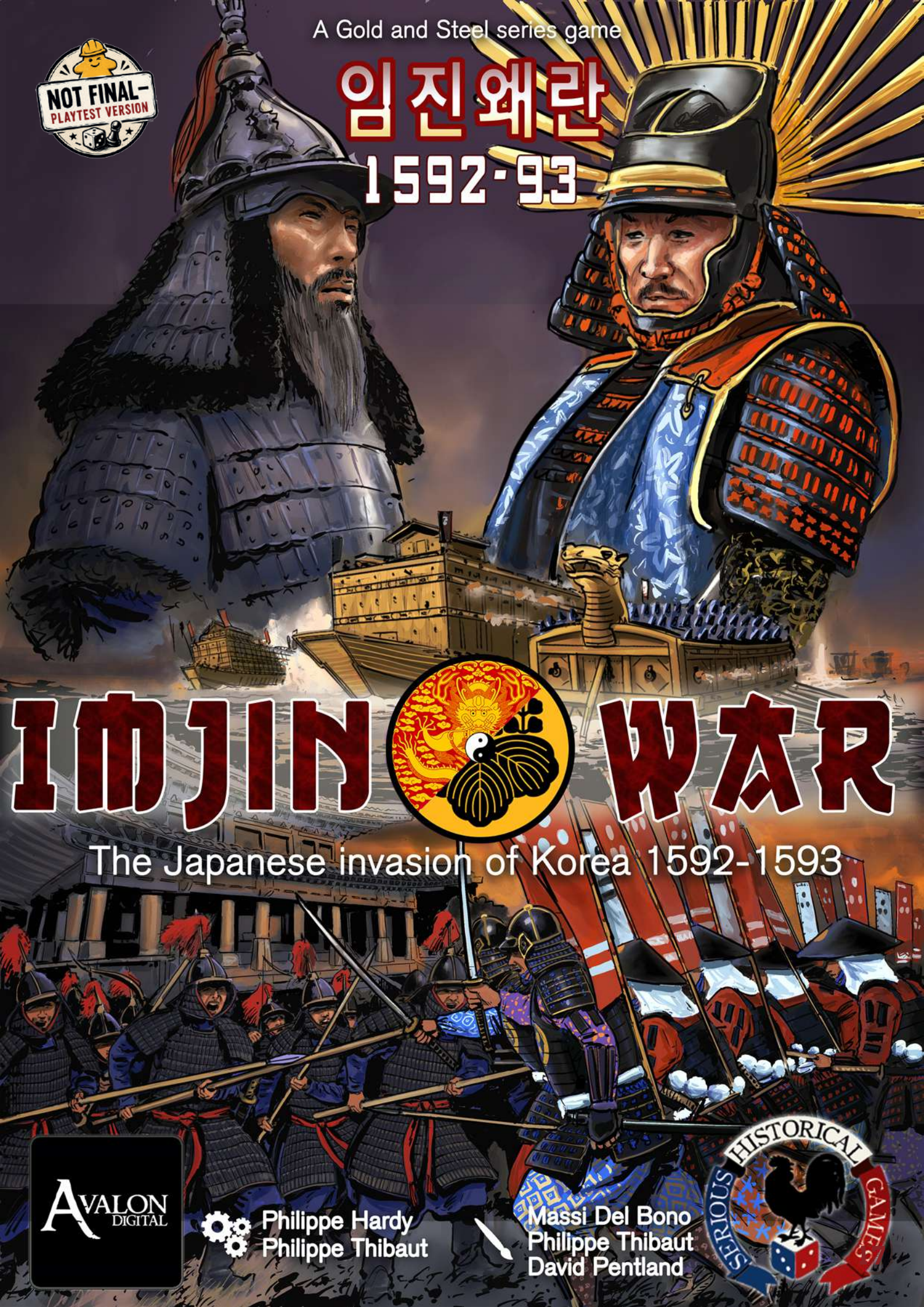


A Gold and Steel series game



임진왜란

1592-93



IMJIN WARAN



The Japanese invasion of Korea 1592-1593

AVALON
DIGITAL



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IMJIN WAR 1592-1593

1st invasion of Korea

1. OVERVIEW

The Imjin War relates the story of one of the toughest conflict in the end of the 16th century, depicting the invasion of the Joseon kingdom of Korea by the Japanese. The Japanese must capture possibly the whole of the peninsula from their Busan foothold in the South. The Korean player must repel the invasion with the help of China...

The Japanese have very numerous land forces at the start of the game, but their navy, although numerous, is weak and poorly led and their goal is to conquer all of Korea in order to reach – and conquer - China.

The Korean player must first hold desperately against the initial invasion and superior enemy troops, waiting for Chinese reinforcements, counting on local rebellion, and most of all his powerful navy to alter the course of events.

Seizing the main areas, winning land and naval battles, gaining allies will prove the decisive factor in winning this war.

The game events and tactical chits allow full replay ability thanks to the numerous various situations that their create on the diplomatic, military.

Scale

One combat unit counter represents 500 (samurais) to 2,000 men (soldiers and civilian servants) or cavalry on its front (full side) and half that on its back (reduced side).

One artillery/fire wagon/siege weapon counter represents about ten guns/rocket launcher/towers and half that on its back.

One naval unit counter represents 10 light ships, 5 medium ships or one heavy or super-heavy ship and half that or reduced on its back.

Turn length

One month in fair weather (March–October); two months in inclement periods (November–February).

2.ABBREVIATIONS & DEFINITIONS

Active / Inactive Player: the player conducting their phase of play is said to be active (attacker or besieger), the opponent is said to be inactive (defender or besieged).

Ally: Manchu Jurchen tribes. Both sides, depending on battles, sieges, may possibly control the land units of the Manchu Jurchen tribes.

Army: a stack of one or more units led by a Leader whose counter is placed on top of the stack. One or more counters without a leader in a SZ with no fortress also count as an army, but cannot move.

Camp: the Korean player controls the units of Joseon Korea, Korean righteous armies, Korean Navy and Ming China. The Japanese (or Nippon) player controls the land units of Japan (blue), the naval units of Japan.

CF: Combat Factor, which represents a unit's combat value

Chits, markers (units, chiefs, alliance cursor): all square ones are dedicated to the land part of the game, while the round ones are dedicated to the naval part.

CZ: Coastal Zone all sea zones that have a common border with land zone.

CTRL: Control marker—J (Japan) or K (Korea).

D6: Six-sided die.

Fleet: A stack of one or more units led by a Leader whose counter is placed on top of the stack.

FV: Fortress Value.

Garrison: A stack of one or more counters protected by a fortress. A stack in a zone with a fortress is a garrison. If a Leader is present with a stack, place the Leader under the stack to distinguish a garrison from an army.

Leader: general of an army or Admiral of a fleet.

LR: Line of Retreat, tactical zone used to fall back from combat.

LZ: Land Zone on the ground map.

Movement capacity: the maximum MP that may be spent on a move.

MP: Movement Points to move on strategic and tactical maps.

RF: Range of Fire used to resolve fire combat in major battles on the tactical map.

RP: Recruitment Points.

Rx3+W: Reserve, Reinforcements, Recruitment, and Withdrawal.

SP: Strength Points, combat unit's frontside has 2 SP; back side has 1 SP. Canons only ever have 1 SP.

SZ: Strategic Zone, depending of the context, may be a Sea Zone (Coastal or Open sea) or Land Zone.

TC: Tactical Capacity the number of tactical markers a Leader may use in a battle.

TZ: Tactical Zone on the land and sea tactical map.

VP: Victory Points.

xD6: x being the number of rolls of a six-sided die.

3.COUNTERS

Square counters are used for the overall game.

Round counters are used only for the naval part of the game.

