

天下鳴動

RUMBLE NATION



Nº of players:
2~4



Age:
10+



Playing time:
30 min

GAME DESIGN: YOGI SHINICHI (与儀 新一) - ARTWORK: YAMAMOTO MASAOKI

1. Game Overview

✿ You are taking the role of Warlords during the Sengoku Era, the Civil War. Aim for supremacy in Japan by contending for its 11 Castles.

2. Components



✿ 1 MAP BOARD



✿ 11 LARGE CASTLE TOKENS
(VALUES 2-12)



✿ 11 SMALL CASTLE TOKENS
(VALUES 1-6)



✿ 4 SWORD CHIPS
(VALUES 4, 3, 2, 1)



✿ 72 SOLDIER MEEPLES
(18 IN EACH COLOR)



✿ 30 REINFORCEMENT MEEPLES (WHITE)



✿ 12 TACTIC CARDS



✿ 12 DICE
(3 IN EACH COLOR)

✿ 1 RULEBOOK

Advanced rules



✿ 4 DAIMYO MEEPLES



✿ 6 DAIMYO CARDS

3. Game Setup

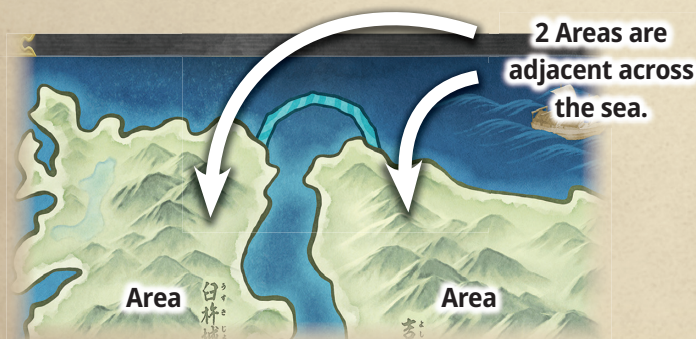
- ① Place the Map Board in the center of the Table.
- ② Shuffle all Large Castle Tokens face-down and place one token on each circular space on the Map Board. Then flip all tokens face-up.
- ③ Shuffle the Tactic Cards of your preferred language. Place cards face-up next to the Map Board, according to the number of players:
2 players: 3 cards. 3 players: 4 cards. 4 players: 5 cards. This is the Display.
Put the remaining cards back into the box. They will not be used in this game.
- ④ Place the Small Castle Tokens, the Sword Chips and the Reinforcement Meeples next to the Map Board. In a game with 2 players, remove all Sword Chips with 3 and 4 swords and the Small Castle Tokens. In a game with 3 players, remove all Sword Chips with 4 swords. They will not be used in this game.
- ⑤ Choose your player color and take the respective Daimyo Meeple and Soldier Meeples. This is your Stock. Put the remaining Daimyo Meeple(s) and Soldier Meeples back into the box. They will not be used in this game.
- ⑥ Whoever has most recently visited a castle (or a random player) becomes the starting player.

Example:

Set up for a 3 player game



4. The Map Board



- ✦ The Map is divided into 11 Areas.
- ✦ Areas connected by a thick line are considered adjacent to each other, even if they are separated by sea.

5. Gameplay

✿ The game is divided into 2 phases. In Phase I., the **Deployment Phase**, you are taking turns in clockwise order, deploying your Soldiers to prepare for the war that determines the winner in Phase II., the **War Phase**.

1. Deployment Phase

- ✿ The turn is made clockwise from the starting player.
- ✿ On your turn you must either ① **Deploy Soldiers** or ② **use a Tactic Card**.

① Deploying Soldiers

- Roll all 3 Dice. You may reroll all Dice once during a turn.
- Divide the dice into two groups of 2 Dice and 1 single Die each.
- Deploy Soldier meeples to an Area with a Large Castle Token whose number equals the sum of the 2-Dice group.
- When deploying on Shuri Castle, you may place Soldier Meeples around the island.
- The number of Soldier Meeples you deploy is determined by the number shown on the single Die. You must place all Soldier Meeples unless you do not have enough Meeples in your Stock (this may happen during the last turn). In that case place all remaining Meeples.



Number on the remaining single Die	or	or	or
Number of Soldier Meeples to place			

- You may deploy Soldier Meeples to Areas containing no, your own or other players' Meeples.
- Separate the Soldier Meeples in each Area by color.
- If there are not enough troops on hand, place as many as there are (each player may run out on his or her last turn). If not, the player always places the allotted number of pieces.
- It is not possible to stop placing troops after rolling the dice and use the military strategy card.

