

Samurai Swords / Shogun – (Rules Summary)

Set-Up

- 1.) Army Cards: each Army gets: (1) Daimyo, (1) Archer, (1) Swordsman, (2) Gunners.
- 2.) Province Cards: deal maximum # of cards so each player has equal #. Set aside extras.
- 3.) Initial Garrison: players place (1) spearman in each of their provinces.
- 4.) Randomly draw swords to determine the order for placing the initial units.
- 5.) Twelve Spearmen Reinforcements. place (2) spearmen into one province. Repeat x5.
* *Special First Round Rule*: cannot have more than 3 spearmen in one province.
- 6.) Place Army markers. place army markers one at a time in different provinces.
- 7.) Distribute Koku = [# of Provinces] ÷ [3], round down remainder.

Victory Conditions:

- A player is eliminated from the game by having his three Daimyos killed.
- To win: must have a set # of provinces by end of the round: 5 players = 30 provinces; 4 players = 35; 3 players = 40; 2 players = 50 provinces for both colors combined.

Military Units

- only one army may occupy a province at a time.
- the maximum amount of regular units in a provincial force is five, not including Ronin.
- must always have one more regular unit in the army or province than Ronin units.
- the Daimyo is always the last unit lost. If all other army units are dead, army disbands.

Unit Type	Unit	Combat Phase	Hit	Cost
Samurai (S)	Daimyo	Hand-to-Hand	6 or less	n/a
Samurai (S)	Bowmen	Ranged	6 or less	\$1 = 1
Samurai (S)	Swordsmen	Hand-to-Hand	5 or less	\$1 = 2*
Ashigaru (A)	Gunners	Ranged	4 or less	\$1 = 2*
Ashigaru (A)	Spearmen	Hand-to-Hand	4 or less	\$1 = 3
Mercenary	Ronin	Hand-to-Hand	5 or less	\$1 = 2

*mix and match

Combat Sequence (players roll simultaneously)
Ranged-weapon units: ▪ Samurai Bowmen and Ashigaru Gunner Roll
<i>Remove any casualties</i>
Hand-to-Hand units second: ▪ Samurai Daimyo, Samurai Swordsmen, Ashigaru Spearmen, and Ronin
<i>Remove any casualties</i>
Repeat until one side is eliminated or attacker withdraws

Turn Sequence (9 Actions)

Action #1: Plan Koku Allocation (all players simultaneously)

- secretly allocate all koku into the bins, then simultaneously reveal. Ninja spies get peek.
- Bin 1: bid for turn order. Highest gets to choose first; ties selected by random draw.
- Bin 2: buy castle or fortify existing castle for 2 koku; maximum one action per turn.
- Bin 3: levy units based on cost chart.
- Bin 4: hire Ronin mercenary units.
- Bin 5: bid for ninja. Highest bidder wins, but ties result in no one hiring ninja.

Action #2: Hire Ninja (all players simultaneously)

- you don't need to decide right away which service (if any) you'll use him for.
 - (A) Spy: during Action #1, look at one player's allocation and then make your own.
 - (B) Assassination: anytime during Action #7, player may announce attempt on Daimyo.
 - Roll die: if 8 or less, then successful.
 - If not, opponent may retaliate. Roll die: if 9 or 10, opponent is successful.
 - If ninja is successful, turn the Daimyo unit on its side on the army card and turn the matching army marker on its side in the game board province.
 - Daimyo and army are "disrupted" and cannot move or attack but must defend.
- * Daimyo assassination attempts are not permitted on the first round of play.

Action #3: Build (all players simultaneously)

- players who allocated 2 koku purchase and place either 1 castle or 1 fortification base.
- if not enough castles/fortresses, they are purchased in order of swords drawn.
- castles: add four temporary spearmen; fortress: add five temporary Ronin.
 - * even if player doesn't have enough units left to represent them.
- temporary defensive units must be chosen as the first casualties before any regular units.
- unlimited units: killed defensive spearmen or Ronin are fully replenished upon attack by a different player, or at the start of the next round.
- units never strike first during a naval "first strike defense."
- units do not count as regular units for figuring maximum provincial force size.
- permanent: castles/fortresses may be captured but never destroyed or moved.

Action #4: Levy Units (all players simultaneously)

- may place only one levied unit per province, and placing the unit in an army counts as placing it in the province the army is in!
- if you run out of units, you may not levy more until some are returned as casualties.

Action #5: Hire Ronin (all players simultaneously)

- if not enough Ronin available, then they are purchased in order of swords drawn.
 - deploy them by placing them on top of their corresponding province card, face down.
 - until they attack, defend or move, their location remains a secret!
 - you may split up hired Ronin to one or more provinces; Ronin may join the army or the provincial force.
 - Ronin units must not move or fight by themselves.
- * *may never have more Ronin than regular troops in a province.*

Action #6: Choose Turn Order Swords (all players simultaneously)

- players take the sword of their choice based on who paid the most koku.
- if there is a tie for koku allocated, and if tied players want the same sword, tying players alone must draw randomly from their first and second choices.

