



A MOST DANGEROUS TIME

JAPAN IN CHAOS 1570-1584

RULES
OF
PLAY

TETSUYA NAKAMURA'S

A MOST DANGEROUS TIME

JAPAN IN CHAOS 1570-1584

1.0

Introduction

A Most Dangerous Time is a two-player game about the great 16th-century civilwar in feudal Japan. One player plays the warlord Nobunaga and his military allies (the Oda Faction) and the other player plays the Alliance that opposed Nobunaga (The Anti-Oda Faction). This era in Japanese history is known as the Sengoku (or the Age of War) period. The country was ready to put an end to all of the petty fiefdom conflicts and needed leadership. This great civil war was fought to determine who would be that leader.

2.0

Game Components

Rulebook

One 22" by 34" Map

Two and a half Countersheets (total of 440 counters)

2 Card Decks (total of 110 cards)

Dice

2.1 RULEBOOK

The book you are now reading.

2.2 DICE

Six dice are included in the game. Players might find it convenient to add more dice to speed up play.

2.3 COUNTERS

2.31 Soldier Units (called Troops on the playing aid cards)

A Soldier Unit represents approximately 1,000 to 2,000 Soldiers and is the most basic Unit in the game. All Soldiers are set up on their front side during initial placement on the board. The reverse side is used in the event of a betrayal to an opposing Clan. On the Soldier counter the base color is the Alliance of the Soldier. The Clan name and mon (family crest) are notated as well. The number of Soldiers in the countermix is an absolute game limit and more Soldiers may not be added to the countermix should you run out.



Note that Soldiers are Units in the game (as are Daimyo and Samurai).



The Murakami Pirates were especially adept at sea combat and have a +1 on their counter to show this. When in combat in a Sea Area(only), these Soldiers get a +1 benefit on their fire die roll.

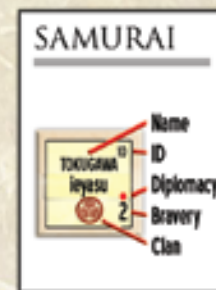
2.32 Leader Units (Daimyo and Samurai)

Leader Units are the lords and generals that were present in the historical campaign. In *A Most Dangerous Time*, these two types are called Daimyos (lords) and Samurais (generals). Note that in several cases, these terms are game definitions and the classification of the Leader is in game terms; not in historical terms. There are many Samurai in the game that are actually Daimyos historically but these Leaders did not have the influence in the game to merit being equivalent to more powerful Leaders.

Leaders are just like Soldier Units but also have some special abilities. Daimyo, Samurai and Soldiers are all considered Units.

Leaders have a bravery value (ranging from 1 to 3) and may also have a Diplomatic Ability. All Leader Units are set up at the start of the game on their front side. The reverse side of the counter is used either in the event of death (if the Leader's heir is on the back side of the counter), or betrayal.

If the Leader has a picture on the counter, he is a Daimyo. If it has only the name, he is a Samurai. **As an exception, Ashikaga Yoshiaki, the Shogun, is a Samurai when he's on his Neutral side (starting side) and a Daimyo when on his Anti-Oda side.** See the special rules regarding Ashikaga and how this works (rule 15.1).



2.33 ACTION CHIT



Action Chits are used in the game to determine which power will be in play for the current impulse. Players blindly draw a chit from a cup to see which Alliance will be active during this impulse. On the first turn only, play automatically begins with the Nobunaga chit.



Three Action Chits are named for a specific person. These are for Nobunaga, Kenshin and Shingen. These Leaders were far more dynamic than the others and are allowed to have an extra Action Chit for their Alliance placed in the cup if the Leader is in play. If the counter representing this Leader is not currently in play during the End Phase of the Game Turn in which the next turn's cup contents are determined (either dead, in the Regroup Box, or on the Game Turn track following being wounded in combat), the named Action Chits are not placed in the

cup for draw that Game Turn.