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2 Soldier Meeples

Anne rolls a 3, 4 and 5. She splits the Dice into 3+5 and 4. She places 2 Soldier Meeples on the Area with Castle Token 8 (3+5). She already has a Soldier Meeple on that Area and places the 2 new Meeples next to these.

② Using a Tactic Card

- You may not use a Tactic Card after you have rolled the Dice.
- You can use a Tactic Card once per game.
- When using a Tactic Card, choose any card from the Display and place it in front of you. Immediately take the action written on the card. If you cannot execute the action, you may not choose that card.

Example: If all your Soldier Meeples are placed on the Area that is surrounded by sea, you cannot use “Over the Mountain” (card #7).

- As soon as a player has placed all of their Soldier Meeples on the Map Board, Tactic Cards can no longer be used. All remaining players must then deploy Soldiers on their remaining turns.



- ✿ After you have placed all your remaining Soldier Meeples on the Map Board, take the Sword Chip with the most available swords. Your turn will be skipped for the rest of the phase.
- ✿ The phase continues until all players have placed all their Soldier Meeples on the Map Board. If a player finishes early, the remaining players continue to take turns. After all Soldier Meeples have been placed, move on to phase II: War Phase.

II. War Phase

- ✿ Resolve war in all Areas containing Soldier Meeples following steps ①, ②, and ③. Begin resolving in the Area with the lowest Large Castle Token and continue in ascending order.
- ✿ If there is an Area without Soldier Meeples, put its Large Castle Token aside. Nobody takes the Large or a Small Castle Token from this Area.

① Determine the Winner

- Count the Soldier Meeples for each player color including any Reinforcement Meeples. (You will receive Reinforcement Meeples after the first Area was resolved.) The sum counts as that player's power.
- The player with the highest power is the winner and the player with the second highest power is the runner-up.
- In case of a tie, the tied player with the higher Sword Chip wins.

② Claim the Castle Token

- The winner takes the Large Castle Token of the Area at war and places it in front of them. In a 3- or 4-player game, the runner-up takes a Small Castle Token worth half the amount (rounded down) of the Large Castle Token of that Area.
- If only one player has Soldiers Meeples on that Area, that player takes the Large Castle Token and nobody takes a Small Castle Token.

③ Send out Reinforcements

- If you took the Large Castle Token, take and place Reinforcement Meeples.
- The winner of the Area at war places Reinforcement Meeples on adjacent Areas with their own Soldier Meeples that still have Large Castle Tokens on them. Place 2 Reinforcement Meeples in a 3-/4-player game and 1 Reinforcement Meeple in a 2-player game in each of these areas.
- Place Reinforcement Meeples next to the Soldier Meeples of your color to avoid mixing them up with those of other players.
- If the Reinforcement Meeples run out, use Meeples from Areas where war has already been resolved. These are the Areas that no longer have Large Castle Tokens.

✿ After you have finished steps ①, ②, and ③ for all Areas, the **War Phase (Phase II.)** is over.

6. End of the Game

✿ Add up the numbers on your Castle Tokens. The player with the highest total is the winner of the game. In case of a tie the tied player with the higher Sword Chip wins.

Example: 3 player game

Anne has Sword Chip 3, Bob has Sword Chip 2 and Chuck has Sword Chip 1.

Area ②:

Chuck is the winner and takes the Large Castle Token ② while Bob is runner-up and takes the Small Castle Token ①. Chuck places 2 Reinforcement Meeples next to his soldiers on Areas ⑤ and ⑫.

Area ③:

Anne and Chuck have the same power, but Anne has the higher Sword Chip; Anne is the winner. Anne takes the Large Castle Token ③ and Chuck takes the Small Castle Token ①. Anne places 2 Reinforcement Meeples next to her Soldier Meeples on Areas ④ and ⑤ (2 per Area).

Area ④:

Anne, Bob, and Chuck have the same number of Soldier Meeples, but with the Reinforcement Meeple, Anne's power becomes 3, making her the winner of the Area at war. She takes the Large Castle Token ④. Bob has a higher Sword Chip; he is the runner-up and takes the Small Castle Token ②. Anne places 2 Reinforcement Meeples next to her Soldier Meeples on Area ⑤.

Area ⑤:

Chuck has the most Soldier Meeples but with the Reinforcements, Anne has the same power as Chuck. Anne is the winner of the tie because of her higher Sword Chip. Anne takes the Large Castle Token ⑤ and Chuck takes the Small Castle Token ②. Anne cannot take and place Reinforcement Meeples because she doesn't have Soldier Meeples in adjacent Areas.

All remaining Areas are resolved in the same way.



