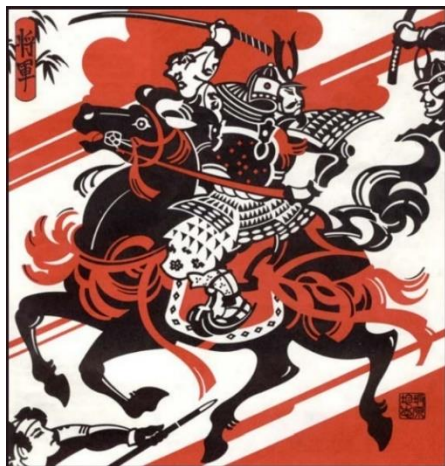


# Shōgun

## LITTLE WARS TV OPTIONAL RULES



### INTRODUCTION

**Shogun**, later retitled *Samurai Swords*, was a 1986 classic in Milton Bradley's "Gamemaster Series," which included titles like *Axis & Allies*. In the decades since its release, a third name change rebranded the game to *Ikusa*, but it remains the same territorial control board game it was in 1986.

Veteran players will be familiar with a few common play balance complaints. In our own club, we addressed these popular criticisms with proposed optional rules. There are many extensive and complex revisions available online at popular sites like Board Game Geek, but our philosophy has always been to keep any game changes to a minimum. In that spirit, here are 5 simple tweaks we've used in our club to elevate **Shogun** into a quicker, more strategic board game!

### #1 SET UP

The original rules provide for a chaotic set up, with all province cards dealt randomly, but we prefer when players enjoy *some* degree of strategic decision making. We use the official Quick Start Set Up rules that allow the players to choose some of their starting provinces. Details appear within the original rule booklet on page 33.

When populating armies to during set up, we prefer reducing the Quick Start sizes: 2 Bowman, 4 Swordsmen, 5 Gunners. We start with the number of Spearmen specified in the rules.

### #2 Kyoto/Osaka

We like to represent two important historical landmarks in Sengoku-era Japan: (1) Kyoto, the imperial capital; and (2) Osaka, the economic hub. During set up, remove the province card for **Yamashiro** (Kyoto's location) and **Settsu** (Osaka).

A neutral castle defended by 5 Ronin should be placed in each province to start the game. None of the players control it...yet. It can be attacked by any player, at any time. The player who controls Osaka province earns +1 Koku each turn. The player who controls Yamashiro may also hold one extra event card in their hand, beyond the normal limit.

### #3 CARDS

We add suspense and strategy to our games with event cards. We were inspired by cards designed by Scott DiBerardino, Michael Schnieder, Ken John, and Ray Trochim. Our custom deck appears within this free PDF and can be printed at home. The cards are formatted to fit into mini board game plastic card sleeves.

Shuffle the deck at the start of the game. Each turn, during the Build Phase, each player draws one card from the deck. Cards are secret until played. The card text is self-explanatory, including when and how to implement the card.

There are three types of cards you'll encounter in the deck—objectives, random events, and battle strategies. We recommend players review all the cards before a game to understand what possibilities exist. There are a lot interesting options that will shake up your game. You also need to be aware of the nasty surprises your opponents may be holding in their hand!

A player is never required to use an event card. You may hold as many cards in your "hand" as you have armies remaining. Excess cards must be discarded.

Some event cards specify that, when played, they must be removed from the game instead of discarded.

## #4 END GAME

This optional rule addresses two of the most popular complaints about the original game: (1) It can drag out too long; and (2) Eliminating a player's last army offers an unfair (and often unearned) advantage. The original rules encourage "vulture-like" behavior, as the elimination of a player grants the attacker control of all remaining pieces belonging to the defeated opponent. Here's how we handle this in our games....

### ELIMINATING A FACTION

If you eliminate an opposing faction by defeating their last army, you no longer inherit all their provinces and army pieces. You only take control over their remaining castle and fortress provinces. You gain one new army, which must be placed in a castle or fortress you've acquired. This new army will include a daimyo and any units already located in that province at the time.

