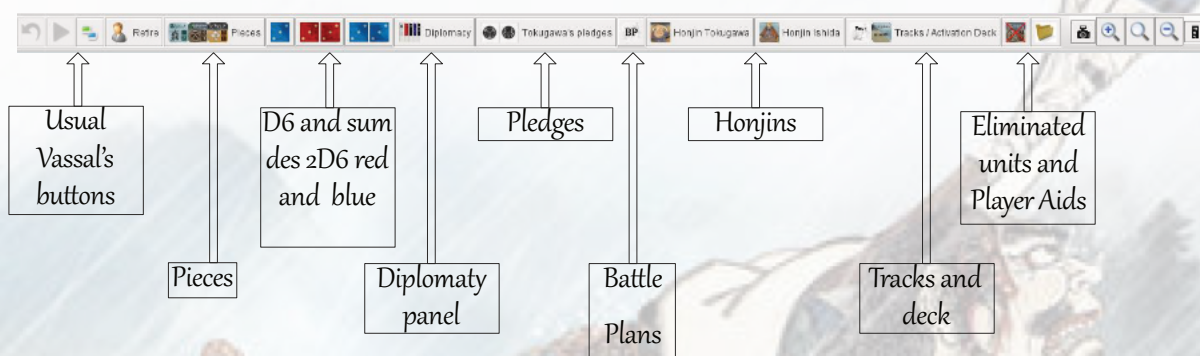# TENKATOITSU - SEKIGAHARA

INTRODUCTION

I wanted to keep the same interface and the same graphics as the existing modules in order to have consistency for the 3 battles in the series. However, I made some changes. Some are voluntary because certain options seemed unnecessary to me, others seemed to me more in line with the experience of the game. Others were necessary because the battle of Sekigahara presents specificities which required these adaptations. Indeed, this is the only module, where the units can change sides, activation tokens are located on the diplomacy board instead of starting in the reserve.

PRESENTATION OF THE INTERFACE

Here is the upper banner of the VASSAL module and the icons you can find there.

| Usual Vassal's buttons | Pieces | D6 and sum des 2D6 red and blue | Diplomaty panel | Pledges | Battle Plans | Honjins | Tracks and deck | Eliminated units and Player Aids |

TOKUGAWA'S PLEDGE

At the start of the game, the player must choose how many pledges they make, which will influence the allegiance of the clans during the battle. To avoid cheating, I chose to integrate a « note window ». The Tokugawa player can thus create 3 secret notes for each pledge. That are invisible to the opposing player. They only become visible when the player reveals them. The date is noted at the moment of the creation of the note. In this way, the revelation of the pledges can be done one after the other, without the possibility of falsification.
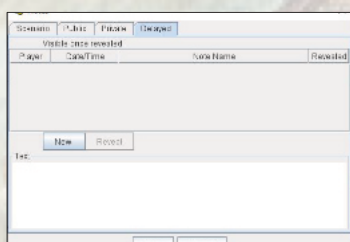
By clicking on the button, you arrive at this window, then select the Delayed tab then New. You can then type the name of the note and the text you want.

The note then appears with the player's name and a check box to reveal it to the opponent at the chosen time. The date is recorded, thus avoiding falsification.
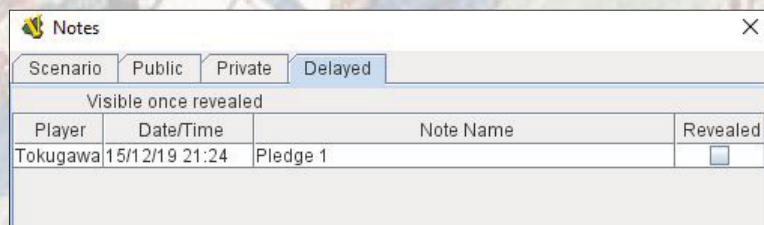
BATTLE PLANS

he plans being active from the start of the battle, I did not consider useful to put a "hidden" function, nor a command point accumulation system. If players prefer to choose their battle plan in secret, they can use the "note window" provided for Tokugawa's pledges and reveal their plan to the opponent once the two players have chosen.

To use the "BP" button, players do a right click on their side (the other is not accessible to them), then select the battle plan. The zone changes name to display the selected plan, a right click makes it possible to reach the capacities of the plan. Then all is left is to just enter the text (clans and turn number) in the text boxes.
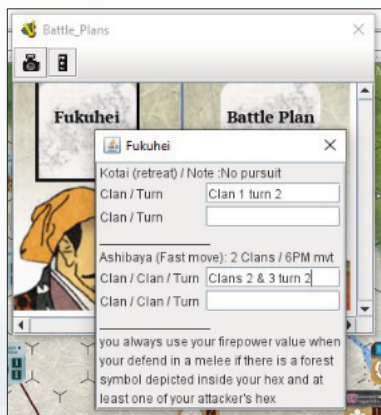
THE UNITS

As far as the units are concerned, you will find the usual menus for changing of state, and color of the hexagon.

I deleted the active / inactive function which I never used on the other modules and which can easily be replaced by the colorization of the hexagon.

In the previous modules, the indication of the presence of a Samurai or a dead Leader was done using markers. These were impractical because

they masked the unit's combat values, and it was often mandatory to move the two pieces separately. So I chose to place an additional layer to indicate their presence. Thus, the two disadvantages mentioned above disappear. For the management of the Samurais, we will come back to this at the time of the presentation of the activation deck.