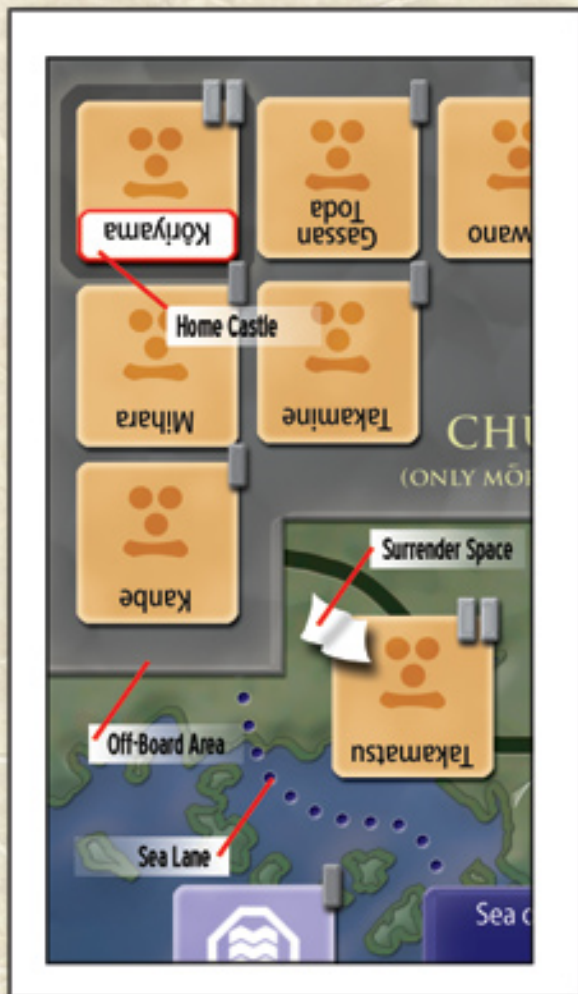
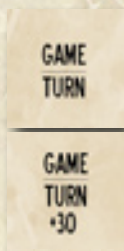
Also in the chit draw cup is the Turn End chit. When this chit is pulled from the cup the current Impulse Phase ends and play proceeds to the End Phase of the Game Turn. This is true even if this is the first chit drawn in the Impulse Phase.

There are several other markers in the game to help with game functions and to mark places on the map with special rules and items. Should the number of markers provided not be sufficient for game play, players are free to construct more of these as needed.



2.34 Turn Marker

The Game Turn chit is used to record the current Game Turn on the Game Turn track. If the number of turns exceeds 30 in the campaign game, simply flip the marker over to the counter's "+30" side and reset the Game Turn marker to turn one.



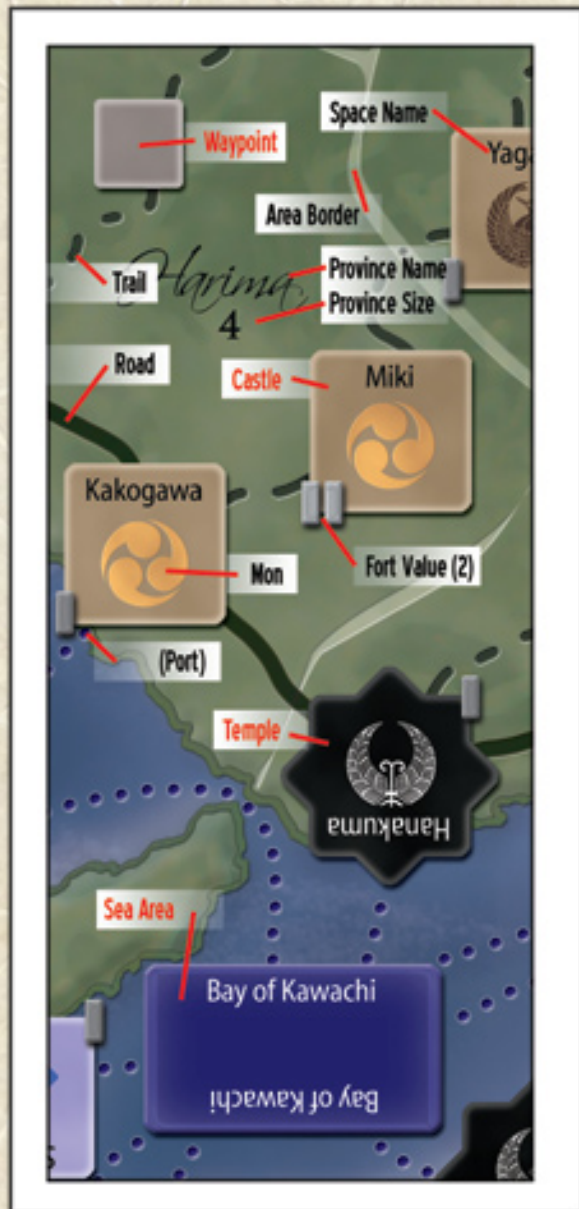
2.4 GAME MAP

The game board uses Spaces, Waypoints, Sea Areas and off-board areas to represent locations in feudal Japan.

Spaces can be either Castles or Temples depending on the Space shape.

All Spaces, Waypoints and Sea Areas are connected by roads, trails or Sea Lanes.

The province names have been provided for historical flavor and the number written with the province name is the number of Castles and Temples within the province. This can be useful if playing with Tetsuya Nakamura's original game regroup rules.



