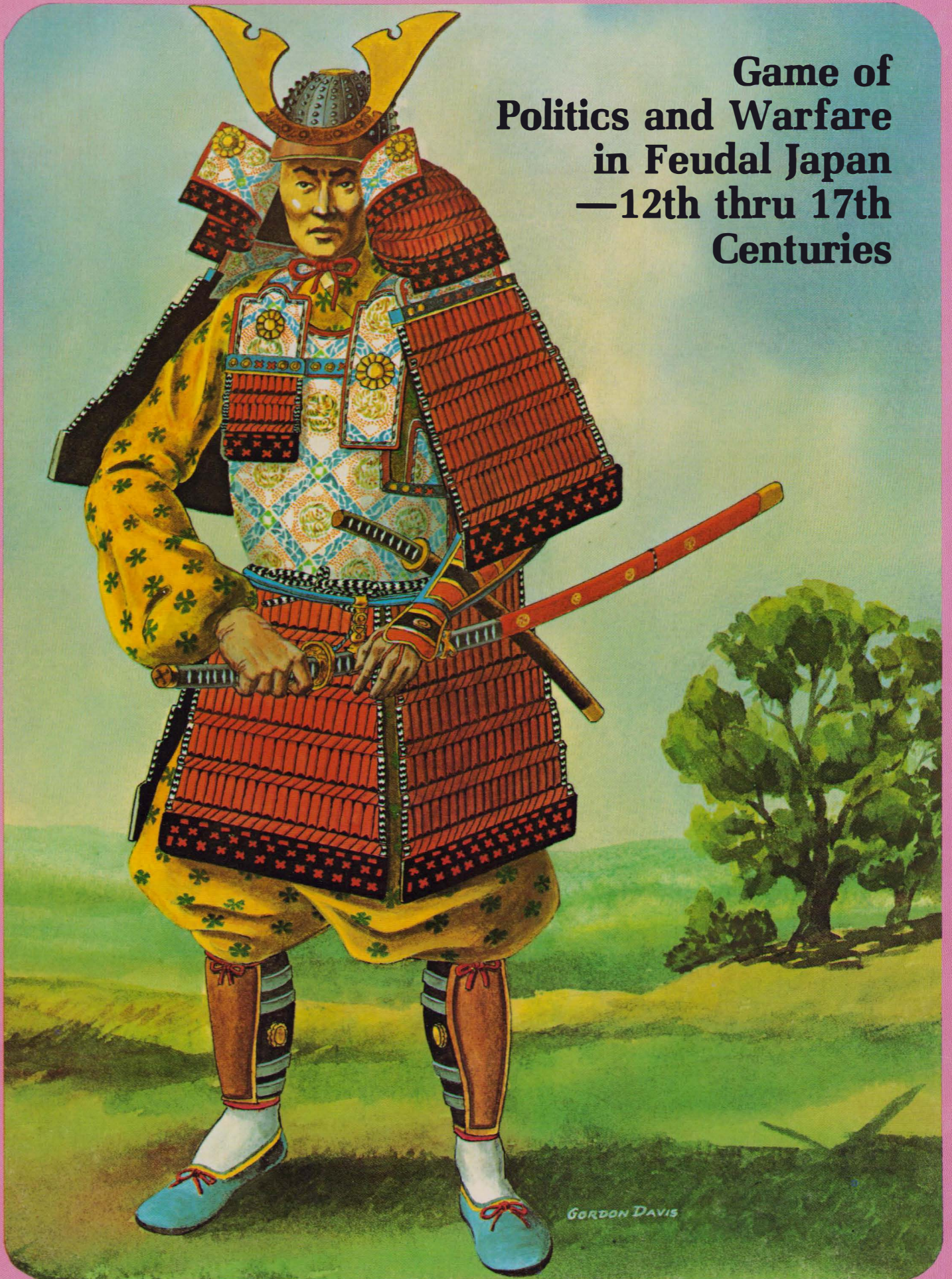


# samurai™

Avalon Hill's trademark name for its game of feudal Japan

## Game of Politics and Warfare in Feudal Japan —12th thru 17th Centuries







# samurai

RULES OF PLAY

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# INTRODUCTION

*Samurai* allows you to take control of feudal Japan. As leader of an ancient clan, you use military forces, guile and careful timing to acquire influence, status, and ultimately the title of Shogun (protector of the realm and conqueror of the barbarians). However, you have to beware of other clans, and various natural disasters such as earthquakes, plagues, tidal waves, or pirate raids. These can occur any time, and might ruin the best laid strategy.

In medieval Japan, the central government of the Emperor had dissolved. He became a powerless figurehead while various clans competed to take control of the country. These clans were similar to the noble houses of Europe, and their leaders the equivalent of medieval Dukes, Barons, Counts, etc. Using formidable samurai warriors, the clans waged endless wars across the major islands of the Japanese archipelago. The ultimate goal was to acquire the title Shogun. This gave one the right to enforce the emperor's will, and become the real ruler of Japan. You win the game of *Samurai* if your clan takes and holds the title of Shogun.

## Concept of Play

Each player controls a clan, with one or more lords. Each lord has a province representing his personal "fief" or home, and often has additional "holdings" of troops, titles, ships, castles, more provinces, etc.

The game is played in twenty turns, each representing between a few months to a few years, depending on the pace of historical events. In each turn, players each have their own "phase". In your phase, you maneuver the lords of your clan, engaging in battles and/or sieges against other clans or neutrals, and acquire new holdings for your lords.

## Dice definitions

Die rolls are used to represent some chance elements in the game. There are different ways of rolling the dice:

"1-6" die roll – one die is rolled, and the resulting number read, between 1 and 6 inclusive.

"2-12" dice roll – a die is rolled twice and the two numbers are added together. The result is a number between 2 and 12 inclusive.

"111-666" dice roll – a die is rolled three times. The first roll produces the hundred's digit (100 to 600), the second roll the ten's digit (10 to 60), and the third roll the one's digit (1 to 6). The result is a three - digit number between 111 and 666, inclusive. For example, if the die rolls were four, two, and five, in that order, the result would be 425.

## Rules Book

This booklet includes all the rules needed to play *Samurai*. This game is slightly more complex than the average 'parlor' game, although less complex than some wargames. Don't be daunted by the rules. Read them through once and quickly start playing a game, solo if necessary. As you play, you'll have questions. Refer back to this booklet and read the appropriate section more carefully. This way you can use the rules to help you learn as you play.

It is not necessary to commit all the rules to memory before playing. As you continue to play *Samurai* you will understand the rules better and better, until they become second nature. These rules are designed to act as umpire and final arbiter of all questions, and therefore may seem needlessly complex at first. However, in future games, you can refer to the rules again for regulation of the finer points of play.

## Mapboard

The game map portrays the three major islands of Japan, and related water areas. The map is divided into areas and provinces, and within those may show specific locations.

*Province*: a land section enclosed by coastline and/or solid white borders.

*Area*: a land section enclosed by a dotted white line, solid white line, and /or coastline. Some provinces are divided into two or more areas by dotted lines. Other provinces are just a single area, enclosed by solid line. Each offshore island is a single area. Tsushima and Oki provinces each have two islands, and each island counts as a separate area.

*Countryside*: light green areas on the map.

*Mountains*: dark brown areas on the map.

*Roads*: light tan/yellow lines running through and between areas and locations.

*Sea Areas*: blue areas enclosed by white lines and coastlines. Sea areas are always named. Additional blue oceans portions of the map are "off limits" high seas, no play occurs in the high seas regions.

*Locations*: a city, castle, monastery, or port city is a location. Each is represented on the map by a symbol, a name printed in italics, and a garrison (white number) inside the symbol.

*Minor Ports*: in an area along a coastline. These are not locations, and simply represent the ability to embark and/or debark from ships at that point (without using a port city).

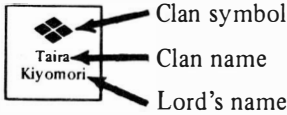
An index and map key is printed on the map for



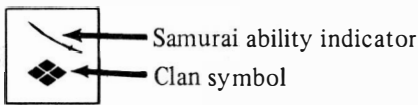
convenience. The turn track is used to keep track of the current turn (see playing procedure). The events table is also printed on the mapboard.

### Playing Pieces

Punch out the sheet of die-cut cardboard counters. These are the playing pieces used in the game.



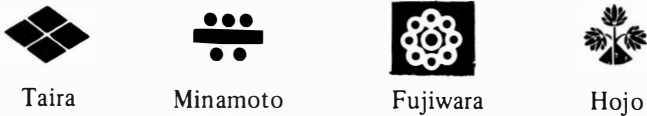
Lord counter: each counter represents a particular lord of a clan.



Samurai ability counter: used on the clan chart (see below) to show the current samurai ability of a lord. Unused samurai ability counters can also double as control counters if desired

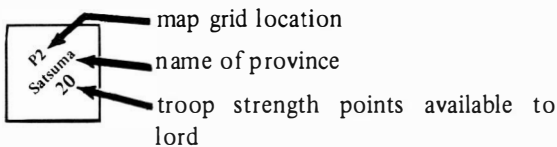


Control counter: used to show control of a location on the map.

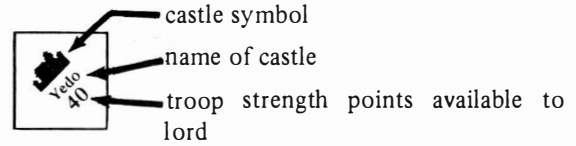


The symbols for the four clans are shown above. In addition, each clan has its own distinctive color code, as shown on the counters themselves.

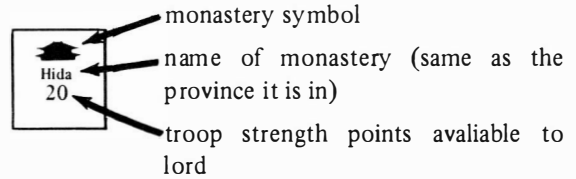
All the counters with a light green background are “holdings” counters – possessions a lord may acquire during the game. All “holdings” of this type originally begin in the fate cup, and when removed from the game, return to the fate cup (see below). There are many types of Holdings:



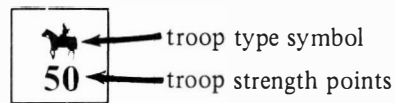
Province holding: represents control of the province, and all previously neutral cities and port cities in it.



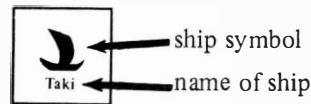
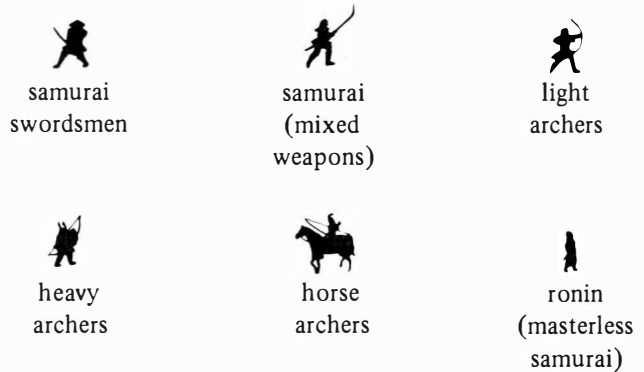
Castle holding:



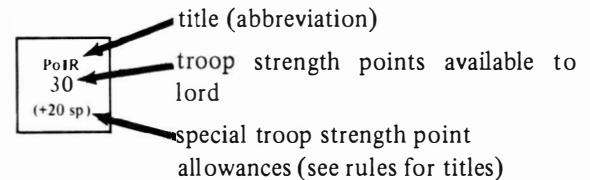
Monastery holding: represents ownership



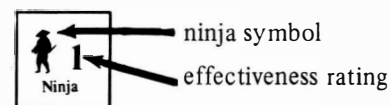
Troops holding: various troop symbols represent the following types:



Ship: represents ownership of that particular ship



Title: represents special title held by the lord, see rules

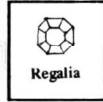


Ninja: represents availability to ninja assassins.

