**Sengoku – Nippon Warring States by TheDog**

**Introduction**

Nippon/Japan in 1467-1615 had a very turbulent period of war and unrest they called it Sengoku Jidai meaning Warring States period.

This map is meant to simulate that period to some degree in TripleA terms, can you and your Clan climb to the top and become Shogun?

**Features**

* 6 Clans
* Each Clan has a Castle and a Fort in their historical clan territories
* Each Clan has 5 permanently politically allied clan Forts/territories randomly placed
* Each Clan can have up to 1 Daimyo and 3 Generals
* Clan Politics has 3 stances, War (default), Neutral and Allied
* Mountains that cannot be crossed
* Rocky Shores that cannot be crossed
* Gold Mines territories that produce PU
* Ship Timber territories that produce PU and can produce Kobaya and Jong ships
* Terrain types are Coastal Sea and Open Sea
* Open Sea cannot be entered by coastal vessels Kobaya, Sekibune and Atakebune
* Rebels are Wako/Pirates and Ikko Ikki/Warrior Monks, farmers & Ronin all these Rebels can be turned off by deselecting **Use Rebels**.
* Dice are 6-sided.
* Turn sequence, for each Clan/faction Combat Moves, Non-Combat Moves, Purchases then Placements. At the end of the turn, all Clans have a Politics phase.
* Land, sea and air battles can only last up to **3** battle rounds.
* Upkeep/maintenance, most units cost **1 PU** to maintain per turn other units are **0 PU** per turn. This dramatically reduces large defensive stacks.

**Win Conditions**, in Map Options, select **one** of the following;

* (Default) Projection of Power 8VC out of 14

1VC for **Kyoto** in Yamashiro

1VC for each territory surrounding Kyoto

1VC for **Mount Fuji** in Suruga

1VC for the 6 clan capitals

1VC for Spiritual Capital of the Ikko Ikki in Kaga

These VCs have yellow stars at the **bottom** of the territory to aid finding them.

Also has matching **Political Allied Victory Conditions** as above.

* Economic Victory is achieved by one clan collecting **300 PU**

**Game Play**

The map has 2 fixed clan territory and 5 random starting territories for each of the 6 clans, so hopefully it has replay value.

It is a **small** sized map, with **81** land locations and is intended for;

* solo play with 1 to 5 AI, using **Hard AI**
* Free for All for 2-6 players
* Can **Use/not use** or **AI=Do Nothing**, all factions, to learn to play for faster game play.

**The Clan Factions**

**Clan To play Starting PU Colour Clan castle is located;**

Date easiest 100 Gold in the far east of Honshu

Shimazu easy 120 Green in the far west

Mori average 140 Red in the far west of Honshu

Miyoshi average 160 Blue on Shikoku island

Hojo hard 180 Violet in the east of Honshu

Oda hardest 200 Orange in the middle of Honshu

**Units:**

All Clan factions share the same unit list;

Teppo First Fire, Conscript farmers armed with a matchlock musket

Ashigaru Good v Cavalry, Conscript farmers usually armed with Spears/Yari

Archer First Fire, bow armed Samurai that can support other Samurai

Samurai Good heavy infantry

Cavalry Move 2, Mounted Samurai

Daimyo Move 2, Blitz, Inspire large armies, Clan leader, max 1

General Move 2, Blitz, inspire armies, Clan general, max 3

Ronin Clan-less Samurai

Ninja Move 4 Assassin that can attack/bomb General, Daimyo, Fort or Castle

Forts Protects defenders and hinders attackers

Castle Protects more defenders and hinders more attackers

**Kobaya** Small fast coastal boat

**Sekibune** Slow coastal medium warship

**Atakebune** Slow coastal large warship

**Jong** Ocean going merchant/transport, commonly called a Junk in the west

**Rebel units**

Farmers Ikko Ikki peasant farmers **can** appear in eight C:\Users\RYZEN\triplea\downloadedMaps\sengoku\flags\Ikko-ikki.png territories

Sohei Ikko Ikki Buddhist Warrior Monks, appear with farmers

**Wako-Jong** Open Sea, Pirate ship, **can** appear in the six white flag sea zones north & east of the island of Shikoku.

**Territory Effects:**

* Open Seas can only be entered by Jong and Wako-Jong/Pirates
* Mountain ranges cannot be crossed. These are represented by a thick black line between territories and mountain images.
* Rocky Shores, includes cliffs, that cannot be crossed by sea invasion and ship building. These are represented by a swirling sea image in the sea zone against a land territory.

**Game Options - FYI**

* Can turn off the Random Territories and place them manually, so more historical in Map Option before the Game start
* Can turn off the Politics in Map Option before the Game start
* Can turn off the Rebels faction (Ikko Ikki and Wako/Pirates) by Unticking the Use Rebels faction before the Game start
* For those players who don’t like the maps bright colours, in game, View> Show Map Blends (Tick)

**Credits:**

* Base Map originally designed by Rolf Larsson from his Feudal Japan Warlords
* Most units designed by Michael Hoover from his Twelve Clans, unit images and are based on various public domain sources, mostly pictures of painted miniatures
* Michael Hoover Samurai Warrior portraits are from the Samurai Warriors wiki, youtube, and other fan sites