7. Effects of the Tactic Cards

✦ GENERAL RULES FOR TACTIC CARDS

- If Soldier Meeples are moved to another Area by the effect of a Tactic Card, group those of the same color together and keep them separate from the other colors.
- When a card tells you to choose a specific number of Soldier Meeples (e. g. 2 Meeples), you must take the full action or you cannot use the card.



Scout: Move 1 of your Soldier Meeples to an adjacent Area.



Over the Mountain: Move 2 of your Soldier Meeples combined from one Area to an adjacent Area that is connected by land.

- Both pieces must be moved to the same area.
- You may not move Soldier Meeples to an Area that is separated by sea.



Marine: Move 2 of your Soldier Meeples combined from one Area to an adjacent Area that is connected by sea.

- You must move both Soldier meeples together to the same area.



Sub Squad: Move half of your Soldier Meeples (rounded down) combined from one Area to an adjacent Area.

- You may only use this card when you have an Area with 2 or more Soldiers Meeples in it.



Ninja: Move 1 of your Soldier Meeples to any Area where you have Soldier Meeples.

- You may move the Soldier Meeple to an Area which is not adjacent.



Entering Kyo: Move any number of your Soldier Meeples to 京 (Kyo), from Areas adjacent to it.



Kyo



Support: Move 1 Soldier Meeple from your Stock to any Area where you have Soldier Meeples.



Rebel: Return 1 Soldier Meeple of an opponent to their Stock and replace it with a Soldier Meeple from your Stock.

- The Soldier Meeple returned may be used as normal, like any other Soldier Meeple in their Stock.



Exile: Move 1 Soldier Meeple of an opponent from an Area where you have Soldier Meeples to an adjacent Area.



Prisoner: Move 1 Soldier Meeple of an opponent from any Area to an adjacent Area where you have Soldier Meeples.



Decoy: Move 1 of your Soldier Meeples and 2 Soldier Meeples of an opponent to a single adjacent Area.

All Soldier Meeples must be moved together to the same area.



Retreat: Return 2 of your Soldier Meeples from any Area to your Stock.

- You may return Soldier Meeples from several Areas.
- The Soldier Meeples returned can be placed as usual, like any other Soldier Meeple in your Stock.

8. Reminders

- ✦ You may reroll all your Dice once during a turn.
- ✦ As soon as a player has placed all Soldier Meeples from their Stock, Tactic Cards can no longer be used by anyone.
- ✦ If you are the winner of an Area at war, you may place 2 Reinforcement Meeples in a 3-/4-player game and 1 Reinforcement Meeple in a 2-player game.

9. Advanced Rules

These Advanced Rules add Daimyo meeples and Daimyo cards.

❖ CHANGES IN "3. GAME SETUP"

After completing the normal setup, add the following steps.

- Each player returns 2 Soldier meeples into the box and receives 1 Daimyo in their color instead. Thus, in the Advanced game, each player has 16 Soldier meeples and 1 Daimyo.
- Shuffle the Daimyo Cards and display 3/4/5 cards for 2/3/4 players next to the map board, with the Daimyos' names and effects face up next to the map. Put the other Daimyo Cards back into the box.
- Starting with the player to the right of the starting player, in counter-clockwise order, each player chooses one of the Daimyo Cards on display and places it face down in front of them as their own Daimyo. Put the remaining card back into the box.



❖ CHANGES IN "5. GAMEPLAY"

In the Deployment Phase, the active player performs one of the following (3):

- 1) Deploy Soldier meeples
- 2) Use a Tactic Card, or
- 3) Use a Daimyo Card (new action).

- A Daimyo meeple is treated exactly like any **1 Soldier meeple** in the Deployment Phase, but in the War Phase, it is treated as a special unit with the equivalent of **2 Soldier meeples**.
- However, if a Tactic Card or a Daimyo Card refers to "**Soldier meeple**", a Daimyo meeple is **never** eligible. You are free to choose which turn to deploy your Daimyo meeple.
- When **(1) Deploying Soldiers**, a player may choose to deploy their Daimyo meeple **in place of any one** of their Soldier Meeples they are allowed to deploy.
- Each player may use their own Daimyo Card only once during the game.
- When using a Daimyo Card, turn the card up and apply its effect (see p. 7-8) immediately.
- When a player runs out of both Soldiers **and** Daimyo in their Stock, Tactic and Daimyo Cards can no longer be used by anyone.
- After you have placed all your Soldiers and Daimyo on the Map Board, take the Sword token with the most available swords. Your turn will be skipped for the rest of the phase.

10. Daimyo Cards

- ❖ When a range is specified as "up to 2" or "up to 3", this can be any number between 1 and the specified number, but not 0. If you cannot fulfil the Daimyo card's text in its entirety, you cannot use the card!