The following are special holdings and other counters acquired during the course of play, or used to represent certain situations.



Emperor



Regalia



Heir



Kyoto Castle

Imperial Articles: the above four items are the Imperial Articles a lord of a clan may acquire, in order to become Shogun.



← garrison symbol

← current garrison strength

Reduced Garrison Counter: shows current strength of garrison for a location under siege. A number of counters can be combined to show the exact current strength.



Turn Marker: used on the turn track to show the current turn. If bad weather or ocean storms occur (see Events Table), turn this marker over, to show that further sea movement during the turn is prohibited.



Forced March Marker: used to represent forced march ability available. Hold until used.

Note: The ships Kaii, Musu, Yagato, Uso, and Deiji, and the Shogun title, are printed on a white rather than light green background. These are special holdings, awarded only when a lord reveals he has certain title. See titles rules for details.

## Charts & Tables

Four “clan charts” are included in the game. On each clan chart, there is a box for each lord in the clan. All holdings of the lord are stored in this box. In there

are samurai ability boxes numbered one (1) through (6). The samurai ability counter is placed in the box corresponding to that lord’s current ability.

Combat tables are printed on the back of this rules book, for easy reference during the game, along with other selected tables and notes.

## Other Equipment

This game comes with one 6-sided die (**not included in earlier versions**). Use as instructed in the various chance element situations.

A “fate cup” is also needed. Any coffee cup or mug with opaque sides can be used. All light green holdings are placed in the cup, well stirred, and new holdings are drawn from it as appropriate during the game.

A pencil and scratch paper for notes is sometimes handy, but not required.

# STANDARD RULES

## PREPARE FOR PLAY

1. Lay out the map and seat the players around. Two, three or four can play. See the optional rules for playing with five to eight.

2. Each player selects a clan, and takes his appropriate lord, samurai ability, and control markers along with the proper clan chart. All light green holdings counters are placed in the fate cup. All remaining counters are sorted out and placed off the map.

3. The four yellow imperial article counters are placed as follows:

Emperor – at the monastery in Hida province (J13)

Heir – at the monastery in Iwami province (K5)

Regalia – in Yedo Castle (K16)

Kyoto – remains off the map

4. Each player draws ten counters from the fate cup at random. If a player draws no provinces in his ten, he continues to draw one at a time until he receives a province.

5. Each player places his lords in their home provinces, in any area or location desired within the province. Each player rolls a die, the high roller places his lord first then the next highest, etc. If players roll a tie, they roll again to resolve it.

6. The turn marker is placed on the “1” box on the turn track.

7. Start the game, using the playing procedure.



## PLAYING PROCEDURE

Samurai is played in turns. During a turn, each player has his own phase, for moving, fighting battles, etc. To start a turn, each player rolls the die. The highest roller has the first phase (“moves first”), then the next highest roller has the second phase, etc. in case of ties, the tied players rolls again to break it.

Die rolls for order of phases are made at the start of every turn, and thus the order of play will usually change from turn to turn.

Each player’s phase consists of the following steps, which must be performed in the order given:

1. *Event step*: the player rolls 111-666 dice and reads aloud the result on the Event Table. This event may apply to just that player, or to all players, depending on the instructions.

2. *Movement: step*: the player may move his lords if he desires.

3. *Combat step*: the player may make attacks on other player(s), as allowed by combat rules.

4. *Fate step*: the player draws a counter from the fate cup. He may give this holding to an existing lord, create a new lord (if the counter was a province), or hold it for later assignment.

When all player phases are finished, the turn is over. The turn marker is moved to the next number on the track, and the next turn starts.

## SAMURAI LORDS & THEIR HOLDINGS

### Starting a Lord

For each province you draw in the initial set-up (see Prepare for Play), one lord of your clan may be “started”. To “start” a lord, place the province marker face up in a new box on the clan chart, and the place the lord’s marker anywhere on the map within his province. The face-up marker indicates his “home” province.

You must start at least one lord at the beginning of the game. But you need not start as many lords as you have provinces. A lord can have one province as his home, and additional provinces as holdings (see below).

If you acquire additional provinces during the game, you may “start” an additional lord in each province. A lord may be “started” any time during the game, including during another player’s phase, provided an unassigned province is available for him.

### Holdings

When the game starts, you often have additional holdings. These additional holdings are distributed to the lords started. A lord need not have additional holdings. All holdings can go to one lord, or they can be distributed among the lords, as desired. All holdings drawn

at the start of the game *must* be assigned to a lord.

Each lord’s holdings are placed on the appropriate box of the clan chart. Except for the home province counter, all holdings are normally face down in the box. Only you can examine the holdings of your lords. In combat resolution procedure, and at other times in the game you may wish to reveal your holdings to show additional troop strength, claim certain bonuses, or prove that you have the ability to do a certain thing. For example a lord with an office that entitles him to additional ships must show that office to acquire those ships, but once having shown it, can put it face down again. Similarly, if a lord uses sea movement, he must show a ship to prove his ability.

Holdings must be shown when they are returned to the fate cup.

During the game, you may acquire additional holdings. Those acquired from the fate cup can be assigned to any lord, or held aside until you wish to start a new lord. If a new province is drawn, it too can be held aside until you wish to start a new lord. Holdings can be held aside, and then assigned to an existing lord. This allows players to create a “secret army”.

Holdings acquired by any other means (transfers, trades, etc.) must be assigned to a lord immediately, or returned to the fate cup.

Lords may never jointly have a counter, share a province, or otherwise control a single item between them, even if of the same clan.

### Troops

Almost every holding has troop strength points. These are retainers that a lord has due to that holding. These troops will accompany the lord, and cannot be separated from him unless the holding itself is given away or lost. If troops must be lost, holdings of sufficient strength must be returned to the fate cup.

A lord may receive bonus troops with various titles in various situations.

It is vital that you avoid confusing the mobile troops shown on the holding counters, and the fixed garrison troops printed on the map. The two are entirely different things. For example, Yedo castle provides the holder of the Yedo Castle counter with 40 troop strength points. In addition, the castle has a fixed garrison of 125, as printed in white on the castle symbol on the mapboard.

Troops are lost by removing one or more holdings from a lord, and returning them to the fate cup. You may select which holdings to lose, provided the total troop strength of the holdings at least equals the troop strength you must lose. Many times holdings will not provide an exact amount. In this case, you will have to lose more. For example, if you must lose 20 points, and

only have two holdings, each worth 50 points, you'll have to lose one of the 50-point holdings.

### Control

All locations are neutral until a clan takes control

**Provinces, Cities, and Port Cities:** when a lord receives a province in his holdings, his clan acquires control of all neutral cities and port cities in that province. If the counter is shown (it must be shown, if a home province), control markers can be placed on the proper locations. However, if another clan already controls one of the cities and or port cities in the province, acquiring the province holding counter does NOT change this control situation.

**Castles and Monasteries:** when a lord receives a castle or monastery holding, he always gets the mobile troop strength shown on the counter. In addition, if the castle or monastery is neutral, he gains control of the location itself and its garrison. If the location is already controlled, the clan in control retains possession of the location.

**Change Control:** control of a location can change as clans successfully besiege or otherwise acquire physical possession on the map. This is entirely separate and distinct from ownership of the holdings counter. Even though a player may lose a location, he can still keep the counter for that location in his holdings. This is because Japanese warriors were far more loyal to their leaders to a particular place.

### Transfer of Holdings

You can trade or give holdings to another lord, regardless of clan. However, this can only occur at the start of your own movement step in your phase, and both lords must be in the same area. Holdings cannot be transferred in sea areas.

Only the following holdings may be transferred: troops, ships, castles, ninja, and extra provinces (but never "home" provinces).

Control of a location may be ceded from one clan to another entirely separate from transfer of holdings. Control can be changed by simply changing one clan's control marker for another, regardless of the location of the lords. However, actual holdings counters can only be transferred within the system described above.

### Samurai Ability

Each lord has a samurai ability level. This represents his personal skill and bravery as a warrior. When a lord is started, roll a die to determine his starting ability level:

<i>1 - 6 die roll</i>	<i>initial samurai ability</i>
1 or 2	level one (1)
3, 4 or 5	level two (2)
6	level three (3)

### Death of a Lord

A lord may be killed by combat, event or hari-kari. Note that if a lord loses his home province that lord must commit hari-kari and dies.

When a lord dies, his marker is removed from the map and returned to the clan chart off map. All the lord's remaining holdings are returned to the fate cup (optional rules).

Any lord currently out of play, including one who died earlier in the game, may "start" in the game again at any later time (see starting of lords, above). This new start represents the appearance of a son or other relative in cases where the lord had previously died.

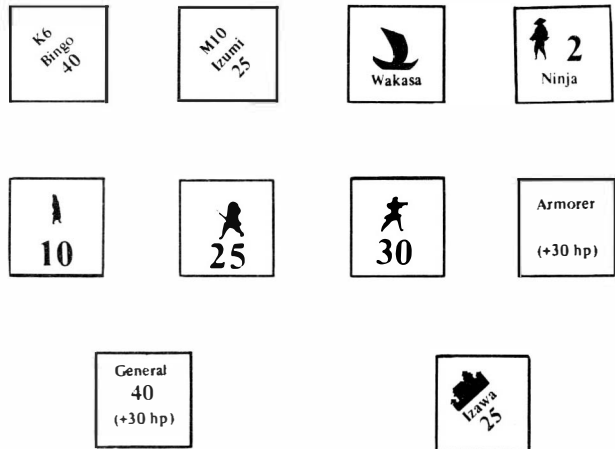
### Death of a Clan

A clan survives as long as at least one lord remains in play on the mapboard at all times. If, at any time, all lords of a clan are killed, the clan itself collapses. All control markers of the clan are removed. Loss of individual lords will not change control per se, only death of the clan, battle results, or voluntary transfer.

Whenever a player's clan is killed, he is considered out of the game and an automatic loser.

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### EXAMPLE:



The Minamoto clan player started the game with a draw of ten counters shown above. Among his draw were two provinces (Bingo and Izumo). This allowed him to start either one or two lords. If he started one, he would have to choose one province as the homeland province, and the other as just a holding. However, Minamoto elected to start two lords, Igurashi and Mitsunaka.