All other provinces belonging to the eliminated faction are wiped clean, all units removed from the map, and those provinces are up for grabs!

### BID FOR SHOGUN

Once the first player is knocked out of the game, complete the current game turn and then, play one final turn. This end-game trigger provides a lot of heightened drama while also speeding up the conclusion!

*\*5 Player Variant\* In a full 5-player session, the end game countdown is triggered when 3 players remain.*

## #5 VICTORY POINTS

Traditionally, victory in **Shogun** is determined only by territorial control. The first player to control 30, 35, or 40 provinces (depending on player count) wins. We have found this one-dimensional and prefer giving players more paths to victory. Instead of the traditional victory mechanics, we use Victory Points.

### VP VALUES

When the game ends, any surviving player totals his victory points based on the following values:

- +1 VP Each Province controlled
- +1 VP Each Castle controlled
- +1 VP Each enemy army eliminated
- +1 VP Control of Kyoto

To track in-game events like the elimination of armies, hand the army token to the victorious player as a reminder for the end-game tally. As a reminder for first-time control of Kyoto or Osaka, write it down!

### OBJECTIVE CARDS

A number of the event cards offer additional ways to earn VP. Add the value of any completed objectives to your total.

### SHOGUN

The player with the highest total VP is declared "Shogun" and wins the game. This is likely—but far from certain—to be the player in control of the most provinces, which makes the game more exciting!

## Assembling the Event Cards

A deck of 48 cards appear on the next 8 pages of the PDF. Our cards are sized to fit into plastic "mini board game" card sleeves. This makes them more durable!

Print the cards at home, cut them out, fold in half, and insert into a plastic sleeve! If you don't want to use sleeves, you can tape or glue the halves together.

The entire deck should be used. There are some duplicate cards and this is intentional!



# LITTLE WARS TV EVENT CARDS

## BUMPER CROP

*Play when collecting Koku and discard.*

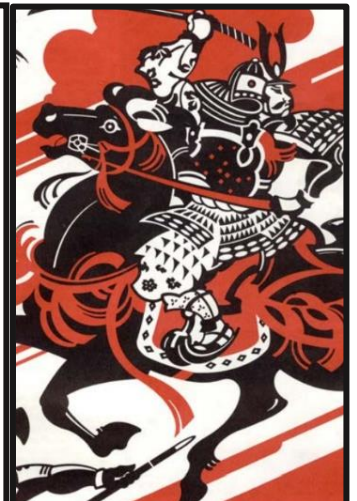
Receive +1 Koku this turn.



## BUMPER CROP

*Play when collecting Koku and discard.*

Receive +1 Koku this turn.



## THE BLACK SHIP

*Play when collecting Koku and discard.*

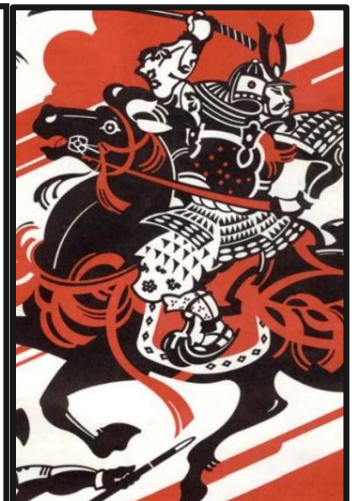
Receive +1 Koku this turn if you control a castle or fortress on a sea lane connection.



## Macau TRADE

*Play when collecting Koku and discard.*

Receive +2 Koku this turn if you control a fortress on a sea lane connection.



## FAMINE

*Play when collecting Koku.*

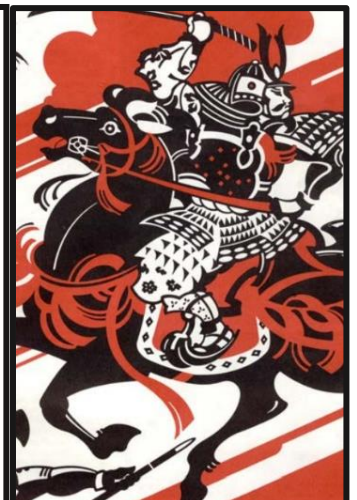
Select a player. They collect one less Koku this turn.