Action #7: Wage War (4 phases, A-D) (individually, in turn order)

Phase A. Move Daimyos' Armies

- player may move one or more of his armies from *friendly* provinces to adjacent *friendly* provinces. (move up to the Daimyo's experience level)
- may only break off units in spaces it passes through to prevent empty provinces.
- may pick up units of provincial forces in provinces the army moves through.
- armies may *pass through* provinces occupied by another one of your armies, though units may never be exchanged between the armies.

Phase B. Declare First Battles

- player declares which adjacent enemy provinces he plans to attack by placing battle markers pointing from the attacking province.
- any second and subsequent battles of experienced Daimyo are not declared.
- battle markers are removed during Phase D: Final Movement.
- * Special First Round Rule: cannot declare a battle against an enemy province occupied by an army during the first round of the game.
- may attack with army, the provincial forces, or both (battles waged separately), but must indicate which battle marker is for which units.
- may declare multiple battles against the same enemy province from two or more troops. These battles must be fought separately.
- declared battles cannot be called off before they are begun.

Phase C. Conduct Combat

- must conduct one battle at a time; all attacking/defending units must take part.
- movement into/through one or more adjacent empty provinces is permitted during this phase by only experienced Daimyo's armies.
- attacker and defender roll simultaneously for each combat sequence.
- casualties are chosen by the person who suffered them; hit units fight back.
- castle or fortress defensive-only Ronin are the first casualties lost.
- remember to keep more regular units than Ronin after removing any casualties.
- attacker may call off battle only at the end of any complete battle sequence, and if possible an experienced Daimyo may attack in another location.
- rule assumption: pick up/drop off units as Garrisons, but they cannot move/fight.
- Naval Invasion
 - attacks across sea lines are called naval invasions.
 - defending units have first-strike advantage. (complete combat sequence)
 - castle/fortress Ronin defenders do not take part in the first strike defense.
 - any casualties to the attacker are removed and cannot fight back.

- Experienced Daimyos In Combat
 - provincial forces or armies led by Level 1 Daimyos may only make one attack and cannot move during combat Phase C.
 - an army may make any number of attacks \leq Daimyo's experience level.
 - taking an empty province counts as an "attack," but not for experience.
 - between attacks, army may move into newly-defeated or empty adjacent province to conquer it and make the next attack from there.
 - when you conquer a province, take the matching province card.
 - after a successful battle: if experienced Daimyo's army has the capability to fight at least one more battle, it may either stay where it is and fight another battle from there; or move into the newly-defeated province, conquer it, and attack from there.
 - attacking empty province: if experienced Daimyo's army has attacked an empty province and has the capability to fight more battles, it may move into empty province, conquer it, and attack from there.
 - *Promotion*: Daimyos who "successfully" battled move their experience markers to the next level. They cannot attack again this turn but may move in Phase D.

Phase D. Final Movement

- attacking player may move any or all of his armies or provincial forces into adjacent empty or friendly provinces. (claim the province cards)
- Surviving Ronin: Ronin units are not removed until Action #8, so make sure that you don't have more Ronin than regular units in a province.
- Ronin units alone cannot garrison provinces you move out of.
- order of movement: Move your armies first, then move your provincial forces.
- armies may again move to # of adjacent spaces \leq Daimyo's experience level.
- armies may break off units to form Garrisons; Garrisons cannot move this turn.
 - provincial troops may be added to the army if they fit on the army card.
- you may never have more than five regular units in a provincial force.
- if a provincial force unit moves into an adjacent empty province, it conquers it.
- at the end of this phase, return your battle markers to the master tray.

*** Appoint a New Daimyo**

- if at least one unit of the assassinated Daimyo's army survived, appoint successor by removing a unit from the army and returning the assassinated Daimyo and his army marker to their standing positions.
- return that army's experience marker to the beginning level of experience.

Action #8: Remove any Surviving Ronin Units (all players simultaneously)

Action #9: Collect Koku (all players simultaneously)

- Koku = [# of Provinces] \div [3], rounding down any remainder.
- Players must collect a minimum of 3 each turn.

Turn Sequence: (All players simultaneously except for Waging War.)

- Action #1: Plan Koku Expenditures
- Action #2: Hire Ninja (Ninja may "Spy" or attempt "Assassination")
- Action #3: Build either Fortification (base) or Castle
- Action #4: Levy Units (may place max of 1 unit per province per turn)
- Action #5: Hire Ronin (location hidden until use)
- Action #6: Choose Turn Order Swords
- Action #7: Wage War
 - Phase A: Move Daimyos' Armies
 - Phase B: Declare First Battles
 - Phase C: Conduct Combat
 - Phase D: Final Movement- Armies first, then provincial forces
- Action #8: Remove Surviving Ronin
- Action #9: Collect Koku (# of Provinces ÷ 3); minimum 3 Koku.
- Provinces required at *end of round* to win: (5p=30; 4p=35; 3p= 40; 2p= 50)

Important Combat Rules

- only one army may occupy a province at a time (2 may during the move phase).
 - maximum regular units in a provincial force is five, not including Ronin.
 - must always have regular units \leq Ronin units in each province.
 - Combat Sequence:
 - (1) Ranged units: Bowmen and Gunners (*remove casualties*)
 - (2) Hand-to-Hand units: Daimyo, Swordsmen, Spearmen, and Ronin (*remove casualties*)
- * Repeat until one side is eliminated or attacker withdraws.

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