3.1 • COAT OF ARMS / KAMON

3.2 • UNITS

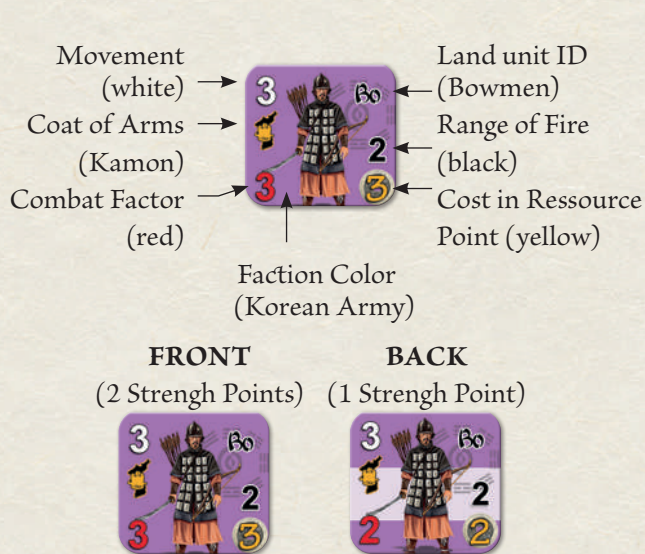
The Korean player controls the units of Joseon Korea (regular army), Korean righteous (rebel armies), Korean Monks armies, Korean Navy and Ming China army.

The Japanese player controls the land units of Japan, the naval units of Japan,

Both sides, depending on alliance table may possibly control the land units of the Manchu Jurchen tribes.



A combat unit has seven characteristics:



3.3 LEADERS

Each Leader – General or Admiral - has six characteristics.



TC (Tactical Capacity): maximum number of tactical markers usable in a battle.

MC (Movement Capacity): Maximum MP the Leader can spend moving on the strategic and/or tactical map.

Rank: shown by 1 to 3 stars; more stars = higher rank.

Nationality: Coat of arms indicating a State (see 3.1)

Faction: korean or Japanese.

Front: Named historical Leader.

Back: anonymous numbered Leader (1, 2, etc.) or a replacement historical Leader.



3.2.1 Land unit types

AQ: Arquebusiers (Japanese Teppo, Korean Posu or Jo-chong, ..)

BO: Bowmen on foot.

CA: Cannon (Korean rockets launcher Hwacha, ...guns, rocket).

CB: Crossbowmen.

HB: Halberd (Chinese Tang Pa)

HC: Heavy Cavalry (cataphract, armor).

LC: Light Cavalry (mounted bowmen, spearmen).

MI: Militia, Peasants.

PI: Pikemen (Japanese Yari, Korean Salsu, ordinary Chinese Pikemen and Lang xian...).

PN: Pioneers / Sappers.

SE: Japanese servants.

SI: Siege Engine (Japanese Bamboo Shield, Tower - Norikuzushi, Japanese or Chinese Cloud ladder).

SW: Swordmen (Japanese Samurai, Korean Pengbaesu, Chinese Teng pai / Yan wei pai, ...). Japanese samurai units may be depicted as either mounted or dismounted on their counters, this is for design purposes only. Their movement allowance always represents mounted troops. By default, samurai are considered mounted, unless they dismount for battle (see Tactical Markers).

WA: Japanese coastal fortress (Wajo).

3.2.2 The naval unit types

HS: one counter for one ship; Heavy Ship (Japanese o Atakabune or Nihon maru, Korean Kobukson (ou Geobukseon) or nicknamed Turtle ship).

MS: one counter for three to five ships; ship Medium Ship (Japanese Atakabune Jonk, Korean Panokseon).

SS: one counter for ten ships; Small Ship (Japanese Sekibune jonk, Korean so Maegson or auxiliary ships such as Hyeopseon) or very small ship dedicated to communication (kobaya).

4. STRATEGIC MAP

The map represents the Korean peninsula, with its 7 most important historical provinces at the time (labelled and color coded on the map, from north to south: Hamgyong, Pyongan, Hwangae, Gyeonggi, Chungcheong, Jeolla and Geyongsang).

There are coastal and ocean sea zones around the peninsula, and also some off-map boxes representing the Japanese Home Islands, some parts of northern Manchuria and key sections of mainland China.

Each Strategic Zone (SZ) – land or sea – is identified by a name and a color code indicating the province to which it belongs.

4.1 • LAND

Strategic Map & Control of Strategic Zones (SZ)

Types of SZ Control

There are eight Provinces in Korea. Each Province contains several Strategic Zones (SZ), some of which have a Fortress Value (FV) of 1, 2, or 3. A Province is considered controlled once all of its Strategic Zones containing a fortress are controlled.

Controlled SZ

A SZ is considered controlled by a camp if one of the following applies:

- A control marker of that camp is present in the SZ.
- Only that camp occupies the SZ (army or garrison).
- The empty SZ belongs to that camp's national territory or that of an ally.

Controlling a SZ grants its VF value, credited as VP.

A SZ with an enemy fortress cannot be controlled until the fortress is captured by siege.

Contested SZ

A SZ is contested when it is simultaneously occupied by both camps during a siege or battle.

Objective SZ Control

A camp places its control marker in an Objective SZ:

- At the end of a victorious combat (battle or siege), OR
- By crossing or stopping in the SZ last, with or without garrison (combat units are not required).

5. SEQUENCE OF PLAY

Each sequence must be completed before moving on to the next, in the order shown.

Organization Phase

This phase applies to both Land and Sea units.

Japanese Phase

Reserve, Recruitment, Replacements, and Withdrawal

Korean/Chinese

Reserve, Recruitment, Replacements, and Withdrawal

Naval Phase

Japanese Camp

Naval phase

Strategic Movement

Attrition and Desertion

Naval battle resolution

Landing/blockade

Korean/Chinese Camp

Strategic Movement

Attrition and Desertion

Naval battle resolution

Landing/blockade

Land Phase

Japanese Camp

Strategic Movement

Attrition and Desertion

Battle Resolution

Siege Resolution

Korean/Chinese Camp

Strategic Movement

Attrition and Desertion

Battle Resolution

Siege Resolution

Administrative Phase

Check for Alliances and Control

Time marker, VP adjustment

Victory Determination at the end of the final game turn

6. RESERVE, REINFORCEMENTS, RECRUITMENT, AND WITHDRAWAL

6.1 RESERVE

Each camp (Japan, Korea/) has a Reserve (shown on a player aid). The Reserve holds:

- Units not deployed at the start of the scenario
- Units arriving as reinforcements
- Eliminated units

The Reserve supplies reinforcements and recruitment.

Counters in the Reserve may be deployed in any SZ controlled by their camp.

Reinforcements and recruitment are limited to the counters available in the Reserve.

6.2 • REINFORCEMENTS

A reinforcement (unit, Leader, or alliance marker) enters play at no RP cost, according to the scenario or the Alliance rules (see 10).

Place them in the designated SZ, or in any SZ controlled by the camp.

If required counters are missing, the reinforcement is canceled or only partially deployed.

6.3 • RECRUITMENT

Recruitment Points (RP) are used to recruit/build units.

RP are received all along the game for both sides according to scenario rules.

Japanese Exception: Once the Korean side gains control of both the East Channel and Aso Bay Coastal Zones, all RP



income from Japan to the Japanese side immediately ceases.

Castles	6RP
Mounted Samurai.....	4RP
Japanese Cavalry / Heavy Warships / Turtle Ships.....	4RP
Foot Samurai / Other Heavy Cavalry /	
Artillery (all kinds) / Large junks	3RP
Small junks / All regular infantry and cavalry units	2RP
Peasant supplies / Jurchens Light Horses /	
Korean guerrillas.....	1RP

Leaders cost no RP.

To recruit, spend RP to take a unit counter from the Reserve; its RP cost is shown on both sides of the counter.

Each turn, available RP are determined by rolling 1D6 (see 12).

A reduced unit already on the map may be restored to full strength (2 SP) by paying only the difference in RP between the front and the back side.

Eliminated Leaders return as a standard Leader (back side) at no RP cost.