## FAMINE

*Play when collecting Koku.*

Select a player. They collect one less Koku this turn.



# LITTLE WARS TV EVENT CARDS

## PEASANT REVOLT

*Mandatory event. Play immediately and discard.*

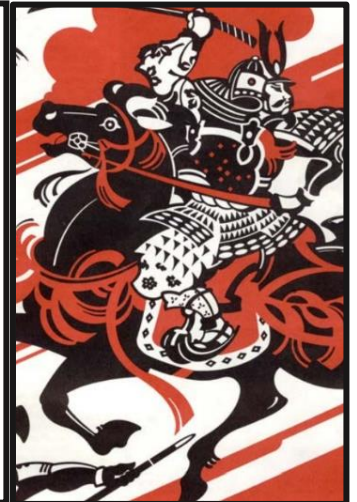
All provinces with a garrison of only one unit roll 1[d12]. On a 3 or less, remove the unit and make the province neutral.



## FOMENT REBELLION

*Play during your Wage War Phase.*

Select any province without an army. Roll 1[d12]. On a 5 or less, remove all Spearmen. The province is neutral if no units remain.



## SAMURAI REVOLT

*Play when spending Koku.*

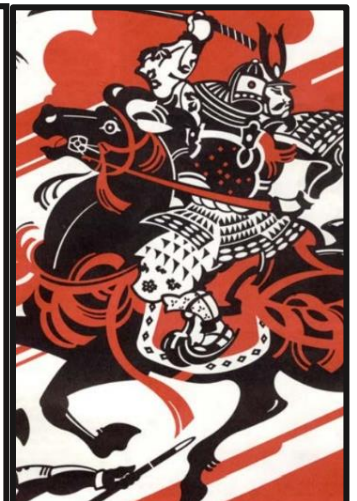
Pay 1 Koku and select an opponent's province with no army and only one unit. Replace it with a Ronin and the province is neutral.



## BARBARIANS

*Play during your Wage War Phase.*

Select an opponent. A random coastal province under their control is attacked by 3 gunners from your tray.



## TSUNAMI

*Play at the start of the turn.*

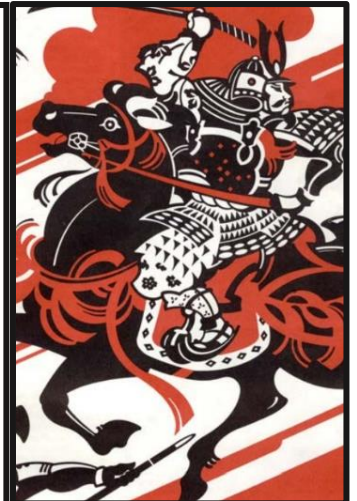
No units may move by sea lanes this turn.



## PLAGUE

*Mandatory event. Play immediately and remove from the game.*

All armies in a province with a castle or fortress remove 2 units from the army.



# LITTLE WARS TV EVENT CARDS

## OBJECTIVE

### MAJOR OFFENSIVE

*Play during your Wage War phase.*

If you declared battles in at least 4+ provinces this phase, earn +1 VP and discard this card.

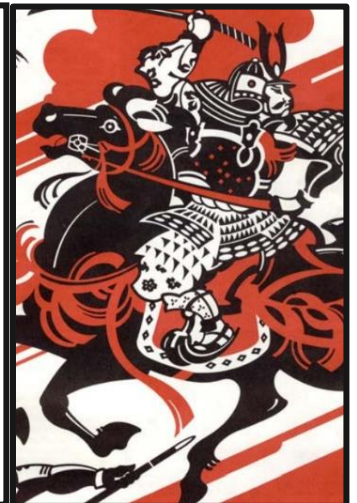


## OBJECTIVE

### JOINT ACTION

*Play during your Wage War phase.*

Declare a battle with three of your armies this phase. Earn +1 VP and discard.



