Warring-States Japan Battle Data: Codebook

Version 1.0

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Introduction

Thank you for your interest in the "Warring-States Japan Battle Data." All of the information necessary to understand and make use of the data is included below. If you have any further questions, comments, or suggestions, please contact the author at nick_anderson@gwu.edu.

Citation Information

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Data Files

One file is included in this dataset:

1. "WarringStatesJapan_battledataV1.csv"

Description

The "Warring-States Japan Battle Data" includes 2,889 observations of battle taking place within the Japanese archipelago during Japan's Warring-States period, from 1467 to 1600.

Definition

For the purpose of this dataset, a "battle" is defined as the organized use of military force by at least one army on at least one other army, or by at least one army on a military target.

Inclusion Criteria

To be included in the dataset, four criteria had to be met:

1. Violent force must actually be used. Thus, cases of attempted coercion through shows of force and the movement of armies are not included.

2. The use of violent force must be an organized attack involving at least one army. Thus, smaller scale uses of force are not included, such as robberies, duels, brawls, and assassinations.

3. The attack by one army must be on another army or a military target, such as a castle or fortified town. Thus, the one-sided raiding by armies of civilian towns and unarmed temples or shrines are not included.

4. The battle must take place within the three main islands (Honshu, Kyushu, and Shikoku) containing the 68 premodern provinces of Japan and their surrounding waters. Thus, battles taking place in Korea, in the independent Ryukyu Kingdom (now the Ryukyu Islands), or in Ezo (now Hokkaido) are not included in the dataset.

Unit of Analysis

The unit of analysis is the individual battle observation. Battles were chosen rather than more general wars for both methodological and practical reasons. Methodologically, counting battles rather than aggregating up to wars gives the data greater granularity, enabling more detailed analysis to be conducted. Practically, there were many battles that were one-off skirmishes, that didn't necessarily fit into larger and broader wars. Furthermore, when war is a relative constant, as it was during this period, much of the time it is very difficult to separate individual battles from more general wars.

Data Structure

The data are structured dyadically, with belligerents from each warring party placed on one of two sides for each battle observation. Battles for which there are more than two belligerents include all distinct pairs of belligerents across the battle divide. Thus, an observation that includes two belligerents engaging in battle with a single opponent comprises two lines in the dataset (e.g., A-C, B-C), whereas an observation including two belligerents engaging in battle with two opponents comprises four lines (e.g., A-C, A-D, B-C, B-D).

Variables

Each individual battle observation includes a number of variables:[1]

battle_id: A unique identification number for each battle observation.

year: The year in which the battle observation was initiated.

month: The month in which the battle observation was initiated.

[1] See the "Discussion" section for a more in-depth discussion of the coding of many of these variables.

day: The calendar day on which the battle observation was initiated.

sideA: A battle participant on one side.

sideB: A battle participant on the other side.

location: The specific, sub-provincial location of the battle.

province: The province in which the battle took place.

province_id: A unique identification number for each province.

region: The region of premodern Japan in which the battle took place.

region_id: A unique identification number for each region.

initiatorA: A variable indicating (1) whether sideA initiated the battle.[2]

victoryA: A dichotomous variable (1/0) indicating whether sideA was victorious in battle.

victoryB: A dichotomous variable (1/0) indicating whether sideB was victorious in battle.

draw: A dichotomous variable (1/0) indicating whether the battle ended in a draw.

coalitionA: A dichotomous variable (1/0) indicating whether sideA fought as part of a coalition.

coalitionB: A dichotomous variable (1/0) indicating whether sideB fought as part of a coalition.

joinerA: A dichotomous variable (1/0) indicating whether sideA joined a battle that was already underway.

joinerB: A dichotomous variable (1/0) indicating whether sideB joined a battle that was already underway.

naval: A dichotomous variable (1/0) indicating whether the battle included a naval component.

siege: A dichotomous variable (1/0) indicating whether the battle was a siege.

forcesA: The approximate number of military personnel on side A.

forcesB: The approximate number of military personnel on side B.

