

RUMBLE NATION

DELUXE



Number of
Players
2~4



Age
10+



Playing
Time
30

Game Design: Shinichi Yogi – Artwork: Toru Kageyama

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



- 72 Armies
(18 each in red, blue, yellow & black)



- 30 white Reinforcements



- 11 Large Castle Tokens
(values 2-12)



- 12 Tactic Cards



- 11 Small Castle Tokens
(values 1-6)



- 12 Dice
(3 per color)



- 4 Sword Tokens
(values 4-3-2-1)

- 1 Rulebook

Advanced Rules



- 4 Daimyos (1 each in red, blue, yellow & black)



- 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 Tactics Card and place them 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 Tokens and the Reinforcement Meeples next to the Map Board. In a game with 2 players, remove all Sword Tokens with 3 and 4 swords and the Small Castle Tokens. In a game with 3 players, remove all Sword Tokens with 4 swords. They will not be used in this game.
- ⑤ Choose your player color and take the respective Army Meeples and Dice. This is your Stock. Put the remaining Meeples and Dice 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 Armies to prepare for the war that determines the winner in **Phase II.**, the **War Phase**.

1. Deployment Phase

- Beginning with the Start Player, take turns in clockwise order.
- On your turn you must either ① **Deploy Armies** or ② **use a Tactic Card**.

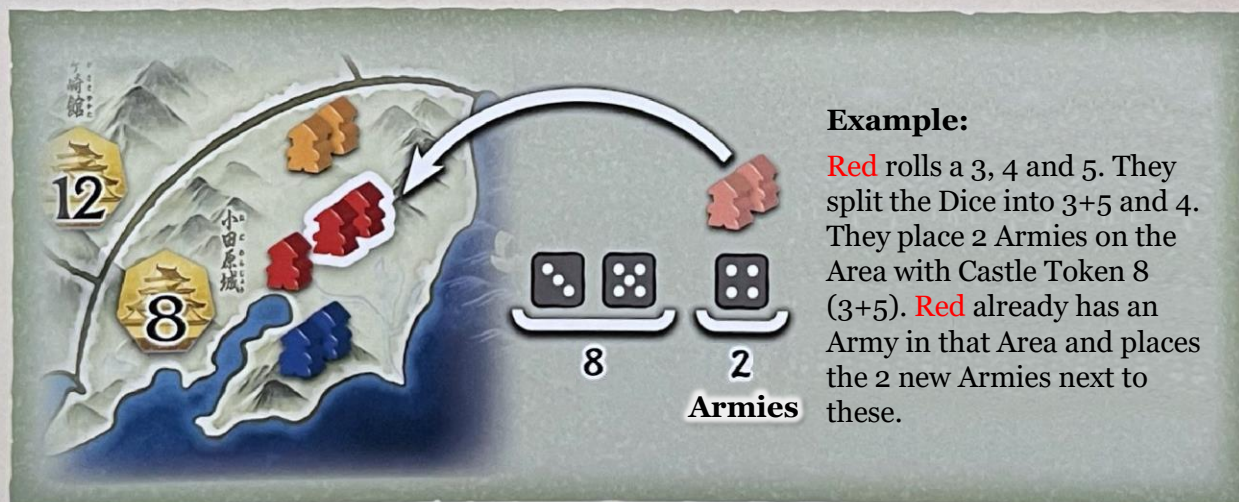
① Deploying Armies

- Roll all 3 Dice. You may reroll **all 3 Dice** together **once** during a turn.
- Divide the Dice into two groups of 2 Dice and 1 single Die each.
- Deploy Armies to an Area with a Large Castle Token whose number equals the sum of the 2-Dice group.
- When deploying to Shuri Castle, you may place Armies around the island.
- The number of Armies you deploy is determined by the number shown on the single Die (see table).



Number on the remaining single Die	 or 	 or 	 or 
Number of Armies to place			

- You must place all Armies unless you do not have enough Armies in your Stock (this may happen during the last turn). In that case place all remaining Armies.
- You may deploy Armies to Areas containing no, your own or other players' Armies.
- Separate the Armies in each Area by color.
- You may not change your mind and use a Tactic Card after you have rolled the Dice.



② Using a Tactic Card

- You can use a Tactic Card only 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 Armies are placed in the Area that is surrounded by sea, you cannot use “Over the Mountain” (card #2).

- **As soon as a player has placed all of their Armies on the Map Board, Tactic Cards can no longer be used by anyone.** All remaining players must then ① Deploy Armies on their remaining turns.



- ❖ After you have placed all your remaining Armies on the Map Board, take the Sword Token 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 Armies on the Map Board. If a player finishes early, the remaining players continue to take turns. After all Armies have been placed, move on to **Phase II: War Phase**.

II. War Phase

- ❖ Resolve war in all Areas containing Armies following steps ①, ②, and ③. Begin resolving in the Area with the lowest Large Castle Token and continue in ascending order.

① Determine the Winner

- Count the Armies for each player color including any Reinforcements. (You will receive Reinforcements 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 Token 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. In a 2-player game, nobody takes a Small Castle Token.
- If only one player has Armies in that Area, that player takes the Large Castle Token and nobody takes a Small Castle Token.
- If there is an Area without Armies, put its Large Castle Token aside. Nobody takes the Large or a Small Castle Token from this Area.