Unused RP at the end of the turn are lost.

6.4 • WITHDRAWAL

Some events require the withdrawal of units, Leaders, or even alliance markers:

• **Temporary:** The counter goes to the Reserve.

• **Definitive:** The counter is permanently removed from the game.

6.5 • PLACEMENT

A counter may be placed in any controlled SZ. The counter may be placed as an army/fleet or garrison/harbour.

This placement is not movement; it causes neither attrition nor desertion.

7.STRATEGIC MOVEMENT

7.1 • OVERVIEW

Each unit may move only once per turn, whether in an army/fleet.

A unit's movement capacity applies only on the tactical map.

Units alone cannot move on the strategic map.

An army/fleet must complete its movement before another army moves.

A unit cannot start moving with one Leader and finish with another.

Leaders of the same camp may command allied units of that camp, regardless of nationality.

7.2 • LAND MOVEMENT

Army on land may move between adjacent Strategic Zone (SZ) spending mandatory MPs.

Harbor is the lone point of contact between land and sea where a fleet can to land an army.

Only Leaders with units—thus forming an army—may

perform strategic movement. Units alone cannot move on the strategic map. A Leader alone can't move.

On the strategic map, only the Leader's movement factor is considered. A unit's movement capacity applies only on the tactical map. An army must complete its movement before another army moves. A unit cannot start moving with one Leader and finish with another.

Each unit may move only once per turn.

Special bonus: Chinese leaders have +1MP during winter turn ("Winter is the best season for the Chinese, as frozen ground makes it easier to move their artillery").

An army may:

• Split freely into several armies (if enough Leaders are present), each moving separately, at least one army exit the SZ;

• Merge with other armies of the same camp: they form a single army under the highest-ranking Leader.

This is mandatory;

• Pick up units from another army that has not moved this turn;

• Drop off or pick up units when passing through a garrison or stationary army (no additional cost).

7.2.1 Interaction with Garrisons

• Enter and remain in a SZ with a friendly garrison: the army becomes a garrison (Leader placed under the stack). This is mandatory.

• Passing through only: no change.

• Transform a garrison into an army: place the Leader on top and spend 2 MP (counts as movement).

• Convert an army into a garrison: free (Garrison marker placed on the stack).

At the end of the movement sequence, each side may have only one stack in a given SZ, either an army or a garrison.

7.2.2 Combat and Control

Entering a SZ with an enemy army or garrison: movement stops, place a Battle/Siege marker (see 10.1).

Entering an unoccupied SZ without enemy fortress: movement continues; place a control marker.

7.2.3 Land Movement Cost

Terrain

Plain: 1 MP

Mountain / Marsh: 2 MP

Crossing a Border

Additional movement costs may apply when crossing a border between Strategic Zones:

Province boundary: +0 MP

Road or bridge (light beige): ... +0 MP

River: +1 MP

Mountain: +2 MP

It is forbidden for a land unit to enter a sea zone.

Land zones connected by arrows can be entered with no additional movement cost.

7.3 • SEA MOVEMENT

Each Zone is characterized by Name and a color indicating if it's a coastal zone or open sea SZ.

A fleet may:

- Split freely into several fleet (if enough Leaders are present), each moving separately, at least one fleet exit the SZ;
- Merge with other fleets of the same camp: they form a single army under the highest-ranking Leader.
This is mandatory;
- Pick up units from another fleet that has not moved this turn;
- Drop off or pick up units when passing through a Fleet in harbor (no additional cost). If there is an enemy blockade marker, this is not possible.

7.3.1 Interaction with Fleet in harbor

- Enter and remain in a SZ with a friendly Fleet in harbor: the fleets become a Fleet in harbor (Leader placed under the stack). This is mandatory.
 - Passing through only: no change.
 - Transform a Fleet in harbor into fleet: place the Leader on top and spend 2 MP (counts as movement).
 - Convert a fleet into a Fleet in harbor: 2MP.

At the end of the movement sequence, each side may have only one stack in a given SZ, either a fleet or a Fleet in harbor.

7.3.2 Combat and Control

An open sea zone cannot be controlled.

A coastal sea zone is controlled by a side if it:

- has a fleet present and its harbor is not blockaded;
- has a blockade marker in the harbor area;
- has no fleet present, provided its harbor is not controlled by the enemy from land.

7.3.3 Sea Movement Cost

Sea zones

Coastal Sea: 2 MP (Sea zone adjacent to land)

Open Sea: 1 MP (Sea zone adjacent to Coastal Sea zone)

Crossing a Border

Sea Zone boundary: +0 MP

Ports: Arrows indicate the direction in which naval units may move at no additional movement cost.

It is forbidden for a sea unit to enter a land zone, even by using rivers.

Fleet at sea may move between adjacent Sea Zone (SZ) at the cost of only 1 MP (and not the terrain's actual cost).

Obviously, an army can't move in a sea SZ and a fleet can't move in a land SZ.

Harbors can only be accessed from the sea zones which hold a little blue anchor symbol with an arrow pointing toward

the port in question. Most ports, exception a few key ones in particular locations (islands, offmap boxes), have only one sea access. Harbor is the lone point of contact between land and sea where a fleet can to land an army.

Only Leaders with units—thus forming a fleet—may perform strategic movement. Units alone cannot move on the strategic map. A Leader alone can't move.

On the strategic map, only the Leader's movement factor is considered. A unit's movement capacity applies only on the tactical map.

A fleet must complete its movement before another army moves. A unit cannot start moving with one Leader and finish with another.

Each unit may move only once per turn.

8. ATTRITION AND DESERTION OF ARMIES AND GARRISONS

8.1 • LAND

Armies and garrisons may be reduced by attrition and desertion. For each stack—whether it moved during the previous movement sequence or not—you must check if any SP are lost. If an army moved and then joined another army and merged with it, the entire army is considered to have moved.

The same applies when an army joins a garrison; the bonus associated with a garrison only applies if none of the garrison units moved.

8.2 • SEA

Fleets and fleets in harbor may be reduced by attrition and desertion. For each stack—whether it moved during the previous movement sequence or not—you must check if any SP are lost. If a fleet moved and then joined another fleet and merged with it, the entire fleet is considered to have moved.

The same applies when a fleet joins a fleet in harbor; the bonus associated with a fleet in harbor only applies if none of the fleet in harbor units moved.

8.3 • PROCEDURE FOR BOTH LAND AND SEA

1. Determine the reference column

- Add stack's total SP (army or garrison).
- Find the corresponding column on the Attrition and Desertion Table.

2. Roll the die

- Roll 1D6 and apply all cumulative modifiers.

3. Read the result

- Cross-reference the modified roll with the chosen column.
- The number obtained indicates how many SP must be removed, at the owner's choice.

4. Apply the losses:

- Eliminated units are placed in their respective Reserve.



9. COMBAT

9.1 • OVERVIEW FOR LAND AND SEA

When units of both camps are present in the same SZ, combat occurs. If both camps have armies or fleets, it is a battle.

If one camp has a fortress with or without a garrison, it is a siege. However, if a Leader is present with the garrison, the inactive player may choose to fight a battle as an army.

Any unit(s) without a leader in a SZ with a friendly fortress are considered to be in garrison.

Then resolve all combats—battles first, then sieges—in the order chosen by the initiative player.

Major battles and sieges are resolved on the tactical map.

9.2 MINOR LAND AND SEA BATTLE

- Any battle involving fewer than 10 SP on either side is considered minor.
- Minor battles do not award VP (*see 11*).
- They are resolved in one round, without deployment on the tactical map.

Procedure for Combat Resolution

Minor Battle Procedure

1. Determine the ratio of the attacker's Combat Factor (CF) to the defender's CF.
2. Round the ratio in favor of the defender.
3. Roll one six-sided die (1D6). No tactical markers or modifiers apply.
4. Consult the Combat Results Table (CRT).
5. Apply the result indicated.
6. If the defending force is neither eliminated nor forced to retreat (i.e., the zone is not cleared), the attacker must retreat to the SZ from which it originated.
7. End the Minor Battle.