[2] If blank, this indicates there wasn't information on which side initiated the battle.

casualtiesA: The approximate number of casualties suffered by side A.

casualtiesB: The approximate number of casualties suffered by side B.

year2: The converted (Gregorian) year in which the battle observation was initiated.

month2: The converted (Gregorian) month in which the battle observation was initiated.

day2: The converted (Gregorian) calendar day on which the battle observation was initiated.

source: The exact page(s) in the source(s) from which the observation was obtained.

Data Collection

All observations in the dataset were collected from a single source, *Shin Kokushi Dai-Nenpyō* (hereafter, "*Shin Kokushi*"),[3] an award-winning, multivolume chronology of Japanese history. It was the most comprehensive and authoritative chronology available at the time of data collection, and remains so at the time of writing. Other sources were used to supplement *Shin Kokushi* in cases where it was clear there was missing information, but in the vast majority of cases, *Shin Kokushi* alone was relied upon.

Data were collected with the aid of a research assistant. The coding for each observation was audited at least twice by the author and at least once by the research assistant.

Discussion

Case Inclusion

As noted above, the inclusion criteria for battles leaves out a number of smaller-scale uses of force, such as raids, robberies, duels, brawls, and assassinations. Yet they allow many other types of uses of force to be classified as battles, such as set-piece battles between armies, armed attacks on castles, drawn-out sieges, and the pacification of armed peasant and religious rebellions.

A typical example of the type of entry that would be included in the dataset as a battle is the Fourth Battle of Kawanaka Island in Shinano Province, between Uesugi Kenshin and Takeda Shingen on 1561/9/10 (battle_id: 1649). The entry in *Shin Kokushi* reports that "Uesugi Masatora's (Kenshin) army battled with the army of Takeda Shingen at Shinano Kawanaka-island,"[4] a clear case for inclusion in the dataset.

The definition of "battle" adopted for this dataset makes reference to "military targets." However, in a number of cases, information on the specific target of attack is not available. In collecting the data, the goal was to rule out uses of force on purely civilian targets, such as the looting or razing of

[3] See the "Sources" section for full citation information.

[4] "上杉政虎（謙信）、信濃川中島で武田信玄と交戦する。" Hioki, ed., *Shin Kokushi*, p. 585.

unarmed villages, shrines, and temples. When the target of an attack was not totally clear in *Shin Kokushi*, those observations tended to be included. When the target of attack seemed to be civilian in nature, those observations were excluded.[5]

Case Inclusion: Borderline Cases

Some cases are not as clear-cut as the Uesugi-Takeda example presented above. In order to clarify the kinds of coding decisions that were made, and to give the reader a good sense of what constitutes the outer limits of what is included in the dataset, here I outline a couple of borderline cases.[6] The first is a set of cases that were just barely excluded from the dataset. The second is a pair of cases that were just barely included.

The borderline excluded example is a series of observations taking place in the eighth and ninth months of 1506. In this case, some observations count as battles, but some do not. It is those that do not that are instructive here. For its entry for 1506/7/24, *Shin Kokushi* notes, "Hosokawa Masamoto commanded Akazawa Tomotsune's army to attack [the retainers of Yamato]."[7] For 1506/8/2, it then reports that "Akazawa Tomotsune's army marched into Yamato and attacked on Akishino, Hourai, Kori-yama and Nishijin."[8] Then, for 1506/8/4, *Shin Kokushi* writes, "[Akazawa] Tomotsune's army took a position at Yamato Kohri-yama. As a result, the joint armies of Tsutsui Junken and Joshin-in Junsei abandoned their castle and escaped."[9] Then, for 1506/8/11, Shin Kokushi notes that "[Akazawa] Tomotsune's army attacked on Yamato Kaiju castle…"[10] This is followed, on 1506/8/18, by "[Akazawa] Tomotsune's army set fire to Hashio castle."[11] For 1506/8/24, *Shin Kokushi* notes "[Akazawa Tomotsune's army] Attacked Kohri-yama castle."[12] On 1506/9/5, it reports that "Akazawa Tomotsune's army attacked Touno-mine and burned down temples."[13] For 1506/9/7, it writes "[Akazawa's army] Burned down Ryufuku-ji temple."[14] And, finally, for 1506/9/11, *Shin Kokushi* reports "[Akazawa] Tomotsune's army burned down Higashi Yamanouchi."[15]

In the end, the observations on 8/2, 8/11, 8/24, and 9/5 were coded as battles and included in the dataset.[16] This is because, in each case, there is a clear reference to Akazawa's "attacks." The remaining observations were not coded as battles and therefore not included in the dataset.

