

SEKIGAHARA – KESSEN

Rules of Play

1. Introduction

Sekigahara is a 2-player game depicting the campaign in the year 1600 that would result in the foundation of the Tokugawa Shogunate. One player assumes the role of the Eastern Army, lead by Tokugawa Ieyasu; the most powerful daimyo in Japan following the death of his master, Toyotomi Hideyoshi. The other assumes the role of the Western Army; a coalition of daimyo opposing Ieyasu's increasing monopolization of the government, ostensibly acting in the interests of Hideyoshi's child heir. After two months of fighting across Japan, the war was decided at a crossroads called Sekigahara, where intrigue and defections delivered a decisive victory for the Eastern Army.

A complete game of Sekigahara includes:

- 1 22x34 inch map
- 1 and ½ sheets of stickers
- 96 rectangular blocks (48 black and 48 yellow)
- 20 small cubes, 10 of each color
- 2 black disks and 1 yellow disk
- 1 square block
- 2 decks of cards (one for each army)
- 2 draw bags
- 2 reference cards (identical)
- This rulebook

2. Victory Conditions

2.1 Instant Victory

The Eastern Army player wins instantly if the Toyotomi Hideyori (the yellow-colored disk shown in 3.4) is captured. The Western Army player wins instantly if the Tokugawa Ieyasu (the black Leader block shown in 3.2) is killed.

2.2 Victory Points

Victory points are counted if the end of week 8 is reached with no instant winner. Players score two points for each Castle and one point for each Resource Location. The higher total wins the game. A tie in victory points is broken in favor of the Western Army player.

3. Game Pieces

3.1 Colors

Eastern Army pieces are black; Western army pieces are yellow. Blocks on the board should be aligned so that only the owner can see each block's identity.

3.2 Blocks

Each block represents roughly 5,000 warriors. Each block corresponds to a clan, whose mon (emblem) appears on the block. The historical name of that clan can be found on the cards that have corresponding mon. The strength of the block is the number (1-4) of all mon printed on it.

Some blocks also have attached firearms or cavalry abilities (8.4), indicated by their respective symbols.

Some block blocks represent a Daimyo (leader). Daimyo blocks are marked with a nobori (banner). Most nobori have a single dot, but Tokugawa Ieyasu's block is marked with a nobori of three dots to distinguish it.

3.3 Cards

Cards represent the allegiance of each player's armies. The greater the number of cards in a player's hand, the greater the support of his troops. Cards are used to bid for Initiative (6.3), to move (7.2), Force March (7.3.3.), and deploy units for battle (8.2.2).

Each side has a deck, and will use only that deck for the duration of the game. When the game begins, shuffle both decks and place them face down to form two draw piles.

All discards and card plays are public (played face up) at the time they are played. Discard piles cannot be examined by either player.

When a card draw pile is expended and the player must draw a new card, shuffle the discard pile to make a new draw pile.

3.4 Other Components

Disks: Units that can be destroyed like a block, but cannot move or fight. There are three Disks in the game, each attached to a specific location where they function as a destructible Castle (9.1). They provide a Leadership Movement Bonus (7.3.4) and serve as an extra besieged block during Sieges (8.9).

Turn Marker: A flat square with the Tokugawa mon on one side and the Toyotomi mon on the other is used to mark the turn, the move and the player who moves first this week.

Cubes: Black and yellow cubes are used to represent control of the resource areas on the board. Cubes are also used to track impact delivered during a combat, on the Impact Track.

Board: The board represents central Honshu, the largest island of Japan, where the majority of the fighting took place. The board contains the map and the locations in play, the Impact Track, the Turn Track, and the Recruitment boxes.

4. Locations

4.1 Locations in General

A location is a place on the map (typically a city) that is connected by roads to other locations. It is represented by a circle, and may include a Castle. Any number of blocks may occupy a location. Blocks on the map begin and end every turn in a location.

4.2 Resource Locations

Resource Locations are red (regular locations are white). The last player to move a block onto or through a Resource Location controls that location. Use a cube to indicate control. Until a Resource Location is first claimed, it is owned by neither player. Resource Locations provide one victory point at the end of the game (2.2) and bonus recruitments during the Reinforcement Step (6.2).

4.3 Castles

Castles are attached to locations on the board. Each Castle has a natural alignment with the Eastern Army or Western Army, as indicated by its color. Castles are controlled by a player if he has blocks at that location and his opponent does not. If neither player has blocks present, the Castle reverts to its natural alignment. During a siege, the Castle is controlled by one player and the location attached to it is controlled by the other. Whoever controls more Castles during the Reinforcement Step receives one additional card (6.2). Castles provide two victory points at the end of the game (2.2).

4.4 Recruitment Boxes

Each player has a Recruitment box. At the beginning of each week, new blocks are placed in these boxes. During the week, players may Muster (7.2) these forces onto the board. The Western Army player also has a Mori box, from which Mori blocks can enter Osaka (9.3).

5. Initial Setup

5.1 Procedure

Set the Turn counter to Week 1.

Shuffle the two decks separately.

Each player draws 5 cards from his deck. (This small starting hand represents the limited organizational capacity of each army in the early stages.)

Separate the blocks with setup symbols in their lower right corner, and put the remaining blocks into two draw bags (one for each color).

Place blocks on the map as described in rule 5.2. All blocks are placed so that only the owner of the block can see its identity. EXCEPTION: The 6 Blocks in the Mori box which remain face up (9.3).

5.2 Place Blocks

5.2.1 Blocks with Specific Locations

Place the blocks which have a setup symbol in their lower right corners on the map in the locations that have the matching symbol. One block appears on the board for every symbol printed on the map. Note the blocks that have symbols matching the Mori box, where those blocks begin the game.

5.2.2 Randomly Placed Blocks

After placing the designated blocks, put the remaining into two draw bags, one for each player. Then fill the locations that are indicated for random blocks. These locations are designated on the board with a +1, +2 or +4 symbol. The number indicates the number of blocks that should be drawn at random from a bag and placed there. Before drawing these blocks from the bag, the player must specify for which location on the board they are being drawn.