First he rolls for samurai ability. Igurashi rolls a "3"



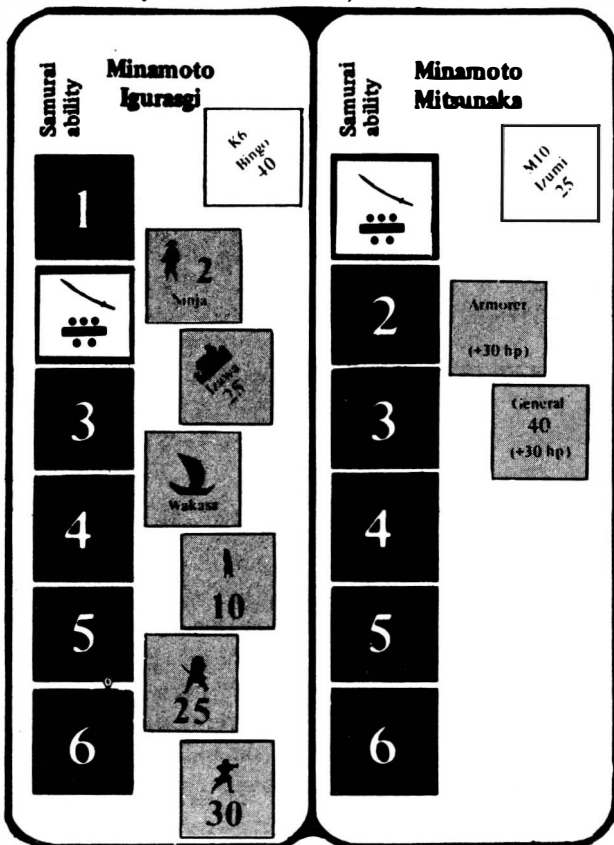
and gets an ability of 2, while Mitsukaka rolls a "1", and gets an ability of 1. Samurai ability markers are placed in the appropriate small boxes in the Igurashi and Mitsunaka areas of the Minamoto clan chart.

Next, Minamoto assigns Bingo province to Igurashi, and Izumo to Mitsunaka. These are the home provinces of the lords, and are placed face-up on the clan chart, in the holding area. Then Minamoto assigns the two titles, Armorer and General, to Mitsunaka, while giving the other six holdings (Izawa castle, Ninja, ship Wakasa, and three troop counters) to Igurashi.

Note that on the map Minamoto gets control of Izawa castle, at the northern end of Honshu Island, but must start its lords in the southern end, in Bingo and Izumo provinces! In Bingo province, the castle of Fukuyama does not start under Minamoto control, because the counter for that castle was not drawn, and the province counter does not give control of castles. However, in Izumo, Minamoto does get the city of Nadai, by virtue of having the province of Izumo.

In order to place his control marker on Izawa, Minamoto would have to show that counter. However, he elects not to at this time, and thus places no control marker on Izawa castle.

*(Minamoto Clan Chart after counter placement, shaded counters are face-down on chart)*



## MOVEMENT

### General Procedure

In your phase, you can move none, one, some, or all of your lords.

Each lord normally can move four areas (see Game Equipment, mapboard) in your phase. A lord moves from area to area across the common boundary (dotted line of solid white line). A lord can enter up to four new areas per phase using this method. Dice are not used in movement, speeds are standard.

Lords of a clan can move together, join together during a move, split apart, etc., as desired. However, each lord moves separately and independently. Movement ability cannot be transferred between lords, nor can it be accumulated from turn to turn.

All the holdings of a lord, including troop strength points marked on the holdings counters, automatically travel with the lord. They cannot be picked up or dropped off, nor can they move independently.

### Movement Restrictions

If the lord of another clan is in an area you wish to enter, that area normally counts as two areas to enter (i.e., counts double). If your lord doesn't have at least two areas of movement ability remaining, he is unable to enter the area.

A lord in a sea area or in a location does exert this doubling effect on movement. Each sea area counts as one area only (see sea movement, below).

A lord of another clan may waive this doubling effect, and allow you to enter normally, counting the area as just one against your movement ability. You have no control over this, the player running the other clan makes this decision.

If a lord enters a mountain area, he must stop, ending movement for that phase in the area. A lord in a mountain area may leave it freely. Only entrance into mountains halts movement. Note that if the lord of another clan is in a mountain area, the area will normally cost two to enter, as well as halting movement there.

### Locations

Inside some areas are locations (Cities, Port Cities, and Castles). Whenever a lord enters an area, he may consider himself inside the area (in the mountains, countryside, etc.) or at any one location of his choice within the area. If at a location, the lord is placed on the location symbol.

A lord that begins his phase inside a location may leave the location and move into the area around it (i.e., the area in which the location resides) at no extra movement cost. This can be part of any move, including road

sea movement. Exception: if the location is under siege, exit is restricted (see Seige).

A lord can actually enter a location only if his clan controls it, or if he is given permission by the clan which does control it. Neutral (uncontrolled) locations are presumed hostile to all.

Any one lord inside a location may have troops under siege. All other lords in that location count as having no troops while within the location. A lord in a location can always relinquish his right to bear arms to any one lord also in that location, the same lord need not have troops under arms all the time.

Minor ports are *not* locations. They simply represent ability to embark or disembark within the area. However, if a lord occupies a minor port, he can prevent other clans from using it. Occupation of a minor port is done instead of occupying a location.

### Road Movement

A lord may use road movement instead of the normal movement procedure. Normal and road may never be combined by a lord in the same phase (exception: in forced march, a lord may make a road turn move, and then a second non-road move, if desired see Event Table on map, 535– 621). A lord could use road movement on turn, and non-road movement on the next.

To use a road, the lord must start in an area with a road. The lord then follows the road as far as he wishes, until the road is blocked. When a lord enters an area with a blocked road, he must end his movement in that area. A lord need not travel along the road until he reaches a block, he can stop earlier if desired. When the lord does stop in an area, he can end anywhere in that area, including in locations off the road, etc.

A road is blocked whenever it passes through a *location* not controlled by the clan currently moving. If no Clan controls the location, the road is blocked to all.

A road is also blocked when another clan's lord is in the area, unless that clan permits passage along the road. The lord need not control the area to block it. Control alone does not block an area, a lord must be present.

### Sea Movement

A lord may use sea movement instead of normal land or road movement. Sea movement cannot be combined with another type of movement in the same phase.

To use sea movement, the lord must start the movement phase in an area with a friendly port city (either one his clan controls, or one another clan will allow him to use), or an area with a minor port. The minor port can be used unless another clan occupies it, and prevents its use.

To make the sea move, a lord must have at least one ship counter among his holdings.

To execute the move, the lord simply leaves the area of land, and moves into the sea area on which the port city or minor port borders. The lord can remain in this area or continue moving into the second sea area, all as part of the sea move. Then, still as part of that move, the lord can either remain at sea, or land in any land area with suitable facilities (see next paragraph).

To make a landing, the lord must either land at a friendly port city, or at a minor port. A minor port cannot be used if another clan occupies it and prevents the landing. Although a lord must have these facilities for landing, he can end his move anywhere in the area, not just at the landing facility.

A lord can remain at sea up to three turns. That is, he can put to sea one turn, remain at sea for the entire second turn, and then must land by the end of his third turn. If the lord does not land by the end of his third turn at sea, he is automatically lost at sea and killed.

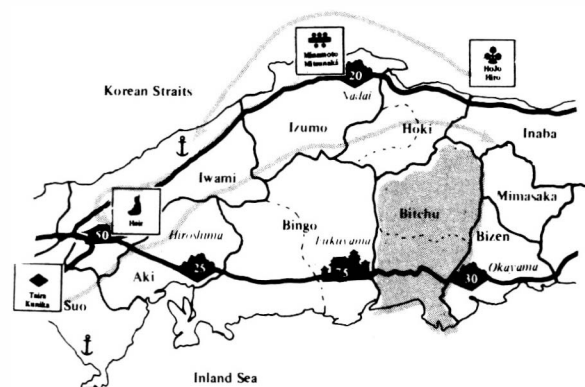
If a lord starts a turn at sea instead of on land, he must use sea movement, and can move up to two sea areas before landing or remaining at sea, as desired.

A lord at sea cannot trade away or otherwise lose any ships (exception: see optional naval battle rules). A lord on land can do what he wishes with his ships. The ships held by a lord represent an ability to use sea movement, the ships always accompany the lord, as part of his holdings, they do not have independent movement.

A lord can have two or more ships, but he cannot "carry" other lords with him (exception: see Court Clan.) Instead, he must give ships to lords for their use.

In the standard rules, there are no battles at sea. A lord at sea must ignore all other lords in the same sea area.

### EXAMPLE





At the start of the turn, Minamoto Mitsunaka is in the city of Nadai, Hojo Hiro is at sea in Wakasa Bay (he has revealed a ship among his holdings), and Taira Kunka is in the countryside of Suo.

Taira clan moves first, and travels four areas to Inada (Iwami, Izumo, Hoki, and finally Inaba). Minamoto Mitsunaka is inside a location (Nadai), and is therefore unable to make Izumo count double to Taira Kunka. If Minamoto Mitsunaka were in the area, rather than within a location Taira Kunka would have to count Izumo double and therefore get no further than Hoki, unless the Minamoto clan allowed him to pass Izumo normally. Note also that Taira Kunka could travel Iwami, Bingo, Hoki, and to Inaba, and avoid Izumo altogether.

Hojo clan moves second. Hojo Hiro moves by sea to the Korean Straits, and then lands at the minor port in Iwami. He remains at this port (to guard a departure route!) rather than moving into the area in general, or laying siege to Iwami Monastery where the Heir resides.

The Minamoto clan moves third. Minamoto Mitsunaka moves out of Nadai and down the road toward the monastery in Iwami. Hojo Hiro blocks the road in Iwami, by his presence in the area, forcing the Minamoto to stop there. However, Minamoto Mitsunaka decides to stop at the gates of the monastery, with a view toward laying siege to it.

## COMBAT

### Types of Combat

There are three types of combat: personal challenge, battle, and siege. Personal challenge is actually a part of open-field battle. A challenge can never exist on its own; or as part of a siege.

To resolve combat, the phasing player announces all battles and determines the results. Then the phasing player announces all sieges, and determines those results. Only the player (clan) whose phase it is may initiate combat. This player or clan is called the “attacker”, and his target in each combat is called the “defender.”

Combat is always optional, it is never mandatory.

### Limitations on Combat

Combat is only possible in countryside and mountain areas, and locations. It cannot occur at sea (exception: see optional rules). Attacker and defender must be in the same areas.

In each phase, each lord cannot fight or be forced to fight in more than one battle, and/or in one siege. However, the same lord could fight in a battle, and then in a siege, provided both were in the same area.

A lord inside a location may participate in a combat

with one important exception. If a lord is besieged inside a location, he can only participate in combat if his enemy in the combat will be the besieging lord. The enemy may include more lords than just the besieging lord in that area.

### Multiple Clan Combat

In each combat situation, the attacker announces his intention to make a battle of siege attack against another clan. The attacker announces and resolves all combats one by one, in whatever order he desires.

After the attack is announced, any third or fourth clans in the same area may either aid the attacker or defender, by joining that side in the battle. Alternately, a third or fourth clan can remain out of the battle, and not participate on either side.

A third or fourth clan cannot join a siege on the side of the defender, only on the side of the attacker.

Two or more clans are involved in a combat on the same side, those players must agree on how to distribute losses. If no agreement can be reached, each clan must suffer the losses specified. For example, if two clans fight in a battle, and must lose 100 troop strength points, if no agreement on proportioning losses is reached, each must lose 100!