2.41 Spaces (Castles and Temples)

Fort Value: Each Space on the map (except the KYO Box—see 2.42) has a number of bars in the upper right/lower left corner (depending on the side you are playing) representing the Fort Value of the Space. This level can range from 1 to 3. Any number of Units can be in a Space, but only a number of Units equal to twice the Fort Value may be placed

inside a fort in the event of siege. This number also benefits the fire value of the besieged force when under siege. After a successful siege by the enemy, a level 2 or 3 fortress becomes a level 1 fortress for the remainder of the game. Place a Castle Destroyed marker on the fortress as a reminder.

Home Castles: A Space with its name highlighted in white is a Home Castle. These Spaces are very important as both the end source for a line of communications and for possible surrender of a Clan. A Home Castle is treated like a normal Space for Clans of the opposing Faction if captured. If recaptured by the friendly Faction, it again resumes its game function as a Home Castle.

Surrender Spaces on the map are Spaces that if captured, could lead to the withdrawal of a Clan from the war (see rule 3.31).

2.42 The Kyo Space

The Kyo Space is the only one in the game without a Castle or Temple. There can never be a siege in this Space and all combat must be on the Field of Honor.

The Alliance (not Faction) that currently controls the Kyo Space gets a +2 die roll modifier when determining the number of Movement Points it will have during its impulse. The Faction that controls Kyo also automatically draws an Event Card during the End Phase of the turn. Note that if a Faction captures Kyo during the current turn, it does not receive an Event Card for its capture but does draw an Event Card for ownership of Kyo during the End Phase of the turn of capture.

2.43 Waypoints (called Minor Spaces on the playing aid cards)

Waypoints are the small featureless squares on the map. They do not have a fortress and thus combat in Waypoints is always on the Field of Honor. Waypoints are considered friendly to both Factions at all times and are never controlled by one player or the other. Any number of Units can occupy the Waypoint during an impulse (movement, combat, etc.), just as in Spaces, but no more than 4 Units may be in the Waypoint at the end of the impulse. The non-owning player picks the Units that are over the 4 Unit limit and these excess Units are placed in the owning player's Regroup Box.

2.44 Sea Area and Ports

Sea Areas are like Waypoints with special rules. Ports are Spaces with Sea Lanes that connect to Sea Areas. (See 12.0)

2.45 Off-Board Areas

There are three off-board areas in the game: Tomo, Echigo and Chugoku. Echigo can be entered only by the Uesugi Clan's forces and Chugoku can be entered only by the Mori Clan's forces. Units of the respective Clans may freely enter or leave the off-board area. To enter the off-board Area costs one additional Movement Point.

No other Clans may ever enter these areas.

The Tomo box is a special off-board area and is the home of Ashikaga in the event of exile. Only Ashikaga can be placed in this off board box and only in the case of exile or if killed in combat. If so placed, Ashikaga can never leave the box for the remainder of the game.

2.46 Control of Space

Spaces in the game map are always considered either controlled by a Clan (see 3.1) - or are neutral (controlled by neither player) (see 3.2).

Waypoints are never controlled by any Clan, they are zones of transit only. They are considered friendly to both Factions throughout the game.

Control of a Space is determined either by the color of the Space on the map (controlled by a Clan at the start of play) or if captured by the opposing Faction, a control marker of the capturing Clan. If a Clan falls and there are Spaces that are not controlled by the conquering Alliance, all fallen Clan controlled Spaces become controlled by the Clan that currently has the majority of Units in the Home Castle Space (if the fallen Clan has one). In the case of Clans without a Home Castle, the conquering Clan is the one with the majority of Units in the conquered fallen Clan's originally controlled Spaces. In the case of ties, the conquering player may choose which Clan takes control.

If a Space is recaptured from an enemy by any Units of the friendly Faction, its control is returned to the original owning Clan, if that Space has a Clan symbol on it, and if that Clan is not destroyed. If the Clan has fallen, control is awarded to the Clan that recaptured the Space.

Example: Odani (Azai's Home Castle) is captured by Oda. Later in the game, Ikko-Ikki Units recapture the Space. If Azai Clan has not fallen, Azai regains control of the Space, not Ikko-Ikki. However, if Clan Azai has fallen in the game, Ikko-Ikki would control the Space.

Players may never transfer control of a Space to another Clan within its Faction.

Control is determined at the end of the Impulse Phase.

2.5 CARDS

There are three types of cards in the game: Event Cards, game aid cards and historical cards. Only the Event Cards are used to play the game. Game aid cards are given to each player at the start of the game and are to aid in playing the game by providing commonly used charts and tables. Historical cards are provided for historical reference only.



3.0 Game Terms

3.1 FACTIONS, ALLIANCES AND CLANS

Factions: There are three Factions in the game: the Oda camp and the Anti-Oda camp, each of which is controlled by a separate player—and the Neutral Faction, which is not controlled by either player.