Uesugi Kenshin: Move up to 3 of your Soldiers from the area where your Daimyo is located to adjacent area(s) connected by land.

- You may move all or some of your Soldiers to the same area.



Oda Nobunaga: Move your Daimyo to an adjacent area. You may move 1 of your Soldiers with him.

- The accompanying Soldier must come from the same area and end in the same area as the Daimyo.



Takeda Shingen: Move up to 3 Soldiers of the same opponent from the area where your Daimyo is located to adjacent area(s).

- You may move all or some of an opponent's Soldiers to the same area.
- You may not move more than 1 player's Soldiers.



Mōri Motonari: Place 1 Soldier from your stock in a area adjacent to where your Daimyo is located up to 3x.

- Can also be used when there are 1 or 2 adjacent area(s).
- You can choose which area you want to place your Soldiers in, if you want to place fewer than the number of adjacent areas.
- You may not place more than 2 Soldiers per area.



Chōsokabe Motochika: Move up to 3 of your units (Soldiers or Daimyo) from the area where your Daimyo is located to adjacent area(s) connected by sea.

- You may move only your Daimyo or only your Soldiers, or both.
- If you move both your Daimyo and Soldiers, the Soldier(s) must come from the same area as the Daimyo.
- You may move your Daimyo and Soldiers to different areas, or the same area.
- You may move all or some of your Soldiers to the same area.



Ōtomo Sōrin: Replace 1 opponent's Soldier from up to 2 areas adjacent to your Daimyo with a Soldier from your stock. Return the Soldiers you replaced to the stock of their owner(s).

- Can also be used if there's only 1 adjacent area.
- If there are more than 2 adjacent areas, you may choose which area to replace a Soldier in.
- Can be used against Soldiers from 2 different opponents.
- Cannot be used against 2 Soldiers in the same area.

Appendix

Uesugi Kenshin: Daimyo of Echigo. Military genius, best known for the Battle of Kawanakajima

Takeda Shingen: Daimyo of Kai. Skilled both in battle and in the management of his territory.

Oda Nobunaga: Daimyo of Owari. He was fifty years old when he died at Honnoji Temple, though he aimed to establish the military rule in the Warring States period with his policy of "Tenka Fubu".

Mōri Motonari: With his three sons, he conquered the Chūgoku region. He is famous for his letters of instruction, but the anecdote of the three arrows is said to be a later creation.

Chōsokabe Motochika: Although he was mocked by Nobunaga as "the bat who refuses to fly away from its home," he achieved the conquest of Shikoku.

Ōtomo Sōrin: A Christian feudal lord with the baptismal name of Francisco. He tried to establish a Christian kingdom, but was defeated by the Shimazu clan.

❁ **The Castles printed on the Map actually existed around the year 1560, when the Battle of Okehazama was fought.**

徳山館 **Tokuyama Mansion:** Known as the Castle of the Clan Kakizaki (later Matsumae). One of the DonanJuunitate. Had connection to the Ainu people.

米沢城 **Yonezawa Castle:** Known as the Castle of the Clan Date. Fell under control of the Clan Uesugi during the Edo Era.

春日山城 **Kasugayama Castle:** Known as the Castle of the Clan Uesugi. One of the 5 major mountain castles of Japan. It was abandoned after the Civil War.

小田原城 **Odawara Castle:** Known as the Castle of the Clan Houjou. Until it fell before Hideyoshi Toyotomi, it held up against the attacks of Kenshin Uesugi and Shingen Takeda.

躑躅ヶ崎館 **Tsutsujigasaki Mansion:** Not a proper castle, as it was famously the policy of the resident Takeda clan to "make men your castle, men your walls, men your moats".

清洲城 **Kiyosu Castle:** Known as the Castle of Nobunaga Oda. The Kiyosu Conference was held here, after the Honnōji Incident.

京 **Kyo:** The city of the Emperor. Kyo fell into ruin after the Onin war, but the city recovered with the help of its citizens and Hideyoshi Toyotomi.

吉田郡山城 **Yoshida Koriyama Castle:** Known as the Castle of the Clan Mouri. Famous for Motonari Mouri defeating the huge army of the Clan Amako.

岡豊城 **Okou Castle:** Known as the Castle of the Clan Chosokabe. Motochika Chosokabe ruled Shikoku Island, setting this Castle as its military base.

臼杵城 **Usuki Castle:** The castle was built by the Christian feudal lord Sourin Ootomo. There were many Christian facilities in the vicinity.

首里城 **Shuri Castle:** Castle of the Ryukyu Kingdom. It was strongly influenced by Chinese architecture and is a designated World Heritage site.

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