

[Click Here](#)





















## مجموع الطريل توكوغاوا

Tokugawa Clan Mon The Tokugawa Clan are one of the 8 playable clans in the Grand Campaign in Shogun 2: Total War. They were, historically, the victorious clan at the end of the Sengoku Jidai. They are known as renowned diplomats and possess superior metsuke and ninja. In-Game Encyclopedia Description[] Although the Tokugawa are an ancient family, claiming descent from Minamoto no Yoritomo, the first shogun of the Kamakura shogunate, they have known hard times. The Tokugawa have been squeezed between two powerful and ambitious clans: The Imagawa to the east, and the Oda to the west, a most uncomfortable position. By accepting the protection of the Imagawa, the Tokugawa only guaranteed that they were frequently attacked by the Oda. This goes some way to explaining their superior diplomatic skills, their training and use of very good kisho ninja, and the superior metsuke who keep order in their lands. Now, they are at war with the Oda once again. An Oda army has actually invaded the Tokugawa province of Mikawa. In theory, the Tokugawa are vassals of the Imagawa clan to the east in the provinces of Suruga and Totomi. They do not, however, need to worry about the Kiso in Shinano province, as relations with these neighbours are peaceful. That said, Shinano has useful stone resources that could prove useful to an ambitious warlord. Historically, after much struggle, Tokugawa Ieyasu did become the sei taishogun, the "great general who subdues the barbarians" and the ruler of Japan with the emperor as a figurehead. The Tokugawa clan kept control of Japan for over 200 years, shutting the country off from pernicious outside influences. History need not turn out that way: another Tokugawa could easily become shogun. Clan Traits[] +2% to the success chance of metsuke actions Bonus to diplomatic relations Reduced recruitment costs and upkeep for kisho ninja Can recruit superior kisho ninja Initial Information[] General Information[] The Tokugawa have one of the most difficult campaigns in Total War: Shogun 2, for many reasons. Tokugawa clan traits are subject to a glitch: while Tokugawa Kisho Ninja are advertised as being superior statistically and having cheaper costs, in-game they cost the same and have the same stats—with the exception of a much smaller starting ammunition pool. This makes them inferior to generic ninja. The Tokugawa have one unique unit, Tokugawa Mounted Gunners, but they are available relatively late into the game. The Tokugawa Clan is the only playable faction to begin the campaign as a vassal to another clan: in this case, the Imagawa Clan. Being a vassal means that the Tokugawa automatically cedes some of its income to its liege clan every turn. To make matters worse, the Tokugawa cannot declare war on other factions while being a vassal: the only ways it can enter wars are if the Imagawa declare war on someone and ask the Tokugawa for aid, or if the Tokugawa or the Imagawa are attacked. This considerably limits the Tokugawa's options for expansion. The Tokugawa can end the vassalage by attacking the Imagawa, but this comes with a heavy diplomatic penalty (-50, decaying by 1 per turn) and the loss of one honour for the daimyo, which increases the likelihood other clans will declare war on them. This penalty can be avoided by waiting for the Imagawa to be destroyed, waiting for them to attack you, or manipulating them into attacking you, or it can be partially negated by vassalising them which increases daimyo honour by one. They are more likely to declare war on harder difficulty settings, which increase AI hostility towards the player. You can engineer a declaration of war by deliberately worsening relations with the Imagawa over several turns, for example by breaking the trade agreement you start the campaign with, attempting to sabotage their armies and buildings and assassinating their agents and generals. It is also helpful to keep your armed forces deliberately small and to leave Mikawa undefended to coax them into attacking. Note that successful ninja actions do not worsen relations as your ninja is not revealed and the action is therefore not attributed to you. Only failures produce a diplomatic penalty. The Tokugawa start with a sparse family tree comprised of the daimyo, Tokugawa Hirotada, and his only son, Tokugawa Ieyasu, who does not come of age for several years. However, Hirotada himself is only 19 and already married at the start of the campaign, which