## OBJECTIVE

### WAR AT SEA

*Play during your Wage War phase.*

Attack an occupied province by a sea lane using an army. Earn +1 VP and discard.

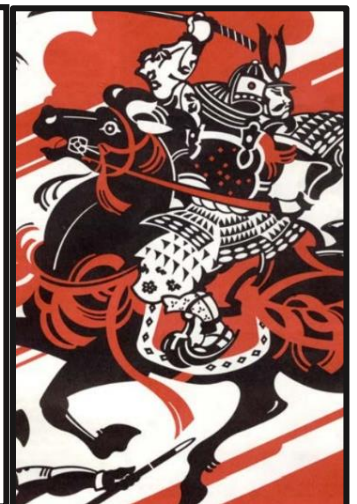


## OBJECTIVE

### SHAMEFUL DISPLAY

*Play at any time.*

If an opponent breaks a verbal diplomatic agreement with you, remove this card from the game and the opponent loses -2 VP.



## OBJECTIVE

### KYUSHU

*Play face down next to your game area at any time.*

If you control all 9 provinces on Kyushu at the end of the game, earn +3 VP.

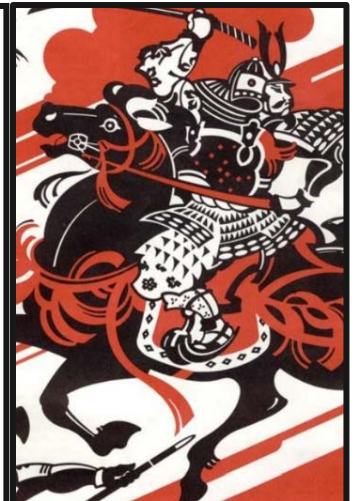


## OBJECTIVE

### SHIKOKU

*Play face down next to your game area at any time.*

If you control all 4 provinces on Shikoku, earn +2 VP.



# LITTLE WARS TV EVENT CARDS

## OBJECTIVE

### EDO

*Play face down next to your game area at any time.*

If you control the province of Musashi, home to Edo, at the end of the game, earn +1 VP.

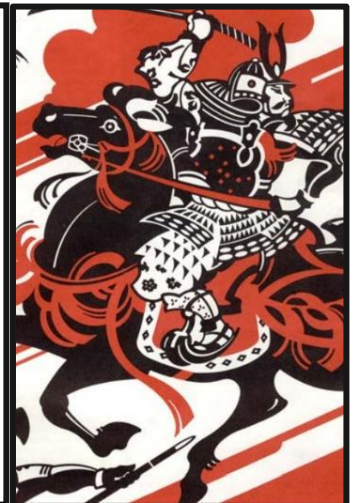


## OBJECTIVE

### ENGINEER

*Play face down next to your game area at any time.*

If you control the most fortresses at the end of the game, earn +2 VP.



## OBJECTIVE

### DUTIFUL WORSHIP

*Play when spending Koku.*

Return 1 Koku to the bank and receive +2 VP. Discard this card.

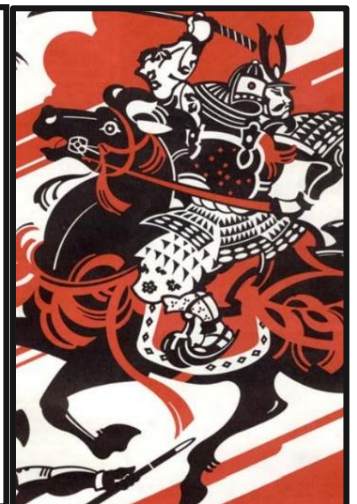


## OBJECTIVE

### PALACE INTRIGUE

*Play during the Hire Ninja phase.*

Successfully assassinate a Level 3+ daimyo and earn +2 VP. Discard this card.



## OBJECTIVE

### BUILDING SPREE

*Play at the start of the turn.*

If you control the most castles and fortresses at this time, earn +1 VP and remove this card from the game.

