

# SHOGUN Condensed Rules

## Setup & Claiming Starting Provinces

- 1) Choose Sun/Moon side of game board & remove Province Cards not used for this side (**3 players: also remove cards for 8 provinces with light borders & symbols**)
- 2) Each player receives their armies (cubes), Individual Board, Daimyo Card, 5 x War Chest Cards, and 18/15/12 War Chests for 3/4/5 players (wood = 1, orange = 5)
- 3) Players place Victory Point Markers on 0 space of score track & Rice Markers below provision track
- 4) Each player places their Individual Board countryside-up with specified number of armies grouped on each numbered space (**4/5 players: ignore 1/2 spaces as specified**)
- 5) Province Cards shuffled into face-down deck; top 2 laid out face-up
- 6) Clockwise, starting with oldest player:
  - i. Choose either of the face-up Province Cards, or top one from the deck (replace face-up cards when taken; if the same 2 face-up cards are displayed as on the player's previous turn, they may discard them to the bottom of the deck, draw 2 new ones, then choose as normal)
  - ii. Transfer army group of choice from Individual Board to specified province on game board
  - iii. Take chosen Province Card into hand
- 7) Once all starting armies placed, players flip over Individual Boards action-side up
- 8) 10 farmer (green) armies & 7 of each player's armies dropped into Battle Tower; armies that fall into tray returned to respective supplies
- 9) Event Cards shuffled into face-down deck; top 4 laid out face-up

## Spring/Summer/Fall Rounds

### *1. Lay Out Action & Special Cards*

- 1) Shuffle Action Cards; lay out first 5 face-up, last 5 face-down under 1-10 spaces on game board
- 2) Shuffle Special Cards; lay out face-up on 1-5 turn order spaces on game board

### *2. Plan Individual Actions and Bid for Turn Order*

Each player simultaneously secretly chooses where to place Province/War Chest Cards face-down on their Individual Board, determining what will happen where when actions are eventually carried out. 1 card max per space; if possible, each space must be covered (War Chest Cards have no effect when played on action spaces)

- **Build a Castle/Temple/Nô Theatre:** pay specified War Chests to build in the province. Province must have a free building space, and not contain this building type already
- **Confiscate Rice/Collect Taxes:** move Rice Marker number of spaces up provision track, or collect number of War Chests, specified on Province Card. Then, if there are no Revolt Markers on the province, add one; otherwise resolve a **Revolt Battle**
- **Deploy 5/3 Armies:** pay 3/2 War Chests to deploy 5/3 armies to province
- **Deploy 1 Army & Move:** pay 1 War Chest to deploy 1 army to province; then optionally move any number of armies from this province (leaving at least 1 behind) to an adjacent one the player also controls
- **Battle/Move A/B:** move any number of armies from this province (leaving at least 1 behind) to an adjacent one; if province moved into is neutral/owned by another player, resolve a **Player/Neutral Battle (3 players: cannot move into removed provinces)**
- **Bid for Turn Order:** select War Chest Card with desired bid for determining turn order (Province Cards can be used in place of payment; worth more than 0 War Chest Card)

### *3. Determine Events*

Face-up Event Cards shuffled; 1 drawn face-up and placed on Event Space on game board, others laid out face-up next to game board. Top half of chosen card determines effect on all players this round (ignore bottom half):

- When a Nô Theatre is built, remove 1 Revolt Marker from the province
- In Neutral Battles, 2 farmer armies are thrown into the Battle Tower instead of 1
- When a province with a Castle is attacked, defender throws 1 additional army from supply into Battle Tower
- When Confiscating Rice/Collecting Taxes, specified minimum/maximum limit applies to amount of Rice/War Chests taken
- Provinces with a Temple may not be attacked
- When taking Deploy 5/3 Armies actions, only deploy 3/2 instead

### *4. Determine Turn Order*

- 1) Players reveal Turn Order bids & pay specified War Chests to supply (0/Province/no Cards pay nothing)
- 2) In order of bidding high to low ( $4 > 3 > 2 > 1 > \text{Province} > 0 > \text{no card}$ ), players choose desired combination of turn order & Special Card, swapping Special Card with Daimyo Card (tied bids: shuffle tied Daimyo Cards, draw 1 at a time to determine order of choice)

