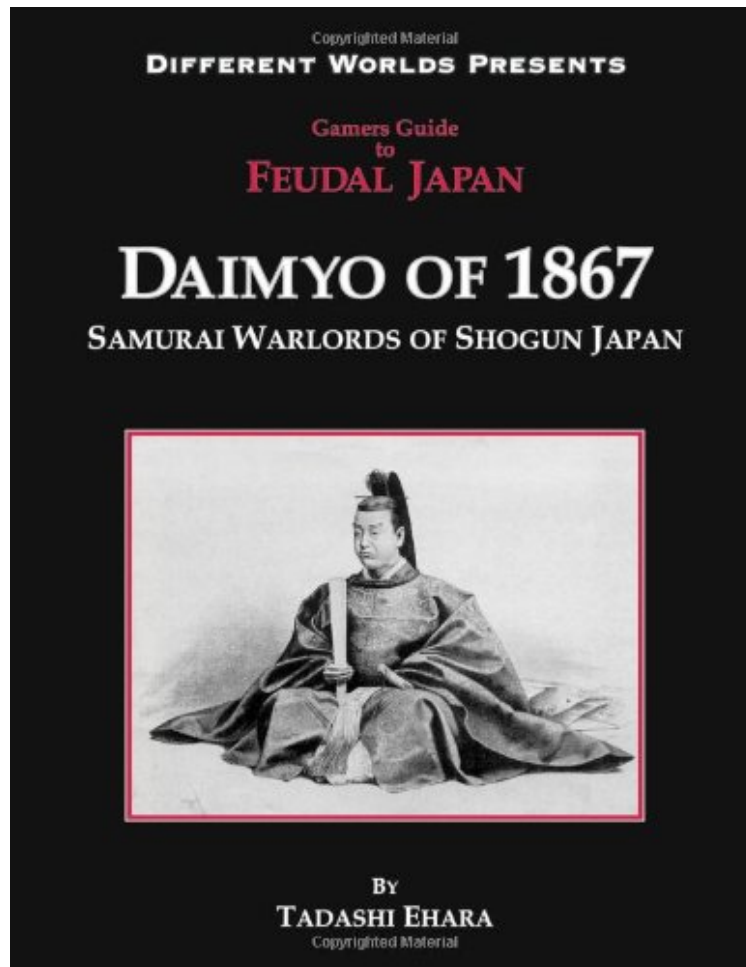


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Daimyo of 1867: Samurai Warlords of Shogun Japan

Tadashi Ehara

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0 of 0 people found the following review helpful. Great workBy MurphEssential guide to any person wanting an over view of the Japanese Shoguns or Daimyos for either historical research or role playing. Tadashi, more please.3 of 3 people found the following review helpful. Covering 277 daimyo clans in the year 1867By Midwest Book Review"Daimyo of 1867: Samurai Warlords of Shogun Japan" by Tadashi Ehara is a 346-page compendium providing a guide to Feudal Japan designed specifically for role-play gamers. Covering 277 daimyo clans in the year 1867, each individual daimyo is provided with a mon (family crest), a han (fief) name, revenue size, rank at the Shogun's castle in Edo, prior ancestry, domain and castle descriptions, and a great deal more. Basic background information includes elements of geography, history, road systems, social structure, religion, monetary system, and government structure. Profusely illustrated throughout, "Daimyo of 1867: Samurai Warlords of Shogun Japan" is a seminal, unique, and

highly prized addition to personal game player reference collections. 2 of 2 people found the following review helpful.
Ready For Battle in Shogun Japan By Dr. B. D. Sustare This is the best survey in English of the Samurai Warlords and Clans in the Japan of the Shogunate. It covers 277 daimyo clans, and is a must for students of Japanese history. It is also incredibly valuable for roleplay gamers whose campaign is set in feudal Japan, as well as for wargamers and writers. In addition to the clan and warlord entries, the book has a wealth of other background information about the geography and society of the time. If you want to know more about Japan and its military and political history, the book is a must-buy. It is also packed with great maps and illustrations, as well as the symbols for all the clans. I love it!

Explore a world more alien and more exotic than you have ever experienced before, yet one that actually existed. *Daimyo of 1867* provides a comprehensive catalog of samurai warlords in feudal Japan. Included are detailed information on every one of the 277 daimyo clans in the year 1867, towards the end of the samurai era. Every daimyo is listed with the image of the mon "family crest," han "fief" name, revenue size, rank at the Shogun's castle in Edo, prior ancestry, and other clan information. Many clan domain descriptions are embellished with photos of their castles, history of notable ancestors, and information about any branch families. Maps of castles and their surroundings are provided wherever possible. The information is organized as an handbook for creating more realistic backgrounds for role-playing games, boardgames, miniatures games, and computer games. It is also useful for those writing historical novels, screenplays, graphic novels, comic books, anim, and other creative works. Background information includes geography, history, major roads, social structure, religion, monetary system, and government structure. A gamers guide is provided with suggestions for scenarios, descriptions of martial arts training, ronin, vengeance, the use of ninja, and the naming of a daimyo's son at a coming-of-age ceremony. There is also a special section with lists of samurai-themed games. Among the daimyo you will find: Asano Naganori, the daimyo whose seppuku led to the revenge of the 47 ronin Kudo Suketsun, who sparked the famous vendetta of the Soga Brothers, which took 18 years to complete Ooka Tadasuk, a minor judge with legendary wisdom, who eventually became daimyo Yagyu Munenori, the Shogun's sensei for swordsmanship, a hatamoto who became daimyo Oda Nobunaga, a minor daimyo who began the final unification of Japan after a century of civil war, and who is the inspiration for the video game series *Nobunaga's Ambition* Tokugawa Ieyasu, a minor daimyo who became Shogun, and established a dynasty that would rule the Land of the Rising Sun for two-and-a-half centuries, until the end of the samurai era. Profusely illuminated with hundreds of photos and images of maps, woodcut prints, and paintings. Suggested for mature readers.

The book is wonderful. It is breathtakingly full of information, and must have taken forever to research. --B. Dennis Sustare, author of *Bunnies Burrows* role-playing game, based on the heroic fantasy novel *Watership Down* by Richard Adams This is a real treasure trove of information, and not just for gamers or authors -- it would be extremely useful as a reference for would be historians as well. --Randy Schadel (aka Tatsunoshi), *The Samurai Archives* I daresay that *Daimyo of 1867* is the only book about historical Japan that you'll need to run a great campaign, one that is both reflective of Japanese culture as it actually was but also intelligible to non-scholars. --James Maliszewski, *Grognardia*