5.2.3 Reinforcement Blocks

Add the first wave of reinforcements. The Western Army player draws two blocks and the Eastern Army player draws four blocks, which are then placed in their respective Recruitment boxes.

6. Weekly Cycle

6.1 Turn Sequence Outline

A. Reinforcement Step (6.2)

B. Turn Order Step (6.3)

C. Turns A and B (6.4)

6.2 Reinforcement Step

Each player receives new cards and blocks, as follows:

Each player discards half (round down) of their hand. EXAMPLE: if you have 7 cards you would discard 3.

Each player draws 5 cards. The player who controls more Castles draws a 6th card.

Each player draws at random from their bag a number of blocks as written on the Recruitment Track on the board. (Two blocks in weeks 2, 3, and 4; one block in weeks 5, 6, 7, and 8). The player who controls more Resource Locations draws an additional block to their Recruitment box. (In the case of a tie for more Resource Locations, both players draw an extra block.)

Place the blocks drawn in the player's Recruitment box.

Skip the Reinforcement step on the first week of the game, as both players already have their starting cards and blocks.

6.3 Turn Order Step

Each player bids for turn order by placing a card from their hand face down on the table, and they are simultaneously revealed. The player whose card has the higher number in its bottom corner is the winner.

The winning player chooses who will move first for both turns in the present week. Place the Turn Marker on the Turn Track, on the “A” space with the color of the first player face up.

Both players must discard the card they played.

6.4 Turns A and B

Each Weekly Cycle consists of two turns – A and B. Each turn consists of the First Player conducting Movement and Combat, followed by the Second Player conducting Movement and Combat.

When Turn “A” ends, move the Turn Marker to “B” and play the “B” turn. The player who was first in the “A” turn is also first in the “B” turn.

After the “B” turn, advance the Turn Marker to the next week and begin the Weekly Cycle again. After 8 weeks the game is over.

Turn A:

- a. First player Movement Phase
- b. First player Combat Phase
- c. Second player Movement Phase
- d. Second player Combat Phase

Turn B:

- e. First player Movement Phase
- f. First player Combat Phase
- g. Second player Movement Phase
- h. Second player Combat Phase

Advance the Turn Marker to the next week space. If the Turn Marker is already on Week 8, the game is over.

7. The Movement Phase

7.1 In General

During the Movement Phase a player may move none, some, or all of the stacks of blocks he controls on the board. A stack is all of the blocks in a single location. The number of stacks that can

be moved is determined by the number of cards spent for movement. Mustering and Overruns can also occur in the Movement Phase.

BUYING MOVEMENT WITH CARDS: At the beginning of the Movement Phase, the active player discards either zero, one or two cards from his hand to permit the following degrees of movement:

0 cards – No Movement: No stacks may move. Any number of cards may be discarded from the hand and replenished.

0 cards – Minimal Movement: One stack may move or the player may conduct a Mustering action (7.2).

1 card – Limited Movement: Three stacks may move. In lieu of one of the moves the player may conduct a Mustering action.

2 cards – Total Movement: Every friendly stack may move and one Mustering action may be conducted.

The player then proceeds to make the moves allowed by that decision, moving stacks in any desired order.

7.2 Mustering

Mustering is the act of placing blocks currently in the Recruitment box onto the map. A player may Muster at most once per turn. Under Minimal or Limited Movement, Mustering may occur instead of one permitted stack move (i.e., one stack movement must be forgone in order to execute the Mustering). Under Total Movement, Mustering may occur in addition to all stack movement.

Movement Restriction: Mustered blocks may not move in the same turn they are placed.

Where Blocks Arrive: Blocks may be Mustered only to Recruitment locations. Recruitment locations are locations labeled with the mon (emblem) a friendly clan. Recruitment locations are color coded, black or yellow.

Two Options: A player has two options on how to Muster as described below:

A. The player may bring any (or all) blocks belonging to the same clan from the Recruitment box to a Recruitment location that has the matching clan mon. These blocks must be displayed to your opponent to prove that they match.

B. Alternatively, a player may Muster to any friendly Recruitment location a single block of any clan. In this case, the block need not be displayed.

Mustering Into Combat: Blocks may be Mustered into a combat situation only if the combat was initiated by blocks on the board – an attack cannot come from the Recruitment box, but it can be supported from there.

7.3 Movement

7.3.1 Movement in General

The source of a move is a single location. From that location, any or all of one player's blocks (that did not Muster that turn) may be moved, up to the limits as set forth below. Blocks move along roads from one location to another. Blocks which begin the phase together need not travel on the same roads, nor finish their move together. Some blocks may be moved from a Location while others are left behind. A stack may be moved from a Location while others are left behind. A stack may drop off blocks as it moves. Movement must follow these restrictions:

No block may be part of more than one move per turn.

A block completes its movement when it is dropped off at a location.

A stack must complete its movement before another stack may move.

A stack may not pick up additional blocks as it moves.

No road segment may be traversed by more than one stack, or more than once, per Movement Phase.

7.3.2 Movement and Enemy Units

Moving blocks must stop when they encounter enemy units unless enemy units can be Overrun (7.4).

7.3.3 Movement Distance

The Base Movement Rate is one location per move. This can be increased by one location (+1) for each of three cases below. If all three cases apply, a stack of 1-4 blocks (7.3.5) can move four locations. That is the maximum a stack could ever move. The three situations that can increase a stack's movement rate are:

Highways: Blocks that make their entire move on a highway may move +1 location.

Leadership: Blocks that begin the move in the presence of leadership (7.3.4) may move +1 location.

Force marching: Blocks that force march may move +1 location. The active player may initiate a force march by discarding one card from their hand. A force march applies to a group of blocks that begin, finish and move together. Only one force march can be in effect for any given block at a time.

