



**English booklet and player-aid: rule changes appear in bold, red type. Additions, new rules, design notes and clarifications are in black type.**

ERRATA Map Shizugatake Page 13	Sakuma Morimasa: 7 000 <b>men</b> Toyotomi Hideyoshi: 6 000 <b>men</b>
ERRATA Rules Page 15 Line 2	<b>1.4.2 Quality Level</b> The QL is used to perform a Quality Check (QC). A QC is successful if the result of a D6 roll is less than or <b>equal</b> to the QL.
ERRATA Rule Page 15 Line 4	<b>2.2 Line of Sight (LoS)</b> The type of zone is either clear (yellow rectangle) or blocked (brown rectangle). <i>Design Note: this rule will be used in other battles in which the range of European guns will be 2 areas. <del>in which case a penalty is applied to the fire combat.</del></i>
CLARIFICATION Rules Page 15	<b>3.0 Formation</b> The correct translation should be <b>3.0 Stance</b>
ERRATA Rules Page 16	<b>3.1 Formation markers</b> <b>A</b> ggressive <b>V</b> ery aggressive
CLARIFICATION Rules Page 16	<b>4.2 Chain of command</b> As a Daimyo is always in command and can command any division of his clan, that means that all clan units within range of their Daimyo will be in command, even if their Division Taisho is currently eliminated or they are outside their Division Taisho's command range.
CLARIFICATION Rules Page 16	<b>4.3 Removal of a Daimyo or taisho</b> If Taisho/Daimyo dies and is placed on the turn track, all units in that division will be temporarily isolated until the Taisho reappears on the map, unless they are within range of their clan's Daimyo.
ERRATA Rules Page 17 Line 14	<b>5.0 Initiative determination</b> Each player is free to not include his initiative modifier associated with the stance in the calculation of his initiative value in order <del>not</del> to keep it secret.
ERRATA Rules Page 17 Line 13	<b>7.2 Zone of control</b> A friendly ZoC does not remove the effect of an <b>enemy</b> ZoC
NEW RULE Page 17 Ligne 9 (replaces entire paragraph, up to Optional Rule).	<b>6.0 Activation</b> Each side receives a number of activation markers for each turn equal to the number of divisions it still has in play. A division is represented by a Da/Ta and at least one counter. An Activation Marker is removed from the game when all the counters in the division are eliminated. The Activation Marker for a reinforcing/hidden division is only used when the division enters play (according to the conditions specified in the scenario).  There are two ways to use an Activation Marker: - To activate a division: the player places an Activation Marker on the Da/Ta commanding that division; all counters in the division are activated and may perform movement and/or combat. - If a player decides not to activate one of his divisions, he discards an Activation Marker. He may discard as many Activation Markers as he wishes, until he has no Activation Markers left.



## NAGASHINO 1575 – SHIZUGATAKE 1583

	<p>Once Player A has spent an Activation Marker - whether used for Actions or discarded - it is Player B's turn to use an Activation Marker.</p> <p>Players alternate using Activation Markers until all Activation Markers are spent, at which point the Activation Phase is over. Activation Markers placed on Daimyo or Taisho are removed during the Reorganization sequence.</p> <p><b>Special Case</b></p> <p>When a division's Taisho is eliminated, the Daymio may activate that division in its place until it returns to play. There is no limit to the number of activation markers that can be placed on a Da counter.</p>
NEW RULE Rules Page 18 Replaces the entire paragraph	<p><b>8.4 Defensive fire</b></p> <p><b>Design Note: In order to make Defensive Fire combat resolution more convenient, the inactive player's counter that fires is considered to be the Lead attacker, and the counter which is fired upon is the Lead Defender.</b></p> <p>A DF is performed by a counter of the inactive player on a counter of the active player's activated division.</p> <p>If no division is activated by the active player, no inactive player DF is possible for this sequence.</p> <p>DF are declared and resolved at the beginning of the combat sequence in the order desired by the inactive player, when all counter movements in the activated division are completed. An active player's counter may undergo multiple DF per sequence.</p> <p>The conditions for a DF are as follows:</p> <ul style="list-style-type: none"><li>- The counters (shooter and target) must be in two adjacent areas with a clear LOS.</li><li>- The inactive player's counter must not have performed a DF yet for this sequence.</li><li>- All counters in the same area may perform a DF separately.</li></ul>
ERRATA Rules Page 18 Line 17	<p><b>8.5.2 Charge</b></p> <p>If the DF indicates a DS1, DS2 or 1SP result then the Charge+1 or Charge+2 marker is removed. Regardless of the outcome of the DF, the melee is then mandatory.</p>
ERRATA Rules Page 18	<p><b>8.5.3 Counter-charge</b></p> <p>A unit with a DS1 or DS2 marker cannot charge nor counter-charge.</p>
CLARIFICATION Rules Page 19	<p><b>8.6 Modifiers</b></p> <p><b>Encirclement:</b> +1 if all areas adjacent to the LD area are occupied by enemy counters and/or in <b>unoccupied</b> enemy ZOCs.</p>
CLARIFICATION Rules Page 19	<p><b>8.7 Combat results</b></p> <p><b>DS1 or DS2 disorganisation</b></p> <p>A counter removes its DS marker as a result of losing an SP due to additional disorganisation.</p>
CLARIFICATION Rules Page 19 Line 11	<p><b>8.7 Combat results</b></p> <p><b>QC</b></p> <p>If unit is not DS a QC failure gives DS1.</p> <p>If unit is already DS1 a QC failure gives DS2.</p>
ERRATA Rules Page 19 Line 13	<p><b>8.7 Combat results</b></p> <p>QC+1 <b>or</b> QC-1</p>
ERRATA Rules	<p><b>9.0 Reorganization</b></p>