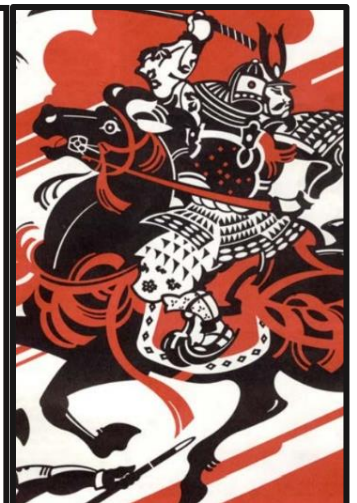


## OBJECTIVE

### ASSAULT

*Play face up when collecting Koku.*

Capture an enemy castle or fortress this turn to earn +2 VP. If you fail this turn, discard this card.



# LITTLE WARS TV EVENT CARDS

## BOLD PLAN

*Play before battle and discard.*

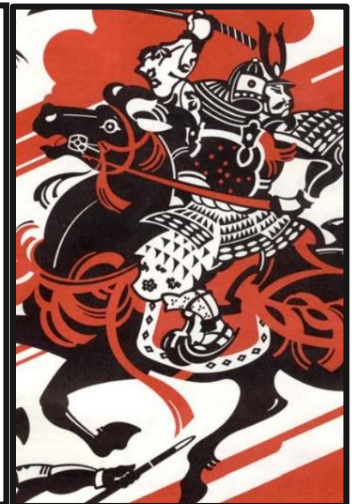
Roll a die at the start of the battle. On a 6+ you inflict casualties before your opponent. But on a 1, his forces inflict casualties before yours.



## HARBOR DEFENSES

*Play when defending from a sea lane attack and discard.*

Resolve your attacks and inflict casualties before your opponent in the first round of battle.



## SHINOBI SPY

*Play when Koku allocations are revealed and discard\**

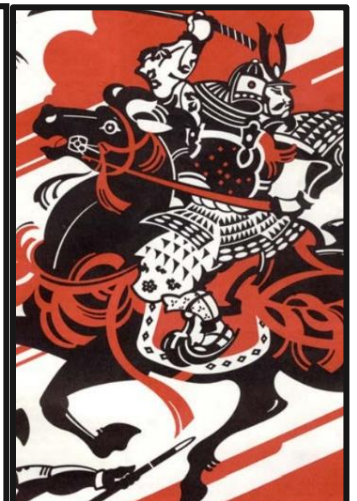
Select an opponent and spy on his deployment of Ronin or the cards in his hand. Roll a die. On a 9+, you may return this card to your hand!



## SHINOBI WARRIORS

*Play at any time and discard.*

Cancel an event card played by an opponent on a die roll of 4+.



## LESSON WELL LEARNED

*Play at the start of a battle and discard.*

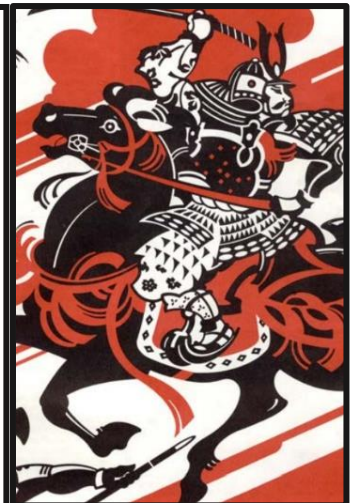
If you are outnumbered but win, advance your Daimyo's experience one extra space.



## DEFECTION

*Play at the start of a battle and discard.*

Remove one Swordsman or Bowman from your opponent's army and add it to your own.



# LITTLE WARS TV EVENT CARDS

## ILLNESS

*Play at the start of the turn and discard.*

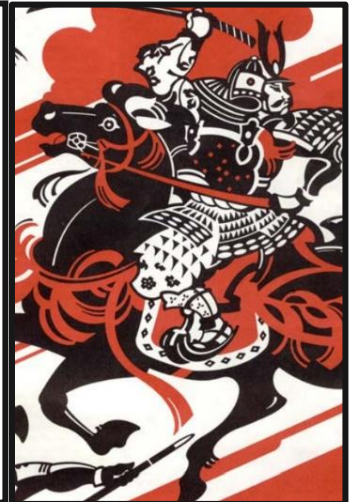
Select an enemy Daimyo and roll a die. On a 5+, he may not move this turn.



