

# Sekigahara Reference Card

## Setup

- Place blocks on board as designated (5.2)
- 4 blocks in each Recruitment Box
- 5 cards for each player
- Skip the first Reinforcement Phase

## Weekly Cycle

### Reinforcements (6.2)

- Discard half of hand, rounding in player's favor
- Draw 5 cards (6 if more Castles)
- Add blocks to Recruitment Box as listed on the Recruitment Track (on board). +1 if more Resource Locations.

### Bid Cards for Turn Order (6.3) — winner decides

### Play Turns A & B (6.4) — Keep same player order for both

#### Turn A

1. First player Movement
2. First player Combat
3. Second player Movement
4. Second player Combat

#### Turn B

5. First player Movement
6. First player Combat
7. Second player Movement
8. Second player Combat

## Buying Movement (7.1)

Pay cards to buy Movement:

Cards	Type	Effect
0	None	Discard and redraw any # of cards
0	Minimal	1 stack moves
1	Limited	3 stacks move
2	Total	All stacks move, plus Mustering

In Minimal or Limited Movement, a Mustering (7.2) action can be substituted for a stack move.

## Mustering (7.2)

From Recruitment Box, move all blocks of one daimyo to the matching Recruitment Location, or one block of any daimyo to any Recruitment Location.

## Stack Movement (7.3)

Move one stack at a time. No block or road segment can be used again. Stop if meet enemy units that cannot be Overrun (7.4).

Type	Distance	Notes
Base move:	1 location	
All Highway:	+1	(rule 7.3.3)
Leadership:	+1	(rule 7.3.4)
Force March:	+1	(rule 7.3.3)
1–4 blocks:	0	
5–8 blocks:	–1	
9–12 blocks:	–2	
13–16 blocks:	–3	
17+ blocks:	–4	(cannot move)

## Combat (8.0)

Declare locations with opposing forces, one after another, until combat resolved in all.

## Battles (8.2)

Deploy a block by playing a card that matches the mon of the block. Attacker plays first. The losing side holds initiative and deploys blocks with cards until he takes the lead. A tie favors the defender. Measure combat success on the Impact Track.

## Impact (8.3)

**Base Impact** = # of mon on block

- Bonus of +1 per block previously deployed on same side with matching mon.
- Bonus of +2 per block deployed on same side with matching special attack (including the deploying block) if special attack card played.

Double cards allow deployment of 2 blocks.

Loyalty Challenge cards are played to challenge the opponent's deployment. If the opponent cannot show another card that could have deployed that block, the block switches sides.

After one side declines further deployments, the other may continue to deploy at will. Loyalty Challenge cards can still be played.

## Sieges (8.9)

Battle becomes Siege when one force (2 blocks max) declares itself inside its own Castle. Only the attacker may deploy blocks in a Siege.

## Losses (8.7) & Card Replenishment (8.10)

Both sides lose 1 block for every 7 Impact delivered by their opponent. In a Battle (but not a Siege) the losing side loses another 1 block.

Both sides discard all cards used in battle and redraw an equal number. Also draw 1 for every 2 blocks lost in Battle or 1 block lost in Siege.

## Retreats (8.8)

Losing side must retreat to a preferred location if possible and a non-preferred location otherwise.

- **Attacker prefers:** a location from which attack originated.
- **Defender prefers:** a location from which attack did not originate, and without enemy units.

## Victory (2.0)

### Instant Win:

- Ishida: Tokugawa block destroyed
- Tokugawa: Ishida block or Toyotomi disk destroyed

### After 7 Weeks:

- 2 points per Castle
- 1 point per Resource Location