## BATTLES

### Battle Involvement

You may attack in battle any other clan in the same area as your lord(s). You may use one, some, or all of your lords in the area. All lords of the defending clan in that area are automatically involved in the battle. The only exception is defending lords inside locations, which can remain out of the battle and within those locations, at the defender's option.

Garrison troops (marked in locations on the map-board) are only involved in battle if *defending* against a siege attack, with or without a lord. All other troops must be with a lord, and may fight if he fights.

Attacking or defending lords still under siege in the area cannot participate in a battle, unless the battle involves the besieging lord(s). Note that lords besieging a location are free to participate in battles as desired. A lord besieged inside a location can attack the besieging forces outside, or can help another lord defend in that area if the besiegers are involved in the attack. If the besiegers leave even one besieging lord behind, involved in the attack, the besieged lord(s) cannot participate in the battle.

### Challenges

Before each battle, the attacker may issue a personal

challenge, by naming any one of his lords as “champion”.

The defender can either refuse the challenge and lose 25 troop strength points or have one of his lords commit hari-kari, or the defender can accept and name his own “champion” lord.

If the challenge is offered and accepted, a personal combat is immediately fought between the two champions.

### **Resolving Personal Combat**

Personal Combat is fought in rounds. Each round each player rolls dice and applies the Personal Combat Table result to his enemy. Results are presumed simultaneous.

To use the Personal Combat Table, take the samurai ability of your champion lord, and subtract from it the ability of the enemy champion. If the enemy champion has a higher ability, the result will be a negative number. Now, compare the differential with a 2-12 dice roll on the personal combat table, and indicate the result to your enemy. The enemy will be doing the same thing simultaneously to you.

If one of the champions is killed in the round, the personal combat is over and the battle begins.

If one of the champions is forced to run, the personal combat is also over and the battle begins.

If neither of the above occur, each champion has the option to run from personal combat. If neither elects to run, another round is fought. This continues until one of the champions either runs or is killed.

If a lord runs from personal combat, he must lose 40 troop strength points. He can still participate in the battle.

A lord may be wounded in personal combat. Wound affects accumulate from round to round, with a total of five wounds killing a lord. A lord who survives a personal combat with wounds is presumed to recover sufficiently to participate in the battle. Wounds do not carry over into the battle or any later time (exception: see optional rules).

### **Change in Samurai Ability**

If a lord survives a personal combat without running his samurai ability increases by one.

If a lord runs from personal combat, either as result of combat, or voluntarily after a round, his samurai ability decreases by one.

Ability increases above six (6), or below one(1), are ignored.

### **Resolving Battles**

After personal challenge, if any, the battle itself is resolved. The battle is resolved in rounds, one after

another, until one side retreats or is wiped out.

In a round, the attacker and defender each reveal their total troop strength. The attacker reveals his first. Each may choose to keep some holdings secret, but these cannot be counted toward troop strength that round, although they can be subtracted as losses at the end of the round ( but must be revealed when they are lost).

For every 50 troop strength points the attacker has, he rolls 2-12 dice once on the Battle Table. For a fraction of 50 troop strength points, he rolls once on the special Battle Table for less than 50 points. The attacker then combines all these losses inflicted into one grand total, and that is what the defender suffers that round.

Meanwhile and simultaneously, the defender is also rolling 2-12 dice once for each 50 points he has, and once for a fraction of 50 points if appropriate, and combines these into a total the attacker suffers.

Both sides now remove losses as required. If one side is wiped out, the battle is over. If both have one or more lords remaining, either side has the option to retreat. If neither retreat, another round must be fought. This continues, round after round, until one side retreats or is destroyed.

### **Retreat from Battle**

After a round, the lords of any clan involved in a battle may retreat. Retreat is an admission of defeat and that clan is considered the loser of the battle. Note that if two or three clans are fighting together, one of them may retreat, while the others continue fighting.

Lords may retreat individually, or as a group. The clan making the retreat decides the direction taken for each lord.

Lords may retreat into any location in the battle area, provided their clan controls that location.

A lord cannot retreat into a besieged location unless he is retreating from a battle involving the besieging lords.

A lord may retreat into any adjacent area, except a sea area. A lord cannot retreat into an area which the lords of another clan in it unless that other clan gives the lord permission to retreat into the area.

If neither of these retreat options are available the lord cannot retreat, and must continue the battle.

## **SIEGE**

### **Siege Situations**

To start a siege, the attacker must be in the same area as the defender's location. No defending lords can be outside locations in that area; if any defending lords are, no siege attack is allowed. Lords of a third or fourth clan in the area cannot join the defender, and by their presence



outside, prevent the siege attack. This is because additional clans cannot join a siege defender.

Once a siege attack is made, the location is under siege. The siege is presumed continuous as long as at least one of the attacking lords remains at that location and a new siege attack is made each turn by the attacker in his phase. If the attacker fails to make a siege attack, or fails to have at least one besieging lord present at all times, the siege is ended.

The attacker may use whatever troops he has available in the area, but need not use all.

Once a siege is begun, new siege attacks on successive turns can be made regardless of whether any other lords (of any clan) are present in the area or not.

### Under Siege

A location under siege has a variety of special restrictions and limitations imposed on it.

A lord inside a besieged location cannot leave that location, using normal movement. He may however, attack in battle the besiegers, and then retreat after battle in some direction other than back into the besieged location. He might even win the battle, and can then remain in the area outside, to within the location, as desired. *Exception:* if a port city is besieged, a lord inside with a ship may attempt to leave via sea movement. If one of the besieging lords also has a ship, exit is prevented. Otherwise, the lord can leave by sea.

A lord inside a besieged location cannot receive any new holdings, nor can any new lords be started inside a besieged location. *Exception:* you may attempt to add a ship to the holdings of a besieged lord in a port city and can succeed unless one of the besiegers already has a ship. In addition, if any of the besieged lords in a port city has a ship, new holdings may be added to his unless the besiegers have a ship.

No new lords may enter a besieged location, except as a result of battle (either by defeating the enemy and ending the siege, thus allowing entrance, or by retreating from battle into the location). *Exception:* a lord may enter a besieged port city by sea movement, unless one of the besieging lords has a ship.

### Resolving Siege Attacks

When the attacker makes a siege attack, any other clans in the area may join in the attack. To resolve the attack, the attacker reveals whatever troop strength he desires from the holdings of the attacking lord(s). The defender then reveals whatever he desires of the troop strength of the one lord with men under arms within the location, and adds to it the strength of the garrison.

The attacker subtracts the defender's total from his own. The result is compared with a 1–6 die roll by the attacker on the Siege Table. Results indicate how many

troop strength points are lost by the attacker and defender.

Attacker troop strength point losses are taken from the troop strength revealed only. Defender troop strength point losses may be taken from the lord with men under arms, and/or from the garrison, as the defender desires, provided he meets at least the total required. If the defender's troop strength is reduced to zero by these losses the location has been captured by the attacker. To indicate reductions in garrison strength during the siege use the garrison strength markers, instead of the numbers printed on the map, for location strength points.

The defender may voluntarily surrender a location under siege at any time.

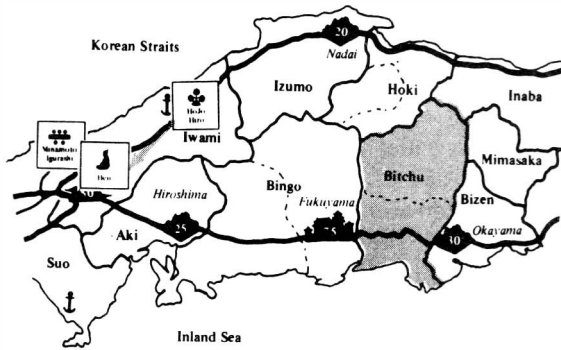
Regardless of whether a location is voluntarily surrendered, or captured by the attacker, the attacker may kill any defending lords in the location, or let them live if a suitable arrangement can be made.

Whenever a siege ends, either because the attacker fails to continue it, or because the location is captured, the garrison markers are immediately removed, and the location garrison automatically returns to full strength as marked on the map.

Unlike battles, there is no personal combat in sieges. There are no multiple rounds of combat in sieges, just the one resolution per attacker's phase.



**EXAMPLE**



Minamoto Igurashi moves to the Monastery Iwami and besieges it. Minamoto reveals his three troop units, for a total of 105 (counting his home province, already visible), decides not to reveal Izawa, and rolls once on the siege table using the 51–100 advantage column (105 Minamoto troop pts – 50 garrison troop pts = 55 point advantage). The die roll is “6”. Minamoto must lose 10 points (he takes the ronin, and returns it to the fate cup), and the monastery garrison is reduced to 20 points. A 20 point garrison strength marker is placed on the monastery.

Now, in the Hojo phase, Hojo Hiro moves from minor port to the monastery and attacks. Actually, he is still in the area, but his location is changed, in that he is at the monastery, rather than at the minor port. Hiro could have remained at the port and attacked, but after the battle he couldn’t besiege the monastery (since he is at the port location, not the monastery). There, he may be interested in taking the Heir also, provided he can win the battle with Igurashi.

The battle begins with a personal challenge by Hiro to Igurashi, which Igurashi accepts. Hiro with 3 samurai ability has a +1 comparison over Igurashi who has 2 ability, while Igurashi has a –1 (2-3). On the first round of personal combat. Hiro rolls a “9” and Igurashi rolls an “11”. Hiro suffers two wounds, but Igurashi’s nerve has broken and he runs. Igurashi loses 40 troop strength points, which he does by revealing and losing Izawa and 25 Samurai troops – more than necessary but the only exact 40 available was his home province of Bingo, and loss of that would force hari–kari.

This ends the personal combat, so the two wounds suffered by Hiro have no effect and are forgotten.

Next the battle itself is fought. Hiro has 195 troop strength points remaining, while Igurashi has only 70. Igurashi keeps his ninja and ship still face down and hidden, but all other counters are currently face up and they are counted in this battle.

Hiro rolls three times on the “every 50” battle table and once on “less than 50”, for his 195 points. He gets 4,9,7, and 6 respectively, for 0+40+20+0=60 troop points killed altogether. Igurashi rolls a “10” and kills 30. As a result, Igurashi must lose both his remaining troops and home province to make up at least 60 troop points of loses. This loss of home province forces Igurashi to commit hari–kair, and he is retired from the map, and all his remaining holdings (ninja and ship) returned to the fate cup. Igurashi had to finish the battle procedure before using his ninja, thus was deprived of a last-minute chance to use the ninja before he has to lose it.

Hiro elects to lose a 50 point troop unit, rather than his Chancellor title and Ise province. This is because he believes the latter more valuable in the long run. Note that Hiro could lose the Ise province holding with no danger of hari–kari, because Ise is just a holding, Musashi

Hojo Hiro		Minamoto Igurashi	
Samurai ability	K16 Musashi 50	Samurai ability	K6 Bingo 40
1	50 (Horse)	1	2 (Ninja)
2	50 (Samurai)	2	25 (Izawa)
3	Chancellor 20 (+25 ky)	3	Wakasa
4	M11 Ise	4	10 (Samurai)
5		5	25 (Samurai)
6		6	30 (Samurai)

is his home province.