The orders have disappeared and the change must be made on the player's honjin by right-clicking. Overlays indicating clan order still exist and are updated automatically.

Here are screenshots with the different elements that can be seen on the units.

Dead leader

Samurai

THE DIPLOMACY DECK

Everything takes place on the diplomacy board, each player has a starting deck. I didn't want the pawns to be visible, so they're all face down.

To send them to the diplomacy deck, right click and select the clans you want to send. After clicking on Ok, drag and drop in the diplomacy deck. This way your opponent can never know which clan you put.

To draw the tokens, use the button located in the diplomacy window, this places the active token in the "Active Chit" box. A second click will pass the active pawn into discard pile and draw the new active token.

When you have drawn the required number of tokens, you can directly return all the tokens to the player decks with the "reset" button. In this way, you will avoid drawing the tokens that are still in the diplomacy deck and your opponent will not know which ones were present and were not drawn. No one can adjust their diplomatic strategy by seeing which clan the opponent is trying to overturn.

THE ACTIVATION DECK

Again, I wanted the maximum of information to be hidden from the opponent.

Furthermore, writing automatic commands is complicated because, in this module, the activation tokens are found on 4 different boards (Honjins, deck board and tokens awaiting allegiance on the diplomacy board) and an automatic command should not be too general to avoid unwanted transfers.

The player will therefore select his tokens using a right click on the "reserve" deck located on his Honjin. Here he can select the tokens he wants by holding down Ctrl. After clicking OK, drag and drop to the Selected Chits box. The advantage is that the opponent does not know how many pawns have been placed. We cannot anticipate a Kido tactic for example which costs 2 PCs.
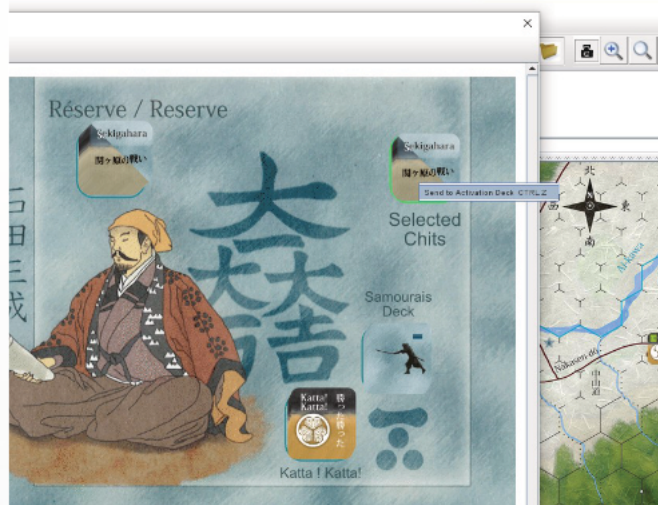
We can add the Samurais and the Katta! Katta! pawns by drag and drop.

Once this selection has been made, a right click on the "selected chit" deck will send all these tokens to the activation deck.

You must then go to the track / deck board and click on the draw button. The tokens will be drawn one by one and will go to the corresponding discard pile.

A right click on the active pawn allows to return it to the deck if the player does not wish to be immediate from this clan.

If it is a Katta! Katta ! pawn, a right click will permanently delete it after use. Don't forgot to do this manipulation before drawing a new pawn because otherwise, it will go into the discard pile and will no longer be accessible unless you return it to the reserve, select it, place it on the honjin and delete it.

At the end of the round, to the messengers, draw a pawn, immediately resolve the messengers and send the pawns:

-On the right time box by right clicking
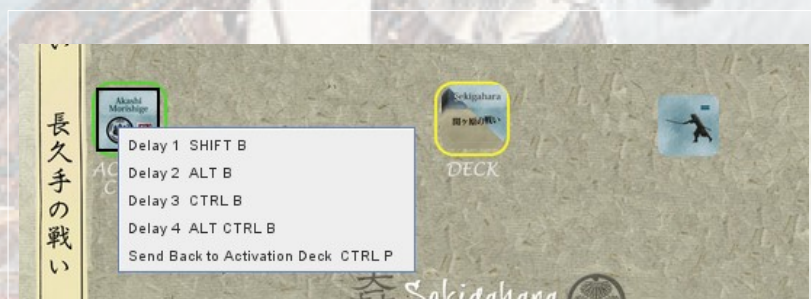
-If he has to return to the reserve, simply continue to draw, he will go to the discard pile and will go back to the reserve once the bowl emptied.

If you do nothing, the pawns will go to the discard pile and it will not be possible to send them where you want. So you have to empty the bowl and solve the messengers one pawn at a time.

Note that the return to the reserve is not automatic, you must right-click on the discard pile.

For samurais, the procedure is different:

-If a samurai is drawn, place it on a unit by right click as seen previously. Then continue to draw, the samurai pawn will not go into the discard pile but will remain on the board of the deck. He is therefore no longer available to return to the activation deck. Once the samurai is removed from the unit that received him, the pawn must again become available in the reserve, then send it back with a right click.

-If the Samurai is not drawn during the game turn and that you draw it when emptying the bowl, a right click will allow you to switch it on the scale 1 of delays