means there is ample opportunity to develop him into a high-ranking general and for him to father more children. The clan's starting general can also be adopted immediately without any penalty as there are no adult sons. Finally, while the starting province of the Tokugawa, Mikawa, is quite rich, the Tokugawa border the powerful Oda Clan to the north, whose superior ashigaru make them especially especially strong in the early game. The Oda armies are initially larger than that of the Tokugawa, although the Tokugawa start with a Metsuke and sufficient funds (except on legendary difficulty) to bribe one of them on the first turn. When both clans are controlled by the A.I, the Oda tend to destroy the Tokugawa on the first turn, unless Oda are destroyed themselves. However, the Tokugawa have a few advantages. They begin with a supply of highly sought-after warhorses at Mikawa, which other clans will pay large sums of money to gain access to via trade agreements. Early in the campaign they are issued a mission to research Secret Police, completion of this mission grants an extra metsuke. If the Tokugawa already have the maximum number of 5 metsuke obtained before completing this mission, the extra metsuke still spawns, meaning that the Tokugawa clan is the only faction in the game that can have six metsuke—or six of any agent at all. The Tokugawa also have access to Tokugawa Mounted Gunners with the Sengoku Jidai Unit Pack. These powerful firearm cavalry can deal heavy damage with their guns before retreating to a safe distance. Trivia[] The statue shown in the victory video is based on the statue of Sakamoto Ryōma and Nakaoka Shintarō in the Maruyama Park of Kyoto. Ironically, the two men were part of a movement to overthrow the Tokugawa shogunate. Sakamoto Ryoma makes an appearance as a Tosa general. The clan's name in-game is rather anachronistic for the 1545 start date since the Tokugawa were known as the Matsudaira. The clan wouldn't change its name until 1567. Clan: Mori (Playable) Port: Harbour Fertility: Fertile Speciality/Resource: Hallowed Ground Initially provides +1 xp to monk units, bow warrior monks and naginata monks. Can either be developed into Fortified Monastery, which provides greater +xp to bow and naginata monks, or can be developed into Great Shrine which provides comparatively less xp to monk units but a whopping +5 morale to all units. Clan: Miyoshi Port: No Fertility: Average Speciality/Resource: Horse (warhorses) Initially provides +100 to wealth and +6 stables of superior warhorses for trade; enables the recruitment of cavalry. Subsequent investments in the building chain increase the wealth bonus, number of tradable resource and provide a +charge bonus. Clan: Miyoshi Port: Coastal Village Fertility: Barren Speciality/Resource: None Clan: Matsuda Port: Coastal Village Fertility: Meager Speciality/Resource: None Clan: Urakami Port: No Fertility: Average Speciality/Resource: Smithing Initially gives +1 melee attack and +1 armour to samurai recruited in this province. Can be developed into Master Armorer, which provides a +3 armour bonus to samurai, ashigaru, monks, ninjas as well as siege weapons. Can also be developed into a Master Weaponsmith, which provides the same unit types with a +4 bonus to melee attack. Clan: Otomo Port: Coastal Village Fertility: Average Speciality/Resource: Craftwork (crafts) Initially provides a +100 bonus to wealth, +5 to accuracy to units recruited in this province and +5 chests of luxury goods (crafts) for trade. Can be developed into Laquerware Workshops, which doesn't increase the accuracy bonus, but provides +500 to wealth and +20 crafts. Clan: Ikko Ikki Port: Coastal Village Fertility: Fertile Speciality/Resource: Craftwork (crafts) Initially provides a +100 bonus to wealth, +5 to accuracy to units recruited in this province and +5 chests of luxury goods (crafts) for trade. Can be developed into a Master Bowmaker, which provides a +300 bonus to wealth, +20 to accuracy, but doesn't increase the amount of tradable goods. Can also be developed into Laquerware Workshops, which doesn't increase the accuracy bonus, but provides +500 to wealth and +20 crafts. Clan: Hattori (Playable - Limited Edition Only) Port: No Fertility: Meager Speciality/Resource: Ninja Initially gives +1 xp levels to ninjas, or into Ninja Clan Fortress, which gives greater +wealth and +2 xp level to ninjas, or into Ninja Clan Fortress, which gives no wealth bonus, but +5 xp to kisho ninja units. Clan: Yamanouchi Port: No