The observation on 8/4 simply notes that Akazawa "took a position" against the armies of Tsutsui and Joushin-in, and that they "abandoned their castle." It doesn't specifically refer to a battle.

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[5] The following section includes helpful examples, particularly those observations on 1506/9/7 and 1506/9/11, of the kinds of cases that were excluded on these grounds.
[6] I thank Christopher Clary for this idea.
[7] "細川政本、…畠山義英らを隠すので、赤沢朝経に攻撃を命ずる。" Hioki, ed., *Shin Kokushi*, p. 309.
[8] "赤沢朝経、大和に入り秋篠・宝来・郡山・西京を陥れ…" Hioki, ed., *Shin Kokushi*, p. 309.
[9] "朝経、大和郡山に陣する。筒井順賢・成身院 順盛、城を棄てて逃れる。" Hioki, ed., *Shin Kokushi*, p. 309.
[10] "朝経、大和戒重城を攻めて陥れる。" Hioki, ed., *Shin Kokushi*, p. 309.
[11] "朝経、箸尾城を焼く。" Hioki, ed., *Shin Kokushi*, p. 309.
[12] "郡山城を陥れる。" Hioki, ed., *Shin Kokushi*, p. 309.
[13] "赤沢朝経、多武峰を攻めて仏殿を焼く。" Hioki, ed., *Shin Kokushi*, p. 309.
[14] "竜福時を焼く。" Hioki, ed., *Shin Kokushi*, p. 309.
[15] "朝経、東山内を焼く。" Hioki, ed., *Shin Kokushi*, p. 309.
[16] Specifically, 8/2 became battle_ids: 627-630, 8/11 became battle_id: 636, 8/24 became battle_id: 637, and 9/5 became battle_id: 638.

Therefore, it was excluded. The observations on 8/18, 9/7, and 9/11 report that Akazawa "set fire" or "burned down" a castle, a temple, and a town. However, there is no reference to battle or to attacks. For all we can tell, Akazawa's army simply set these targets on fire and moved on. Therefore, they were excluded as well. Of course, it wouldn't be that difficult to infer that attacks had taken place. Hosokawa had commanded Akazawa to "attack" these areas, and we know that he was marauding the province with his army. We also know that he combined military attacks and the burning of buildings, as he does in Touno-mine on 9/5. However, these cases lack the specific information required to include them as battle observations, and they therefore did not make the final cut.

The borderline included examples comes on 1570/5 (battle_ids: 1968, 1969). On this date, *Shin Kokushi* reports that "The local peasants of the Tanba and Tajima areas joined Amago Katsuhisa's side, and the peasant army assaulted the Izumo and Oki coastal area."[17] For a variety of reasons, this example is not totally straightforward. For one, there is no reference to an opposing army. Second, the belligerents are not typical warlords or their generals. And third, the reference is to an "assault" rather than a "battle" or an "attack." However, these observations were ultimately included. It is made clear in the source that the peasants formed an army and that they took a side in a broader geopolitical conflict. The term "assault" also connotes engaging in battle to a greater extent than simply setting a temple on fire or looting a town. Therefore, these cases were included in the dataset.

These borderline cases were described in the interest of transparency—to give readers a peek "under the hood" of the dataset, and a sense of the kinds of coding decisions that were made in its construction. Reasonable people can disagree about these coding decisions, and others. Thankfully, most of the observations in the dataset were far more straightforward than the two sets of examples described above.