9.3 • MAJOR LAND OR SEA BATTLE

Tactical Maps

They are one tactical map for resolving Land battles and one tactical map for resolving Sea battles. These maps are used for battles and tactical movement. Each camp has his own part on the tactical maps and both parts are joined together once the respective deployments are done to form the overall land or sea battle.

Each map is divided into nine TZ per camp:

- Van: Left, Center, Right.
- Center: Left, Center, Right.
- Rearguard: Left, Center, Right.
- Plus one LR for units that fall back and exit the battlefield to a SZ.

Combat Eligibility

Melee: between two adjacent TZ (e.g. Blue Van Center is adjacent to all Red Vans (Left, Center, and Right), as well as Blue Van Left and Right, and all Blue Wings (Left, Center, and Right).

Fire: occurs between two TZs within RF (Range of Fire). The Range of Fire is the maximum distance—measured in number of TZs—at which a unit can engage targets using any type of missile, in any direction (forward or backward). A RF of 2 means, for example, that all units located in the Blue Left Wing, Center, or Right Wing can fire at units positioned in the Blue Van (Left, Center, Right), Blue Rearguard (Left, Center, Right), and Red Van (Left, Center, Right).

9.3.1 Deployment

The defender deploys all his units across their nine TZ on his side of the map, then the attacker does the same. Deployments are done secretly, hidden from the other side. Once deployments are done, the two parts of the tactical maps are joined together. The Red Vanguard area facing the Blue Vanguard area. Leaders are placed freely with units in friendly TZ and must remain visible.

9.4 • RANDOM EVENTS

Roll 1D6 to determine the event. If the event is not applicable due to the current turn or because the designated army, units, or leader are unavailable, ignore the result. Depending on the event, a second D6 roll may be required to determine which side is affected (unless the event applies to both sides).

Odd result: active player

Even result: inactive player

The event's effect applies during all current combat rounds of that battle.

If no conditions are met, the event is ignored.

9.4.1-Land Random Events

1-Flood

Applies only during the summer monsoon turns ; June, July, August.

- No cavalry units from either side may engage in melee combat. They are instead withdrawn and placed in the Line of Retreat zone.
- If this event is drawn outside the monsoon period then ignore it.

2-Rain or Snow

Applies only during the summer monsoon turns ; June, July, August.

- No fire combat is possible: Ca and Aq cannot fire.
- These units may fight only during melee.
- If this event is drawn outside the monsoon period then ignore it.

Applies only during winter turns ; January, February, November, December.

- Ca's maximum RF is limited to 1 TZ.
- If this event is drawn outside the winter period, treat it as Rain.

3-Lack of Powder

Roll 1D6.

- The result divided by two (rounded down) indicates the number of Ca and Aq units that cannot fire (chosen by the owning player).
- If the D6 result exceeds the number of affected units, ignore the excess.

4-Rivalry / Discord

KOREAN / CHINESE CAMP

If units from the Joseon Korean Army, the Korean Righteous Army, and the Korean Monks Army are stacked together, roll 1D6 to determine which army refuses to participate in the battle and withdraws to the LR:

- 1: Joseon Korean Army
- 2-3: Korean Righteous Army
- 4-6: Korean Monks Army

JAPANESE CAMP

If both leaders, Konishi Yukinaga and Kat? Kiyomasa, participate in the same battle, one of them withdraws with one Samurai unit. Roll 1D6:

- 1-2: Konishi Yukinaga withdraws
- 3-6: Kato Kiyomasa withdraws

The withdrawing leader is placed in the LR together with one Samurai unit.

If no Samurai unit is available, replace it with any other unit.

5-Epidemic (plague, typhoid, etc.)

Roll 1D6 for each unit in the affected camp.

- On a result of 1, the unit is eliminated.
- On a result of 2-3, the unit loses 1 SP. On a result of 4-6, there is no effect.

6-Revolution / Border Threats

This event applies only to Chinese units and leaders.

Roll 1D6 for each unit or leader.

- On a result of 1, the unit or leader is withdrawn from the battle and placed in the Reserve.

9.4.2 -Sea Random Events

1-Bad weather condition

Applies only during winter turns: January, February, November, December.

For each unit in both fleets, roll 1D6.

- On a result of 1, the unit is eliminated.
- On a result of 2, the unit loses 1 SP.
- On a result of 3, the unit is placed in the LR.
- On a result of 4-6, there is no effect.

If an admiral is assigned to a unit, he is affected in the same way as his ship.

2-Rivalry / Discord

KOREAN CAMP

If both leaders, Yi Sun-sin and Won Gyun and/or Pak Hong, participate in the same battle, one of them withdraws with his naval unit. Roll 1D6:

1 : Yi Sun-sin withdraws

2-4 : Won Gyun withdraws

5-6 : Pak Hong withdraws

The withdrawing leader is placed in the LR with his unit.

JAPANESE CAMP

If Wakisaka Yasuharu and one or more other Japanese leaders participate in the same battle, one of them withdraws with his naval unit. Roll 1D6:

1 : Wakisaka Yasuharu withdraws

2-5 : one Japanese leader withdraws (owner's choice)

6 : two Japanese leaders withdraw (owner's choice)

The withdrawing leader is placed in the LR with his unit.

3-Contrary Winds

The side designated by a 1D6 roll has the movement allowance of all its ships reduced by 1 MP for the duration of the battle whenever they move forward into a TZ located ahead of them.

Movement into a TZ at the same level as, or behind, the ship's current TZ is unaffected.

4-Strong Currents

May occur only if the battle takes place in a Coastal Zone, otherwise treat as no effect. Ships may drift and/or run aground due to strong currents or whirlpools. Roll 1D6 for each ship for both camps.

JAPANESE CAMP

1 : the ship is eliminated

2-3 : the ship is placed in its LR

4-5 : no effect

6 : the opposing player moves the ship one TZ

KOREAN CAMP

1 : the ship is placed in its LR

2-5 : no effect

6 : the opposing player moves the ship one TZ

If the affected ship carries the only admiral present, the battle still takes place, but no Tactical Marker may be used by the side whose admiral was eliminated or moved to the LR.

5-Jurisdiction

(Yi Sun-sin defended his jurisdiction as Left Naval Commander of Jeolla): If the battle takes place in a coastal zone outside the province of Jeolla, roll 1D6.

- On an even result, the battle takes place normally.

- On an odd result, the battle does not occur.

The Korean fleet commanded by Yi Sun-sin withdraws to a coastal zone closer to Jeolla.

6-Surprised at Anchor

If the battle takes place in a coastal zone, part or all of the fleet may be at anchor.

Roll 1D6 for each ship of the affected side.

JAPANESE CAMP

On a result of 1–2, the ship is considered to be at anchor and unable to weigh anchor quickly enough to participate in the battle; the unit is placed in the LR.

KOREAN CAMP

This occurs only on a result of 1.

On any other result, the ship may move normally.

If the battle takes place in an open sea zone, ignore this result.

9.5 • TACTICAL MARKERS

Each camp has tactical markers — some common to both sides and others specific to each camp.

Tactical markers may be used only once per battle, during a chosen combat round, and in within the authorized limit.

Exceptions

Palisade and Stone wall markers remain in effect for the entire battle and must be played in the first round.

Because they represent prepared defenses, they must be revealed in the first round in which they apply.

Selecting Markers

Before the battle, each player secretly chooses a number of markers equal to or less than the Army Leader's TC.

Selected markers are placed face down next to the army leader and may be used during combat rounds.

Tactical markers provide specific advantages to all eligible units located in the same TZ during land or naval battle resolution.

During Each Combat Round

1. Declaration

- The defender declares how many of their selected tactical markers will be used this round.
- The attacker then announces theirs.