## DISSENT

*Play at the start of the turn and discard.*

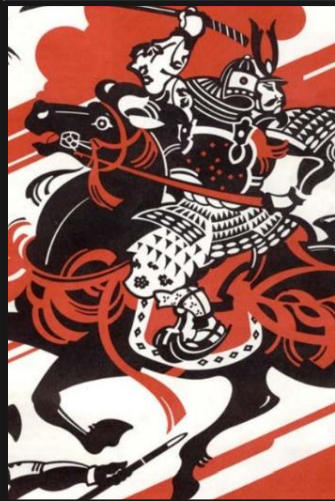
Select a player. He must immediately and publicly declare one of his armies as immobile for the turn.



## AMBUSH

*Play at the start of a battle and discard.*

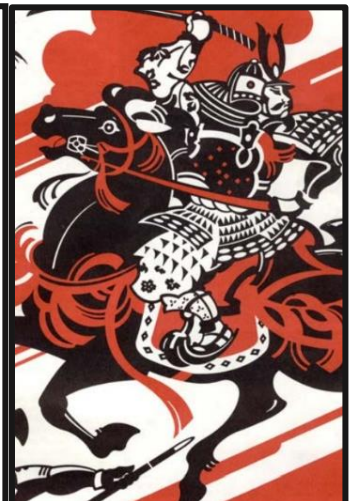
Roll a die. On a 5+ your forces get one free round of combat before the battle.



## SEIZE THE MOMENT

*Play when Koku allocations are revealed and discard.*

Add 2 Koku from the bank to your Choose Swords bid.



## SAMURAI SWORDS

*Play at the start of a battle and discard.*

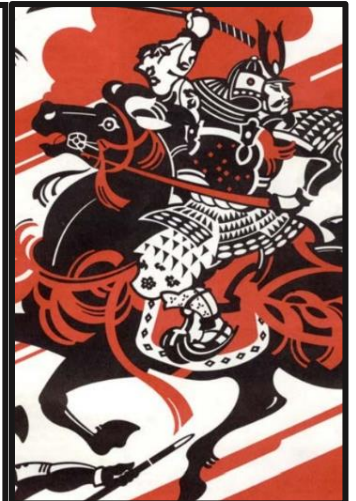
Your Swordsmen gain a free bonus attack before the battle.



## SAMURAI SWORDS

*Play at the start of a battle and discard.*

Your Swordsmen gain a free bonus attack before the battle.





# LITTLE WARS TV EVENT CARDS

## HOSTAGE

*Play any time and discard.*

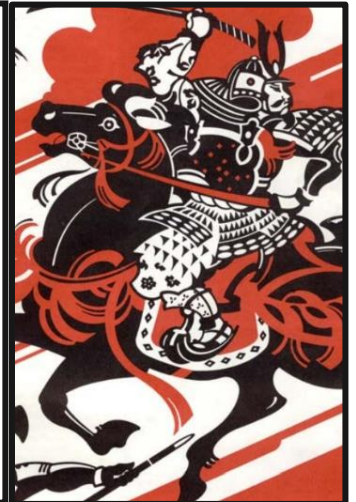
An opposing Daimyo of your choice may not attack you this turn unless his faction pays a -3 VP penalty.



## CHARGE!

*Play at the start of a battle and discard.*

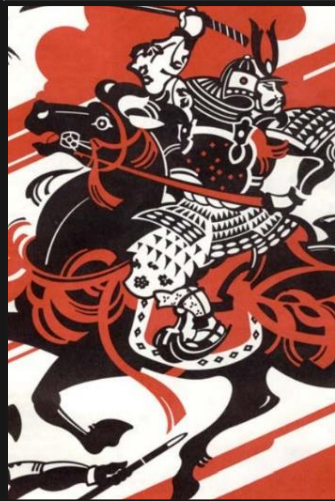
Subtract one from your combat rolls in the first round of battle. Bonus does not apply to gunners.