Hiro is now left in Iwami province alone with the monastery, which he can besiege. Note that if he had failed to defeat or not attacked Igurashi, he could not have besieged the monastery without joining Igurashi. In any event, Hiro does besiege it with his 145 survivors against the 20 remaining monks, using the 101–150 advantage on the Siege Table. Hojo rolls a “4” and the garrison is killed. Control of the monastery passes to Hojo (who places a control marker on the monastery), the Heir counter is moved into Hiro’s personal holdings, and the garrison immediately regains its full strength of 50, as the siege is now over.

## HOSTAGES & HARI-KARI

### Hostages

Players are required to obey the game rules, but are not required to keep written or verbal agreements, promises, or other pledges made among themselves during the game. Being honest, truthful, and honorable is but one of many political gambits a player can use.

This very much reflected the situation in Japan. Therefore, to help “cement” deals between clans and encourage honorable conduct, it was a Japanese custom to sometimes exchange hostages. In the game, this may be done by each party picking up the agreed upon lord, and giving it to the other party in the deal. Hostages are normally a one-for-one trade. A player receiving a lord as a hostage may select any location he controls, and place the lord there.

Once a player has a hostage, he may hold him indefinitely. Return of a hostage is always voluntary, but since the giving of hostages is usually mutual, it is common for hostages to be mutually returned. A hostage may not be killed except by ninja, but can be asked to commit hari-kari if the deal or agreement the hostage guaranteed is not kept. If one clan’s hostage commits hari-kari, the other clan’s hostage can be asked (and must) to commit hari-kari also.

Hostages cannot participate in battles or sieges. However, a hostage can be rescued by the capture of the location where he was imprisoned. Hostages cannot be moved from location to location, they must remain imprisoned at the original location selected.

When a hostage is returned, his clan may either place him anywhere in his home province (except a location under siege), or in a controlled location nearest the place where the hostage had been kept. Hostages can never be returned the turn they are taken. They must be returned on the next turn, at the earliest.

### Hari-Kari (Seppuku)

A lord may be required to commit hari-kari

(suicide) whenever one of the following situations occur. A lord that commits hari-kari is dead, and removed from the game.

1. A lord must commit hari-kari if he loses his home province holding (because he must lose troop strength points, and only the home province remains to be lost).

2. A hostage may be required to commit hari-kari by his captors if his clan failed to honor their part of the agreement. The captors of a hostage need not require hari-kari, but may keep him hostage (or even turn him free) instead.

3. If a lord uses a ninja, and fails to assassinate the selected target, he must commit hari-kari.

4. If a lord is summoned to Court, or to the Kyoto Cherry Blossom Festival, and fails to go he must commit hari-kari within four turns. However, if that lord’s clan becomes the court clan within those four turns, hari-kari is no longer required. A summons will affect any one lord designated by the summoner, the Cherry Blossom Festival will affect any two lords designated by their own clan.

5. If a clan is attacked in battle, and refuses a challenge, instead of losing troop strength points, one of their lords may commit hari-kari.

In addition to the above, any lord may voluntarily commit hari-kari as directed by his own clan. If a lord voluntarily kills himself at the start of his clan’s phase, he may give away his holdings first, insofar as rules allow, to other lords in his clan. In all other cases, no transfer is allowed at the instant of hari-kari.

## SPECIAL SITUATIONS

### Imperial Articles

The Emperor, Heir, and Regalia are each acquired by a clan when a lord of that clan takes control of the location where the article resides. If taken by siege, one of the lords involved in the siege takes the article as his holding. If acquired by drawing from the fate cup the location (and getting control because it is currently neutral), the lord taking the location gets the imperial article. The imperial article is placed on the clan chart, face up, with the appropriate lord, among his holdings.

If a lord with an imperial article is killed in battle (including personal combat) or siege, the victor takes possession of the article, and can give it to any one of his lords involved. If a lord with an imperial article dies for any other reason, the article is instantly returned to its original location. The lord currently occupying that location, or the next to occupy it, acquires the article.

*Kyoto* (the fortress) is the fourth imperial article. It can only be acquired by successful siege of the city. Drawing Yamashiro province from the fate cup does not give a clan control of Kyoto. The Kyoto article is held by



a clan only as long as the clan controls the fortress. If another clan takes control of the fortress, it takes the Kyoto article from the clan which had it.

### Court Clan

If a clan has two of the four imperial articles, it becomes the “court clan,” and may award any one of its lords the title of Shogun. If two clans each have two articles, neither is the court clan. One must lose an article before the other can become the court clan. In other words, the court clan must be the only one to have two or more imperial articles.

Lords of the court clan have special advantages and disadvantages:

**Movement** is limited to three (3) areas per turn for each lord, instead of four. If movement is halved, it is reduced to two (2) areas per turn.

**Ship Capacity** is doubled. Each lord in the clan moving by sea may bring a second lord with him, on the same ship. Being a member of the court clan does not affect sea movement rates. If a clan ceases to be a court clan while a double-loaded ship is at sea, the ship and lords may continue, but once they reach land they revert to normal rules again.

**Shogun:** any one lord of the court clan may hold this office, but only as long as he belongs to the court clan. If the shogun is killed, another lord in the clan takes the title. If the court clan loses its status, it also loses the title of Shogun. This title is always kept face up, in public view, while a lord holds it.

**Call to Arms:** the court clan may exercise this option when allowed and desired.

### Call to Arms

The court clan player may issue a call to arms whenever he controls Kyoto and it is under siege. A call to arms lasts only as long as Kyoto remains under siege. If the siege is abandoned, the call stops. If Kyoto is captured the call stops until the new owner wishes (and is allowed to) issue it.

When you make a call to arms, you select any six provinces (not areas), other than lords’ home provinces, and place your control markers temporarily on the provincial name. This signifies that provincial sentiment is strongly in favor of the court clan, and greatly against the besiegers of Kyoto.

Each time any lord (or lords) of the besieger’s clan enter one of the six provinces, they must lose 40 troop strength points. This is taken at the end of the movement phase. If a lord (or group of lords) passes through multiple provinces, they must pay multiple penalties. Once having paid the cost to enter one of the six provinces, the lord(s) may remain in the province with no extra cost. However,

if they leave and then return, they must pay the cost again. Troop strength point losses are taken by the player removing holdings equal to at least 40 points, and returned them to the fate cup. Only the besieging clan(s) are affected by a call to arms.

### Betrayal

If two or more lords are in a location, only one can have troops under arms. This lord may betray all the other lords in that location, and kill them, any time during the betrayer’s phase.

### Ninja

The ninja were fanatical devotees of a secret sect expertly trained in the fine art of assassination. Although mercenaries, they were very selective about their employers, and were rarely used. Traditional Japanese lords regard the use of ninja as both immoral and illegal, but sometimes these sentiments were supplanted by more pressing issues of self interest.

You may draw a ninja marker as one of your holdings. Ninja can only be used if actually assigned to a lord. Ninja must be assigned as soon as drawn, they cannot be held aside.

Ninja can be used at any time, during your phase or another player’s, by revealing the lord who has the ninja counter. Only one ninja counter may be revealed and used by a clan per turn, regardless of how many are held.

A ninja counter is used in an attempt to assassinate any one lord in the game, regardless of where that lord may be. If the attempt is successful, the target lord is killed, removed from the game and all his holdings are returned to the fate cup. If the attempt is unsuccessful, the failed ninja reveal your lord as their employer, and your lord is therefore obliged to commit hari-kari.

To resolve a ninja attempt, roll a 1–6 die. Depending on the effectiveness of the ninja, and the die roll, the attempt will succeed or fail:

<i>Ninja effectiveness</i>	<i>result to succeed</i>	<i>result to fail</i>
1 (one)	1,2	3,4,5,6
2 (two)	1,2,3	4,5,6
3 (three)	1,2,3,4	5,6

### TITLES

A number of holdings are imperial titles (appointments) that have special bonuses attached. Usually an abbreviation of this title appears on the counter, rather than the full title.

Often the bonuses have a two-letter abbreviation after them, to indicate the type of bonus:

hp = available only if the lord is in his home province  
ky = available only if the lord is in the city of Kyoto

sp = available only in special circumstances defined for that office

### **Armorer**

The lord is the clan *annorer*. He has 30 extra troop strength points while he is anywhere in his home province.

### **Advisor**

The lord is the *Imperial Advisor*. He has 30 extra troop strength points, and a special bonus of 10 points more while he is in Kyoto.

### **Diplomat**

The lord is the *Imperial Diplomat*. He has 30 extra troop strength points, and a special bonus of 20 more while he is in Kyoto.

### **MoR**

The lord is the *Minister of Roads*. He has 30 extra troop strength points, and a special bonus of 20 points more while he is in Kyoto.

### **PoIR**

The lord is the *Protector of Imperial Regalia*. He has 30 extra troop strength points. In addition, he has a special bonus of 20 points more if he also holds the Imperial Regalia article.

### **Chancellor**

The lord is the *Daijo daijin, chancellor* of the Imperial Government. He has 20 extra troop strength points, and a special bonus of 25 more while he is in Kyoto.

### **GoI**

The lord is the *General of Invasion*. He has 30 extra troop strength points, and a special bonus of 20 points more while he is in Kyoto.

In addition the lord is awarded the ships *Uso* and *Deiji* as his holdings.

### **AoIN**

The lord is the *Admiral of the Imperial Navy*. He has 40 extra troop strength points, and a bonus of 20 more while he is in *any* port city.

In addition, the lord is awarded the ships *Yagato*, *Kaii*, and *Musu*.

### **Shogun**

Any one lord of the court clan may become the *Shogun*, but can only retain the office as long as his clan remains the court clan. The Shogun has 50 extra troop strength points, and a bonus of 30 more whenever he holds or is with lords who hold the Emperor Imperial article.

## **END OF GAME & VICTORY**

The game has twenty (20) turns. At the end of the 20th turn, the clan which has the office of Shogun wins. If no clan is the court clan (and is Shogun) at the end of the 20th turn, the game goes into “sudden death overtime”, and at the end of each additional turn, if any clan has the office of Shogun, it wins and ends the game.

For tournament purposes, the winner of the game naturally places first. The player with the next most imperial articles after that places second, etc. If the winner has all four imperial articles, all other players automatically tie for last.

## **OPTIONAL RULES**

### **Additional Players**

Normally 2, 3, or 4 play Samurai. However, up to eight (8) can play if the additional players share a clan with an existing player. The two players who share a clan are each allowed no more than five lords.

When players are clansmen, they still play individually, with their own phase, and can move only their own lords and possessions.

However, all items controlled by a clan can be used by both clansman. The first inside a location will acquire the right to have his lord with troops under arms within. Clansmen may take each other's lords hostage, but clansmen may not attack each other. Clansmen may refuse to help each other in battles, and each player is attacked (and defends) separately. In cases where the “clan” normally decides something, the player whose phase it is, or who is mostly directly involved, decides instead.

### **Family Background**

When a lord is killed or removed from the game, select at random one holding from those being returned to the fate cup. Place this face down on the clan chart. No player can examine this holding until the dead lord is “started” again later in the game. Then the player controlling him can look at this holding, which belongs to that lord, and see what his “inheritance” is!

### **Battle Modifiers**

In open field battles, various amounts may be added and/or subtracted to the dice roll when consulting the Battle Tables. Only battles are affected, not personal challenges or sieges.