Dates

All dates listed in the original source, and therefore the primary dates used in this dataset, are based on Japan's premodern lunisolar calendar. This is a somewhat complicated system that indicates both the lunar phase and the period in the solar year. For a lunisolar calendar, there are 29 or 30 days each month, and a "leap month" is added approximately every 2.7 years. Japan abandoned this calendar, adopting the globally-standard Gregorian calendar during the Meiji Restoration in 1873. In this dataset, "leap months" are indicated in the variable "month" with brackets, so a leap-eighth month appears as "[8]" rather than "8", and a leap-third month as "[3]" rather than "3."

Periodically, *Shin Kokushi* lists not numerical months but seasons, such as "Spring of 1495." In these cases, I've put the season name (winter, spring, summer, fall) in the "month" variable.

Shin Kokushi also periodically lists not single months but ranges of months, such as months 8-9. In these cases, I, too, put the range of months in the "month" variable.

The dataset also includes a set of dates that have been converted to the Gregorian calendar ("year2", "month2", "day2"). The conversion was conducted using an online conversion tool which draws on the well-known Tsuchihashi date conversion tables.[18] The conversion turned out to be significantly

[17] "丹波・但馬の銃士民、尼子勝久に与し出雲・隠岐の沿岸を侵掠する。" Hioki, ed., *Shin Kokushi*, p. 652.
[18] See: Matthias Schemm, NengoCalc v4, https://www.wadoku-ev.de/NengoCalc/ (accessed 30 October 2022).

more complicated than expected, since quite a few of the original lunisolar dates are incomplete or are date ranges rather than specific dates. This creates complications for conversion.

The conversions were conducted as follows:

1. In cases when I had a specific lunisolar year, month, and day, I simply converted to a specific Gregorian year, month, and day.

2. In cases when I had a lunisolar year and month, but not day, I simply converted the month. So, a lunisolar 1467/7 became a Gregorian 1467/8. Technically, a lunisolar 1467/7 could be any date within the range 1467/7/31~8/29. However, since the event in this case is significantly more likely to fall within the eighth month, I've assumed that it does.

3. In cases when I had a lunisolar year, but not the month or day, I simply left the year the same. So, a lunisolar 1467 would become a Gregorian 1467. This could only cause problems if the event takes place near the very beginning or very end of the year, which we don't know given the information we have. Therefore, I've assumed the events do not.

4. In cases when I had a lunisolar year and a season, but not a month or a day, I left the year and season the same. So, a lunisolar 1467/summer would become a Gregorian 1467/summer. Technically, a lunisolar 1467/Summer could be within the range of Gregorian 1467/summer-fall. This would only cause problems if the event in question takes place toward the end of the given season, which we don't know given the information we have. Therefore, I've assumed it does not.

5. In cases when I had a lunisolar year and month, but a range of days, I converted to a Gregorian year, month, and range of days. However, if that new range of days split the observation between months (so, for example, 5/18-21 becoming 6/28-7/1) or even years (for example, 1484/12 becoming 1484/12/18-1485/1/16), then the observation was set at the earliest possible date of the range. So, in the examples listed in parentheses here, the Gregorian dates would be 6/28 and 1484/12/18.

As you can see, converting incomplete dates creates headaches fairly quickly. I'd argue the safest bet is to stick with the lunisolar dates and to deal with the oddities of "leap months," and only make use of the Gregorian dates if necessary, since they are likely to be somewhat less precise.

The Belligerents

The criteria for inclusion as a belligerent engaging in battle was having been the leader of an independent army that participated in the battle. Most often these were warlords (*daimyō*), their retainers, or their generals, but not always. Periodically, battles include a wide variety of different types of belligerents including religious sects, peasant armies, masterless warriors (*rōnin*), and even the *shōgun* himself in a few instances. The decision to include only the leaders of independent armies as battle participants means that the aggregate number of individual participants' battle observations will generally be an undercount, as many likely took part in past battles, prior to leading their own independent armies.

There are two types of belligerents that are included in the dataset: specific belligerents and general belligerents. *Specific belligerents* are unique, identifiable individuals, such as Mōri Motonari, Oda

Nobunaga, Hosokawa Harumoto, or Ryūzouji Takanobu. These belligerents refer to the same individual as army-leader each and every time they show up in the dataset.[19] *General belligerents* are collective belligerents, who are not identified with any particular individual. The inclusion of general belligerents is due both to insufficient information in certain cases and to the more egalitarian structures of certain types of groups. Examples of the kinds of general belligerents included in the dataset are Owari army, Shimazu clan army, and Ikkō sect army. These belligerents may include the same individuals between observations, but since they are not identified, there is no way of knowing.