Each Faction consists of the Alliances that are currently loyal to that camp. Note that the Oda Faction and the Oda Alliance are the same entity in game terms.

Alliance: a group of Clans represented by one or more military Units. Alliances can be determined by the base color of the Unit and each Alliance has at least one Action Chit. There are seven Alliances in this game.

Oda Faction: Oda Alliance.

Anti-Oda Faction (at start): Azai-Asakura Alliance, Ikko-Ikki Alliance, and the Anti-Oda minors Alliance. Additionally, Tekada Alliance, Mori Alliance and Uesugi Alliance enter play as reinforcements.

All others are neutral and do not have an Alliance. Neutrals are a Faction as a whole and are Clans individually.

Clan: The lowest organizational group. Individual Units (Daimyo, Samurai and Soldiers) make up a Clan. A group of Clans make up an Alliance. A group of Alliances make up a Faction. Note that some Clans are the entire Alliance (like Takeda). You can tell the Clan of a Unit by its name and mon.

At the end of this rulebook is a chart with all the Factions, Alliances and Clans.

Daimyo: a Daimyo is a Leader that in game terms has great influence and power. Some historical Daimyos are not considered Daimyos in game terms (like Tokugawa). A Daimyo always has a portrait of the Daimyo on the counter.

Samurai: A Leader of less influence and power or a subordinate of a Daimyo. A Samurai has the name of the Leader on its counter but no picture. Samurai can be promoted to Daimyos by an Event Card and, if that happens, they are treated as Daimyos in all respects.

3.2 REINFORCEMENTS AND NEUTRALS

Reinforcing Alliances consist of: the Takeda, Mori and Uesugi Alliances, the Murakami Clan and additional Ikko-Ikki forces.

Note that all reinforcing powers will join the Anti-Oda Faction when they enter the game. Reinforcing powers enter the game in one of two ways.

- (1) on their entry turn (marked on the turn track). This turn is marked on the Game Turn track at the start of play. Place an Action Chit of that Alliance on that Game Turn to mark it. The turn of entry can change by events that happen in the game. If a game event changes the turn of entry, move the Action Chit to the new turn of entry on the Game Turn track.

- (2) If any Units of the Oda Faction enter any Space that is owned by one of the reinforcing powers. Should this happen, place all Units of the reinforcing power immediately into play (these are placed before Oda actually enters the violation Space). Only the violated reinforcing power's Units are placed.

Neutral Clans (Iga Ninja, Hatakayama, Hatano, Bessho): If a Faction enters any Space of a neutral Clan, or tries to negotiate (see 8.0) with any neutral Clan Unit (whether they succeed or fail), all Units of that Clan, except the Unit that may have betrayed, immediately join the opposing Faction. If they join the Oda Faction, they join the Oda Alliance. If violated by the Oda Faction, they join the Anti-Oda Minors Alliance. Event Cards can also allow neutrals to join an Alliance.



Neutral Minors: these are neutrals that represent very small and local Clans. These say "Minor Clan" on the counter. They only join an opposing Faction if they are successfully negotiated with or are successfully besieged. If they fall in siege, the minor Clan counter is replaced with a betrayal counter of the Clan that represents the majority of Units that besieged the minor Clan Unit (if equal, Clan choice is up to the owning player) and placed in that Clan's Regroup Box.

3.3 FALL OF A CLAN

A Clan that doesn't have a Home Castle falls when all Leaders of that Clan are in the Regroup Box, on the turn track, are currently besieged, or are dead - and all of the Clan's at start Spaces are captured by the opposing camp (**Exception: Ashikaga**).

A Clan that has a Home Castle falls when all the Leaders of that Clan are in the Regroup Box, on the turn track, are besieged, or are dead, and the Clan's Home Castle(s) is controlled by the opposing Faction. Note that Oda may have two or three Home Castles—if so, all must be captured for Oda to fall.

When a Clan falls, all of the Leaders of the Clan (excepting any that might have betrayed before the Clan's fall) are placed in the Permanently Eliminated Units Box and all of its Soldiers (both those on the map and in the Regroup Box) are exchanged for Soldiers of the conquering Clan and placed in the conquering Clan's Regroup Box. Any Soldiers that have previously betrayed are not affected. These Soldiers are now Soldiers of the new Clan in all ways.

The conquering Clan is the Clan that has the most Units in the Home Castle of the fallen Clan (if the conquered Clan has a Home Castle). If there are two or more Clans of equal numbers, the conquering Faction may choose which Clan is the conquering one. If the fallen Clan has no Home Castle, the conquering Clan is the one that has the most Units in all of the fallen Clan's at-start Spaces. Again, should there be two or more Clans with equal numbers, the conquering Faction may choose the conquering Clan.