Dice roll modifiers are:

- +1 enemy occupies a minor port
- 1 enemy is in a mountain area

## Naval Battles

A lord at sea may attack another at sea, just like lords can fight open field battles on land. However, there are no personal challenges at sea. The defender may seek to evade battle by adroit maneuver of his fleet. This is represented by attacker and defender each rolling a die. Battle does not occur if the defender rolls higher – the lords simply remain in the sea area without combat. If the rolls tie, or the attacker is higher, the battle occurs normally.

If a lord retreats (mandatory or voluntary) from a sea battle, he can only retreat to the nearest friendly port or minor port not occupied by an enemy.

## Recovery of Garrisons

In the standard rules, garrisons depleted by a siege instantly recover afterward. In this optional rule, garrisons recover 10 troop strength points per phase whenever the siege ends, starting with the phase the siege ended. Garrison recovery continues as long as the location remains not under siege. The garrison may only recover to its initial strength. It can never exceed initial strength marked on the map, no matter how long it “recovers.”

## Recovery from Wounds

A lord wounded in personal combat makes a miraculous and instant recovery in the standard rules. Here if a wounded lord survives a personal combat, add a 1-6 die roll and the wounds suffered, and find the total on the table below. Wounds are not carried over from one combat to another, but the wounds may have additional effect:

no. of wounds plus 1-6 die roll	effect
5 or less	no adverse effect, lord instantly recovers
6, 7 or 8	lord temporarily incapacitated, his troop strength points halved in battle following this personal combat
9 or 10	lord seriously wounded, immediately returns to anywhere in his home province and must remain there until the end of his next phase.
11 or more	same as above (lord seriously wounded), but lord also loses one point of samurai ability

## Return of Imperial Articles

When a lord with the Emperor, Heir, or Regalia is removed from the game, that imperial article may be returned to its starting location in the standard rules. Again, this is an oversimplification. Instead, for the article

involved, roll a 1–6 die and consult the appropriate table below.

## Relocation of the Emperor

die roll	location
1	Monastery in Omi
2	City of Sekigahara
3 or 4	Oki Island nearest his current location
5 or 6	Monastery in Hida

## Relocation of the Heir

die roll	location
1	Monastery in Omi
2	City of Sekigahara
3 or 4	City of Kagoshima
5 or 6	Monastery in Iwami

## Relocation of the Imperial Regalia

die roll	location
1	Fukuyama Castle
2	City of Miyazu
3	Monastery in Hida
4, 5 or 6	Yedo Castle

## Advanced Tournament Games

For a longer game involving considerably more maneuver, double-dealing, and general nastiness, require that a clan must have three imperial articles before becoming Shogun, and before that clan is able to claim victory on or after the 20th turn.

For a truly diabolical game, require all four imperial for the Shogunate and victory. This game is very likely to run over twenty turns, and may run into hundreds of turns among good players. This does accurately reflect the real situation in feudal Japan.

A clan still only needs two imperial articles to become the court clan.

# BACKGROUND & NOTES

## HISTORICAL BACKGROUND

The lifespan of the Bakufu (military government) in Japan lasted from the 12th to the 19th century. Scholars disagree in their definition of each sociopolitical period within these centuries. *Samurai* is concerned primarily with developments from the 12th to the 17th century, events preceding the advent and widespread employment of firearms – which was to drastically realter the nature of warfare in terms of tactics, weaponry, army organization

and martial philosophy. After the arrival of Portuguese traders and the Jesuits, Japan was inexorably forced into the mainstream of world civilization. For the samurai there would never be a turning back to the age of the solitary warrior.

**794-1185 Heian Period:** The Fujiwara family established a strong central government which began deteriorating by the 1100's. As a consequence of growing government impotence the powerful Taira and Minamoto families were pirates of the Inland Sea. By the 11th Century a power struggle erupted in Kyoto between these clans. In 1160 the Taira leader seized control of the government (Gempei War).

**1185-1338 Kamakura Period:** The Minamotos led by Yoritomo revolt and crush the Tairas in 1185. The new government is constructed around the samurai code of loyalty and conduct. The Mongols invade Japan in 1274 and 1281 and are repulsed. The country is split into two imperial courts.

**1338-1500 Ashikaga Period;** Warfare between the rival courts continues for almost 50 years. Japan dissolves into a mass of independent provinces. In 1647 the Onin Civil War begins and Kyoto is devastated, The Imperial Household is impoverished and the government is in ruins. Also known as the Muramachi Period. War ends in 1477. First Ashikaga Shogun is Takauji in 1338.

**1500-1603 Civil War and the Tokugawa Period;** The Portuguese introduce firearms in 1543. Oda Nobunaga suppresses opposition to become Shogun in 1568. Oda's successor — Hideyoshi — reintroduced strict feudalism over a united Japan. Korea was invaded in 1592 and 1597. Ieyasu assumed the reins of government after defeating Ishido at the Battle of Sekigahara and was appointed Shogun in 1603. The Jesuits arrived at Kyushu in 1543. Ieyasu's summer campaign at Osaka in 1615 solidifies the Tokugawa Shogunate.

This extremely brief summary encompasses an enormous amount of history and excludes events such as the assassination of an Emperor, the mass suicide of the Taira clan at the Battle of Dan-no-ura (sea battle), or the resurrection of the Taira in later years. I have restricted myself to broad movements of human affairs and within one of these periods each of these unique events transpired.

## DESIGNER'S NOTES

*Samurai* is a seesaw contest based on the proposition that might alone does not make right. The gameboard's geography and movement allowances do not favor the top heavy army that bulldozes its way through provinces. Japanese history from the 12th-17th century was typified by a continuous flow of broken alliances,

vendettas, treachery, and subtle military actions. Kyoto is a tempting lure, and most novices will rush for its gates on the assumption that a fixed position is an excellent pivotal point for maneuver. Such ambitions are quickly dashed unless you can fend off repeated assaults and absorb the event table losses. Yet the terrain is suited to envelopments, a characteristic of "set-piece" battles of these eras. Although numerous clans participated in the wars for political dominion only four families; Hojo, Taira, Minamoto, and Fujiwara are included. The high attrition rate for clans is incorporated in the constant shortage of nobles. The map has been divided and subdivided into provinces and minor "fiefdoms" under the control of lesser daimyos. Movement must be, as it was then, a calculated affair since few main trunk roads existed and these were often subjected to imperial regulations. During these centuries Japanese politics was a matter delegated to the military ambitions of the more resourceful clans. Scattered among these major participants were various minor actors who, in their own peculiar fashion, contributed to the flow of human affairs. The Zen Buddhist and Shinto priests for example fought frequently on behalf of different clans while maintaining an incredible esprit de corps founded in spiritual independence. These monks represent an opportunity to turn imminent defeat into victory. The titles are of limited utility since many of them were ceremonial with little actual power. The game's keys are; troop acquisition, provinces, possession of fortified positions, and ships. The event table reflects the wide sweep of events that occurred from time to time and led to gradual attrition in clan armies and abrupt shifts in seats of power. The imperial articles represent sources of legitimacy and power, but by themselves they are only symbolic figures of an Emperor who ruled solely in name. A survey of Japanese warfare demonstrates a culture nourished from within, centered around a caste system, and controlled by a rigid feudal code steeped in the philosophy of fatalism. Men died in great numbers by the sword, the bow, the lance, and the occasional rocket in order to fulfill ambitions that spanned a dozen generations. The certainty that there would always be another family member to carry on the struggle assured that the battles and intrigues of court would weather all types of natural and human disasters.



## SAMURAI RULES ERRATA—June 15, 1979

### Minor Ports

The sea movement rules on page 7 are not entirely correct. A lord may land at a minor port occupied by another clan. If that clan attempts to prevent the landing, a battle automatically results, with the landing lord as the attacker. If the optional battle modifiers rules are used (page 14), a dice roll modifier of -2 is used instead of the normal +1 for an enemy occupying a minor port. If the lord(s) in the minor port are attacked by a lord that arrived via normal land and/or road movement, the +1 modifier applies instead. If the lord(s) in the minor port are attacked both by lords arriving via land and sea, the +1 modifier is also used. The special -2 modifier is only used if a purely seaborne attack is made.

### Friendly & Unfriendly

At times in the rules, lords, locations, etc., are described as "friendly" or "unfriendly." Friendly is defined as a lord, location, etc., of a player and/or controlled by him. A player may also declare a lord, location, etc., as friendly to any other player, at any time. This declaration of friendliness can be revoked at any time. If a lord, location, etc., is not friendly, it is automatically unfriendly instead. Due to revocation of friendly status, a lord may find himself in violation of the rules. In such a case, the lord must rectify the situation on his next phase, or commit hari-kari if unable to rectify the situation. For example, if a lord is allowed into another player's castle, and then the other player declares himself unfriendly, the lord must leave the castle on his next phase or commit hari-kari.

## CREDITS

Game designed by Dan Campagna  
Game development by Arnold Hendrick  
Cover painting by Gordon Davis  
Graphics by Steve Burnett with Arnold Hendrick  
Playtesting by Ed Phillips, Max Carr,  
and Steve Bisset

### QUESTIONS:

We will answer questions pertaining **only** to the play of this game free of charge but **only** when accompanied by a return envelope bearing first class postage. Questions pertaining to history and the design of the game cannot be answered. Look instead for these regular features in **THE GENERAL**.



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## PERSONAL COMBAT TABLE

<i>dice roll</i>	<i>ability comparison (your samurai ability – enemy samurai ability)</i>										
	-5	-4	-3	-2	-1	equal	+1	+2	+3	+4	+5
2	-	-	-	-	-	-	w	w	w	-	w
3	-	-	-	-	-	-	w	-	-	R	w
4	-	-	-	-	-	w	-	-	w	w	ww
5	-	-	-	-	-	-	ww	w	ww	ww	w
6	-	-	-	-	-	-	w	w	ww	w	ww
7	-	-	-	-	-	w	w	w	R	w	R
8	-	-	-	w	w	ww	ww	R	w	ww	K
9	-	-	w	w	ww	ww	R	ww	K	K	K
10	-	w	w	ww	ww	R	w	K	K	K	K
11	w	ww	ww	R	K	K	K	K	K	K	K
12	ww	w	ww	K	K	w	w	w	w	K	K

### How to use the Personal Combat Table:

In personal challenges before battle, each lord compares his samurai ability to that of his enemy, by subtracting his enemy's ability level from his own. Compare the difference with a 2-12 dice roll on the table above. Each lord rolls to see what result he inflicts on his opponent.

### Results Key:

- = no effect, failed to inflict injury this round
- w = wound, inflicted one wound this round (five wounds kill a lord)
- ww = double wound, inflicted two wounds this round (five wounds kill a lord)
- R = enemy lord runs from personal combat, loses 40 troop strength points
- K = enemy lord is killed outright

## SAMURAI ABILITY

### Initial Ability Level:

<i>dice roll</i>	<i>initial level</i>
1,2	one (1)
3,4,5	two (2)
6	three (3)

### Ability Level Change

+1	survive personal combat without running
-1	runs from personal combat

## SIEGE TABLE

<i>1-6 dice roll</i>	<i>besieger advantage (attacker – defender troop strength points)</i>					
	50 or less	51-100	101-150	151-200	201-250	251 or more
1	a-50	a-30	a-20	a-20	d-10	d-20
2	a-30	a-20	a-10	d-10	d-20	d-30
3	a-20	a-10	d-10	d-20	a-10	a-10
4	a-20	d-10	d-20	d-30	d-40	d-40
5	d-10	d-20	a-10	a-10	d-70	a-10
6	d-20	a-10	a-20	a-10	a-10	d-100

### How to use the Siege Table

The attacker (besieger) totals his troop strength points, and subtracts from it the total troop strength points of the location's garrison and (if any) the strength of the lord with men under arms within the location (defender). Compare this result with a 1-6 die roll on the table.