# OFFICIAL LIVING RULES – DECEMBER 2022

## NAGASHINO 1575 – SHIZUGATAKE 1583



Page 19	Any counter in the same area as its Da/ <b>Ta</b> returns to its normal state and removes the DS1 or DS2 marker.
ADDITION Rules Page 19	<b>9.0 Reorganization</b> To reorganize a Da/Ta must pass a QC. All Activation Markers are removed from the Da/Ta and put back into play with the discarded Activation Markers. The number of activation markers for each side must correspond to the number of divisions still in play.
ERRATA Player aid	<b>QUALITY CHECK TABLE</b> A QC is successful if a D6 roll is less than <b>or equal to</b> that unit's QL.
ERRATA Exemples Page 20	<b>11.8 Inactive player defensive Fire (§8.4)</b> The combat differential is equal to: 5 (FS of Te) – 0 (FS of Ki) - <b>1</b> (tactical marker), giving <b>+4</b> . The result of rolling two six-sided dice (2D6) is <b>7</b> for a final result of 11.
ERRATA Exemples Page 20 Line 4, 8	<b>11.9 Inactive player Counter-Charge (§ 8.5.3)</b> <b>Counter-charge</b>
ERRATA Exemples Page 20 Line 9	<b>11.10 Active player melee</b> <b>one +3 and three +1</b>
CLARIFICATION Scenario Shizugatake Page 21 Set-up	Toyotomi Hideyoshi is also known by different names that he gave himself. During the battle of Shizugatake he called himself Hashiba and not Hideyoshi.




CLARIFICATION Scenario Shizugatake and Nagashino Page 21-23	<p>The counters on a gray background correspond to the Shizugatake 1583 scenario.</p> <p>The color of the <b>mon</b> indicates the division to which it belongs.</p> <p>The color of the <b>sashimono</b> indicates the clan to which it belongs</p> <p>A diminished counter (back side) has a torn sashimono.</p>	
CLARIFICATION Scenario Shizugatake Page 21-22	<p>Hideyoshi army White Sashimono</p> <p>Shibata army Red Sashimono</p>	<p>  Allied clan Nagahide    Allied clan Morimasa  Allied clan Toshiie  </p>
ERRATA Scenario Shizugatake Page 21	Shibata Clan In the set-up board Zones Division <b>Units</b>	
ADDITION Scenario Shizugatake Page 21	<p><b>12.1.3 Victory conditions</b></p> <p>Occupation of Area 221 (Shizugatake Castle) by at least one unit of a clan on the last game turn when checking victory conditions:</p> <p>For Shibata clan: 20 VPs</p> <p><b>For Hideyoshi clan: 10 VPs</b></p> <p><b>Design note:</b> this makes the game a little more balanced.</p>	
Scenario Nagashino	<p>Oda army Yellow shashimono</p>	<p>  Allied clan Hideyoshi  Allied clan Nobumori  </p>



# OFFICIAL LIVING RULES – DECEMBER 2022

## NAGASHINO 1575 – SHIZUGATAKE 1583



Page 22-23	<p>Allied clan Tokugawa.  White sashimono</p> <p>Takeda army  Red sashimono</p>
Scenario Nagashino Page 10 Ligne 3	<p><b>12.2.3 Victory conditions</b> Occupation of Area 136 (Nagashino Castle) by at least one unit of a clan on the last game turn when checking victory conditions: For Takeda clan: 20 VPs <b>For Oda - Tokugawa clan: 10 VPs</b> <b>Design note:</b> this makes the game a little more balanced.</p>
ERRATA Scenario Page 22	12.2.4 Specific rules
ERRATA Page 22	<p>Initial set-up Oda Clan Hidden division Each <b>unit</b> may enter in any zone from Southern edge of the map.</p>
ERRATA Scenario Nagashino Page 23	<p>Tokugawa Clan In the set-up board 1 x Te (<b>1SP</b>), 1 x Sa (<b>1SP</b>), 1 x Ch (<b>1SP</b>), 1 x Oz PF means “Point de Force” in French. There is no over stacking.</p>
ERRATA Scenario Nagashino Page 23	<p>Takeda Clan In the set-up board Zones Division <b>Units</b></p>
ERRATA Scénario Page 23	<p>Nagashino Clan Takeda Set-up Takeda Zones 032 / N-O Katsuyori <b>1</b> x Ki, 2 x Ch</p>
Page 24	<p>Shizugatake, June 11th, 1583</p>
ERRATA Counter sheet	<p>Shizugatake The YH counter of the Shigeharu division is actually SH and serves as a dismounted counter for the KH. The correct counter is</p> <div style="text-align: center;">  </div>