3.31 Withdrawal of Mori and/or Uesugi.

Mori will withdraw from the war (and the game) if the Oda Faction has control of both Takamatsu and Tottori.

Uesugi will withdraw from the war (and the game) if the Oda Faction has control of Uotsu.

These Spaces are marked with white flags on the map for reference and are called surrender Spaces.

When a Clan withdraws remove all Units belonging to that Clan and place them in the Permanently Eliminated Units Box. Any Units that have previously betrayed are not removed.

3.32 Withdrawal of Takeda

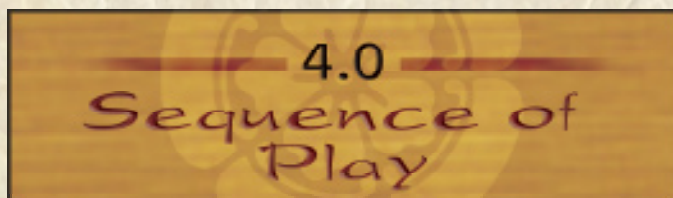
When Takeda Clan has fallen per the normal rules, all of Takeda's Units are placed in the Permanently Eliminated Units Box instead of being placed in the conquering Clan's Regroup Box. Units that have previously betrayed are not permanently eliminated.

3.33 Ikko-Ikki (warrior monks)



The Ikko-Ikki Clan can never fall. Even if there are no Ikko-Ikki controlled Spaces, the Clan is still in play (and can arrive later through play of Event Cards).

However, should the Oda Faction control the great Temple of Ishiyama and play an Event Card called "Truce with Ikko-Ikki", the truce will last for the remainder of the game. Should this happen, all Ikko-Ikki Clan Units continue to be in play but no Ikko-Ikki Units may ever return to the game via the regroup process. Event Cards may still be played and, if needed, the Ikko-Ikki Units that may come into play are taken from the Regroup Box.



4.1 THE IMPULSE PHASE AND THE ACTION CHITS

In general, each Action Chit corresponds to a different Alliance in the game. At the end of each turn, the Action Chits for the next turn are placed in a cup for draw in the subsequent turn (on the first turn of the game, the Oda Nobunaga chit is the first one in play). During that subsequent turn, players will randomly choose an Action Chit from the cup to determine which Alliance is currently in play. When the End Turn chit is drawn, the Impulse Phase ends and players proceed to the End Phase of the turn.

If a special named Action Chit (see 2.33; 2nd paragraph) is drawn (Oda Nobunaga, Takeda Shingen, Uesugi Kenshin) and the Leader is in the Regroup Box or on the Game Turn track, put the chit with the Leader aside and draw another chit; these chits will return to the cup during the End Phase if their associated Leader returns to the map. If the Leader is dead, permanently remove the special named Action Chit.

If the End Turn chit is drawn, proceed to the End Phase (yes, even if it is the first chit drawn), otherwise, the player who controls the Alliance whose Action Chit was drawn becomes the Active Player and conducts an Impulse.

Prior to the draw of an Action Chit, Brilliant Maneuver (card 32) may be played.

The Alliance whose Action Chit was drawn is the Active Alliance and its Units are the Active Units. The Active Alliance (in order):

- 1) may play certain Event Cards if eligible (possible Event Cards played at this time are cards numbered 19, 26, 27, 28, 41-44, 45,

and 46). Note that cards 57 and 58 may be played at any time during an Oda Alliance impulse. Cards 49-56 may be played at any time during an Ikko-Ikki Alliance impulse.

- 2) may exile any of his active Samurai to the Permanently Eliminated Units Box (see 7.0).
- 3) performs Negotiation and may play any eligible betrayal cards (cards 1-18, 21-25) with his eligible Leaders.
- 4) rolls one die to see how many Movement Points are available for this impulse to his Alliance. Add two to the rolled number if the Alliance controls Kyo.
- 5) checks the lines of communication for all Units on the map (including non-active Units).
- 6) may perform movement by spending Movement Points. Play of Forced March (cards 33-38) may occur at any time in this phase and as many cards as held may be played in any single impulse.
- 7) may perform combat with eligible Units.
- 8) determines control of areas and if the current Alliance does not control Kyo, that Faction may draw an Event Card for each and every newly controlled Space.
- 9) Master of Tactics (card 31) may be played

Repeat the process of randomly drawing Action Chits and conducting impulses until the Turn End chit is drawn. When the Turn End chit is drawn, proceed to the End Phase of the turn.