### Results Key:

- a = attacker losses
- d = defender losses
- 10, -20, etc. = number of troop strength points lost, selected by player losing them
- all = all troop strength points lost, location is captured

## NINJA

### effectiveness

<i>die roll</i>	<i>succeed</i>	<i>fail</i>
one (1)	1,2	3,4,5,6
two (2)	1,2,3	4,5,6
three (3)	1,2,3,4	5,6

## BATTLE TABLES

for every 50 points of troops, roll 2-12 dice here:

<i>dice roll</i>	<i>results</i>
12 or more	one (1) enemy lord killed of your choice
11	one (1) enemy lord killed of enemy choice
10	50 enemy troop points killed
9	40 enemy troop points killed
8	30 enemy troop points killed
7	20 enemy troop points killed
6	10 enemy troop points killed
5 or less	no losses inflicted

for less than 50 points of troops, roll 2-12 dice here:

<i>dice roll</i>	<i>results</i>
12 or more	50 enemy troop points killed
11	40 enemy troop points killed
10	30 enemy troop points killed
9	20 enemy troop points killed
8	10 enemy troop points killed
7 or less	no losses inflicted



# HOJO CLAN CHART

Samurai  
ability

Hojo  
Hiro

1

2

3

4

5

6

Samurai  
ability

Hojo  
Ishido

1

2

3

4

5

6

Samurai  
ability

Hojo  
Jikkyu

1

2

3

4

5

6

Samurai  
ability

Hojo  
Kiyama

1

2

3

4

5

6

Samurai  
ability

Hojo  
Mura

1

2

3

4

5

6

Samurai  
ability

Hojo  
Toda

1

2

3

4

5

6

Samurai  
ability

Hojo  
Toranaga

1

2

3

4

5

6

Samurai  
ability

Hojo  
Usagi

1

2

3

4

5

6

Samurai  
ability

Hojo  
Yoshi

1

2

3

4

5

6

Samurai  
ability

Hojo  
Zataki

1

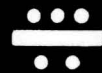
2

3

4

5

6



# MINAMOTO CLAN CHART

Samurai  
ability

Minamoto  
Igurashi

1

2

3

4

5

6

Samurai  
ability

Minamoto  
Mitsunaka

1

2

3

4

5

6

Samurai  
ability

Minamoto  
Sadazumi

1

2

3

4

5

6

Samurai  
ability

Minamoto  
Seiwa

1

2

3

4

5

6

Samurai  
ability

Minamoto  
Tameyoshi

1

2

3

4

5

6

Samurai  
ability

Minamoto  
Tsunemoto

1

2

3

4

5

6

Samurai  
ability

Minamoto  
Yorikata

1

2

3

4

5

6

Samurai  
ability

Minamoto  
Yorimoto

1

2

3

4

5

6

Samurai  
ability

Minamoto  
Yoshiie

1

2

3

4

5

6

Samurai  
ability

Minamoto  
Zukimoto

1

2

3

4

5

6





# FUJIWARA CLAN CHART

Samurai  
ability  
**Fujiwara  
Buntaro**

1

2

3

4

5

6

Samurai  
ability  
**Fujiwara  
Goroda**

1

2

3

4

5

6

Samurai  
ability  
**Fujiwara  
Obata**

1

2

3

4

5

6

Samurai  
ability  
**Fujiwara  
Omi**

1

2

3

4

5

6

Samurai  
ability  
**Fujiwara  
Onoshi**

1

2

3

4

5

6

Samurai  
ability  
**Fujiwara  
Nakamura**

1

2

3

4

5

6

Samurai  
ability  
**Fujiwara  
Sumitomo**

1

2

3

4

5

6

Samurai  
ability  
**Fujiwara  
Suwo**

1

2

3

4

5

6

Samurai  
ability  
**Fujiwara  
Tamazaki**

1

2

3

4

5

6

Samurai  
ability  
**Fujiwara  
Yabu**

1

2

3

4

5

6



# TAIRA CLAN CHART

Samurai  
ability

Taira  
Arinari

1

2

3

4

5

6

Samurai  
ability

Taira  
Kiyomori

1

2

3

4

5

6

Samurai  
ability

Taira  
Kiyosada

1

2

3

4

5

6

Samurai  
ability

Taira  
Kunika

1

2

3

4

5

6

Samurai  
ability

Taira  
Masashira

1

2

3

4

5

6

Samurai  
ability

Taira  
Rokudai

1

2

3

4

5

6

Samurai  
ability

Taira  
Tadafuse

1

2

3

4

5

6

Samurai  
ability

Taira  
Tadamori

1

2

3

4

5

6

Samurai  
ability

Taira  
Yeriyoshi

1

2

3

4

5

6

Samurai  
ability

Taira  
Yoshikumi

1

2

3

4

5

6







<p><b>111-144</b></p> <p>All locations in the affected province(s) have their garrison strengths cut in half (½) for the rest of the turn. All lords of the phasing player have their normal land movement reduced to two (2) areas and cannot use road movement. Sea movement is unaffected. Roll 2-12 dice to determine which provinces are affected by the Earthquake:</p> <p><b>145-222</b></p> <p>Each lord in the affected province(s) must return at least 30 troop points to the fate cup. Roll 2-12 dice to determine which provinces are affected by Famine:</p> <p>***and the province with the greatest number of leaders over three (3) in it. If two or more provinces tie for greatest present, all those provinces suffer famine.</p> <p><b>223-234</b></p> <p>All ships in the affected sea area must go to the nearest friendly port or unoccupied minor port (whichever is closer). Roll a 1-6 die to determine which sea area is affected by the Pirates:</p> <p><b>235-244</b></p> <p>Lord who is Admiral of the Imperial Navy (AoIN) is instantly moved to the affected area, as well as lords with the ships Yagato, Kaiti, and Musu. If AoIN has no ship, he is placed in the area of his choice on the coast of the area. Roll a 1-6 die to determine which sea area is affected:</p> <p><b>245-256</b></p> <p>The phasing player must remove from the game the lord with lowest total troop points. All holdings, even non-transferable ones, are given to the nearest lord of another clan.</p> <p><b>261-312</b></p> <p>All players must return all Ronin troop strength points to the fate cup immediately.</p> <p><b>313-316</b></p> <p>Lord who is General of Invasion (GoI) is instantly transferred to the affected area (ignore if no lord is General of Invasion). Roll a 1-6 die to determine the area affected: 1,2,3 - Nagato; 4,5,6 - Noto.</p> <p><b>321-322</b></p> <p>Lord who is General of Invasion (GoI) is removed from play. His General of Invasion (GoI) office is permanently removed from the game, and all the lord's remaining holdings are returned to the fate cup. Ignore if this result occurred before, and/or if no lord is currently General of Invasion (GoI).</p> <p><b>323-326</b></p> <p>Each clan must instantly transfer two lords to Yamashiro province. No battles within this province are allowed for the rest of the turn (including no sieges of Kyoto). Lords not on Honshu must have a ship. Lords besieged in a location may not be transferred. A clan may transfer more than two lords if desired. A clan may ignore, or occasionally must ignore, the summons to the festival, but may have to commit Hari-Kari (see hari-kari rules).</p> <p><b>331-362</b></p> <p>All lords currently at sea must be immediately transferred to the nearest friendly controlled port or unoccupied minor port (whichever is closer). No lords may move into a sea area for the rest of this turn.</p>	<p><b>Earthquake</b></p> <p><i>die roll</i>      <i>affected province(s)</i></p> <p>2 or 3      Yamato</p> <p>4      Settsu and Harima</p> <p>5      Shikoku</p> <p>6, 7, 8 or 9      Mutsu, Dewa, and Echigo</p> <p>10      Kawachi and Iga</p> <p>11 or 12      Suruga and Hida</p> <p><b>Famine</b></p> <p><i>die roll</i>      <i>affected province(s)</i></p> <p>2 or 3      Hitachi and Nagato</p> <p>4      Iyo, Satsuma, and Osumi</p> <p>5      Owari and Mino</p> <p>6, 7 or 8      Yamashiro and***</p> <p>9      Awaji and Tsushima</p> <p>10      Hyuga and Tamba</p> <p>11 or 12      Aki and Dewa</p> <p><b>Pirate Intervention</b></p> <p><i>die roll</i>      <i>sea area affected</i></p> <p>1      Osumi and Bungo Straits</p> <p>2      Amakusa Sea</p> <p>3      Korean Straits</p> <p>4      Wakasa Bay</p> <p>5      Sea of Ise</p> <p>6      Sea of Japan and Sendai Bay</p> <p><b>Pirate Raid</b></p> <p><i>die roll</i>      <i>sea area affected</i></p> <p>1      Amakusa Sea</p> <p>2      Osumi and Bungo Straits</p> <p>3 or 4      Inland Sea</p> <p>5      Toyama Bay</p> <p>6      Sea of Japan</p> <p><b>Defection</b></p> <p><b>Ronin Rebellion</b></p> <p><b>Mongol Invasion</b></p> <p><b>Invasion of Korea</b></p> <p><b>Kyoto Cherry Blossom Festival</b></p> <p><b>Ocean Storms</b></p>	<p><b>363-424</b></p> <p>Each player with lords in the affected province must lose one lord of his choice. When the lord is removed, all his holdings are returned to the fate cup. Roll 2-12 dice to determine which provinces suffer the plague:</p> <p><b>425-442</b></p> <p>All lords at sea in the affected sea area(s) and/or province(s) are lost and all their holdings returned to the fate cup. Roll a 1-6 die to determine which sea area(s) are affected:</p> <p><b>443-464</b></p> <p>All lords holding a province with an uprising must return that holding to the fate cup. If this is the lord's home province, he is removed from the game and all his other holdings are also returned to the fate cup. To determine which province(s) have uprisings, check the table below <i>three times</i>. Each time, roll a die twice and cross reference the rolls:</p> <p><b>465-524</b></p> <p>All lords in the location suffering fire are killed, removed from the game, and their holdings returned to the fate cup. Roll a 1-6 die to determine where the fire occurred:</p> <p><b>525-534</b></p> <p>The phasing player may cause any one lord of any clan to be instantly transferred to Yamashiro province. If another clan's lord is summoned, any additional lords of that clan may also be transferred to Yamashiro if that clan desires. A clan may ignore a summons, but may have to commit hari-kari with the lord summoned (see rules).</p> <p><b>535-621</b></p> <p>The phasing player receives one forced march ability marker, which he can use, save for a later turn, or trade to another clan. When used, a forced march marker allows a player to double the normal move of any one lord, on land or sea. Multiple markers cannot be used on the same phase to further increase the speed of the same lord, but different markers can be used for different lords on the same phase. A double move is equivalent to two full movement phases, including one type of move in the first phase, and another type of move in the second phase, if desired.</p> <p><b>622-666</b></p> <p>The phasing player cannot move any lord more than two areas, except by road. No lords may move into a sea area for the rest of this turn, but lords at sea may disembark in the sea area they occupy, or remain at sea in that area, as desired.</p> <p>To use the Event Table, roll 111-666 dice (three dice, one for hundreds, one for tens, and one for ones digits) and find the appropriate results. Certain results may require additional die or dice rolls.</p> <p><b>Plague</b></p> <p><i>die roll</i>      <i>province(s) affected</i></p> <p>2      Sado and Suo</p> <p>3      Izumi and Hizen</p> <p>4      Izumi and Tosa</p> <p>5      Iki and Suo</p> <p>6      Bitchu and Ise</p> <p>7      Sagami and Nagato</p> <p>8      Tango and Noto</p> <p>9      Bingo</p> <p>10      Kaga and Tosa</p> <p>11      Kaga and Hizen</p> <p>12      Bingo</p> <p><b>Tsunami (Tidal Wave)</b></p> <p><i>die roll</i>      <i>sea area affected</i></p> <p>1      Amakusa Sea and Osumi Province</p> <p>2      Cape Muroto</p> <p>3      Sea of Ise</p> <p>4      Toyama Bay, Sea of Japan, and Sado</p> <p>5      Cape Nojima and Cape Shioya</p> <p>6      Sendai Bay</p> <p><b>Peasant Uprising</b></p> <p><i>first die roll</i>      <i>second die roll</i></p> <p><i>die roll</i>      <i>1 or 2</i>      <i>3 or 4</i>      <i>5 or 6</i></p> <p>1      Hida      Hizen      Sado</p> <p>2      Etchu      Osumi      Oki</p> <p>3      Settsu      Awa      Dewa</p> <p>4      Kazusa      Shimofe      Iyo</p> <p>5      Kaga      Awaji      Higo</p> <p>6      Izumi      Noto      Tosa</p> <p><b>Fire</b></p> <p><i>die roll</i>      <i>fire occurs in:</i></p> <p>1      Port city of Oka</p> <p>2      Port city of Osaka</p> <p>3      City of Yami</p> <p>4      City of Kagoshima</p> <p>5      City of Kofu</p> <p>6      Mito Castle</p>
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Provinces	Cities
Aki K6 Oki G7 Aikawa F15	G7 Aikawa F15
Awa M16 Omi K11 Atami M15	K11 Atami M15
Awaji M9 Osumi Q2 Fuku J11	Q2 Fuku J11
Bingo K6 Owari K12 Gifu K12	K12 Gifu K12
Bitchu K7 Sado F12 Hamamatsu M13	F12 Hamamatsu M13
Bizen K8 Sagami K15 Himeji K9	K15 Himeji K9
Bungo N4 Sanuki M8 Hiroshima K6	M8 Hiroshima K6
Buzen M4 Satsuma P2 Hojo M16	P2 Hojo M16
Chikugo M3 Settsu K10 Imabaru M6	K10 Imabaru M6
Chikuzen N3 Shikoku M11 Kagoshima Q2	M11 Kagoshima Q2
Dewa D17 Shimosa K17 Kesa E19	K17 Kesa E19
Echigo G16 Shimotsuke H16 Kochi N7	H16 Kochi N7
Echizen J11 Shinano J14 Kofu K14	J14 Kofu K14
Etchu H13 Suo K5 Komatsu H12	K5 Komatsu H12
Harima K9 Suruga M14 Miyazu J10	M14 Miyazu J10
Hida J13 Tajima J9 Nadai H7	J9 Nadai H7
Higo P2 Tamba K9 Nakatsu M4	K9 Nakatsu M4
Hitachi J17 Tango J9 Nikko H16	J9 Nikko H16
Hizen M2 Tosa N7 Niva K12	N7 Niva K12
Hoki J7 Totomi M13 Nobeokea P4	M13 Nobeokea P4
Hyuga Q3 Tsushima J2 Numazu M15	J2 Numazu M15
Iga M11 Wakasa J10 Oda G17	J10 Oda G17
Iki K12 Yamashiro K10 Odaki M17	K10 Odaki M17
Inaba J8 Yamato N10 Oka N7	N10 Oka N7
Ise M11 Okasaki M12	M11 Okasaki M12
Iwami J6 Oka K8	J6 Oka K8
Iyo M6 Osaka K10	M6 Osaka K10
Izu M15 Saga M2	M15 Saga M2
Izumi M10 Sakata E17	M10 Sakata E17
Irumo J7 Castles Sekigahara K11	J7 Castles Sekigahara K11
Kaga H12 Fukuyama K7 Shibata F16	H12 Fukuyama K7 Shibata F16
Kai K14 Kumamoto N3 Shingo E17	K14 Kumamoto N3 Shingo E17
Kawachi M10 Kyoto K10 Shiojiri J14	M10 Kyoto K10 Shiojiri J14
Kazusa M17 Iwawa D19 Sokai K10	M17 Iwawa D19 Sokai K10
Kii N10 Matsuyama M6 Takamatsu M8	N10 Matsuyama M6 Takamatsu M8
Kozuke H15 Mito J17 Takasaki J15	H15 Mito J17 Takasaki J15
Kikawa M12 Odawara M15 Yami K4	M12 Odawara M15 Yami K4
Mimasaka J8 Okatsu D18 Yamaguchi K4	J8 Okatsu D18 Yamaguchi K4
Mino J12 Shiba B19 Yokohama K16	J12 Shiba B19 Yokohama K16
Musashi K16 Yedo K16 Udo N2	K16 Yedo K16 Udo N2
Mutsu E19	E19
Nagato K4	K4
Noto G13	G13