Belligerent Names

Each individual belligerent in the dataset has a single name for all observations. In reality, Japanese warriors frequently changed their names throughout their careers. For instance, the warrior who is best known as Uesugi Kenshin (上杉 謙信) was born in Echigo in 1530 as Nagao Kagetora (長尾 景虎), was known in his childhood as Nagao Torachiyo (長尾 虎千代), was adopted by the Uesugi clan in 1561 and was thereafter known as Uesugi Masatora (上杉 政虎), this was changed the following year to Uesugi Terutora (上杉 輝虎), and in 1574 he retired to a Buddhist monetary,[20] taking the name Uesugi Kenshin. In order to avoid confusion, in this case and others like it I've chosen the single name for which the belligerent is best known. Thus, in the case of Uesugi, he is listed as "Uesugi Kenshin (上杉 謙信)" from his very first battle in 1543 to his final battle in 1577.

Region

Regions were coded according to Japan's ancient administrative units known as *Gokishichidō* (五畿七道), or "five capital provinces, seven circuits"—a total of eight regions. Region coding was derived from the Harvard Center for Geographical Analysis (2004), as well as JapanKnowledge (2022). The regions are: Tōsan-dō (東山道), Hokuriku-dō (北陸道), Tōkai-dō (東海道), Kinai (畿内), San'in-dō (山陰道), San'yō-dō (山陽道), Nankai-dō (南海道), and Saikai-dō (西海道).

Battle Initiation

The dataset includes information on which side initiates battle. The coding criterion for considering a belligerent as having initiated a battle was straightforwardly whether it was reported as such in *Shin Kokushi*. A clear example of how an initiation was coded comes from an attack by Hōjō Ujitsuna on 1537/7/11 (battle_id: 1127). *Shin Kokushi* clearly reports for this date that "Hōjō Ujitsuna's army attacked Musashi Kawagoe castle."[21]

It is important to note that *initiatorA* is not a dichotomous variable. If *Shin Kokushi* made clear which side initiated a given battle, *initiatorA* was coded with a "1" and the initiating belligerent(s) was made *sideA* for that observation. Thus, there is no "initiatorB" variable. When it was unknown which side initiated,[22] then *initiatorA* was left blank.

[19] Periodically, the source only includes a surname, such as Mōri or Kobayashi. This makes it very difficult to tell whether it is referring to the same individual in past and future battles. In these cases, the conservative assumption I'd make is that they do not refer to the same individuals, and should be treated, at most, as members of the same clan.
[20] Though, he would come out of retirement to fight a few more battles.
[21] "北條 氏綱、武蔵河越城を攻撃する。" Hioki, ed., *Shin Kokushi*, p. 453.
[22] As it is in 739 (25.6%) battle observations.

Victory, Defeat, & Draws

The dataset includes information on which side sees victory in the battle, or whether the outcome was a draw. There were four circumstances in which a battle was coded as a victory for one side or the other.

The first, and most straightforward, circumstance was when *Shin Kokushi* reports a victory for one army or the surrender of another. An example of this comes from the entry for 1574/8/3 (battle_id: 2155). Here, *Shin Kokushi* notes that "Oda Nobunaga's army attacked on the Ikkō Sect army at Ise Ō-Torī bastion and won."[23] In a majority of cases, *Shin Kokushi* directly reports winners and losers. Yet there is a considerable number of cases in which it doesn't, and it was therefore necessary to make inferences.

The second circumstance in which a battle was coded as a victory was when *Shin Kokushi* reports that one army flees from another after battle. An example of this is for 1487/9/24 (battle_id: 381). Here, *Shin Kokushi* writes that "Hosokawa Masamoto, Takeda Kuninobu, and Togashi Masachika… attacked Rokkaku Takayori at Ōmi Kannon-ji castle. Rokkaku escaped to Kōga castle."[24] This case was coded as a victory for the armies of Hosokawa, Takeda, and Togashi, and (implicitly) a loss for the army of Rokkaku.

