

Kenshin vs. Shingen: The Battle of Kawanakajima

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Rulebook

1. Introduction

This game simulates the clash between Takeda Shingen and Uesugi Kenshin that took place near the Kawanakajima plains on September 10th, 1561 (1561 being Eiroku 4 in the calendar system of the time). This was the 4th, and greatest (yet still inconclusive) of the battles of Kawanakajima.

Many previous wargames use luck of the dice to determine the results of combat, but this game instead has players choose one of their combat cards, numbered 1-6, to resolve battles. Because of this, victory is determined not by the 'random factor' of one's luck with dice, but with 'reading and bluffing'.

2. Number of players and game length

This game is for 2 players.

One player is the Uesugi Kenshin-led Uesugi side, and the other is the Takeda Shingen-led Takeda side.

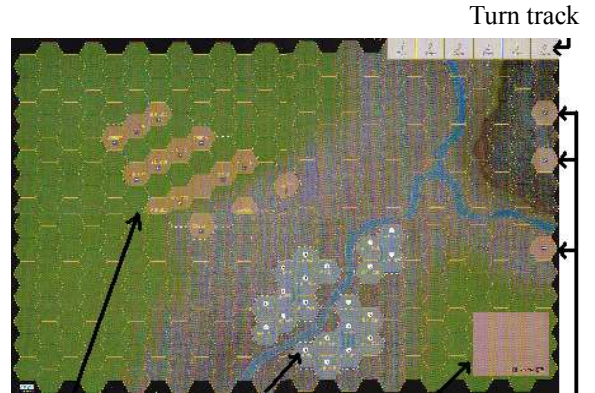
The game usually takes about 40 minutes to 1 hour to play.

3. Game components

This game includes the components listed below. Please check whether or not they are there.

(1) Gameboards (4 pieces)

These cardboard boards are printed with a representation of the terrain that was the battlefield at Kawanakajima. There are 4 sheets of cardboard, but they are put together to form a single map. Various information is also printed on the map.



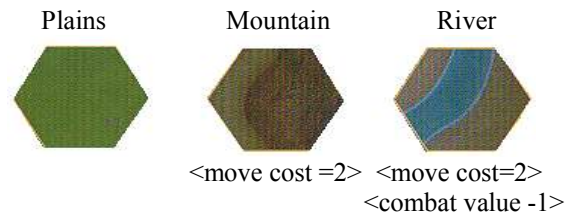
Takeda side start. placement (Tan colored) Uesugi side start. placement (Gray colored) Night attack army box Reinforcement hexes (3 places: X1, X2, and X3)

<a> Hexes

The map has six-sided spaces printed on it, called hexes. All pieces placed on the gameboard are placed clearly within one of these hexes.

 Terrain

In each hex, the terrain is depicted as follows. Terrain can have an effect on movement and combat.



* Any hex that is not a mountain or river is treated as a plains hex.

<c> Charts

On the gameboard are boxes used during the game as a turn track (see 4-4), and for night attacks (see 4-2).

<d> Setup information

In many hexes, a general's name and code are printed. These are sample starting placements for the pieces. Begin by placing the pieces as directed, and they can, under some restrictions, be arranged as desired (see 4-2).

Placement code (refers to units)



General's name (placed general's name)

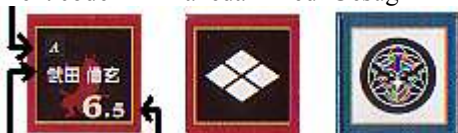
(2) Units (total: 46)

Among the pieces used in the game, the ones that represent armies are called 'units'. In this game, the Uesugi side has 21 units, each with a blue border, and the Takeda side has 25 units, each with a red border.

On the front (face) of each unit, the leading general's name, placement code, and combat value are printed.

On the back of the units, the crest indicates whether the army is controlled by Uesugi or Takeda.

(front) (back- Takeda) (back-Uesugi)
 Placement code Takeda = Red Uesugi = Blue



General's name Combat value
 (either a whole number, or with a '.5' fraction)

(3) Markers (total: 14)

Among the pieces used in the game, play aids that do not represent any kind of military power are called 'markers'. There are the following kinds of markers.

<a> Turn marker (1)

This is placed on the turn track on the gameboard to indicate the progress of the game.

Turn marker (identical on both sides)



 Move / retreat markers (13)

The front and back of these markers are used for different purposes.

The front side is called a 'retreat marker', and the back side is a 'move marker'.