2. Limit

Each player may use 0 to 2 tactical markers per round.

3. Reveal

Chosen markers are turned face up and applied immediately and simultaneously (fire combat, melee, counterattack, tactical movement).

4. Discard

After use, markers are discarded — except Ditch and Palisade, which remain in play.

Unused Markers

Selected markers that are not used in a round are not lost.

- They stay face down on the tactical map next to the army leader.
- They may be played in a later round.

9.5.1 Land tactical markers

CHINA



1-Active Defense

Conditions: need a successful TC test by the General.

Effect: two adjacent TZs may combine the CF of all their units to defend in melee against the same enemy TZ.

Limit/Duration: if the TC test is unsuccessful, the joint defense is canceled.



2-Feigned Retreat

Conditions: may only be used if a Chinese cavalry unit (HC or LC) is present.

Effect: the Korean player selects one enemy cavalry unit and moves it to any unoccupied TZ within their deployment zone (the enemy unit is then considered isolated, or even surrounded).

Limit/Duration: the isolated unit must be immediately attacked in melee.

If it is not eliminated, its owner regains control of it and places it back in their own camp, in a TZ of their choice.



3-Fix and flank maneuver

Conditions: may only be used if a Chinese cavalry unit (HC or LC) is present.

Effect: place one or more cavalry units in any TZ that is free of enemy units.

Limit/Duration: applies only within the same Left or Right TZ.



4-Salvo Fire

Conditions: at least one Aq unit must be present in the TZ.

Effect: Each AQ unit in the TZ gains +1 to its CF.

Limit/Duration: canceled if the Rain event is in effect. Only valuable once per battle (usually the first round).



5-Zongqi (tactical formation)

Conditions: the combination must include at least one unit of each type— AQ, HB, PI, and SW —present in the TZ.

Effect: defender's losses are doubled.

Limit/Duration: attacker's losses must be absorbed first by AQ, HB, PI, and SW units.

JAPAN



1-Aggressive Pursuit

Conditions: at least one SW unit must be present in the TZ.

Effect: if, after resolving an initial melee, the TZ is cleared of enemy units, an immediate second melee may be conducted, involving all SW units present in the TZ.

Limit/Duration: only SW units that participated in the initial melee may take part in the second melee.



2-Charge & Destroy

Conditions: at least one SW unit in the TZ.

Effect: defender's losses are doubled.

Limit/Duration: attacker's losses must be absorbed first by SW units.



3-Dismount

Conditions: at least one SW unit in the TZ.

Effect: each SW unit in the TZ gains +1 to its CF and -2 to its MP.

Limit/Duration: attacker's losses must be absorbed first by these units. Once used, the SW units stay dismounted for all the battle rounds.



4-First Salvo

Conditions: at least one AQ unit presents in the TZ.

Effect: each AQ unit in the TZ gains +1 to its CF.

Limit/Duration: canceled if the Rain event is in effect. Only valuable once per battle (usually the first round).



5-Norikiri Charge & Shot

Conditions: at least one SW unit in the TZ.

Effect: each SW unit in the TZ gains +1 to its CF.

Limit/Duration: attacker's losses must be absorbed first by SW units.



6-Palisade

Conditions: at least one infantry unit present during deployment.

Effect: a Palisade marker placed in a TZ cancels the effect of a Charge & Destroy marker in that TZ.

Limit/Duration: does not protect against rear or flank fire. Valid for the entire battle in that TZ.



7-Sonae (tactical formation)

Conditions: the combination must include at least one unit of each type— AQ, BO, PI, and SW —present in the TZ.

Effect: defender's losses are doubled.

Limit/Duration: attacker's losses must be absorbed first by AQ, BO, PI, and SW units.

JURCHENS



1-Ambush

Conditions: this marker may only be used if the battle does not take place in a Mountain SZ. It may be used by an army led by a Jurchen leader, or by any army that includes Jurchen allied units.

Effect: the Jurchens player chooses a TZ where there are enemy units. Roll 1D6 and compare the result to the Jurchens army commander's TC.

- If the result of the D6 is strictly less than the TC: one enemy unit, chosen by the Jurchen allied player, loses 1 SP, and no unit from the Japanese side may perform tactical

movement during this combat round.

- If the result of the D6 is equal to the TC : no unit of the ennemy camp may carry out tactical movement during this combat round.

- If the result of the D6 is greater than the TC (strictly greater than) : the ambush fails, the ennemy camp's units may carry out their tactical movements normally.

Limit/ Duration: one round of battle.



2-Feigned retreat

Conditions: may only be used if a Jurchen cavalry unit (HC or LC) is present.

Effect: the Jurchen-allied player selects one enemy cavalry unit and moves it to any unoccupied TZ within their deployment zone (the enemy unit is then considered isolated, or even surrounded).

Limit/Duration: the isolated unit must be immediately attacked in melee. If it is not eliminated, its owner regains control of it and places it back in their own camp, in a TZ of their choice.



3-Hit & Run

Conditions: at least one LC unit present during deployment.

Effect: after firing one to all LC unit may retreat one TZ away from its original TZ.

Limit/Duration: applies individually to each eligible LC attack during the fire sequence.

KOREA



1-Counter-attack Coordination

Conditions: a successful TC test by the Leader.

Effect: up to three TZs adjacent to the same enemy TZ may combine the CF of all their units to attack that enemy TZ.

Limit/Duration: applies during the counterattack sequence only.



2-Gi (tactical formation)

Conditions: the combination must include at least one unit of each type— AQ, BO, and SW —present in the TZ.

Effect: defender's losses are doubled.

Limit/Duration: attacker's losses must be absorbed first by AQ, BO, and SW units.



3-Harrasment & Disengagement

Conditions: at least one LC unit present during deployment.

Effect: losses inflicted on the opposing side by each attack are doubled. The LC unit may then retreat one TZ away from its original TZ.

Limit/Duration: applies individually to each eligible LC attack during the fire sequence.



4-Palisade

Conditions: at least one infantry unit present during deployment.

Effect: a Palisade marker placed in a TZ reduces by 1 the CF of all units firing into that TZ.

Limit/Duration: does not protect against rear or flank fire. Valid for the entire battle in that TZ.



5-Samsuhyeong (tactical formation)

Conditions: the combination must include at least one unit of each type— AQ, BO, and SW—present in the TZ.

Effect: each AQ and BO unit in the TZ gains +1 to its CF.

Limit/Duration: attacker's losses must be absorbed first by AQ, BO, and SW units.



6-Stone Wall

Conditions: this marker may only be used if the battle takes place in a Mountain SZ.

Effect: a Stone Wall marker placed in a TZ reduces by 2 the CF of all units firing into that TZ.

Limit/Duration: does not protect against rear or flank fire. Valid for the entire battle in that TZ.



7-Terrain unfavorable to the Enemy

Conditions: this marker may only be used if the battle takes place in a Mountain SZ.

Effect: the Korean player chooses a TZ where there are enemy units. Roll 1D6 and compare the result to the Korean army commander's TC.

- If the result of the D6 is strictly less than the TC: an enemy unit loses 1 SP of the Korean player's choice and no unit from the Japanese camp may carry out tactical movement during this combat round.

- If The result of the D6 is equal to the TC: no unit of the Japanese camp may carry out tactical movement during this combat round.

- If the result of the D6 is strictly greater than the TC: the ambush fails, the Japanese camp's units may carry out their tactical movements normally.

Limit/ Duration: one round of battle.

9.5.2 -Naval tactical markers

JAPAN



1-Boarding

Conditions: may only be used if a Japanese unit (HS or MS) is present. A grappling tactic must have been successfully executed immediately beforehand.

Effect: grants a +2 modifier to the CF for the ensuing combat.

Limit/Duration: this effect lasts until one side is eliminated.



2-Crane-wing

Conditions: three Tactical Zones must each be occupied by at least one Japanese ship and must form a V-shaped formation (e.g., Left Wing, Rear Center, Right Wing).