4.2 THE END PHASE

- 1) The Faction that controls Kyo draws an Event Card.
- 2) Each Alliance performs regroup: the Oda Faction performs all regroups first. After the Oda Faction has performed all regroups, the Anti-Oda Faction may regroup. Which Alliance regroups and in what order the various Clans regroup is freely determined by the controlling Faction player. If any Alliances are entering play or reinforcements are due, they are placed after all regroup is performed.
- 3) Disband any Units from any Space on the board as desired: Oda player performs all disbands first. Place disbanded Units in the Regroup Box. Both sides may also exile Leaders during this phase, again Oda player first
- 4) Perform illness checks for Takeda Shingen and/or Uesugi Kenshin if they are in play, and for Oda Nobunaga starting on turn 30.
- 5) Empty the cup of any remaining chits. Put the Action Chits for the non-neutral military Alliances that haven't been eliminated or surrendered, plus the Turn End chit, in the cup. The Action Chits for "Oda Nobunaga", "Takeda Shingen" and/or "Uesugi Kenshin" are also placed in the cup as long as their respective Leaders are alive and not in the Regroup Box or turn track.
- 6) Advance the turn marker to the next turn on the Game Turn track.

*A man's life of fifty years,
When compared to the vastness of that under Heaven,
Is as an illusion or dream.*
— Oda Nobunaga



5.0 Lines of Communication

5.1 WHEN TO CHECK LINES OF COMMUNICATION

All players must check their lines of communication for all Units at the beginning of any Alliance's movement phase, and at the beginning of each combat sub-sequence.

5.2 HOW TO TRACE A LINE OF COMMUNICATION

Each Unit is required to trace a line of communication to its Clan's own Home Castle to determine if that Unit has a line of communication. In the case of a Clan's Unit not having its own Home Castle, it may trace to any of his Clan starting Spaces (those with the Mon (or symbol) of the Clan within it) or any Home Castle that belongs to its Faction (**exception: Ikko-Ikki and Ashikaga. See 15.1 and 15.2.**) If the Clan has a Home Castle but it has been captured or is besieged, all of its Units are out of communications (see 5.3). Sea Areas can be used for lines of communication.

The line of communication is traced from the Space, Waypoint or Sea Area the Unit is currently in (do not include the tracing Unit's current Space, Waypoint or Sea Area) to its Home Castle (**exception: Ikko-Ikki and Ashikaga**). It's blocked if there are any enemy Units in any Space or Waypoint (or Sea Area) along the trace; unless those enemy Units along the path traced are all currently under siege. Communication is also blocked if any of the Spaces along the trace are not controlled by the Unit's Faction.

A Unit with a blocked line of communication is said to be "out of communication" (5.3).

5.3 OUT OF COMMUNICATIONS (ALSO OOC)

Basically, for all game functions, OOC Units are treated as two Units.

Effect on Movement:

A Unit that is out of communication is treated as two Units for movement (thus an OOC Daimyo would only be allowed to move 4 OOC Units total along a road—including himself).

Moving by sea is not affected by being OOC.

No strategic movement is allowed when OOC.

Effects on Combat:

A Leader (or Units without Leader) that is out of communication subtracts one from his combat initiative die roll.

A Unit that is out of communication is treated as one-half of a Unit for combat; this includes calculating the number of dice to roll (rounding up) and also applying losses (also rounding up) (so 3 OOC Units would roll two dice and each hit eliminates 2 OOC Units). In addition, combat losses must be first applied to Units that are out of communication. Note that if there was 1 OOC Unit left and other Units that are not out of communications in a combat and all those Units took a hit in combat, only the one OOC Unit would be lost. No additional Units would need to be removed to satisfy the combat result.

Exception: a Unit that is under siege does not suffer the combat effects of being out of communication.

6.0 Event Cards

6.1 WHEN TO PLAY EVENT CARDS

Betrayal cards (1-18, 20-25) can be played during the Negotiation Phase or at the start of the combat round:

Cards 19, 26, 27, 28, 41-44, 45, and 46 may be played at the start of a friendly impulse:

Card 32 is played just before a chit is drawn from the cup:

Cards 29, 39, 40, 47, 48 may be played at the start of a field combat round:

Card 30 can be played at the start of a field combat or siege combat:

Cards 49-64 can be played at any time during a friendly impulse:

Card 31 may be played during the End Phase of the turn:

Cards 33-38 may be played at any time during the movement segment of the friendly impulse.

6.2 WHEN TO DRAW EVENT CARDS

A player who does not control Kyo draws an Event Card from the deck for each new Space he gains control over at the end of a friendly impulse. Cards may be used immediately.

The player who controls Kyo draws one Event Card during the End Phase.

A player that gains control of Kyo during the turn does not draw an Event Card for gaining control (they get the card for that during the End Phase).

Ikko-Ikki riot cards that may gain control of a Space from placement of newly arriving Units do not get an Event Card by gaining control of a Space this way.