Fertility: Average Speciality/Resource: Philosophical Tradition Initially gives +1 xp levels for metsuke and improves rate at which all arts are mastered by 10%. Can be developed into Confician Academy which gives a huge 33% bonus to the rate and +1 xp levels for metsuke, or into Law Court, which keeps the arts research bonus to 10%, but provides +2 happiness and +2 xp levels for metsuke recruited in the province. Clan: Tokugawa (Playable) Port: Coastal Village Fertility: Average Speciality/Resource: Horse (warhorses) Initially provides +100 to wealth and +6 stables of superior warhorses for trade; enables the recruitment of cavalry. Subsequent investments in the building chain increase the wealth bonus, number of tradable resource and provide a +charge bonus. Clan: Imagawa Port: Coastal Village Fertility: Meager Speciality/Resource: Stone Initially provides +100 to wealth, +6 tonnes of stone and -10% to cost of buildings. Clan: Shimazu (Playable) Port: Coastal Village Fertility: Average Speciality/Resource: Smithing Initially gives +1 melee attack and +1 armour to samurai recruited in this province. Can be developed into Master Armorer, which provides a +3 armour bonus to samurai, ashigaru, monks, ninjas as well as siege weapons. Can also be developed into a Master Weaponsmith, which provides the same unit types with a +4 bonus to melee attack. Clan: Mogami Port: Coastal Village Fertility: Fertile Speciality/Resource: Stone Initially provides +100 to wealth, +6 tonnes of stone and -10% to cost of buildings. Clan: Honma Port: Trading Port Fertility: Barren Speciality/Resource: Gold Initially increases wealth in the province by +1000. The first upgrade increases this bonus to +1800, the next and last to +2500. The perfect place for a Market chain and a high-level Metsuke. Clan: Date (Playable) Port: Coastal Village Fertility: Fertile Speciality/Resource: Smithing Initially gives +1 melee attack and +1 armour to samurai recruited in this province. Can be developed into Master Armorer, which provides a +3 armour bonus to samurai, ashigaru, monks, ninjas as well as siege weapons. Can also be developed into a Master Weaponsmith, which provides the same unit types with a +4 bonus to melee attack. Clan: Kono Port: Coastal Village Fertility: Average Speciality/Resource: None Clan: Hatakeyama Port: No Fertility: Very Fertile Speciality/Resource: Ninja Initially gives +1 xp levels to ninjas and +1 xp for all kisho ninja recruits. Can either be developed into Fortified Monastery, which provides greater +xp to bow and naginata monks, or can be developed into Great Shrine which provides comparatively less xp to monk units but a whopping +5 morale to all units. Clan: Amako Port: Coastal Village Fertility: Average Speciality/Resource: None Clan: Ikko Ikki Port: No Fertility: Very Fertile Speciality/Resource: Smithing Initially gives +1 melee attack and +1 armour to samurai recruited in this province. Can be developed into Master Armorer, which provides a +3 armour bonus to samurai, ashigaru, monks, ninjas as well as siege weapons. Can also be developed into a Master Weaponsmith, which provides the same unit types with a +4 bonus to melee attack. Clan: Takeda (Playable) Port: No Fertility: Average Speciality/Resource: Horse (warhorses) Initially provides +100 to wealth and +6 stables of superior warhorses for trade; enables the recruitment of cavalry. Subsequent investments in the building chain increase the wealth bonus, number of tradable resource and provide a +charge bonus. Clan: Satake Port: Coastal Village Fertility: Average Speciality/Resource: None Clan: Ouchi Port: Coastal Village Fertility: Fertile Speciality/Resource: None Clan: Murakami Port: No Fertility: Average Speciality/Resource: None Clan: Hatakeyama Port: Coastal Village Fertility: Average Speciality/Resource: None Clan: Asai Port: No Fertility: Very Fertile Speciality/Resource: Ninja Initially gives +1 xp levels to ninjas and +1 xp for all kisho ninja recruits. Can either be developed into Smuggling Network, which gives greater +wealth and +2 xp level to ninjas, or into Ninja Clan Fortress, which gives no wealth bonus, but +5 xp to kisho ninja units. Clan: Ito Port: Coastal Village Fertility: Average Speciality/Resource: None Clan: Oda (Playable) Port: Coastal Village Fertility: Very Fertile Speciality/Resource: None Clan: Honma Port: Trading Port Fertility: Barren Speciality/Resource: Gold Initially increases wealth in the province by +1000. The first upgrade increases this bonus to +1800, the next and last to +2500. The perfect place for a Market chain and a high-level Metsuke. Clan: Hojo (Playable) Port: Coastal Village Fertility: Barren Speciality/Resource: Smithing Initially gives +1 melee attack and +1 armour to samurai recruited in this province. Can be developed into Master Armorer, which provides a +3 armour bonus to samurai, ashigaru, monks, ninjas as well as siege weapons. Can also be developed into a Master Weaponsmith, which provides the same unit types with a +4 bonus to melee attack. Clan: Sogo Port: No Fertility: Meager Speciality/Resource: Stone Initially provides +100 to wealth, +6 tonnes of stone and -10% to cost of building construction in the province. Can be developed into Confician Academy which gives a huge 33% bonus to the rate and +1 xp levels for metsuke, or into Law Court, which keeps the arts research bonus to 10%, but provides +2 happiness and +2 xp levels for metsuke recruited in the province. Clan: Yamana Port: Trading Port Fertility: Barren Speciality/Resource: None Clan: Hatano Port: No Fertility: Average Speciality/Resource: None Clan: Takaoka Port: Coastal Village Fertility: Meager Speciality/Resource: None Clan: Chosokabe (Playable) Port: Coastal Village Fertility: Average Speciality/Resource: Prime Forest (wood) Initially provides +150 to wealth, +6 tonnes of timber and -10% to cost of ships. Can be upgrade twice, each upgrade increasing the bonuses, with the last upgrade providing +350 to wealth, +25 tonnes of timber and -30% to cost of ships. Clan: Imagawa Port: Coastal Village Fertility: Meager Speciality/Resource: Philosophical Tradition Initially gives +1 xp levels for metsuke and improves rate at which all arts are mastered by 10%. Can be developed into Confician Academy which gives a huge 33% bonus to the rate and +1 xp levels for metsuke, or into Law Court, which keeps the arts research bonus to 10%, but provides +2 happiness and +2 xp levels for metsuke recruited in the province. Clan: Mogami Port: Coastal Village Fertility: Fertile Speciality/Resource: Stone Initially provides +100 to wealth, +6 tonnes of stone and -10% to cost of building construction in the province. Can be upgrade twice, each upgrade increasing the bonuses, with the last upgrade providing +200 to wealth, +25 tonnes of stone and -30% to cost of buildings. Clan: Ouchi Port: Coastal Village Fertility: Barren Speciality/Resource: Horse (warhorses) Initially provides +100 to wealth and +6 stables of superior warhorses for trade; enables the recruitment of cavalry. Subsequent investments in the building chain increase the wealth bonus, number of tradable resource and provide a +charge bonus. Clan: Inagawa Port: Coastal Village Fertility: Meager Speciality/Resource: Philosophical Tradition Initially gives +1 xp levels for metsuke and improves rate at which all arts are mastered by 10%. Can be developed into Confician Academy which gives a huge 33% bonus to the rate and +1 xp levels for metsuke, or into Law Court, which keeps the arts research bonus to 10%, but provides +2 happiness and +2 xp levels for metsuke recruited in the province. Clan: Tsutsui Port: No Fertility: Fertile Speciality/Resource: Hallowed Ground Initially provides +1 xp to monk units, bow warrior monks and naginata monks. Can either be developed into Fortified Monastery, which provides greater +xp to bow and naginata monks, or can be developed into Great Shrine which provides comparatively less xp to monk units but a whopping +5 morale to all units. Building Chain(s): Artisans->Paper Mills->Laquerware Workshops Artisans->Fletcher->Master Bowmaker Trade Good: Crafts Initially provides a +100 to wealth, +5 to accuracy and +5 trade goods (crafts). Can be developed into a Master Bowmaker, which provides a +300 to wealth, +20 to accuracy, but doesn't increase the amount of trade goods. Can also be developed into Laquerware Workshops, which doesn't increase the accuracy bonus, but provides +500 to wealth and +20 crafts. Crafts are required for the last Market chain upgrade. Building Chain(s): Surface Gold Mine->Open Pit Gold Mine->Gold Mining Complex Trade Good: Gold Initially increases wealth in the province by +1000. The first upgrade increases this bonus to +1800, the next and last to +2500. The perfect place for a Market chain and a high-level Metsuke. Building Chain(s): Hole Site->Mountain Hermitage->Fortified Monastery Hole Site->Pilgrim Hostel->Great Shrine Trade Good: N/A Initially provides +1 xp to monk units, bow warrior monks and naginata