



1 - Errata

1.1. Counters:

Atobe (2-3) (Takeda Clan I) and Murakami (1-3) (Uesugi Clan L) units are missing their leader values on back side. They should retain them.

1.2. Map:

There are two Takeda "C" clan setup hexes but this is an error. There is only one "C" clan unit. The Takeda player can choose in which hex his unit is set up.

1.3. Rules :

- [11.6] -2: if **at least one** attacking unit belongs to a Clan in Move or Regroup Mode; +2: if **all** the enemy units belong to a Clan in Move or Regroup Mode;
- [17.4] The first chit has to be a Uesugi activation chit : regular or special activation chit.
- [18.1] Clan M of Takeda Shingen's army is placed in the Fort Kaizu hex in Defense Mode. The other Clans are placed at the player's discretion so as to form a column on each side of the red line in the west corner of the map, with **the remaining** units left over as reinforcements.

There are much more than 3 units left.

1.4 Play Aid:

Combat modifiers:

Any attacker in Regroup or Move Mode: COL -2.

All defenders in Regroup or Move Mode: COL +2

Combat results :

dXy: defender suffers the following:

'X' step losses suffered by 1 unit of defenders choice:

'Y' step losses suffered all other **DEFENDING** units.

Mode Change Table

a) also applies to units attempting a mode change when the initiative chit is drawn (9.3.4).

2 - Clarifications

- [8.3] Delay occur if the entire clan is outside the command range. Determine the distance between the commander and the closest unit of the selected clan.
- [9.3.1] **Pursuit**: applies to all retreats, whichever phase they occur in (for example, they apply to the 1 hex retreat that may occur during combat, or the longer retreats triggered by the Retreat Compulsory Activation Chit or Special Activation Chit, or those triggered by a roll on the Rally or Rout tables).
- [9.5.5] **Special activity 'Combined Maneuver'**: The clans can be in different modes. Each can try to change mode (one check for each clan). The activated units can attack without being restricted by [11.4] Combined attack.
- [11.1] The activated units have to attack the units that are in their ZoC **when the chit is drawn**.



- [11.2] Streams and fords are equivalent in this game. 11.2 applies. If in defense mode the unit doesn't have to attack through a stream.
- [11.11] **Leader Loss.** You roll for leader loss if there are two or more losses **at once**.
- [11.12] **Rout.** Check for rout immediatly after the unit is eliminated. Before any other combat.
- [17.3] Uesugi Kenshin's reinforcements. The player must spend a Command Point [8.3] in order to place the Clan N chit on the Delay Track. If the Clan N activation chit is not drawn from the Selection Bowl on the turn on which it is placed in the Bowl (because the five Compulsory Activation Chits are drawn first, for example), then this process will need to repeated should the player wish to try to activate Clan N again, ie the player will need to spend a Command Point in order to put the Chit on the 3 box of the Delay Track. Once the units of Clan N have entered the map, the Clan can be activated as normal.
- [17.6.1] Clarification: "One time in the game only, the Takeda player can use Kansuke by announcing Yamamoto Kansuke when a Clan Activation Chit or Special Activation Chit of Uesugi's army is drawn from the Selection Bowl. The chit is then not acted upon, but is instead placed on the 1 box of the delay track. The Uesugi player gains 2 VPs if this happens. This simulates the incident when Yamamoto Kansuke and his retainers charged the Uesugi's forces in an heroic but suicidal last action to buy some time for the Takeda's army.

