. The Shōgun .

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**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 starting about **1561**.

Can your Clan climb to the top and become The Shogun?

**Features**

* 10 Clans plus a playable Ikko-Ikki with Wako/Pirates.
* Each Clan has a Palace and Castle in their historical clan territories and 3 permanently politically allied minor clan Castles/territories randomly placed.
* Each Clan can have up to 1 Daimyo and 3 Sodaisho/Generals.
* Clan Politics has 3 relationship, War (default), Neutral and Allied.
* Each fortification can sustain the following damage; Palace 4 damage, Castle 3, Fort 2 before they are destroyed.
  + Capturing a fortification causes **1** damage.
  + Any damage stops the fortification from recruiting units or giving a Well supplied **+1 move.**
* Ninja can assassinate Sodaisho/Daimyo and can firebomb Forts/Castles/Palaces using Strategic bombing.
* Be aware that **Allied** relationship has **givesBackOriginalTerritories**, this means that if you hold or take an allied Original Territories it goes to that ally, not to the faction that took/holds it. The Original Territories are denoted in the Territory header/label with a Clan Mon/Flag on **the right** Eg. Oda’s original territory. C:\Users\RYZEN\Desktop\Screenshot 2022-02-14 151947.png
* Terrain types are Mountain Passes, Urban and Open Sea, see Status Bar for effects.
* Open Sea cannot be entered by coastal vessels Kobaya, Sekibune and Atakebune.
* Upkeep/maintenance, most units cost **1 PU** to maintain per turn.
* Unit Icons can be as big as 68px, this is with 4K screens in mind.
* Dice are 6-sided.
* Turn sequence, for each Clan; Combat Moves, Non-Combat Moves, Repair Fortifications, Purchases then Placements. At the very end of the turn, all Clans have a Politics phase straight after each other.
* Battles can only last up to **3** battle rounds.

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

* Triggered Victory (Default) for a **Political Allied Clan Victory** **11**VC out of **22** with a **warning** pop-up if a Political Allied Clans has 9VC+

1VC for each of the 10 clan capitals

1VC for Spiritual Capital of the Ikko Ikki in Kaga

1VC for **Mount Fuji** in Suruga

1VC for **Kyoto**

1VC for Yamashiro

1VC for each of the 7 territories surrounding Yamashiro

1VC for Osaka city

These VCs have a yellow star in the territory header. C:\Users\RYZEN\triplea\downloadedMaps\the_shogun\doc\images\Orginals\Owari Label.png

* Projected Victory is achieved by **one** clan having 10VC.
* Economic Victory is achieved by **one** clan collecting **300 PU.**

**Game Play**

It is a **small** map, with **137** land locations and is intended for;

* solo play with 1 to 10 AI, using **Hard AI.**
* Free for All for 2-11 players, with the remainder as Hard AI.
* Can **Use/not use** or **AI=Do Nothing**, all factions, to learn to play for faster game play.

**The Clan Factions**

Famed for, are free themed reinforcements for the Clans on turns 1-10-ish. The Clans original Palace **must** be owned to receive these Famed for units.

The Rebels reinforcements are turns 1-20 for Wako-Jong and 6-10:16-20 for Ikko-Ikki.

**Clan Starting PU Clan Palace is located in; Famed for;**

Date 100 far east of Honshu Samurai

Shimazu 110 far west on Kyushu Samurai

Uesugi 120 east of Honshu Sohei/Warrior Monks

Mori 130 far west of Honshu Atakebune, Kobaya & Ashigaru

Otomo 140 far west on Kyushu Teppo-Ashigaru

Amago 150 west of Honshu Yumi-Samurai/Archers

Miyoshi 160 west on Shikoku island Atakebune, Kobaya & Ashigaru

Hojo 170 east of Honshu Ninja

Takeda 180 east of Honshu Bajutsu/Cavalry

Oda 150 middle of Honshu Teppo-Ashigaru, Yari-Ashigaru

Rebels 150 central Honshu Warrior Monks, Ronin & Farmers

**Units:**

All Clan factions share the same unit list, except the Rebels;

Yumi- Ashigaru First Fire, conscript farmers armed with bow

Teppo- Ashigaru First Fire, conscript farmers armed with matchlock musket

Yari-Ashigaru Good v Mounted Samurai, conscript farmers armed with Spears/Yari

Yumi-Samura First Fire, longbow armed Samurai that can support other Samurai

Samurai Good heavy infantry, Samurai with their Bushi/retainers

Bajutsu Move 2, Blitz, Mounted Samurai

Daimyo Move 2, Blitz, inspire big armies, Clan leader, max 1, Mounted Samurai

Sodaisho Move 2, Blitz, inspire armies, Clan general, max 3, Mounted Samurai

Ronin Masterless ex-bushi/warrior class retainers

Ninja Move 4 Assassin can attack Sodaisho, Daimyo, Fort, Castle or Palace

**Fort** Protects defenders and hinders attackers, raise 1 Yari-Ashigaru, Kobaya

**Castle** Protects more defenders and hinders more attackers, raise 2 units

**Palace** Daimyo Palace & Castle, even better version of a Castle, raise 3 units

**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 territories



Sohei Ikko Ikki Buddhist Warrior Monks, appear with farmers

Yumi-Sohei Ikko Ikki Buddhist Warrior Monks armed with longbow

**Wako-Jong** Open Sea, Pirate ship, **can** appear in the six C:\Users\RYZEN\Desktop\Wako.png sea zones north & east of the island of Shikoku.

**Territory Effects:**

* Sea borne landings for Daimyo, Sodaisho, Bajutsu, Samurai, Ronin, Sohei suffer -1 Attack
* Open Seas can only be entered by Jong and Wako-Jong/Pirates
* Mountain ranges cannot be crossed
* Rocky Shores includes cliffs cannot be crossed by sea landings and ship building
* Mountain Passes, most units suffer -1 Attack, but not Ninja
* Urban (Kyoto, Osaka) most units suffer -1 Attack, but Ninja **+2 Atk/Def**

**Game Options - FYI**

* Can turn off the **Territories Are Assigned Randomly** and place them manually, so more historical in Map Option before the Game start.
* Can turn off the **Use Politics** in Map Option before the Game start, If you don’t like **Alliances Can Chain Together** used for Allied politics this can be turned off
* For those players who don’t like the maps colours, for a slight alternative in game. View> **Show Map Blends** (Tick)
* Can turn off the **Rebels faction** (Ikko Ikki and Wako/Pirates) by Unticking the Use Rebels faction before the Game start
* If playing Rebels you might want to turn off Notification failures by; Game> User Notifications> **Show Tigger/Condition Chance Roll Failure (Untick)**