Move markers are placed on face down units to indicate those units that can still move this turn.

Retreat markers are placed on units that retreated in combat to indicate their lowered combat value (see chapter 8).

(front) (back)
 Retreat marker Move marker

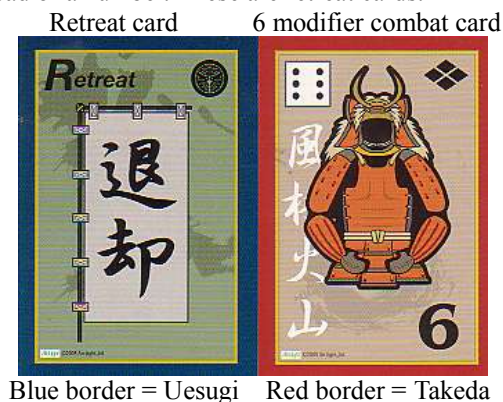


(4) Combat cards (total: 17)

These cards are used by each player on their own generals when resolving combat. There are 8 cards for the Uesugi side player (with a blue border on the face) and 9 cards for the Takeda side player (with a red border on the face).

On the combat cards, a modifier to the combat value of the unit it is played on is printed.

Amongst the combat cards, there is 1 Uesugi card and 2 Takeda cards that have 'retreat' printed on them instead of a number. These are retreat cards.



Blue border = Uesugi Red border = Takeda

Combat card list:

Uesugi cards:	Takeda cards:
Combat card value: 1	Combat card value: 1
Combat card value: 2	Combat card value: 2
Combat card value: 3	Combat card value: 3
Combat card value: 4	Combat card value: 4
Combat card value: 4.5	Combat card value: 5
Combat card value: 5	Combat card value: 5
Combat card value: 6	Combat card value: 6
Retreat card	Retreat card
	Retreat card

(5) Rulebook (1)

This instruction book.

4. Game preparation

The following is performed in order to prepare for the game.

(1) Separate and deal units and cards

First, each player takes all their chosen side's units and combat cards. The Uesugi player takes their 21 units and 8 cards, and the Takeda player takes their 25 units and 9 cards.

(2) Units' starting placement

Each player, following the rules below, places their units in the starting placement hexes on the board. Throughout the game, no more than 1 unit can exist in a single hex.

Uesugi side player

Place all 21 units face down on the map. The units are placed in the hexes on the map that have the general's name and code printed on them.

After that, the placed units can be switched around. The Uesugi side's placement hexes are split into 3 groups, 'I', 'II', and 'III'. Within each group, units can be freely exchanged (any number of units can be exchanged). Units cannot be exchanged with units from other groups.

Takeda side player

From the 25 units, take the 14 units with general names and placement codes printed on them and place them face down in their starting hexes on the map.

After this, the placed units can be switched as desired (any number of units can be exchanged).

There is 1 starting hex with no unit name printed on it, but a unit can be placed there.

Next, the remaining units are placed face down and mixed well. 3 units are drawn and placed (without looking at them), 1 each in the reinforcement hexes (the hexes coded X1, X2, and X3). The remaining units are placed face down (again, without looking at them) in the 'night attack army box' on the board. These 11 units represent the returning armies that participated in the night attack on Mt. Saijo. Note that they are not currently performing a night attack (the portion of the battle depicted in this game is a daytime battle).

(3) Combat cards

The Uesugi side player takes all 8 cards they received into their hands. The Takeda side player removes one of the '5' modifier cards and places it in the box, and takes the remaining 8 cards into their hand.

(4) Turn marker

Finally, place the turn marker on the '1' box of the turn track.

This ends the game preparation, and the game begins with the Uesugi side player taking their turn. After this, the Takeda side player takes their turn. At the end of the

Takeda side's turn, the turn marker is advanced 1 space, and the next turn begins, starting as always with the Uesugi player.

5. Game sequence

Each player takes their individual turns, called 'Uesugi side's turn' and 'Takeda side's turn'. Both player's individual turns combined are collectively called 'a turn' (short for 'game turn').

The game separates the 12 hours of the battle, from 6am to 6pm, into 6 turns representing 2 hours each.

There are a few differences between the Uesugi side player's and Takeda side player's turns, detailed below.

A) Uesugi side's turn

1) Recovery phase

The Uesugi side player removes any and all retreat markers on any of their army units.

2) Command phase

The Uesugi side player may choose up to 6 of their face down units, and for each one may choose to flip them face up or place a 'move marker' on them.