EXAMPLE: A stack that has Leadership, follows a Highway for its entire move, and does a Force March, can move three extra locations.

7.3.4 Leadership

Leadership present at the origin of a move increases the Base Movement Rate of a stack by one location. Leadership can be a Daimyo (leader) block, a Castle, or a Disk (or any combination of the three). If a player uses a Daimyo block for the increased movement, that Daimyo block must be

declared to the opponent. (It is not necessary that any of the blocks in the stack match the mon of the Daimyo block.) If a Castle is used, it must be aligned (matching color) and controlled by the active player. If a Disk is used, it must be a Disk marked with the matching color. +1 is the maximum – even if a stack has more than one source of Leadership.

7.3.5 Movement and Force Sizes

Large forces move more slowly than small ones. For every multiple of four blocks beyond the first four, a stack's movement capacity is reduced by one. Thus, movement capacity is decreased (-1) at the 5th, 9th, 13th, and 17th block) see chart below).

To each block's movement capacity, apply a size penalty according to the largest group in which it travelled during its move.

7.3.6 Movement Chart

The following chart summarizes movement and movement modifiers:

Base move: 1 location

All Highway: +1

Leadership Present: +1

Force March: +1

1-4 blocks: -0

5-8 blocks: -1

9-12 blocks: -2

13-16 blocks: -3

17+ blocks: -4 (cannot move)

7.4 Overruns

7.4.1 Overruns in General

Overruns occur when a large force overwhelms a small force. An Overrun can occur during Movement or after a retreat. Overruns can also be caused by retreating blocks (8.8), Mustering blocks, or bringing units from the Mori box (9.3). In order to Overrun an enemy force, the Overrunning player must have at least four times as many blocks present as the enemy. The strength of each block has no effect.

7.4.2 Overrun Procedure

Overruns are resolved immediately. (This applies regardless of whether combat has been declared.) Overrun units are destroyed and the victorious player suffers no casualties. If an

Overrun occurs during a move, the moving blocks may continue their move. Forces already committed to battle in a location offer their strength to any Overruns against their foes.

EXAMPLE: The defender has one block in a location. The Active Player moves one stack consisting of two blocks into that location. He then moves another stack with two blocks into that location. At that moment the Overrun occurs, the defending block is eliminated and the active stack may continue to move. The first stack contributed to the Overrun, but has already moved and may not move again.

7.4.3 Overruns and Castles

Enemy units who control a Castle cannot be Overrun. Furthermore, forces within a Castle automatically lend their strength to any Overruns occurring against a besieging force outside.

8. Combat

8.1 General Rule

Combat occurs after all movement. Combat must be declared in every location on the board where opposing pieces appear together. These declarations are made one at a time by the phasing player, with combat resolved immediately following each declaration. Combat will be a battle or a siege, the latter if either of the forces is inside a Castle. After combat is resolved in a location, a new location is selected, until all such locations are resolved.

8.2 Battles

8.2.1 Battle Procedure

Combat is resolved as a battle if neither force is inside a Castle. Deployments (8.2.2) produce Impact (8.3). The side with the higher Impact is winning the battle. All blocks involved in a battle remain concealed until deployed. After the battle is concluded, revealed blocks again become concealed.

The Active Player (the attacker) starts the battle by making the first deployment. Next the defender can respond (8.5). When the battle stops, the side which has delivered the most Impact will be the winner. A tie in Impact favors the defender.

8.2.2 Cards and Deployment

Cards are used to deploy blocks into battle. Each card can deploy one block (8.4.2). The card used to deploy a block must have the same mon as the block. Cards and blocks with different mon cannot be played together. Exception: Cards of all clan designations may be matched to the eight wildcard blocks (9.4). As a reminder, these blocks feature a card-shaped rectangle in the upper left corner.

No card may be played, nor block deployed, twice in the same battle.

8.2.3 Deployment Procedure

The active player plays a card face up, and selects a block from among his undeployed forces whose mon matches the card. The block is indicated by placing it face up next to the main stack of blocks. The card is played face up on the active player's side of the board. The player counts the Impact of the deployment and add it to their total Impact on the Impact Track.

8.2.4 Initial Deployment of a Daimyo Block

A Daimyo block deploys without playing a card if no deployments have yet been made with a card by that side in the present combat. Daimyo blocks which deploy without a card are immune from Loyalty Challenge (8.6).

NOTE: You can keep deploying Daimyo blocks without a card until you deploy your first block with a card.

8.3 Impact

8.3.1 Impact in General

Effectiveness in combat is measure in Impact. Impact is recorded on the Impact Track using small cubes. Each side tracks their cumulative Impact separately.

8.3.2 Base Impact

The base Impact of a deployment is the number of mon on the block. This can be from one to four.

8.3.3 Impact Bonus

Add one point of Impact for each block of the same clan already deployed (on the same side) in the present battle.

EXAMPLE: A player would score four Impact if they deployed a 2-mon Tokugawa block into a battle in which they had previous deployed two other Tokugawa blocks (the number of mon on the previously deployed blocks has no effect).

8.4 Special Attacks

8.4.1 Cavalry and Firearms Impact

Cards with a sword in the corner enable a Special Attack. When used to deploy a block with a cavalry or firearms symbol, an attack of that type is launched. In a cavalry or firearms attack, add two points of Impact for the cavalry or firearms, and another point of Impact for each block featuring that type of attack already deployed on the same side in the present battle. If a cavalry or firearms block is deployed without a Special Attack card, do not count cavalry or firearms points towards its Impact.

8.4.2 Double Cards

Double cards feature two identical mon in each corner. Double cards allow the deployment of one or two blocks, both of which must match the clan of the card. The blocks are deployed one after

the other. (The second block can thus gain a +1 Impact Bonus for matching the clan of the first.) Neither of the blocks so deployed can initiate a Special Attack. A double card may be used to deploy a wildcard block (9.4) only if a block belonging to the clan of the card is deployed alongside it.