Effect: during melee, each ship receives a +2 bonus to its Combat Factor.

Limit/Duration: this bonus no longer applies as soon as any one of these Tactical Zones is no longer occupied by a Japanese ship.



3-Feigned retreat

Conditions: a successful TC test by the Admiral.

Effect: the Japanese player selects all the enemy ship units of a same TZ and moves it to any unoccupied TZ within their deployment zone (the enemy unit is then considered isolated, or even surrounded).

Limit/Duration: the isolated unit must be immediately attacked in melee. If it is not eliminated, its owner regains control of it and places it back in their own camp, in a TZ of their choice.



4-Grapppling

Conditions: units must be adjacent, and a D6 roll must be less than or equal to the TC of the Leader present with the unit.

Effect: Grappled units may not perform tactical movement and remain engaged together.

Limit/Duration: this effect ends as soon as one of the units is eliminated.



5-Line of battle

Conditions: three Tactical Zones must each be occupied by at least one ship (SS, MS, or HS).

These zones must form a continuous line (e.g., Left, Center, Right TZ) on either the player's side or the opposing side.

Effect: during melee, each ship receives a +1 bonus to its Combat Factor.

Limit/Duration: this bonus no longer applies as soon as any one of these Tactical Zones contains no Japanese ships.



6-Naval blockade

Conditions: a fleet of Japanese ships totaling at least 10 SP may establish a blockade of a harbor.

Effect: once the blockade is in place, each Korean ship may attempt to break through and move to an adjacent coastal or sea zone. Roll one D6 for each ship: on an even result, the unit may exit the blockaded harbor; on an odd result, it remains in the harbor and does not participate in any ensuing naval battle.

Limit/Duration: the blockade ends as soon as the total SP

of the Japanese fleet drops below 10. If, at the end of a naval battle, the Korean fleet retreats or is eliminated, a blockade marker remains in the Naval Zone (the circle with pointing arrows).



7-Ô-zutsu big arquebus

Conditions: may be used by HS ships during an attack against a harbor or in naval combat.

Effect: grants a firing range of 2, allowing the ship to use its Combat Factor during the fire phase, not only during the melee phase.

Limit/Duration: this modifier applies to all combat rounds as long as at least one HS ship remains among the attackers. If no HS ships remain, the marker is removed.



8-Wako pirates

Conditions: may be used by SS ships during naval combat.

Effect: grants a +2 modifier to the Combat Factor of ships during the melee phase.

Limit/Duration: this modifier applies to all combat rounds as long as at least one SS ship remains among the attackers. If no SS ships remain, the marker is removed.



9-Yagura siege tower

Conditions: may be used during an attack against a harbor if HS ships are present among the attacking forces.

Effect: after determining the combat ratio on the Combat Table, apply a +1 column shift to the right.

Limit/Duration: this modifier applies to all combat rounds as long as at least one HS ship remains among the attackers. If no HS ships remain, the marker is removed.

KOREA



1-Bombing

Conditions: may only be used if Korean HS or MS are present in the zone.

Effect: each ship gains +1 to its combat factor during the melee phase.

Limit / Duration: this effect lasts for one round of combat.



2-Crane wing

Conditions: three Tactical Zones must each be occupied by at least one Japanese ship and must form a V-shaped formation (e.g., Left Wing, Rear Center, Right Wing).

Effect: during melee, each ship receives a +2 bonus to its Combat Factor.

Limit/Duration: this bonus no longer applies as soon as any one of these Tactical Zones is no longer occupied by a Korean ship.



3-Daesingjeon Flamming Arrows

Conditions: may only be used if Korean HS or MS are present in the zone.

Effect: each ship gains +1 to its combat factor during the fire phase.

Limit / Duration: this effect lasts for one round of combat.



4-Dummy

Conditions: place this marker in a tactical zone containing Korean ships.

Effect: all fire attacks and melee combat targeting this tactical zone are negated.

Limit / Duration: when the Japanese player declares a fire attack or melee combat in this zone, reveal the marker.

All Korean ships in the zone are immediately moved together to an adjacent zone. The declared attack is cancelled, and no fire or melee combat takes place.



5-Feigned retreat

Conditions: a successful TC test by the Admiral.

Effect: the Korean player selects all the enemy ship units of a same TZ and moves it to any unoccupied TZ within their deployment zone (the enemy unit is then considered isolated, or even surrounded).

Limit/Duration: the isolated unit must be immediately attacked in melee. If it is not eliminated, its owner regains control of it and places it back in their own camp, in a TZ of their choice.



6-Hit & Run

Conditions: an admiral must be present in the same TZ as the ship performing the hit-and-run.

Effect: each Korean ship in that TZ may fire at an enemy TZ within firing range without receiving return fire. After resolving its attack—whether successful or not—the ship may attempt to withdraw to a rearward TZ by rolling one D6; the withdrawal succeeds on an even result.

Limit/Duration: this action may be used for one combat round only.



7-Line of battle

Conditions: three Tactical Zones must each be occupied by at least one ship (SS, MS, or HS).

These zones must form a continuous line (e.g., Left, Center, Right TZ) on either the player's side or the opposing side.

Effect: during melee, each ship receives a +1 bonus to its Combat Factor.

Limit/Duration: this bonus no longer applies as soon as any one of these Tactical Zones contains no Korean ships.



8-Mutual support

Conditions: two Tactical Zones must each be occupied by at least one ship (SS, MS, or HS). These

zones must be adjacent on either the player's side or the opposing side.

Effect: during melee, each ship receives a +1 bonus to its Combat Factor.

Limit/Duration: this bonus no longer applies as soon as any one of these Tactical Zones contains no Korean ships.



9-Naval blockade

Conditions: a fleet of Japanese ships totaling at least 10 SP may establish a blockade of a harbor.

Effect: once the blockade is in place, each Japan ship may attempt to break through and move to an adjacent coastal or sea zone. Roll one D6 for each ship: on an even result, the unit may exit the blockaded harbor; on an odd result, it remains in the harbor and does not participate in any ensuing naval battle.

Limit/Duration: the blockade ends as soon as the total SP of the Japanese fleet drops below 10.

If, at the end of a naval battle, the Japan fleet retreats or is eliminated, a blockade marker remains in the Naval Zone (the circle with pointing arrows).



10-Ramming

Conditions: may be used only if one or more Korean HS are present in the TZ.

Effect: during the melee round, no CF is used. Instead, roll one D6 for each HS.

- On a result of 6, one Japanese ship loses 2 SP.
- On a result of 2–5, one Japanese ship loses 1 SP.
- On a result of 1, the ramming attempt fails.

No penalty is applied to the Korean ship.

Limit/Duration: Each ship may attempt this action once per naval combat round.



11-Spearhead Attack

Conditions: HS and/or MS must be present in the TZ.

Effect: at the end of the first melee round, the Korean player may immediately initiate a second melee. This second melee may target the same enemy TZ or an adjacent TZ, provided the original TZ has been vacated after the first melee.

Limit/Duration: any hits suffered must be allocated to Korean HS and/or MS. A second melee cannot be initiated if no Korean HS or MS remain in the TZ. A maximum of two melee rounds may be conducted.

9.6 • COMBAT ROUNDS (LAND & SEA)

A battle is fought over one or more Combat Rounds.

Each round has these steps:

1. Fire
2. Melee
3. Counterattack
4. Tactical Movement
5. End of round

The attacker must attack in the first round.

At the end of each round, the attacker decides whether to continue or stop the battle.

Any round started must be played through to its end.

Tactical Advantage Modifiers (Land and Sea battles)

Checking for Tactical Advantage (only apply if attacking from conquered enemy TZ):

+1: from Van (Left/Center/Right) line to Left Wing/Center/Right Wing (breakthrough).

+1: from Left Wing/Center/Right Wing (breakthrough) to Rearguard (Left/Center/Right).