Turn order for round's actions runs in specified 1-5 order, ignoring blank/non-chosen spaces. Special Cards determine special effect that applies to owner for the round (where Special & Event Cards affect the same action, Event effect is applied first, then Special Card):

- **+1 War Chest** when taking Collect Taxes action
- **+ 1 Rice** when taking Confiscate Rice action
- **6 Armies deployed** when taking Deploy 5 Armies action
- **+1 Army with Attack** thrown into Battle Tower when taking Battle/Move A/B actions
- **+1 Army with Defence** thrown into Battle Tower when attacked by other players taking Battle/Move A/B actions

## 5. Carry Out Actions

- 1) Resolve each action one at a time from 1-10
- 2) Each player resolves current action in turn order, revealing chosen card on their turn (players *must* carry out the action; if unable to completely take a non-optional action, their turn is skipped)
- 3) Once all players have taken the current action, its Action Card is set aside, and the next face-down Action Card is flipped face-up; then move onto the next action in sequence

## 6. End of Round

Round ends once all actions have been taken:

- Current Event Card removed from game; remaining Event Cards from original 4 laid face-up
- Players return Special Cards and reclaim Daimyo Cards (except at end of Fall Round)
- Begin next round; if just finished Fall (i.e. 1 Event Card left), play **Winter Round**

## Winter Rounds

- 1) Players lose amount of rice specified on bottom half of remaining, unused Event Card
- 2) Players check if they own 1 Rice per province they control. If not, chart on game board describes how many of their provinces revolt based on how many weren't fed. Player to their left randomly draws specified number of their Province Cards to face revolt; player then resolves **Revolt Battles** for each of these provinces in any order they choose (if multiple players face revolts, resolve in Fall turn order)
- 3) After resolving any revolts, players earn victory points based on what they control:
  - 1vp per province
  - 1vp per building
  - 3vp per coloured region where they have the most Castles\*
  - 2vp per coloured region where they have the most Temples\*
  - 1vp per coloured region where they have the most Nô Theatres\*

\***Ties:** all players earn full number of vp minus 1

## End of 1<sup>st</sup> Winter

- 1) Players return Special Cards and reclaim Daimyo Cards
- 2) Remove remaining Event Card from game; draw 4 new ones from deck, laid out face-up
- 3) Reset all Rice Markers to 0
- 4) Remove all Revolt Markers from the board
- 5) Play 1 more year, starting from Spring again

## End of 2<sup>nd</sup> Winter (Game End)

Player with most victory points wins; if tied, player with most War Chests wins

# Resolving Battles

## Player Battle

- 1) Take all attacking & defending player armies from province, and all armies already in tray, and drop into Battle Tower
- 2) Compare attacking & defending armies that come out in tray (ignoring any others): side with lower number loses & returns all armies to supply; winner returns equal number of their own armies to supply, places remainder onto province
  - **If defender's province had no Revolt Tokens**, farmer armies fight on their side & count towards their total; farmer armies die before defender armies, and *all* farmer armies (including survivors) are returned from tray to supply after battle resolved
- 3) **If province changes hands**, Province Card is handed over to new owner immediately (even if placed on action space on Individual Board)  
**If no player armies survive**, remove all buildings & Revolt Tokens from province, then return Province Card to supply

## Neutral Battle

- 1) Take all attacking player armies from province, 1 farmer army, and all armies already in tray, and drop into Battle Tower
- 2) Compare attacking & farmer armies that come out in tray (ignoring any others): side with lower number loses & returns all armies to supply; winner returns equal number of their own armies to supply
- 3) **If player wins**, surviving armies placed onto province & relevant Province Card taken into hand  
**If farmers win**, *all* farmer armies are returned from tray to supply after battle resolved

## Revolt Battle

- 1) Take all player armies & 1 farmer army per Revolt Token in province (plus additional farmer armies as per table if Winter & failed to feed provinces), and all armies already in tray, and drop into Battle Tower
- 2) Compare player & farmer armies that come out in tray (ignoring any others): side with lower number loses & returns all armies to supply; winner returns equal number of their own armies to supply
- 3) **If player wins**, surviving armies placed back onto province (Spring/Summer/Fall: also place an extra Revolt Token in province)  
**If farmers win**, remove all buildings & Revolt Tokens from province, return Province Card to supply, and return *all* farmer armies from tray to supply after battle resolved