8.5 Initiative

Initiative rests with whichever side is losing the battle (has the lower Impact score). That player has the opportunity to deploy blocks one after the other in order to take the lead. Once one player takes the lead, initiative reverts to the other player. Since ties favor the defender, the defender can take the lead by matching the attacker's Impact. Initiative is passed back and forth between the players until one player, who holds the initiative at the time, declares that they will deploy no more blocks. When that happens Initiative shifts permanently to the other player, who may deploy as many more blocks as they wish and are able to. When that player also declares they are finished, the battle ends.

Once a player declares they are finished deploying, they cannot resume deployments later in the battle. They may still play Loyalty Challenge cards (8.6.) against the other player's deployments.

8.6 Loyalty Challenge Cards

8.6.1 Procedure

Loyalty Challenge cards are marked with a nobori (banner). They are played out of turn, immediately after a deployment by the opposing player, to challenge the loyalty of the block thus deployed. If the deploying player can show from their hand another card capable of deploying the block just deployed, the block remains loyal. The card shown to refute a Loyalty Challenge returns to the hand of the player that showed it. (The Loyalty Challenge card remains played.) If the deploying player cannot produce such a card, the block turns sides, aligning the block to the challenger's side of the battle. Count Impact for the block on the challenger's Impact table. When the battle ends, they revert to the former owner.

8.6.2 Loyalty and Special Attacks

Blocks which switch sides do not execute a Special Attack (8.4.1) at the moment of their betrayal (even if indicated on the deploying card) but can later contribute to Special Attacks for the side to which they gave their loyalty.

8.6.3 Loyalty and Double Cards

A Loyalty Challenge card may be used to challenge the use of a double card. Only one additional card must be displayed to refute the challenge, even if two blocks deployed. If the challenge is successful, both blocks defect to the challenging side. The Impact bonus (+1 Impact for matching the mon of the first block) enjoyed by the second such block is still counted.

8.7 Losses

8.7.1 How to Determine Losses

After a battle, both sides take losses according to the Impact delivered against them. Both sides lose one block for every 7 Impact delivered by their opponent (always round Impact down). The losing side in a battle loses one additional block.

EXAMPLE: A player wins the battle and had 5 impact delivered against him – he would lose no blocks. His opponent, who lost the battle, had 9 Impact delivered against him – he would lose two blocks.

NOTE: Retreating forces are not overrun prior to making their retreat, but an overrun can occur after the retreat (8.5.5).

8.7.2 Selecting Losses

The attack suffers damage first, then the defender. Players select which of their own blocks to lose. First must be selected any blocks which defected to his opponent, then any other blocks which deployed, then any blocks which did not. The identity of the lost blocks is revealed.

8.7.3 Effect of Losses

Blocks lost in combat are removed from the map and never return to play. Keep defeated blocks on the side of the board, visible to both players.

8.8 Retreats

8.8.1 Retreats in General

The loser must retreat their remaining force to a single adjacent location contiguous by road to the site of the battle (or Castle [8.8.4]). There is no limit to the size of a force which can move together in retreat.

8.8.2 When the Attacker Retreats

The attacker must retreat to a location from which some of their forces entered the battle (potentially a Castle, but not an Off Map box) or if that is impossible to any other location. The attacker can never retreat to the Recruitment box or the Mori box (9.3).

8.8.3 When the Defender Retreats

The defender retreats, if possible, to a location containing no enemy units, and from which the enemy did not enter the combat location. If there is no such location, the defender may retreat to any other adjacent location contiguous by road – including a location from which the attacker entered the battle and/or a location containing enemy blocks (8.8.5).

8.8.4 Retreats into a Castle

A Castle can harbor retreating units, if the battle took place in a location with a Castle. A Castle is a valid retreat destination only for that side which controlled the Castle prior to combat. If a Castle is

a valid retreat destination, the retreating player may leave up to two blocks in it. If there are more blocks remaining, these must retreat elsewhere, as a group.

8.8.5 Retreats into Combat

It is possible for a retreat to cause another battle (or Overrun). If so, execute that battle immediately and resolve its consequences. The retreating blocks are the attacker for this new battle. If the retreating force enters an existing battle, the retreating blocks are added to the forces in conflict. It is possible for a retreating force to join a besieged force inside a Castle and exceed, until the next time combat is declared, the stacking limit of the Castle (8.9.5). This would in effect change the siege into a battle.

8.9 Siege Combat

8.9.1 Sieges in General

When combat occurs in a location with a Castle, it is possible that one side will choose to remain inside the Castle. If so, the combat becomes a siege. For a force to remain inside the Castle, it must own the Castle, and it must be two blocks or fewer. (Disks do not count towards this limit.) The side that owns the Castle is the side that had units(s) in the location first (before combat broke out).

8.9.2 Declaring Blocks Inside or Outside

Blocks can be inside or outside of the Castle. The number of blocks that can fit inside a Castle is limited to two. When combat is designated, and not before, the side that owns the Castle may choose whether to be inside or outside of the Castle. If outside – a battle occurs; if inside – a siege. A force consisting of more than two blocks must always choose to be outside. No blocks can remain inside if some blocks are left outside. A force may elect to fight outside the Castle even if in a previous phase it elected to remain inside.

If the active player owns the Castle and chooses to remain inside, then no battle or Siege Combat occurs in this location this phase.

8.9.3 Siege Combat Procedure

The attacking player holds the Initiative throughout the siege and there is no limit on the number of blocks the attacking player may deploy. The defending player plays no cards during a siege nor does he deploy any blocks. Follow this procedure for each Siege Combat:

- A. The attacker deploys (8.2.3) as many blocks as he wishes.
- B. When the attacker is finished, damage is inflicted on the defending force. No damage is inflicted on the attacking force in a siege. One defending block or Disk is lost for every 7 points of Impact (the attacker may deliver less than 7 points of Impact in a siege, but the defender will not be harmed.)
- C. The defender chooses which block(s) or Disk to lose. The identity of those is made public.