+2: from Left or Right (Van/Wing/Rearguard) to Center (flank attack).

+3: from Rearguard (Left/Center/Right) to Left Wing/Center/Right Wing (rear attack).

+3 from Left Wing/Center/Right Wing to Van (Left/Center/Right) (rear attack).

Tactical Organization Modifiers

When a specific combination of units is present in the same attacked TZ, it grants a +1 bonus to the D6 roll when resolving melee.

- Place tactical markers on the map to show this bonus.
- This bonus also applies to units with 1 SP.
- This modifier can only be added once: even if several qualifying combinations are present, the bonus gives a maximum of +1.

9.6.1 Fire

Only units with RF greater than 0 may fire.

Fire alternates: attacker (Initiative player) first, then defender. A unit's RF depends on the TZ it occupies (friendly or conquered enemy TZ).

The firing unit's TZ is not counted; only the target's TZ is considered.

Range by RF

RF 1: May fire at a target in an adjacent TZ.

Example: « blue » right van to « red » center van.

RF 2: May fire at a target one TZ away.

Example: « blue » center to « red » van center.

RF 3: May fire at a target two TZs away.

Example: « blue » left wing to « red » left wing.

Fire is in all directions: no TZ adjacency required, only RF. Units may be targeted by multiple times.

Fire Procedure

1.1. Reveal tactical markers (both sides simultaneously).

A player may play a marker even if the opponent does not play one.

1.2. Attacker fires

chooses a target within RF, rolls 1D6.

- If D6 is less or equal to the CF (modified by marker):

target loses 1 SP.

- Otherwise: no effect.

1.3. *Defender fires the same way.*

1.4. *Alternate fire* until all chosen units have fired.

Elimination of Historical Leaders by Fire Combat

On a “1” result, roll 1D6 for each Leader in the target TZ.

On another “1” that Leader is eliminated (placed in Reserve, may return as a standard Leader unless scenario rules say otherwise).

9.6.2 - Melee

Melee is mandatory.

One enemy TZ may be targeted per round from a single TZ.

The attacker chooses the attacking TZ (must be adjacent).

Melee markers are revealed simultaneously.

Strength Ratio

Add attacking units CF (including those that fired).

Divide by defending units CF in targeted TZ.

Simplify in defender's favor (e.g., 9/10 to 2/3).

Resolution

Roll 1D6, add any tactical modifier, consult appropriate column on the Combat Results Table.

Advance after combat: the attacker may advance in the TZ if it is free of enemy units or contains only Ca.

9.6.3 - Counterattack

Overview

After melee, the inactive player may launch an immediate melee (without fire combat) against an enemy TZ, including the one that just attacked.

For this melee, the inactive player is the attacker, and the active player is the defender.

If successful, the attacker may advance after combat.

Conditions

Use the TC of the overall Leader; he is not required to be located in the counter-attacking TZ.

If roll 1D6 is less or equal to TC of that Leader, counterattack can go ahead from only one TZ.

If not, no counterattack

Tactical markers:

* Both camps may reveal markers before the die roll.

* If the test fails, revealed markers are lost.

Limit: Only one counterattack per round.

After a counterattack attempt (successful or not), play proceeds to tactical movement.

9.6.4-Tactical Movement

After the advance after combat, each player may perform tactical movement.

The active player goes first, then the other.

Each player may move:

● Up to a number of units (full or reduced) $\leq$ their army leader's CT.

● Unlimited number of leaders

Movement rules

Spend the MP shown on the lines connecting TZ.

Each small white dot represents 1 MP.

You may enter any friendly TZ, or any empty enemy TZ.

You may not enter a TZ containing enemy units, except if only cannons are present — These cannons are then either captured — immediately flipped to the new owner's side (and may be used for fire in a later battle round) — or eliminated and placed in their new owner's Reserve.

Retreat to the LR: a unit that spends MP to move to the LR is placed, at the end of the battle, in an adjacent SZ according to rule 9.5.1.

9.6.5 - End of Combat Round

At the end of each combat round, the active player chooses to retreat or continue the battle.

If continuing: play a new round starting from tactical marker selection (see...).

If retreating: the inactive player may immediately launch a free counterattack (no CT test, no tactical markers). Afterward, the battle ends regardless of the outcome.

If the victorious army occupies a SZ with an enemy VF (uncontrolled), it must either:

conduct a siege, or

retreat to a free SZ (no enemy, no fortress).

9.6.7 End of Battle

A battle ends if:

● All units of one camp are eliminated, OR

● All units of one camp retreat into their LR, OR

● A camp is left without any Leader, OR

● The active player decides to stop.

Then apply post-battle checks to determine:

* VP and

* Which army remains in the SZ or retreats (see 9.5.1).

9.7 • SIEGE

A siege occurs when an attacking army enters a SZ containing a fortress with or without an enemy garrison.

Place a Siege marker in the SZ.

A siege may only be lifted by:

● Victory (Elimination of all besieger units) of the garrison in battle (if it sorties as an army), OR

● Retreat of the besieger.

A siege is resolved on the tactical map, like a battle, but with specific rules.

9.7.1 Fortress Value (FV)

- * Each fortress has a value of 1 to 3.
- * FV = the number of hits required to capture it.
- * Hits are inflicted by Ca (Cannon) fire only.
- * FV losses are cumulative and tracked on the strategic map using a FV marker on the Fortress Value track.

9.7.2 Siege Rounds

A siege consists of a sequence of combat rounds, as for a battle:

1. Deployment
2. Offensive Artillery fire
3. Assault
 - a) Defensive fire (only)
 - b) Melee
4. Sortie (the garrison may counterattack).
5. End of round.

9.7.3 Determining the Number of Siege Rounds

Roll 1D6 to determine the number of siege rounds, modified by the size of the besieging army. The maximum number of siege rounds is six.

Modifier added to the D6 roll to determine the number of siege rounds:

Besieging army size

6–10 SP: +1

11–20 SP: +2

21+ SP: +3

Place the Siege marker (or any suitable marker/die) on the Siege Rounds Track of the strategic map to record the current number of siege rounds.

9.7.4 Siege Deployment

No deployment if no garrison is present.

If there is a garrison:

Beseiged: all units of the garrison deploy Van Center TZ of their side.

Besieger: all units (including Siege units – SI) deploys in his Van Center TZ except Cannon in Center TZ of their side.

No random event is drawn during siege resolution.

9.7.5 Cannon Fire

The active player fires with his available Ca.

1. Place a marker on the SZ's FV on the Fortress Value Track of the strategic map.
2. Roll 1D6 per Ca: a hit succeeds if the die roll is $\leq$ the Ca's CF (RF has no effect).
3. Each success reduces the FV by 1 point (minimum 0).
4. Adjust the FV marker to record the damage.

9.7.6 Assault

Defensive fire

Besieged (only) resolve all their fire on ennemy units within RF, without alternating with besieger.

Melee

Resolve melee after defensive fire.

1. Calculate Factors.

a. Attack Factor (AF) = sum all besieging units's CF (including dismounted cavalry and artillery).

b. Defense Factor (DF) = sum all besieged units's CF + the modified FV (after Ca fire).

2. Determine Ratio

a. Simplify the AF/DF ratio (rounding in favor of the defender, e.g., 9/10 becomes 2/3).

b. Shift the column to the left on the Combat Results Table by a number of columns equal to the FV (modified or not).

3. Resolution

a. No tactical markers are used.

b. The active player rolls 1D6 + modifiers of any SI units (all cumulative)

c. Apply the result from the Combat Results Table.

d. R (retreat) results are ignored except in the case of a sortie.

4. Apply Losses

a. Losses are applied first to the garrison, then to the VF.

b. The fortress is captured when garrison CF + VF = 0.

9.7.7 Sortie

Limit

Only one sortie attempt per combat round (whether successful or not).

Conditions

1. At least one leader is present among the besieged.
2. Roll 1D6 less or equal to the the leader's TC to initiate the sortie.