The third circumstance in which a battle was coded as a victory was when *Shin Kokushi* reports that an army's leader dies in battle. For instance, for 1495/9 (battle_id: 486) *Shin Kokushi* notes that "The assistant governor of Owari domain Oda Hyōgonosuke battled with fellow-clan-member Oda Toshinobu. Oda Toshinobu and his brother died in the battle."[25] This case was coded as a victory for Hyōgonosuke, and (implicitly) a loss for Toshinobu.

The fourth and final circumstance in which a battle was coded as a victory was when *Shin Kokushi* reports that the specific territory upon which the battle was waged (for example, a castle) changed hands in the aftermath of the battle. An example of this comes on 1562/2/4 (battle_id: 1666). Here, *Shin Kokushi* notes that "Matsudaira Motoyasu's (Tokugawa Ieyasu) army attacked on Mikawa Kaminogō castle, and occupied it…"[26] This case was coded as a victory for Tokugawa.

In all other cases, when any of these types of information was not available, the victory variables were left blank.

Battles were coded as draws when *Shin Kokushi* reports that the battle was a draw or had no decisive winner. An example of this comes on 1526/12/15 (battle_id: 892). For this entry, *Shin Kokushi* notes that "Satomi Sanetaka of Awa battled with the armies of Hojo Ujitsuna's generals, Ito Shyuzen and Ogasawara Genzaemon, at Kamakura. The battle was not settled, and Satomi's army retreated."[27] This case was coded as a draw between the army of Satomi and the armies of Ito and Ogasawara.

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[23] "織田 信長、一向宗徒を伊勢大鳥居に攻めて陥れる。" Hioki, ed., *Shin Kokushi*, p. 690.
[24] "細川 政元・武田 国信・富樫 政親… 近江観音寺城の六角 高頼を攻撃。高頼は甲賀城に逃れる。" Hioki, ed., *Shin Kokushi*, p. 202.
[25] "尾張守護代織田兵庫助、一族の織田敏信と戦い、敏信兄弟は戦死する。" Hioki, ed., *Shin Kokushi*, p. 257.
[26] "松平元康（徳川家康）、三河上郷城を攻撃して、陥れ…" Hioki, ed., *Shin Kokushi*, p. 589.
[27] "安房の里見実堯、北條氏綱の将伊東主膳・小笠原 源左衛門らと鎌倉に戦う。決着はつかず里見軍は後退する。" Hioki, ed., *Shin Kokushi*, p. 396.

Force Sizes & Casualties

The dataset includes limited information on the aggregate size of the forces each side brings to a given battle, and on the casualties each side suffers in the course of battle. Both force size and casualty data were coded based solely on direct reporting in *Shin Kokushi*.

An example of a typical entry including force size information comes from 1467/1/18 (battle_id: 1), the opening battle of the Ōnin War. Here, *Shin Kokushi* notes, "Hatakeyama Masanaga… raised his army of 2,000 soldiers, and pitched a camp at Kami-Goryo Shrine. [Hatakeyama] Yoshinari's army attacked [Hatakeyama] Masanaga's army, and defeated it."[28] In this case, Hatakeyama's army was coded as having a force size of 2,000.

An example of a typical entry including casualty information comes from a very early battle of the famed warlord Oda Nobunaga, from 1552/8/16 (battle_id: 1419). Here, *Shin Kokushi* writes, "Kiyosu castle lord Sakai Taizen raised a rebellion against his superiors in the Oda clan. Oda Nobunaga's army battled with the joint armies of Sakai's generals, Sakai Jinsuke and Kurobe Gensuke, at Kayadu-no-Hara. About 50 soldiers of the Kiyosu army, including Sakai Jinsuke, were killed in the battle, and the joint armies lost."[29] In this case, the armies of Sakai and Kurobe were coded as suffering 50 casualties.