6.3 DECK AND DISCARDS

Cards can't be discarded. There is no hand limit. When a card is played it's never returned to the deck. If the deck has no cards, players can't draw cards.

7.0 Exile

The Active Player may permanently remove any of his active Alliance Leaders from play during the second step of his Action Round. Exiled Leaders are placed in the Permanently Eliminated Units Box and never return to play.

The Anti-Oda Faction player may only exile a Leader if he has a Leader from the same Clan in the same Space at the time of exile.

The Oda Faction player may only exile a Leader if there is an Oda Faction Leader (any) in the same Space, Waypoint or Sea Area at the time of exile.

Note that there are Leaders that can't be exiled because they are the only ones in their Clan.

8.0 Negotiation and Betrayal

8.1 BETRAYAL GENERALLY

Leaders with a betrayal rating can be used to cause a Unit (Soldier and/or General) to switch sides (or join a side if it is neutral). Certain Event Cards serve the same purpose.

Betrayal refers to a Leader changing sides, and it's done only by Event Card. *Negotiation* refers to a Leader trying to change the allegiance of a Soldier.

8.2 BETRAYAL

Certain Event Cards target specific leaders to betray their side (or, if neutral, to join a side). These Event Cards may be played during the Event Card step of a friendly impulse or before any combat, only if the Active Alliance has an eligible Leader with betrayal ability.



Betrayal Event Card played during the Event Card step:

Any Active Leader with a Diplomatic Ability and who is not under siege can play an Event Card to cause a Leader to switch sides. If the Leader that has a Diplomatic Ability is a Daimyo, any enemy or neutral Leader that is adjacent to any friendly Alliance Units or under siege by friendly Alliance Units may be a target. If the Leader with the Diplomatic Ability is a Samurai, all Leaders that are adjacent to that Leader or under siege by that Leader may be a target.

If the betrayer is a Daimyo, he and all of his Units are now a Clan of the Alliance that played the card. They join the card playing Alliance and become part of their force in every way.

If the betrayer is not a Daimyo, and the Space or Waypoint where the target is doesn't contain any other Leaders of the same Clan, he and all the Soldiers of that Clan in that Space or Waypoint join the Clan of the Leader that was used to play the card. If there are other enemy Leaders of the same Clan in the Space or the Waypoint, only the Leader Unit joins the new Clan.

If a betrayal Event Card is played, there is no die roll. Betrayal is automatic.

Often you can just flip the counter over to show this new allegiance. If the back of the counter is white, players can use any method they find easiest to remember the Leader's new Clan (usually just stacking the Unit with others of the same Clan is easiest, or possibly using a control marker).

If there are now Units of differing Factions in the same Space or Waypoint, combat immediately occurs. This follows the same procedure as in 8.4.

You may play several betrayal cards at once to get as many Leaders as possible to betray. You play all cards before you go to an immediate combat round.

As an exception to the normal sequence of play, control of the Space is determined immediately and possibly an Event Card is drawn if applicable.

An example of betrayal during the Negotiation Sequence:



It is early in the game and Miyoshi is having a tough time of it. Most of his troops have been eliminated and all that remain are the Samurai and a few Soldiers of his Clan. The entire Clan is now under siege at Noda Fukushima and the Oda Alliance Chit has just been drawn.

Besieging our unlucky Miyoshi brothers is Nagahide and a few of Oda's finest. After the Oda Chit is drawn, the Oda Alliance player goes over his hand and finds card number 18. A handy card to have as Sumoto (a condition for card play) was conquered just last turn. Unfortunately,

Nagahide isn't that charismatic and doesn't have Diplomatic Ability. The Oda Alliance has Oda as a Daimyo and he can allow the card to be used against any eligible force that is adjacent or under siege by his Alliance anywhere on the map. Thus, the card can be played. With all appropriate flourishes. Immediately after play of the betrayal card, the Oda Alliance player will place an Oda control marker on the Space. As the Oda Faction currently controls Kyo, no Event Card for capture of a space. After the Impulse Phase and during the End Phase if the Space is still friendly controlled, the Oda Alliance player will place an Oda control marker on the Space. As the Oda Faction currently controls Kyo, no Event Card is drawn.

Betrayal Event Card played during a combat:

Betrayal cards can also be played at the start of combat in a Space, Waypoint or Sea Area. The card playing Faction (and it does not have to be the active Alliance) must have a Leader with Diplomatic Ability in the Space or Waypoint in which the combat is about to occur.

The card causes the target Leader and all the Soldiers under his command (or all of the Soldiers in the Space or Waypoint if he's the only Leader present) to change sides and join the Clan of the Leader whose Diplomatic Ability was used to allow the card play.

If both players wish to play betrayal Event Cards before a combat, the active Faction must play all of his Event Cards first. After he finishes, the non-active Faction may play any of his betrayal cards.

