Control at the onset of winter.

Defences

- Castles: 15 points to build.
2 points per year to maintain.
Take one year to build
- Fortress: 30 points to build.
5 points per year to maintain.
Take one year to build

Fortresses can only be built as an extension of an existing castle.

Castles cannot be built and then expanded to a fortress **IN THE SAME YEAR**. This is to reflect the time taken to build it.

Castles or Fortresses that cannot be maintained are deemed to be **ABANDONED** and lose their military value.

- Re-commissioning costs are:
 - Castle : 8 points
 - Fortress: 20 points

Other Expenditures

The following types of expenditure are quite likely to increase a clan's social standing. Exactly how much is, obviously, not revealed, you just have to try it and see.

- **Ostentatious Public Events:** (i.e. A Great Hunt, Splendid Religious Festival, Grand Open Air Noh Play). Spend as much as you want - but spending 1 point only would be considered mean. The highest spending Daimyo in any year will gain additional prestige and honour.
- **Ostentatious Public Building:** Major temple, New Mansion, New Bridge etc. These must be announced in the Winter Turn (as with castles). The Daimyo that builds and currently controls the Most Ostentatious Building will gain additional prestige and honour. Spend as much as you want but the minimum cost for anything is 5. These will be marked on the map. Costs 1 per building for maintenance.
- **Flashy Uniforms for the Troops:** Costs extra 1 per 2,000 men equipped.
- **Lend Money to an Impoverished Noble:** The Court Nobility are always hard up and need cash. Lend as much as you want but remember, demanding repayment is considered impolite.

Bribes/Assassins/Spies

The cost of these is negotiable. While spending a lot on this might prove effective - efficiency is not directly proportional to money spent.

You need to use wise judgement in these matters.

Spies can be useful to find out about the wealth of other clans, their intentions and the existence of dissent within the clan.

Assassins are a bit unreliable, but in desperate cases might be useful.

SAVINGS

Not all income can be saved, since it is used by vassals to feed followers whether you go to war and raise an army or not. The cost of raising an army is, in fact, marginal compared to the normal running costs of the Samurai class. In this game the costs above represent the number of troops that can be raised by existing Samurai followers as a matter of duty in line with their income.

It is for this reason that you cannot carry over all of the main rice income to the next year. A small proportion of the rice tax and certain special taxation on manufactured goods and trade was received in cash form, and this element can be carried over in the form of a treasury.

The following elements can be saved from any given year's income:

- 10% of the annual income from rice tax (the value of a province).
- 50% of additional taxation (the value of free cities, Monasteries and Kyoto, fishing taxes etc).
- 100% of income from mining precious metals etc.

All savings must be in cash form.



KYOTO & THE BAKUFU

*For forms of Government
let fools contest;
Whate'er is best
administered is best.*

Alexander Pope (1688-1744)

BAKUFU – THE SHOGUN’S ADMINISTRATION

The Bakufu is the central administration of the Shogun based in the capital. It carries out the functions of the Shogun, even in his absence.

The Bakufu acts in the name of the Shogun. In practice, it has several things it can do:

1. Raise Armies in the Shogun’s name. The Bakufu can require (in the Shogun’s name) any Daimyō to provide troops and/or command a Bakufu / Shogunal Army. In the past the Shogun’s armies would keep the peace and maintain the authority of the Shogun in the land. In recent times this central authority has declined, so Daimyō may find some plausible reason for avoiding such a call. They **MAY NOT SIMPLY IGNORE IT**. Should the Bakufu formally declare a clan in rebellion (which they could do in the face of an outright refusal or no reply) then it becomes ‘open season’ on that clan and everyone can freely attack it with the force of the Shogun’s authority.
2. Tax. The Shogun can demand a levy from Daimyō to fund some major activity.
3. Award titles. This is regarded as very important, since a title affects an individual’s status among his peers. Technically speaking these titles come from the Emperor, but the Bakufu administers the system. For example, Daimyō like to be given titles like “Shugo of Ichi Province” (even when their armies actually control that province anyway) since it confers some legitimacy on them and their control of a place, as well as the important effect of enhancing their social status.
4. Produce Shogunal Edicts. A Shogun in power will issue edicts. These might cover one of the above items (raising armies, taxation or awarding titles). As other issues arise, so edicts or laws are announced.
5. Run the judicial process. Daimyō can appeal to the Bakufu for judgements on legal matters, or over disputes between Daimyō. This can be a cost-effective alternative to fighting.

HOW TO MAKE A SHOGUN

In the past, the Shogun has appointed his heir from his family. The Ashikaga family have provided the Shogun for many generations.

A new, non-Ashikaga Shogun cannot be announced unless all the following conditions are met:

- The current Shogun either **retires or dies** without an heir.
- The potential new Shogun is of a sufficiently **high-class family**. This usually means that they must have either Minamoto or Seiwa-Genji ancestors.
- The new Shogun has to be in a position of **pre-eminent military and political** power.
- Control **Kyoto** and **Yamashiro** province.
- The **Emperor must approve** of the appointment.



BUDDHISM

The Buddhist religion teaches that truth and virtue must be realised through spiritual evolution. They cannot be acquired by merely assenting to creeds or believing doctrines. The following ideas which are widely held among Buddhists are offered solely as helpful signposts set up by those who have travelled the Way before us.

一 (1)

We think that the universes originate, develop, change and perish through the operation of natural and inherent causes, and that this series of cycles has neither beginning nor end.

二 (2)

We think that man is not a mixture of physical form and everlasting spiritual substance, but a complex of processes which persists as long as it functions, just as a fire lives only while the fuel lasts.

三 (3)

We think that at death the vital forces cohere and, after an interval, precipitate again at biological birth.