monks. Can either be developed into Fortified Monastery, which provides greater +xp to bow and naginata monks, or can be developed into Great Shrine which provides comparatively less xp to monk units but a whopping +5 morale to all units. Building Chain(s): Pastures->Horse Breeders->Warhorse Studs Trade Good: Warhorses Initially provides +100 to wealth and +6 stables of superior warhorses for trade; enables the recruitment of cavalry. Subsequent investments in the building chain increase the wealth bonus, number of tradable resource and provide a +charge bonus. Warhorses are required for upgrades to the Cavalry building chain. Warhorses are a trade good. Send trade ships to a trade post to get your hands on this trade good (or trade for it via diplomacy). Warhorses are required to upgrade the Cavalry building chain, specifically to build Warhorse Stables, Bajutsu Master Dojo and the Legendary Bajutsu School. Building Chain(s): Iron Mine->Deep Iron Mine->Iron Mining Complex Trade Good: Iron Initially increases wealth by +250 and provides +5 tonnes of iron and -10% to the cost of unit recruitment. Upgrades increase all three bonuses, with the last upgrade providing +750 to wealth, +25 tonnes of iron and -30% to cost of unit recruitment in the province.Iron is required for upgrades to the Sword building chain. Iron is a trade good. Send trade ships to a trade post to get your hands on this trade good (or trade for it via diplomacy). Iron is required to upgrade the Sword building chain, specifically to build the Sword Master School and the Legendary Kenjutsu School. Building Chain(s): Mountain Hideout->Burakumin Village->Smuggling Network Mountain Hideout->Ninjutsu School->Ninja Clan Fortress Trade Good: N/A Initially gives +1 xp levels to ninjas and +1 xp for all kisho ninja recruits. Can either be developed into Smuggling Network, which gives greater +wealth and +2 xp level to ninjas, or into Ninja Clan Fortress, which gives no wealth bonus, but +5 xp to kisho ninja units. Building Chain(s): Blacksmith->Armourer->Master Armourer Blacksmith->Weaponsmith->Master Weaponsmith Trade Good: N/A Initially gives +1 melee attack and +1 armour to samurai recruited in this province. Can be developed into Master Armorer, which provides a +3 armour bonus to samurai, ashigaru, monks, ninjas as well as siege weapons. Can also be developed into a Master Weaponsmith, which provides the same unit types with a +4 bonus to melee attack. Building Chain(s): School->Library->Confucian Academy School->Magistrate->Law Court Trade Good: N/A Initially gives +1 xp levels for metsuke and improves rate at which all arts are mastered by 10%. Can be developed into Confician Academy which gives a huge 33% bonus to the rate and +1 xp levels for metsuke, or into Law Court, which keeps the arts research bonus to 10%, but provides +2 happiness and +2 xp levels for metsuke recruited in the province. Building Chain(s): Lumber Camp->Lumberyards->Sawmills Trade Good: Wood Initially provides +150 to wealth, +6 tonnes of timber and -10% to cost of ships. Can be upgrade twice, each upgrade increasing the bonuses, with the last upgrade providing +350 to wealth, +25 tonnes of timber and -30% to cost of ships. Wood is required for the construction of the the Drydock. Building Chain(s): Quarry->Stonemason->Stoneworks Trade Good: Stone Initially provides +100 to wealth, +6 tonnes of stone and -10% to cost of building construction in the province. Can be upgrade twice, each upgrade increasing the bonuses, with the last upgrade providing +200 to wealth, +25 tonnes of stone and -30% to cost of buildings. Stone is required for the construction of the the Castle, Citadel and Imperial Roads and Towers. Cotton is a trade good. Send trade ships to a trade post to get your hands on this trade good (or trade for it via diplomacy). Cotton is required for the later stages of the Yari building chain, specifically Yari Master Dojo and Legendary Sojutsu School. Incense is a trade good. Send trade ships to the trade post to get your hands on this trade good (or trade for it via diplomacy). Incense is required for the later stages of the Temple building chain, specifically Temple Complex and Famous Temple. Silk is a trade good. Send trade ships to a trade post to get your hands on this trade good (or trade for it via diplomacy). Silk is required for the last stage of the Archery and Stealth building chains, specifically Legendary Kyudo School (bow hero building) and Infamous Mizu Shobai District (geisha building).