However, on the 6th turn, as the commanding Uesugi Kenshin is in the front line, the command phase is skipped.

3) Movement / attack phase

The Uesugi player can choose as many of their units that are face up or have a move marker on them as they want, and move them one at a time. During movement, if they have the opportunity, they can perform attacks.

B) Takeda side's turn

1) Recovery phase

The Takeda side player removes any and all retreat markers on any of their army units.

2) Command phase

The Takeda side player may choose up to 6 of their face down units, and for each one may choose to flip them face up or place a 'move marker' on them.

However, as they are under a surprise attack on the first turn, other than turning face up/all of the 3 Mt. Saijo armies (on X1, X2, and X3), the Takeda player cannot turn any units face up or place any move markers on the first turn.

(3) Movement / attack phase

The Takeda player can choose as many of their units that are face up or have a move marker on them as they want, and move them one at a time. During movement, if they have the opportunity, they can perform attacks.

(4) Reinforcement phase

If the Takeda side player has any units left in the night attack army box, they can choose up to 3 of them, and keeping them face down, place them 1 each in the reinforcement hexes (coded X1, X2, and X3).

However, they cannot be placed in any reinforcement hex that already has another unit on it.

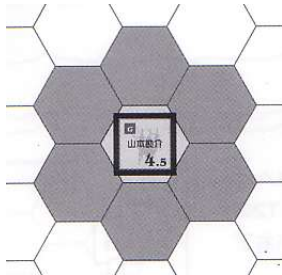
(5) Turn marker phase

The Takeda side player advances the turn marker one space.

6. ZOC

All units exert an influence called their ZOC (Zone of control) on all 6 hexes adjacent to them.

ZOC example:



7. Movement rules

(1) Each unit that is face up or has a move marker placed on them can use up to 7 movement points in their side's movement / attack phase, expending the points to move and attack. A face up unit receives 7 movement points each attack phase, not just for a single one.

(2) A unit that receives movement points is not required to perform movement and/or combat, and it is acceptable to stop before expending all their movement points. However, remaining movement points cannot be carried over for use on future turns.

(3) A unit pays 1 movement point in order to move to an adjacent hex. However, in order to enter a mountain or river hex, it costs 2 movement points (1 additional point).

(4) A unit with a move marker on it removes it after it is done with its movement / attacks for that turn (even if it ended up not moving or attacking).

(5) If after beginning movement, a unit enters the ZOC of an enemy unit, it must end movement at that point.

(6) Any unit that enters an enemy ZOC due to the effects of movement is immediately flipped face up (if not already). This includes the moving unit and the unit that was not moving. In other words, any units adjacent to any enemy units are always face up.

(7) There are no circumstances that allow any unit to enter a hex containing another unit. It does not matter if the units are friendly/enemy, or whether it is mid-movement.

(8) A unit cannot move from an enemy ZOC to an adjacent hex that is also in an enemy ZOC, whether or not it is the same enemy's ZOC.

(9) A unit that moves out of an enemy ZOC may not enter another enemy's ZOC in the same turn.

(10) A unit that moves out of an enemy ZOC, at the end of its movement, is placed face down and has a retreat marker placed on it.

(11) A unit can attack enemy units at the beginning of or during movement. 1 attack costs 3 movement points. Because of this, a unit that has spent 5 or more movement points when entering an opponent's ZOC cannot attack that turn.

(12) A player is free to choose the order their units move and attack. However, each unit must completely finish its movement and attacks for the turn before any others can move or attack.

(13) A unit who is victorious in combat can continue using its remaining movement points for further movement. However, even if there are sufficient movement points, that unit cannot perform any more attacks that turn. Moving after defeating an enemy unit does not count as leaving that unit's ZOC.

Face up units and move markers

All units appear on the board originally face down. Units that become face up and units with move markers on them can both move in the same way.

The difference between the two is that face up units can move (and/or attack) every turn without needing to do

anything else. Units with move markers on them (face down units) must next turn once again have a move marker placed on them or they will be unable to move (or attack).

Between the two, face up makes movement easier, but if a player doesn't want their opponent to know what the unit is, they need to keep it face down and place move markers on it instead.

8. Combat rules

Combat occurs when a unit attacks another unit in its ZOC.

Attacks and occurrence of combat

The current player in a turn can attack an enemy in its ZOC if it has not yet attacked that turn, and spends 3 movement points. Combat is immediately resolved at the point the attack is declared.