③ Send out Reinforcements

- If you took the Large Castle Token, take and place Reinforcements. If nobody took the Large Castle Token, skip step ③ and resolve the next Area.
- The winner of the Area at war places Reinforcements on adjacent Areas with their own Armies that still have Large Castle Tokens on them. Place 2 Reinforcements in a 3-/4-player game and 1 Reinforcement in a 2-player game in each of these areas.
- Place Reinforcements next to the Armies of your color to avoid mixing them up with those of other players.
- If the Reinforcements run out, use Reinforcements 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** 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 Token wins.

Example: 3-player game

Red has Sword Token 3, **Blue** has Sword Token 2 and **Yellow** has Sword Token 1.

Area ②: **Yellow** is the winner and takes the Large Castle Token ② while **Blue** is runner-up and takes the Small Castle Token ①. **Yellow** places 2 Reinforcements next to his Armies on Areas ⑤ and ⑫.

Area ③: **Red** and **Yellow** have the same power, but **Red** has the higher Sword Token; **Red** is the winner. **Red** takes the Large Castle Token ③ and **Yellow** the Small Castle Token ①. **Red** places 2 Reinforcements next to her Armies on Areas ④ and ⑤.

Area ④: **Red**, **Blue**, and **Yellow** have the same number of Armies, but with the Reinforcement, **Red**'s power becomes 3, making her the winner of the Area at war. She takes the Large Castle Token ④. **Blue** has a higher Sword Token; he is the runner-up and takes the Small Castle Token ②. **Red** places 2 Reinforcements next to her Armies on Area ⑤.

Area ⑤: **Yellow** has the most Armies, but with the Reinforcements, **Red** has the same power as **Yellow**. **Red** is the winner of the tie because of her higher Sword Token. **Red** takes the Large Castle Token ⑤ and **Yellow** the Small Castle Token ②. **Red** cannot take and place Reinforcements because she doesn't have Armies in adjacent Areas.

All remaining Areas are resolved in the same way.



7. Effects of Tactic Cards

❖ General rules for Tactic Cards

- If Armies 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 Armies (e. g. 2 Armies), you must take the full action or you cannot use the card.



Scout: Move 1 of your Armies to an adjacent Area.



Over the Mountain: Move 2 of your Armies from one Area to an adjacent Area connected by land.

- You must move both Armies together to the same Area.
- You may not move Armies to an Area that is separated by sea.



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

- You must move both Armies together to the same Area.



Sub Squad: Move ½ your Armies from one Area to an adjacent Area.

- Round down. You may only use this card when you have an Area with 2 or more Armies in it.



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

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



Entering Kyo: Move any number of your Armies to 京 (Kyo), from any Area adjacent to it.



Support: Place 1 Army from your Stock in any Area where you have Armies.



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

- The Army returned can be used as normal, like any other Army in their Stock.



Exile: Move 1 Army of an opponent from an Area where you have Armies to an adjacent Area.



Prisoner: Move 1 Army of an opponent from any Area to an adjacent Area where you have Armies.



Decoy: Move 1 of your Armies and 2 Armies of an opponent to an adjacent Area.

- All Army must be moved together to the same Area.



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

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

8. Reminders

- ❖ You may reroll all your Dice once during a turn.
- ❖ As soon as a player has placed all Armies 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 Reinforcements in a 3-/4-player game and 1 Reinforcement 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 Armies into the box and receives 1 Daimyo in their color instead. Thus, in the Advanced game, each player has 16 Armies 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 Armies**
 - 2) **Use a Tactic Card**, or
 - 3) **Use a Daimyo Card** (new action).
- A Daimyo meeple is treated exactly like any **1 Army** in the Deployment Phase, but in the War Phase, it is treated as a special unit with the equivalent of **2 Armies**.
- However, if a Tactic Card or a Daimyo Card refers to "**Army**" or "**Army(s)**", a Daimyo meeple is **never** eligible.
- You are free to choose which turn to deploy your Daimyo meeple. When **(1) Deploying Armies**, a player may choose to deploy their Daimyo meeple **in place of any one** of their Armies 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 Armies **and** Daimyo in their Stock, Tactic and Daimyo Cards can no longer be used by anyone.
- After you have placed all your Armies 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 Armies from the Area where your Daimyo is located to adjacent Area(s) connected by land.

- You may move all or some of your Armies to the same Area.



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

- The accompanying Army must come from the same Area and end in the same Area as the Daimyo.



Takeda Shingen: Move up to 3 Armies of one opponent from the Area where your Daimyo is located to adjacent Area(s).

- You may move all or some of their Armies to the same Area.
- You may not move more than 1 player's Armies.



Mōri Motonari: Place 1 Army from your Stock in an 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 Armies in, if you want to place fewer than the number of adjacent Areas.
- You may not place more than 2 Armies per Area.



Chōsokabe Motochika: Move up to 3 of your units (Armies 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 Armies, or both.
- If you move both your Daimyo and Armies, the Army(s) must come from the same Area as the Daimyo.
- You may move your Daimyo and Armies to different Areas, or the same Area. You may move all or some of your Armies to the same Area.



Ōtomo Sōrin: Replace 1 opponent's Army from up to 2 Areas adjacent to your Daimyo with an Army from your Stock. Return the Armies 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 an Army in.
- Can be used against Armies from 2 different opponents.
- Cannot be used against 2 Armies 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 and Places 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 Donan Juuni Tate. 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 Amago.
- **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.

Credits

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Box art, Daimyo art:
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Special Thanks to

Saashi, NISHIDA, MAKOTO,
NAKAYOSHI, N.Kino, M.Sakai,
R.Kurita, T.Miwa, KUROSAWA



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