四 (4)

We think that the unenlightened life is suffering, transitory, and empty, and we heartily desire to be free from it.

五 (5)

We think that sin is thought, speech and actions which spring from wrong views and evil passions, and which obstruct compassion and insight.

六 (6)

We think that evil deeds are to be avoided and good deeds are to be done, not through fear of punishment or through desire for reward, but rather through understanding and compassion, and through unselfish devotion to virtue.

七 (7)

We think that the object of living is not the pursuit of wealth and pleasure, but the increase of virtue and wisdom.

八 (8)

We think that when the clouds of passion and ignorance are dispelled, the sun of insight will illuminate this world, and will reveal that its true nature is Buddhahood.

九 (9)

We think that Buddhahood is perfect wisdom, perfect compassion, perfect power of accomplishing good, the underlying ground of all existing things, and the seed of enlightenment which lies within all living beings.

WHO'S WHO

(Player teams in bold and shaded)

DAIMYO		AGE	PROVINCES at game start (income)	ANCESTOR
Akita	Yoshisue	35	Dewa (15)	Abe
Amako	Kunihisa	50	Izumo (5), Oki (1)	Sasaki
Arima	Yoshisada	29	Settsu (2), Osaka (city) (1)	Fujiwara
Asakura	Norikage	77	Echizen (10)	Kusakabe-Oji
Chiba	Toshitane	22	Shimosa (6)	Taira
Data	Terumune	32	Iwashiro (23)	Fujiwara
Ashina	Morikiyo	60	Mutsu (14), Rikuo (2)	Taira
Enryaku-Ji	(Zasu Hojomi)		Mount Hiei (1)	n.a.
Goto	Motokuni	42	Hizen (15)	Seiwa-Genji
Hatekeyama	Takamasa	27	Kawachi (1), Izumi (1)	Taira
Hongan-ji	(Zasu Shonyo)	60	Kaga (23), Noto (1), Ishiyama (1)	n.a.
Hojo	Ujiyasu	36	Sagami (3), Kazusa (3), Izu (1), Kozuke (9), Musashi (17), Edo (city) (2)	Taira
Imagawa	Yoshimoto	32	Mikawa (5), Totomi (3), Suruga (2)	Seiwa-Genji
Inagaki	Shigekata	49	Shima (1)	Seiwa-Genji
Kinoshita	Iesada	27	Wakasa (2)	(none)
Kono	Michinao	24	Iyo (9)	Iyo-shinmo
Maeda	Toshiie	23	Tamba (4)	Sugawara
Masuda	Nagamori	26	Kii (13), Yamato (2)	(none)
Miyoshi	Chokei	27	Yamashiro (2), Sanuki (4), Awa (W) (6), Awaji (1), Tosa (5), Kyoto (city) (3)	Seiwa-Genji
Mori	Motonari	54	Nagato (8), Bingo (2), Iki (0), Tsushima (2)	Minamoto
Nagaoka	Fujitaka	49	Tango (2)	(none)
Oda	Nobunaga	17	Owari (13)	Taira
Otomo	Yoshishige	21	Chikugo (7), Bungo (5), Buzen (5), Higo (12)	Fujiwara
Rokkaku	Sadayori	60	Omi (8), Iga (1)	Minamoto
Saito	Toshimasa	57	Mino (5)	Fujiwara
Satake	Yoshiaki	33	Hitachi (12)	Minamoto
Satomi	Yoshitaka	29	Awa (E) (2)	Seiwa-Genji
Shimazu	Takahisa	28	Satsuma (15), Hyuga (3), Osumi (1)	Minamoto
Sue	Harukata	37	Iwami (2), Suo (2), Chikuzen (11), Aki (8)	(none)
Takeda	Harunobu	28	Kai (5), Shinano (9), Hida (2)	Minamoto
Toki	Yoshiyori	49	Ise (11)	Minamoto
Uesugi	Kenshin	21	Shiminotsuke (4), Echigo (9), Sado (1)	Fujiwara
Ukita	Naokie	21	Bitchu (3), Bizen (6), Mamasaka (2)	Minamoto
Yamana	Masakuni	31	Inaba (7), Tajima (1), Hoki (2), Harima (8)	Minamoto
Yuki	Masakatsu	47	Etchu (2)	Fujiwara

 PROVINCES

Province	Rice Income	Current Ruler
AKI	8	Sue
AWA (east)	2	Satomi
AWA (west)	6	Miyoshi
AWAJI	1	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	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	Takeda
KAWACHI	1	Hatekeyama

Province	Rice Income	Current Ruler
KAZUSA	3	Hojo
KII	13	Masuda
KOZUKE*	9	Hojo
MIKAWA	5	Imagawa
MIMASAKA	2	Ukita
MINO	5	Saito
MUSASHI*	17	Hojo
MUTSU *	14	Ashina
NAGATO*	8	Mori
NOTO	1	Hongan-ji
OKI	1	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	Imagawa
TAJIMA	1	Yamana
TAMBA	4	Maeda
TANGO	2	Nagaoka
TOSA	5	Miyoshi
TOTOMI	3	Imagawa
TSUSHIMA	2	Mori
WAKASA	2	Kinoshita
YAMASHIRO	2	Miyoshi
YAMATO	2	Masuda

* indicates the province has a castle

** indicates the province has a fortress

Economic values of the provinces is only the rice income, provinces may have cash income from trade, fishing, mines, etc. The income from these sources is not widely known, except through conquest or subterfuge.

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 cash	(donations)	Enryaka-ji
Isshiyama **	Temple	Settsu	2 cash	(donations)	Hongan-ji

* indicates the province has a castle

** indicates the province has a fortress