Non-combination of combats

Combat is always 1 unit vs. 1 unit. If an attacking unit is in the ZOC of 2 or more enemy units, the attacking unit must declare which enemy unit is the target of their attack. The unit performing the attack and their declared target are the only 2 units that will participate in that combat.

Combat resolution sequence

Each combat is resolved with the following sequence.

(1) Combat card play

Each player chooses 1 combat card from their hand, places it face down, and both players reveal their chosen cards at the same time.

(2) Retreat

If one or both players play a retreat card, the retreating units are turned face down, have a 'retreat' marker placed on them, and are moved 1 hex.

The retreating unit cannot enter an enemy ZOC nor a hex containing another unit. If there is no legal area to retreat to, the retreating unit is removed.

(3) Determining combat results

If both players reveal combat cards with die roll results (combat value modifiers) printed on them, combat results are determined. Each player adds the modifier on the card they played (the 'die roll') to their participating unit's combat value. The combat values are compared, and the player with the higher result wins the combat.

(4) Ties

If the totals are the same, both players each place down another combat card, and reveal them simultaneously. The player who plays the card with the higher modifier wins the combat. Retreat cards played at this time are treated as normal. If still tied, players continue playing one card at a time until there is a winner or one or both retreat.

Applying combat results

There is no effect on the victorious unit. Depending on the difference of the final combat value totals, one of the following effects is applied to the loser.

- a) If the difference in totals is greater than 1, the losing unit is removed.
- b) If the difference in totals is equal to or less than 1, the losing unit retreat as in 8-2 above.

Other combat-related rules

(1) If a unit with a retreat marker is attacked in combat, that unit's combat value is reduced by 1. Also, if that unit loses the combat, even if by 1 or less, it is removed.

(2) If the unit performing the attack is victorious and still has movement points left, that unit may continue to move, but cannot perform further attacks that turn.

(3) Cards used in combat are discarded. Either player can check which cards have been discarded at any time.

(4) If a player has no cards or only retreat cards in hand, they can immediately return all their discarded cards to their hand.

(5) The Uesugi side player has a combat card with a 4.5 modifier.

(6) The Takeda side player at first does not use one of their two 5 modifier combat cards (keep it in the box for future use). On the 4th turn or later, when the Takeda side player replenishes their hand with their discards, they can choose to exchange one of their two retreat cards (placing it in the box) for the extra 5 modifier combat card. The exchanged retreat card is no longer used. This exchange is not mandatory, and even if not exchanging the retreat card the first time, they do the exchange next time they replenish. However, once the exchange is made, they cannot be re-exchanged.

(7) A unit in a river hex has its combat value lowered

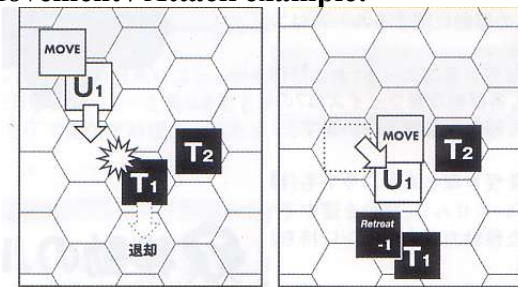
by 1 for as long as it remains in the hex.

(8) When either side's commanding unit retreats, all of that player's other units have their combat value reduced by 1 for the rest of the game.

This effect accumulates each time the commanding general retreats.

The Uesugi side's commanding general is Uesugi Kenshin, the Takeda side's commanding general is Takeda Shingen. These are the only counters with a combat value of 6.5, have their general's name written in white instead of black, and have a placement code of 'A'.

Movement / Attack example:



The Uesugi side player places a move marker on the face down unit 'U1'. U1 moves 1 hex, and as this brings it into the ZOC of the Takeda side's T1 unit, it stops its movement immediately. T1 is also face down, but it and U1 are both flipped face up when they enter each other's ZOC. U1 still has 6 movement points left, and spends 3 of them to attack T1.

In the combat, U1 is victorious, but the difference in totals is only 0.5, so T1 retreats 1 hex instead of being removed, is flipped face down, and has a retreat marker placed on top of it. If T1 happens to be the commanding general unit (Takeda Shingen), all of the Takeda side's units would receive a -1 modifier to all combats from then on.

After that combat, U1 begins moving again, and moves 1 hex, this time entering both T1 and T2's ZOC (see the picture on the right). U1 must stop, T1 is once again flipped face up (keeping the retreat marker on it), and T2 is also flipped face up.