D. If all blocks inside the Castle are destroyed, the Castle falls and now belongs to the attacking force. Disks are only destroyed after all defending blocks are destroyed.

E. If all the defender's block(s) and Disk are not removed, then both sides' blocks co-exist in the location. When this happens, the side that owns the Castle is considered besieged (8.9.5). The side that does not own the Castle must declare combat at that location during every Combat Phase the co-existence continues.

F. The defending player then draws one card for every block (but not Disk) lost (8.10).

8.9.4 Siege Combat Restrictions

Siege Combat has the following restrictions:

No firearms or cavalry Special Attacks may be counted.

Loyalty Challenge cards cannot be played by either side.

8.9.5 Besieged Blocks

Besieged blocks may not be moved out of the location containing the Castle. Blocks that are part of a besieging force may freely move away from the site of the siege during their Movement Phase.

If other blocks enter the location containing friendly besieged blocks then all blocks are counted in the battle. Any battle that occurs in any location automatically includes all blocks in that location, regardless of the presence of a Castle.

8.10 Card Replenishment

Card replenishment occurs immediately after a battle, siege or Overrun is resolved (after losses and retreats). After each battle or siege both sides discard all cards they played during the combat and draw back an equal number from their draw pile. Both sides also draw after a battle, an additional card for every two blocks lost (round fractions down). After a siege, the defending player draws one card for every block lost. A card is not drawn for losing a Disk.

9. Special Rules

9.1 Disks

Disks are units that can be destroyed like a block, but cannot move or fight, and function as a destructible Castle. Disks do not count against the two block Castle limit. Disks do not count as a Castle when drawing cards (6.2) or provide a card when destroyed. Surviving Disks provide two victory points at the end of the game (2.2).

Only the results of a siege can affect the Disk, never a battle. When a stack moves into a Location with an opposing Disk but no blocks, a siege occurs following normal procedure. Once a Disk is destroyed, its function as a Castle is removed from the location, and blocks at that location can no longer be declared inside a Castle or gain leadership from the Disk.

9.1.1 Toyotomi Hideyori

The Toyotomi Hideyori Disk is placed in the circle next to Osaka. If it is destroyed, the child heir is captured and the game ends in an Eastern Army victory.

9.1.2 Torii Mototada

The Torii Mototada Disk is placed in the circle next to Kyoto. It represents Torii Mototada's garrison of nearby Fushimi Castle.

9.1.3 Mogami Yoshiaki

The Mogami Yoshiaki Disk is placed in the circle next to Yamagata. It represents Mogami Yoshiaki's defense of nearby Hasedo Castle.

9.2 Tokugawa Ieyasu

The Tokugawa Ieyasu (the Tokugawa leader) block begins the game in Edo. It is further distinguished by being the only Daimyo block to have a nobori (banner) of three dots. If it is destroyed, Ieyasu is slain and the game ends in a Western Army victory.

9.3 Mori Terumoto

Mori Terumoto (the Mori leader) and five Mori blocks – all marked with a triangle – begin the game face-up in the Mori box. The Western Army player can bring these blocks into the game by sacrificing cards. For each card sacrificed (discarded) during any Western Army Movement Phase for this purpose, one Mori block is moved from the Mori box to Osaka. The last block brought out is always the Mori leader.

This is not considered a Mustering Action.

No blocks are ever added to the Mori Box, only removed.

If a Double Card is sacrificed, two blocks may be moved to Osaka.

These blocks cannot move on the same turn they arrive in Osaka.

If Osaka is attacked by Eastern Army forces, at the moment combat is declared, all blocks in the Mori Box appear in Osaka and join the battle.

9.4 Wildcard Blocks

Wildcard blocks are representative of smaller clans and may be recognized by the card-shaped rectangle in their upper left corner. There are six wildcard blocks in total with three in each army. Each wildcard block belongs to their own clan and thus cannot gain Impact Bonus from matching mons (8.3.3). Wildcard blocks can be deployed with cards of all clan designations (8.2.2) except a Loyalty Challenge card.

9.4.1 Ishida Mitsunari

The Ishida Mitsunari block is the only wildcard Daimyo block and may be deployed in battle without a card (8.2.4). It begins the game in Sawayama.

9.4.2 Kobayakawa Hideaki

The Kobayakawa Hideaki block is the only block with four mon in the game. It begins the game in Osaka.

9.4.3 Sanada Masayuki

The Sanada Masayuki block is one of two blocks with two mon and cavalry. It may activate a Special Attack with a Special Attack card of all clan designations (8.4.1). It begins the game in Ueda.

9.4.4 Ii Naomasa

The Ii Naomasa block is one of two blocks with two mon and cavalry. It may activate a Special Attack with a Special Attack card of all clan designations (8.4.1). It begins the game in Edo.

9.4.5 Hosokawa Tadaoki

The Hosokawa Tadaoki block is one of two blocks with two mon and firearms. It may activate a Special Attack with a Special Attack card of all clan designations (8.4.1). It begins the game in Kiyosu.

9.4.6 Kuroda Nagamasa

The Kuroda Nagamasa block is one of two blocks with two mon and firearms. It may activate a Special Attack with a Special Attack card of all clan designations (8.4.1). It begins the game in Kiyosu.

10. Example of Combat

In this example six Western army blocks attack six Eastern army blocks from two different locations. At this point neither player knows the identity of the other's blocks – blocks are only revealed when deployed.

Since the Western Army is the attacker they must deploy the first block. Their first deployment is the Mori Daimyo block, which can be deployed without the need to play a card (rule 8.2.4). The single mon on the block gives them an Impact of 1.

Since the Western Army now leads in Impact the Initiative changes to the Eastern Army which may deploy a block. They play a Maeda cavalry block with a Maeda Special Attack card (indicated with Swords on the card) giving them an Impact of 3 (1 for the mon and +2 for the cavalry).

Initiative now changes to the Western Army. The total Impact count is currently 1 to 3, which the players should record on the Impact Track.