It is very important to note that the force size and casualty data is **very sparse**—the vast majority of observations have no information on either force sizes or casualties. For example, in only approximately eight percent of cases do we have information on the force size for side A. For side B this figure is less than four percent. The same goes for casualty data. We have side A's casualties in just over 1 percent of cases, and side B's casualties in just under four percent of cases. As I was finalizing the dataset, I struggled with whether to keep such sparse data in, but ultimately elected to do so.

It is also important to note that the data are not purely quantitative here, though they are largely so. While many force size observations are figures such as "600," "8,000," or "300,000," there are other types of entries, such as "1,800 cavalry" or "100s of ships." The same goes for the casualty data. While many casualty data entries are simple numerical figures such as "59" or "10,000," there are also entries such as "2,000 (for both sides)" and "10s of ships."

Thus, users should proceed with caution when using and analyzing the force size and casualty data. It is likely that these variables will be more useful qualitatively than quantitatively.

Naval Battles & Sieges

The dataset also includes information on whether battles included naval components. Battles were coded as including naval forces when *Shin Kokushi* directly reported as such.

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[28] "畠山政長、…兵二千を率いて上御霊社に陣する。義就は政長を攻撃して破る。" Hioki, ed., *Shin Kokushi*, p. 74.

[29] "尾張那古野城主織田信長、織田家に背いた清州城主坂井大膳の将坂井甚介・黒部源介の軍と萱津の原で戦う。清州勢は坂井甚介はじめ五十人が討取られ、敗退する。" Hioki, ed., *Shin Kokushi*, p. 530.

A straightforward example of this kind of entry comes from *Shin Kokushi*'s entry for 1521/4/25 (battle_id: 818). Here, the source reports that "Bicchu navy ships attacked Satsuma Bou-no-tsu…,"[30] a clear case of naval warfare.

The dataset also includes information on whether battles were sieges. There were two circumstances in which a battle was coded as a siege. The first is when *Shin Kokushi* straightforwardly reports the battle as such. An example of this comes from *Shin Kokushi*'s entry for 1469/7/13 (battle_id: 95), which reports that "Ouchi Masahiro's army attacked the armies of retainers at castles in Settsu, and occupied those castles, except a castle protected by Chikugo Mori Ikeda's army. [Ouchi] Masahiro's army sieged Ikeda's army,"[31] a clear case for inclusion as a siege.

The second circumstance in which a battle was coded as a siege is when *Shin Kokushi* reports that the date of an initial attack on a castle and the date of the eventual surrender of the belligerents within it are separated by a significant amount of time—weeks or months. An example of this type comes from the entry of 1572/8/18 (battle_id: 2064), where *Shin Kokushi* notes that "Uesugi [Kenshin]'s army… attacked on the army of monk Gen-nin at Toyama castle."[32] This is followed by an entry for 1572/10/1, which notes that "Toyama castle fell" to Uesugi's army.[33] Given that the initial attack by Uesugi's army and the eventual loss by Gen-nin's army are separated by roughly 6 weeks, it was inferred that Uesugi was engaging in siege warfare, and the battle was coded as a siege.

A very small number of battles include a naval component in the dataset—approximately 1.5 percent. Verifiable sieges are slightly more common, but still rare, totaling just seven percent of all battle observations. I would guess that sieges were far more common at the time than is reflected in this data, but that *Shin Kokushi* simply didn't make a note of them all, or that they are only subtly evident in the historical record. Thus, users of this data should interpret these variables, particularly the siege variable, with caution. A "1" under "siege" should be taken as an indication that that battle was, indeed, a siege, but a "0" under "siege" should not necessarily be taken to indicate that a battle was not a siege.

Sources

The vast majority of the observations included in the dataset were collected from the following, single source:

Eigō Hioki, ed. 2009. *Shin Kokushi Dai-Nenpyō*, Vol. IV, 1456-1600: *Konran no Sengoku Jidai, Nobunaga, Hideyoshi, Ieyasu*. Tokyo: Kokusho Kankōkai.

日置英剛．2009．新國史大年表，第 4 巻．1456–1600 年:混乱の戦国時代，信長・秀吉・家康．東京 ： 国書刊行会.