Procedure:

Resolve a melee (see ...) with these restrictions

No tactical markers are used.

The inactive player (besieged) is the attacker; the active player (besieger) is the defender.

No advance after a sortie.

Effects on the Siege

Advance the Siege Rounds marker on the track by one space on the Siege Round Track of the strategic map.

The modified FV is kept until the end of the siege.

When the siege is lifted or the fortress captured, the FV returns to its original value (the fortress is repaired).

Remove the Siege Rounds and FV markers.

9.7.8 Ending or Continuing the Siege

Continuing the Siege

If the assault or the sortie does not eliminate either the besieger or the besieged, the active player chooses to:

1. Continue with another siege round (within the limit set by the initial D6 roll), or
2. Lift the siege and withdraw his army to a SZ (see ...).

Ending the Siege

If garrison and FV are reduced to 0, the fortress is captured. Control passes to the besieger.

If there is no garrison, the fortress is captured as soon as FV is equal to 0.

After the final siege round, if the fortress has not fallen, the besieger must withdraw to an adjacent SZ (see ...) and the original FV is fully restored.

9.8 • CONSEQUENCES OF A BATTLE OR SIEGE

9.8.1 Retreat after a Battle or Siege

Retreat After a Major Battle

An army that withdraws voluntarily or whose units have all reached the LR retreats to an adjacent Strategic Zone free of enemy units.

If it enters an enemy SZ (unconquered enemy national territory or enemy-controlled):

- All its units lose 1 SP (reduced units are eliminated);
- The army may take control of the SZ if there are no enemy units.

If a battle takes place in an SZ containing a friendly fortress (after the garrison has been converted into an army to fight the battle) and the army retreats, it may retreat either into the fortress or to an adjacent SZ, as stated in the rules.

If it retreats into the fortress, a siege must occur during the same sequence.

Retreat After a Minor Battle

A retreat result ("R") means retreat out of the SZ.

If no "R" occurs, the side losing the most SP must retreat.

If tied, the attacker retreats.

Lone Leader Left alone SZ After Unit Elimination

The Leader moves to the nearest friendly SZ with a friendly army or controlled SZ.

If there are no friendly army or controlled SZ, the Leader is eliminated.

Retreat after a Siege

The besieger remains in the SZ if all besieged units are eliminated.

Otherwise, the besieger withdraws to an adjacent SZ (if the siege is abandoned or after the final siege round ends).

Merging and Status

An army retreating into a friendly SZ automatically integrates any army or garrison present.

If the SZ is empty, the player may choose whether the force remains as an army or becomes a garrison.

Restrictions

A retreating army may not start a new battle or siege.

An army that cannot retreat is eliminated.

9.8.2 SZ Control

If the active player is the winner, he takes control of the SZ, either as an army or a garrison (player's choice).

A fortress captured as the result of a siege comes under the winner's control by placing a control marker in the SZ.

Each time a fortress is captured, move the corresponding Control marker one step toward the controlling side (left for the Korean/Chinese side, right for the Japanese side).

If a single side controls all fortresses (3 to 4) in a Province, that Province is considered fully controlled (see RP during the Organization Phase).

9.8.3 Next Combat

The active player proceeds with the next combat (battle or siege) using another army.

The combat sequence ends once all battles and sieges have been resolved.

Note: a besieger who voluntarily ends a siege or withdraws has no effect on the Alliance status.

9.9 • COMBAT RESULTS (BATTLES OR SIEGES):

Losses (1,2,3...)

SP lost by attacker/defender.

Losses are allocated freely within the TZ (unless markers dictate otherwise).

Losses applied before retreats (e.g., result "3R").

In sieges, FV losses are recorded on the strategic map track.

R: Mandatory retreat

In battle: to adjacent TZ.

In siege:

- Against the besieger: ends the siege.
- Against the besieged: ends the sortie.

Ca never retreat: either captured (flip counter to its reverse side, showing the new owner player's colors) and integrating it into the garrison/army, or eliminated.

Retreat Rules

Retreat toward an adjacent rear line (closest to its own LR):

from 1st line to 2nd line

from 2nd line to 3rd line

from 3rd line or wing to LR.

If retreat impossible: unit stays, suffers +1 SP total loss (owner's choice).

Advance after combat

If enemy TZ emptied by retreat/elimination, winner may advance any/all units (not Ca).

Leader elimination in melee

Roll 1D6 for each Leader in TZ.

On a "1," Leader is eliminated (to Reserve).

May return as standard Leader, unless special rules Rx3+W rules say otherwise.



Replacement of an Eliminated Army Leader

Immediately replace the eliminated leader with a historical or anonymous Leader of lower rank present on the map.

If several leaders of the same rank are available: the owning player chooses.

The number of tactical markers must not exceed the new Leader's CT.

Any excess markers are removed (owning player's choice).

No new markers are selected; only the markers already chosen (minus those already used) remain.

Lone Leader Left T'Z After Unit Elimination:

Battle (event or combat result)

The Leader moves to the nearest friendly T'Z by movement cost, including the LR.

If there are no friendly units within the five T'Z of the tactical map, the Leader is eliminated.

Siege

The Leader moves to an adjacent friendly (SZ; if none is available, he is eliminated).

Return to Play

An eliminated Leader is placed in the Reserve.

He returns in the next turn (Rx3+W sequence) at no RP cost, with the back side of the counter.

Placement follows the standard unit placement rules.

Army Without a Leader

If no leader is available: the battle is lost, and the units retreat.

10. ALLIANCES-CONTROL

10.1 MOVING THE ALLIANCE MARKER

Allies (Ming, Jurchens) are represented by an Alliance marker that moves along the Alliance Table. At the beginning of the scenario, or when they arrive as reinforcements, their marker is placed on an indicated position on this table.

The marker can shift from the Reliable/Doubtful position to one camp toward the Reliable/Doubtful position of the opposite camp.

The marker is placed in the side of the table (of the camp the ally currently belongs to,

The starting position (Reliable or Doubtful) is specified in the scenario.

Each battle or siege won — if it awards VP — may move the Alliance marker of one enemy ally one space toward the winner's side (left for Korea, right for Japan).

Conditions for Marker Movement

Battle/Siege won: at least one unit of that ally (Ming, Jurchens) must have taken part in the battle.

10.2 • ENTERING AN ALLIANCE

A state may join the game by Reinforcement (see Scenario): the state's units and leaders are placed in the Reserve and/or directly on the strategic map. Its Alliance marker is positioned as indicated by the scenario.

11.VICTORY CONDITIONS

11.1 • VICTORY POINT (VP) SCORING

Victory is determined at the end of the final game turn.

Players earn VP by controlling SZ, winning battles and sieges, eliminating enemy units and leaders, and having major or minor allies on their side.

Each camp totals its VP, gained from several sources.

VP are recorded on the map Turn Track using two markers per camp: VP x 1 and VP x 10.

11.2 • AWARDING VICTORY POINTS (VP)

Immediate Victory

For the Japanese player if he occupies all Korean fortresses.

For the Korean player when he occupies all Korean fortresses.

Major Battles

A camp that wins a major battle earns +2 VP.

Minor battles do not award VP.

Sieges

A camp that captures a fortress by siege gains VP equal to its FV.

FV 1.....: +1 VP

FV 2.....: +2 VP

FV 3.....: +3 VP

A recaptured fortress grants its VP to the new victor.

Alliances (final turn, Victory Determination Phase)

Gaining a Ming or Jurchens as an ally: +3 VP

Special Counters

+1 VP for each eliminated enemy Sw counter.

+1 VP for each eliminated or captured enemy Ca counter.

+2VP for each enemy HS eliminated.

Strategic Zones (SZ)

+1 VP for each objective SZ controlled (indicated by a control marker at the beginning of the scenario) at the end of the final turn.

11.3 • VICTORY CONDITIONS

- A player reaches or exceeds 100 VPs at the end of a turn.