The Western Army player then plays a double Ukita card that allows them to deploy two 2-mon Ukita blocks. The first block earns 2 Impact and the second block earns 3 impact (2 for the mons and +1 for a previous Ukita block deployed). The Western Army's total Impact is now 6.

The Eastern Army player counters by deploying a 3-mon Tokugawa block with a Tokugawa card. His Impact is now 6, which ties the Western Army player's Impact. Since defenders win ties, 6 is enough to put him in the lead. The initiative now changes to the Western Army.

The Western Army deploys an Uesugi firearms block with a Uesugi card for 1 Impact. The firearms on the block cannot be used since the card has no Swords (which indicate a Special Attack).

The Eastern Army deploys the Tokugawa Ieyasu (Daimyo) block with a card, as previous deployments have been made (8.2.4). They earn an additional Impact point for the previous Tokugawa block deployed. The Impact Score is now 7 to 8.

The Western Army player now deploys their Mori gun block with a Mori Special Attack card. The Impact of this block is 5 (1 for the mon, +2 for the Special Attack, +1 for the previous firearms block, and +1 for the previous Mori block deployed). The score is now 12 to 8.

The Eastern Army player has three blocks and three cards remaining, but has no wildcard blocks or cards whose mon matches the remaining blocks, so they cannot be used. The Eastern Army player declares that he is finished with deployments and permanently cedes the Initiative.

The Western Army player has one block and one card remaining, and wants to increase their Impact above 14 to inflict an extra loss on the Eastern Army. They then deploy the Kobayakawa Hideaki wildcard block with an Ukita card for 4 Impact.

While the Eastern Army player cannot deploy any more blocks, they may still play a Loyalty Challenge card and does so. As the Western Army player cannot show another Ukita card, the Kobayakawa Hideaki block defects to the Eastern Army player, making the score 12 to 12 in favor of the Eastern Army (ties favor the defender).

Since neither player can deploy any more blocks the battle is over with an Eastern Army victory. Each side loses one block for Impact and the losing side (Western Army) loses another block for the defeat. Kobayakawa Hideaki's block, having defected, must be selected as a Western Army loss before any other blocks. The Western Army player then chooses one of the locations they attacked from to retreat their remaining blocks to.

SEKIGAHARA – KESSEN Setup:

1. Eastern Army

Edo:

- 1 Tokugawa Ieyasu (Daimyo) block
- 1 Ii Naomasa block
- 2 Tokugawa 3-mon blocks

- 2 Random blocks

Aoba:

- 1 Date Daimyo block
- 1 Date 3-mon block
- 1 Date Cavalry block
- 1 Date Firearms block

Yamagata:

- 2 Random blocks

Kanazawa:

- 1 Maeda Daimyo block
- 1 Maeda 2-mon block
- 2 Random blocks

Tanabe:

- 1 Random block

Kyoto:

- 2 Tokugawa 2-mon blocks

Anotsu:

- 1 Random block

Kiyosu:

- 1 Kuroda Nagamasa block
- 1 Hosokawa Tadaoki block
- 1 Fukushima Daimyo block
- 1 Fukushima 2-mon block

Recruitment Box:

- 4 Random blocks

2. Western Army

Osaka:

- 1 Kobayakawa Hideaki block
- 1 Ukita Daimyo block
- 1 Shimazu Daimyo block

- 1 Shimazu Firearms block
- 2 Random blocks

Sawayama:

- 1 Ishida Mitsunari block
- 1 Otani Daimyo block
- 1 Otani Firearms block
- 1 Random block

Gifu:

- 2 Random blocks

Ueda:

- 1 Sanada Masayuki block
- 1 Otani Cavalry block

Aizu:

- 1 Uesugi Daimyo block
- 2 Uesugi 3-mon blocks
- 1 Uesugi Cavalry block
- 1 Uesugi Firearms block
- 1 Random block

Mori Box:

- 1 Mori Daimyo block
- 3 Mori 3-mon blocks
- 1 Mori Cavalry block
- 1 Mori Firearms block

Recruitment Box:

- 2 Random blocks

SEKIGHARA – KESSEN Inventory

1. Eastern Army Deck

- 5 Loyalty Challenge cards
- 10 Tokugawa cards
- 6 Tokugawa Special Attack cards
- 1 Tokugawa Double card
- 6 Fukushima cards

- 3 Fukushima Special Attack cards
- 1 Fukushima Double card
- 6 Maeda cards
- 2 Maeda Special Attack cards
- 1 Maeda Double card
- 8 Date cards
- 5 Date Special Attack cards
- 1 Date Double card

2. Western Army Deck

- 3 Loyalty Challenge cards
- 8 Mori cards
- 4 Mori Special Attack cards
- 1 Mori Double card
- 6 Uesugi cards
- 5 Uesugi Special Attack cards
- 1 Uesugi Double card
- 7 Ukita cards
- 2 Ukita Special Attack cards
- 1 Ukita Double card
- 6 Otani cards
- 3 Otani Special Attack cards
- 1 Otani Double card
- 3 Shimazu cards
- 3 Shimazu Special Attack cards
- 1 Shimazu Double card