[30] "備中の兵船、薩摩坊ノ津を襲撃して..." Hioki, ed., *Shin Kokushi*, p. 373.

[31] "大内政弘、摂津の諸城を攻撃して陥れるも池田筑後守のみ降伏せず。政弘兵が包囲する。" Hioki, ed., *Shin Kokushi*, p. 95.

[32] "上杉謙信… 僧玄任らの守備する富山城を攻撃する。" Hioki, ed., *Shin Kokushi*, p. 672.

[33] "富山城陥る。" Hioki, ed., *Shin Kokushi*, p. 672.

The title of the source is abbreviated as "SK" (for *Shin Kokushi*) in the "source" variable.

In a handful of cases, all surrounding the 1590 siege of Odawara (battle_ids: 2775-2801), *Shin Kokushi* was supplemented by the following source:

Yabe Kentarō. 2011. "The siege of Odawara by Toyotomi Hideyoshi and the Seiga-Nari Daimyo." *Kokugakuin Daigaku Kiyo*, vol. 49: 131-149.

矢部 健太郎. 2011. "秀吉の小田原出兵と「清華成」大名." *国学院大学紀要*, 49: 131–159.

The title of this source is abbreviated as "KDK" (for *Kokugakuin Daigaku Kiyo*) in the "source" variable.

In a handful of other cases, all surrounding the 1600 Battle of Sekigahara (battle_ids: 2847-2878), *Shin Kokushi* was supplemented by the following source:

Sanbō Honbu. 1994. *Nihon no Senshi: Sekigahara no Eki*, Vol. 6. Tokyo: Tokuma-shoten: 214-230.

参謀本部. 1994. *日本の戦史 関ヶ原の役*, 第 6 巻. 東京: 徳間書店: 214–230.

The title of this source is abbreviated as "NS" (for *Nihon no Senshi*) in the "source" variable.

Finally, in a few other observations, *Shin Kokushi Dai-Nenpyō* was supplemented with the following source:

JapanKnowedge Lib. 2001-2022. Tokyo: NetAdvance Inc. https://japanknowledge.com/library/.

ジャパンナレッジ Lib. 2001-2022. 東京 : NetAdvance Inc. https://japanknowledge.com/library/.

The title of the source is abbreviated as "JK" (for JapanKnowledge) in the "source" variable.

Each JK citation includes a reference number that refers to a specific article within JapanKnowledge's encyclopedic database. These references are listed below:

JK-1: てんぶんほっけのらん【天文法華の乱】, 国史大辞典, JapanKnowledge, https://japanknowledge.com , (参照 2019-09-19).

JK-2: きたじょうじょうあと【北条城跡】新潟県：柏崎市 / 北条村, 日本歴史地名大系, JapanKnowledge, https://japanknowledge.com , (参照 2019-01-30).

JK-3: がんかいじじょうあと【願海寺城跡】富山県：富山市 / 旧婦負郡・射水郡地区 / 願海寺村, 日本歴史地名大系, JapanKnowledge, https://japanknowledge.com , (参照 2019-01-30).

JK-4: いばらがおかじょうあと【茨ヶ岡城跡】徳島県：那賀郡 / 鷲敷町 / 和食村, 日本歴史地名大系, JapanKnowledge, https://japanknowledge.com , (参照 2019-12-23).

JK-5: しわじょうあと【志和城跡】高知県：高岡郡 / 窪川町 / 志和村, 日本歴史地名大系, JapanKnowledge, https://japanknowledge.com , (参照 2019-01-30).

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Harvard Center for Geographical Analysis, China Historical Geographic Information System (CHGIS) Project, Tokugawa Japan GIS, Feb 2004, File: "jp_toku_kuni_pgn", URL: https://sites.fas.harvard.edu/~chgis/data/japan/ (accessed 06 September 2019).

"Five Capital Provinces, Seven Circuits" ["五畿七道"], *Encyclopedia Nipponica* [日本大百科全書], (Tokyo: Shogakukan, 1989b), accessed using JapanKnowledge (2022): https://japanknowledge.com/library/en/.