**MAP NOTES**

The dotted line area boundaries do not always appear cleanly. Most are legible, but the boundary between the mountain area containing the city of Takamatsu (on Shikoku) is dotted, that area is part of Sankui province.

Lake Biwa is indicated purley for aesthetics, it is within and part of Omi Province.

Tsushima Province has two islands. These are separate areas, but a lord can move from one to the other without a ship, as if they were two land areas touching. Oki province also has two islands, but they are further apart, and a lord must use a ship to travel from one to another.

In a number of cases, a road that should pass through a location appears to just run past it. The road from Udo to Saga (on Kyushu) passes through Chikuzen castle. The road from Settsu monastery to Oka passes through Kyoto castle. The road from Okatsu castle to Shibate passes through Sakata. The road from Musashi monastery to Odawara castle passes through Yokohama.

Overall, the map scale is one inch to 28½ miles.

**MAP INDEX**

**EVENT TABLE**

- Lay out the map and seat the players around. Two, three or four can play. See the optional rules for playing with five to eight.
- Each player selects a clan, and takes his appropriate lord, samurai ability, and control markers along with the proper clan chart. All light green holdings counters are placed in the fate cup. All remaining counters are sorted out and placed off the map.
- The four yellow imperial article counters are placed as follows:  
Emperor: at the monastery in Hida province (J13)  
Heir: at the monastery in Iwami province (K5)  
Regalia: in Yedo Castle (K16)  
Kyoto: remains off the map
- Each player draws ten counters from the fate cup at random. If a player draws no provinces in his ten, he continues to draw one at a time until he receives a province.
- Each player places his lords in their home provinces, in any area or location desired within the province. Each player rolls a die, the high roller places his lord first then the next highest, etc. If players roll a tie, they roll again to resolve it.
- The turn marker is placed on the "1" box on the turn track.
- Start the game, using the playing procedure.

**PLAYING PROCEDURE**

- Samurai is played in turns. During a turn, each player has his own phase, for moving, fighting battles, etc. To start a turn, each player rolls the die. The highest roller has the first phase ("moves first"), then the next highest roller has the second phase, etc. In case of ties, the tied players roll again to break it.
- Die rolls for order of phases are made at the start of every turn, and thus the order of play will usually change from turn to turn.
- Each player's phase consists of the following steps, which must be performed in the order given:
- Event step:** the player rolls 111-666 dice and reads aloud the result on the Event Table. This event may apply to just that player, or to all players, depending on the instructions.
  - Movement step:** the player may move his lords if he desires.
  - Combat step:** the player may make attacks on other player(s), as allowed by combat rules.
  - Fate step:** the player draws a counter from the fate cup. He may give this holding to an existing lord, create a new lord (if the counter was a province), or hold it for later assignment.
- When all player phases are finished, the turn is over. The turn marker is moved to the next number on the track, and the next turn starts.

**END OF GAME & VICTORY**

The game has twenty (20) turns. At the end of the 20th turn, the clan which has the office of Shogun wins. If no clan is the court clan (and is Shogun) at the end of the 20th turn, the game goes into "sudden death overtime", and at the end of each additional turn, if any clan has the office of Shogun, it wins and ends the game.

For tournament purposes, the winner of the game naturally places first. The player with the next most imperial articles after that places second, etc. If the winner has all four imperial articles, all other players automatically tie for last.

**MAP KEY**

- Sea Area
- Coastline
- Countryside
- Area Boundary
- Mountains
- Province Boundary
- Road
- Castle (garrison in white)
- Monastery (garrison in white)
- City (garrison in white)
- Port City (garrison in white)
- Minor Port

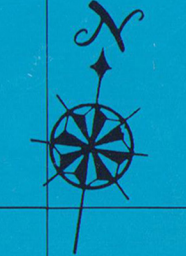
**TURN TRACK**

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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**samurai**<sup>TM</sup>

A Game of Politics and Warfare in Feudal Japan

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# samurai™

You are now back in time—12th through 17th century Japan, to be exact. Your objective: the exalted title of “Shogun.” As “Shogun,” you will have the right to enforce the emperor’s will, and become the real ruler of Japan.

## Broken Alliances and Vendettas . . .

. . . and all those fun things that make for great board games is embodied in this accurate portrayal of medieval Japan. **Samurai** presents a see-saw contest based on the proposition that might alone does not make right. The gameboard’s geography and movement concepts do not favor the top heavy army that bulldozes its way through provinces. Japanese history from the 12th through 17th century was typified by a continuous flow of broken alliances, vendettas, treachery, and subtle military actions.



## Many Games in One

An excellent game for 2 to 8 players, **Samurai** is suitable for beginning and intermediate play, with plenty of optional rules and strategic options for even the expert. And for the really hard-core power-politics fanatics, special rules create a nearly “perpetual” game representing the true ebb and flow of Japanese feudal conflict.

**Samurai** includes a variety of playing aids to make learning and playing the game truly an effortless task. The rules manual contains historical background and designer’s notes that offer the player the full flavor and authenticity of what medieval conflict was all about in the age of the “Shogun” struggles.



## Concept of Play

Each player controls a clan, with one or more lords. Each lord has a province representing his personal “fief” or home, and often has additional holdings of troops, titles, ships, castles, and more provinces.

The game is played in 20 turns, each representing a pace of historical events running between a few months to a few years. In each turn, moves are conducted on a mapboard that portrays the three major islands of Japan.

The playing pieces—360 in all—include Samurai Lords, clan control markers, holdings and title counters, troops, garrisons, and more; all explained in the easy-to-follow prose of the 18-page rules folder.



AVALON HILL COMPLEXITY RATING: 6 (on a scale of 1 to 10)

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## The Game of Politics and Warfare in Feudal Japan