As U1 did not leave an enemy ZOC during movement (T1 is the one who left U1's ZOC), this entering of T2's ZOC is a legal move. However, U1 cannot move further, and cannot attack; partially because a unit can only attack once a turn, and at any rate, also because it only has 2 movement points remaining anyway.

Lastly, the move marker is removed from U1, ending its movement and attacks for that turn.

9. Victory conditions

This game ends after 6 turns. When the game ends, victory is determined as below. However, the game can end before the 6th turn if a commanding general is removed.

1) Sudden death

If a player removes their opponent's commanding general, the game ends and that player wins a complete victory.

2) Calculating score

If both commanding generals remain at the end of 6 turns, each player receives points as follows in these 3 ways:

- For each enemy unit removed: 1 point
- For each of a player's own units on the board face up: 1 point. However, the Uesugi player only counts their units that are on Takeda's side of the river (the side of the river Uesugi's group 'II' starts on). Uesugi units exactly on the river are not counted. (Note: The original rules incorrectly state 'group I', the errata has been noted on Arclight's page, and 'group II' is correct)
- For each time the opposing general has retreated: 1 point

3) Determining the victor

Other than for sudden death, victory is determined by comparing the scores. In general, the player with more points wins (the exception being a draw).

The level of victory is determined as below:

Draw :	Difference of 0-2 points
Marginal victory:	Difference of 3-5 points
Tactical victory:	Difference of 6-8 points
Decisive victory:	Difference of 9 or more points

Contact info:

Japanese questions can be directed to Arclight at:
email: b-game@arclight.co.jp

While not important to gameplay (other than the commanding generals described in the rules), translations of the names of each general (and their placement code and combat value) follow on the last page.

Takeda side generals

武田 信玄 Takeda Shingen : A : 6.5
武田 信繁 Takeda Nobushige : B : 6
武田 信廉 Takeda Nobukado : C : 5
武田 義信 Takeda Yoshinobu : D : 6
浅利 信種 Asari Nobutane : E : 4.5
今福 浄閑 Imafuku Joukan : F : 4
山本 勘介 Yamamoto Kansuke : G : 4.5
跡部 勝資 Atobe Katsusuke : H : 4
穴山 信君 Anayama Nobukimi : I : 5.5
原 昌胤 Hara Masatane : J : 4.5
望月 重氏 Mochizuki Shigeuji : K : 4
飯富 昌景 Obu Masakage : L : 5
両角 虎定 Morozumi Torasada : M : 5
内藤 昌豊 Naitou Masatoyo : N : 4.5
高坂 昌信 Kousaka Masanobu : 4
小幡 光盛 Obata Mitsumori : 4
小山田 昌行 Oyamada Masayuki : 5
飯富 虎昌 Obu Toramasa : 5
相木 昌朝 Aimoto Masatomo : 4
芦田 信守 Ashida Nobumori : 4.5
馬場 信春 Baba Nobuharu : 4
真田 幸隆 Sanada Yukitaka : 4.5
甘利 昌忠 Amari Masatada : 5
米倉 重継 Yonekura Shigetsugu : 4
小幡 信貞 Obata Nobusada : 6

Uesugi side generals

上杉 謙信 Uesugi Kenshin : A : 6.5
上杉 景信 Uesugi Kagenobu : B : 6
直江 実綱 Naoe Sanetsuna : C : 6
北条 高定 Houjou Takasada : D : 5
山吉 豊守 Yamayoshi Toyomori : E : 5
安田 顕元 Yasuda Akimoto : F : 5
甘槽 景持 Amasou Kagemochi : G : 5
松本 景繁 Matsumoto Kageshige : H : 5
村上 義清 Murakami Yoshikiyo : I : 6
島津 規久 Shimazu Norihisa : J : 5
高梨 政頼 Takanashi Masayori : K : 5
須田 満親 Suda Mitsuchika : L : 5
柿崎 景家 Kakizaki Kageie : M : 6
安田 長秀 Yasuda Nagahide : N : 5
鮎川 盛長 Ayukawa Morinaga : O : 5
本庄 繁長 Honjou Shigenaga : P : 5
新発田 長敦 Shibata Nagaatsu : Q : 5
井上 清政 Inoue Kiyomasa : R : 5
色部 勝長 Irobe Katsunaga : S : 5
中条 藤資 Nakajou Fujisuke : T : 5
黒川 清実 Kurokawa Kiyozane : U : 5