3. Eastern Army Blocks

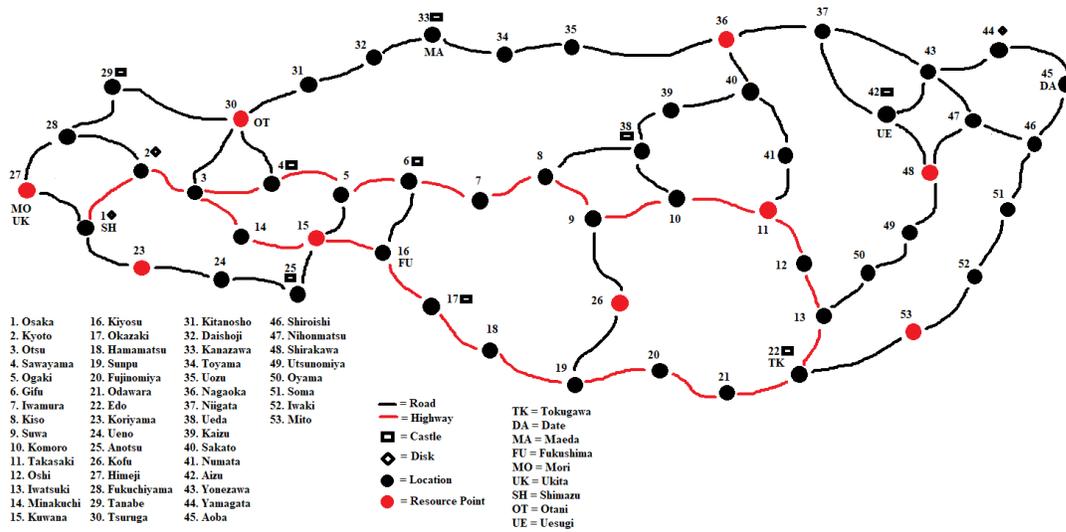
- 1 Tokugawa Ieyasu (Daimyo) block
- 4 Tokugawa 3-mon blocks
- 6 Tokugawa 2-mon blocks
- 2 Tokugawa Cavalry blocks
- 2 Tokugawa Firearms blocks
- 1 Fukushima Daimyo block
- 3 Fukushima 3-mon blocks
- 3 Fukushima 2-mon blocks
- 2 Fukushima Cavalry blocks
- 1 Maeda Daimyo block
- 2 Maeda 3-mon blocks
- 4 Maeda 2-mon blocks

- 1 Maeda Cavalry block
- 1 Maeda Firearms block
- 1 Date Daimyo block
- 3 Date 3-mon blocks
- 4 Date 2-mon blocks
- 2 Date Cavalry blocks
- 2 Date Firearms blocks
- 1 Ii Naomasa block
- 1 Kuroda Nagamasa block
- 1 Hosokawa Tadaoki block

4. Western Army Blocks

- 1 Mori Daimyo block
- 3 Mori 3-mon blocks
- 4 Mori 2-mon blocks
- 2 Mori Cavalry blocks
- 2 Mori Firearms blocks
- 1 Uesugi Daimyo block
- 2 Uesugi 3-mon blocks
- 3 Uesugi 2-mon blocks
- 2 Uesugi Cavalry blocks
- 2 Uesugi Firearms blocks
- 1 Ukita Daimyo block
- 3 Ukita 3-mon blocks
- 3 Ukita 2-mon blocks
- 1 Ukita Cavalry block
- 1 Ukita Firearm block
- 1 Otani Daimyo block
- 2 Otani 3-mon blocks
- 2 Otani 2-mon blocks
- 1 Otani Cavalry block
- 2 Otani Firearms blocks
- 1 Shimazu Daimyo block
- 3 Shimazu 3-mon blocks
- 2 Shimazu Firearms blocks
- 1 Ishida Mitsunari block
- 1 Kobayakawa Hideaki block
- 1 Sanada Masayuki block

SEKIGAHARA – KESSEN Map



Design Notes

Sekigahara is an elegant game. Before encountering it, some thought was given to what a board game based on the conflict would have to entail in its design: all systems envisioned were decidedly more demanding than what Mr. Calkins created. Every session of Sekigahara played provided a greater appreciation for the particulars of its design and the emphasis it placed on elegance, such that prior considerations of complex systems surrounding the allegiance of clans and the representation of the myriad Daimyo involved in the campaign seemed ungainly in comparison.

A combination of historical passion and admiration for Mr. Calkin's work would not allow ideas around the topic fade, however; they instead turned to ways that the existing version of Sekigahara might be meaningfully altered. The greatest criticism of Sekigahara that could be reasonably leveled – its deference to the historical outcome – also did not provide a clear solution. Should Kyushu, where the most significant fighting in the west occurred, be included as a separate section of the map where reinforcements could be drawn from? Should there be a more dedicated mechanic representing the leadership of the Western Army, with abilities to change titular (Mori Terumoto) and active (Ishida Mitsunari) leaders with strategic ramifications? By the same token, if Ieyasu is slain, should there be a form of succession for the Eastern Army? Should the most prominent vassals of the Daimyo be represented, and should there be a mechanism to let them or their clans at large defect permanently?

The most radical ideas were the first to come and go; it was quickly decided that preserving the core experience of Sekigahara should be the highest priority, and to that end only existing mechanisms should be used. The answer, then, was to deepen Sekigahara's asymmetry. The semi-random nature of Sekigahara's setup enables a great degree of variance in replay while retaining the distinctiveness of each army's disposition, but the differences between the armies are subtle. The East gets one more loyalty challenge; the West (potentially) gets one more Daimyo. The West has disks which function as a permanent extra garrison; the East has a four-mon block playable with any card. Both sides possess the same amount of cards and blocks, but the composition of the East is relatively balanced across its clans, while the West neglects the Uesugi in favor of its other clans.

One of the most readily apparent differences between the factions was that the Eastern Army has two paths to victory; either defeat Ishida's block or capture Osaka. The West has a counterbalance to the latter in the form of the Mori box and mimics the former by only needing to defeat Ieyasu's block. Two options then presented themselves: either to build upon this by giving the West another route to victory or remove Ishida's defeat as a victory condition for the East. The former was initially considered with the motif of inducing the defeat or defection of the Daimyo that supported Tokugawa, but scrapped when it became apparent the rules for such would be either too convoluted or not make sense as being exclusive to the West. The latter became more sensible the more thought was paid to it. Ishida Mitsunari's defeat was not what caused the collapse of the

Western Army historically – while an important figure within the Toyotomi administration and the Western Army, he was still a divisive bureaucrat with a middling fief. It was the manner of his defeat and capture at Sekigahara that was so devastating: Otani Yoshitsugu was slain, Kobayakawa Hideaki defected, while the losses Ukita Hideie and Shimazu Yoshihiro suffered forced both to retreat to their domains, leaving Mori Terumoto isolated and inducing him to surrender Osaka Castle. Were Ishida just slain in isolation, the Western Army would have retained its capacity to organize and fight; holding the player to the outcome of one extremely particular battle seemed antithetical to the goal of realism. Inversely, Tokugawa Ieyasu's prestige and authority was unparalleled within the Eastern Army; while it insulated him from the politicking that plagued the West, it meant that his death would have also destroyed the ability of the Tokugawa to control the Toyotomi retainers who sided with the East.