## WARRIOR MONKS

*Play at the start of a battle if you are the defender and discard.*

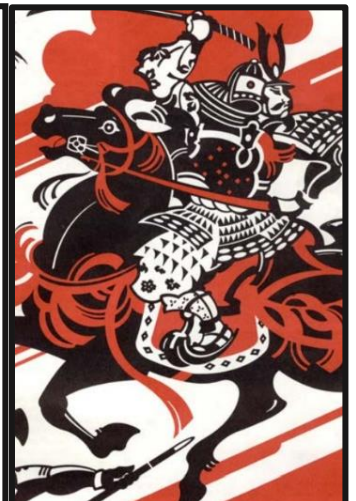
2 Ronin join your force for the duration of this battle.



## FORCED MARCH

*Play at the start of your Wage War phase and discard.*

Choose one army—it may move and attack one extra province. Then roll a die. On a 2 or less, lose one unit.



## CANNON

*Play when attacking a castle or fortress and discard.*

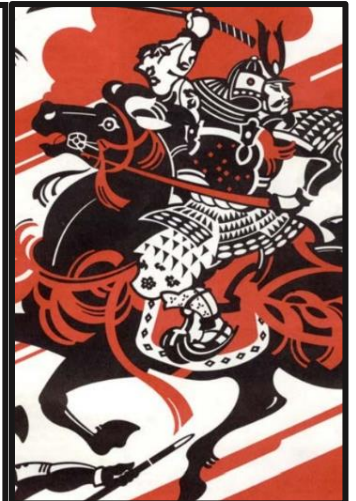
Your gunners subtract 1 from their combat rolls in all rounds of this battle.



## WITHDRAW

*Play after any battle round and discard.*

If you control an adjacent province, end the battle and move your surviving forces there. No naval movement permitted.



# LITTLE WARS TV EVENT CARDS

## STORM CLOUDS

*Play at the start of battle and discard.*

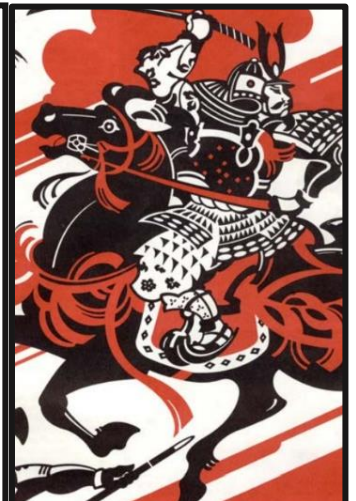
After each round of battle, roll a die. On a 5+ the attacker must call off the battle and retreat.



## DENSE FOG

*Play at the start of battle and remove from the game.*

Archers and Gunners do not resolve their attacks first for the duration of this battle. They resolve with the other units.



## MORNING MIST

*Play at the start of battle and discard.*

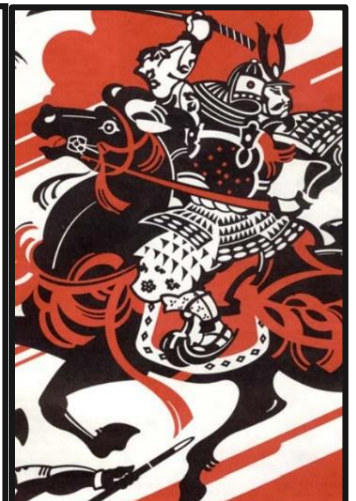
Archers and Gunners skip their attack for the first round of combat in this battle.



## RAIN

*Play at the start of battle and discard.*

Gunners add +2 to their combat rolls for the duration of this battle.



## HEAVY RAIN

*Play at the start of battle and discard.*

Gunners may not engage in combat for the duration of this battle and Bowman add +2 to their combat rolls.



## PUPPET SHOGUN

*Play at the start of the turn and remove from the game.*

If you control the province of Yamashiro, draw 3 event cards. Keep 2 and discard 1.