Those Toyotomi retainers were also a consistent consideration. They all still held debts or loyalties to the Toyotomi even as they came under Ieyasu's influence, and he would not have been able to garner their support had he not ostensibly been acting in Hideyori's interests. An early idea tying into a western victory condition would be to replace the Fukushima clan with a Toyotomi clan: it would possess no cards and only a few blocks which would be deployable with any card (replacing the niche of the Ishida/Ii blocks). The blocks would all be mustered initially and divided between the two armies: successful Western Army Loyalty Challenges would cause these Toyotomi blocks to permanently defect (being replaced by a Western equivalent mid-battle), with the win condition being for the Eastern Army to have no Toyotomi blocks remaining. While interesting on paper, the shortcomings are self-evident: the dependency on randomized card draws, the potential cheapening of Loyalty Challenges and the convolution of their rules, and the ability of an Eastern Army player to simply keep these blocks out of reach when nearing defeat all contributed to discarding this idea. However, the germ of the idea persisted into considerations regarding clans and the implementation of wildcard blocks.

Much like the victory conditions, the composition of the clans seemed more inspired by the particulars of the battle of Sekigahara than its namesake campaign. While some consolidation is necessary given the mechanics of the boardgame, expanding them for the sake of asymmetry seemed natural. The Eastern Army did not have many options – Kuroda would have only been viable had Kyushu been included – but the Western Army offered a variety. Of these Shimazu seemed the most obvious choice; the most prestigious and powerful of the Kyushu clans, they played a dramatic role in the campaign at large and would be in a better position to represent the smaller clans of Kyushu than Kobayakawa. While retaining the Kobayakawa as a full clan was a non-consideration, the idea of the Western Army having a fifth clan was compelling. It would emphasize the improvised nature of their alliance, lack of a clear command structure and the initial material superiority enjoyed. Regional clans such as Chosokabe and Oda were considered before Otani was decided upon; in addition to Otani Yoshitsugu's own heroism at Sekigahara, he was responsible for causing many clans in Hokuriku and Chubu to side with the Western Army – some of which would defect with Kobayakawa – and so could reasonably represent a larger force.

Expanding the wildcard blocks seemed like the natural evolution from expanding the number of clans. The scrapped Toyotomi clan provided enough candidates that the main concern was parsing them down. Retaining Ishida as one of the West's wildcard blocks was an acceptable tradeoff for them now consistently having an advantage in Daimyo blocks. Kobayakawa seemed a better fit for a wildcard block than a full clan: Kobayakawa Hideaki was the nephew of Toyotomi Hideyoshi, adopted into a branch clan of the Mori, and then relocated to Kyushu; a perfect candidate for a block who could be mobilized by any clan but representative of none. Kobayakawa also better fit the niche of a four-mon block than Ii: he led the second largest Western unit and his main contribution to their efforts was besieging Fushimi Castle. Moreover, deploying him alongside a 3-mon block with a double card would generate seven points of impact – meaning that a successful Loyalty Challenge would allow an Eastern Army player to recreate the decisive nature of his defection.

While the Western wildcard blocks skew towards strategic utility, the Eastern blocks skew towards tactical utility. Ii's army was modeled on the Takeda cavalry that terrorized the Tokugawa decades prior and so was redesigned as a cavalry block. It would furthermore have the added benefit of letting Ii have some impact bonus with Tokugawa blocks, which is sorely lacking. Of all the Toyotomi retainers who sided with Tokugawa Ieyasu, Kuroda Nagamasa and Hosokawa Tadaoki provided the most crucial support after Fukushima Masanori. Both were responsible for swaying many of the Toyotomi's vassals into the Eastern camp and their gunners worked together at Sekigahara to defeat Ishida's unit.

Sanada being a wildcard block was decided before disks were redesigned; despite being a small clan in a backwater province, the Sanada had often found themselves at the center of intrigues surrounding the major clans of Japan. Owing to an ingenious combination of scheming, castle design and equestrian heritage, they would be the most consistent thorn in the side of the Tokugawa; the Sengoku period is commonly viewed as ending with the suicidal charge of the Sanada Red Cavalry into the Tokugawa main camp at the Siege of Osaka, and a simple disk would not do them justice.

Changing Sanada to a block also brought into question the purpose of disks. There are only two and the loss of the Toyotomi disk is a defeat condition. While it could remain as an extra layer of defense for Osaka Castle, it would make disks feel like an afterthought. Concurrent to these musings were adjustments to the map and a longing to represent one of the most dramatic and crucial events of the Sekigahara campaign: the Siege of Fushimi Castle. The result of these changes coming together was the inception of the disk as a destructible castle, and a strategic consideration for both players – one that would hopefully encourage further variance in opening moves.

Modifications to the disposition of the armies was not limited to the map; effort was made to deepen asymmetry in the composition of cards and blocks so that no one clan shares the same composition as another. As the Western Army gained another clan – and with it another Double Card – the Eastern Army gained another Loyalty Challenge for a total of five; one for each of the clans supporting the Toyotomi's rule.

The elegance of Sekigahara's game design was such that the only mechanic outright removed – Capitals – was little more than a metaphorical footnote and easily circumvented functionally. The tightness of its gameplay loop made anything other than small changes – such as an eighth week or halving the Gun and Cavalry impact bonuses – unviable. Every effort was made to deepen an already balanced asymmetry, if only so Sekigahara could find new ways to surprise players.