If betrayal is played on a Daimyo then all of the Clan's Units join the Clan of the Leader used to play the card (not just the Units in the combat).

If a Leader named on the card is in the Permanently Eliminated Units Box, his associated Event Card may not be played.

Example: Takeda Alliance is the currently active Alliance and is in combat with the Oda Alliance. In the combat Space is the Tokugawa Samurai commanding 3 Soldiers. If they are the only Units in the Space and the Tokugawa betrayal card is played, all the Units in the Space would join Takeda's Clan and no combat would occur.

If the Space had the above and additionally had an Oda Samurai and 3 troops, Tokugawa and his 3 Soldiers would join Takeda in the upcoming combat.

If the Space had both of the above and Tokugawa had been promoted by play of a Samurai Becomes a Daimyo card, Tokugawa and his 3 Soldiers would join Takeda in the combat and, in addition, all of Tokugawa's Units on the board would become Takeda Clan Units.

8.3 NEGOTIATION (HOW SOLDIERS BETRAY)

Any Active Leader with a Diplomatic Ability and who is not under siege can attempt to cause one Soldier to switch Clans (or join his Clan if the Soldier is neutral). If the Leader that has the Diplomacy ability is a Daimyo, any enemy or neutral Soldiers that are adjacent to any friendly Alliance Units or under siege by any friendly Alliance Units may be a target. If the Leader with the Diplomacy Ability is a Samurai, all Leaders that are adjacent to the target Soldier or are under siege by that Leader may be a target.

Each eligible Leader may only attempt one negotiation per Negotiation Sequence.

To attempt to get a Soldier to betray, players need to determine the betrayal roll needed. Start with "6" and modify as follows:

- +2 if the target Soldier is in a Space or Waypoint with a Daimyo
- +1 if the target Soldier is in a Space or Waypoint with a Samurai
- 1 if the target Soldier is neutral
- 1 if the target Soldier is besieged

(all modifiers are cumulative)

Should the negotiating player roll the needed number or more, the Soldier betrays and joins the Clan of the Leader that is attempting the negotiation.

Should there be no enemy or neutral Units in the Space, determine control immediately and draw an Event Card if applicable.

8.4 ENEMY UNITS IN SAME SPACE OR WAYPOINT

If, after a successful betrayal, there are now enemy Units in the same Space or Waypoint, combat immediately ensues. Only the betraying Units and the non-active Factions Units may participate in this combat. No other Units may fight in this special combat.

Should this be in a Waypoint, Sea Area or in Kyo, field combat is immediately resolved.

Should this be in a Space with a Castle or Temple, the Faction controlling the betraying Unit must decide if the betraying Unit will be in the Castle or Temple, or in the field. If there is not enough room for all of the betraying Units in the Castle or Temple, all excess Units must be placed in the field.

After that decision, the non-card betraying Faction must decide if he will be in the Temple or Castle, or in the field.

Castle stacking does apply for all Units (friendly and enemy) so if there is not enough room in the Castle or Temple, the remaining Units must be placed in the field.

If all of one Faction's Units are in the Castle or Temple and the other Faction's Units are all in the field, a siege marker is placed and the combat is considered resolved.

If there are enemy Units either in the field together or in the Castle or Temple together, a field combat (even if both are in the Castle) is now conducted. See combat rules (10.2). Should there be both opposing Units in the field and opposing Units in the Castle or Temple, the field combat is resolved first and the winner may place a siege marker on the Castle or Temple.

After resolution of this, control is determined for the Space and an Event Card drawn if applicable.



8.41 Special one Soldier against one Soldier combat.

If one Soldier Unit is in combat with one enemy Soldier Unit, resolve the combat by each player rolling one die. If one player's roll is higher than the other, the lower rolling Soldier is eliminated and placed in their Clan's Regroup Box. Should the players roll the same number, both Soldiers are eliminated and both are placed in their Clan's Regroup Box.

Example of negotiation:

It is early in the game and the Anti-Oda Minors Alliance chit has been drawn. Ashikaga is attempting to negotiate with a nearby neutral

minor Clan. He has not become a Daimyo yet so he can only choose enemy or neutral Soldiers that are adjacent to his Space. The Anti-Oda player rolls a die and needs to roll a 5 or 6 to succeed (neutrals subtract one from number needed to get a betrayal). A 6 is rolled. The Neutral is immediately replaced by a Ashikaga Clan Soldier and control is determined. As the Anti-Oda Faction does not control Kyo at this time, an Event Card is drawn as well.

Note that if there had been another neutral Soldier or enemy Leader in the Space, combat would have to be immediately resolved.



9.0 Movement

9.1 DETERMINING MOVEMENT ALLOWANCE

In step 4 of the Impulse Phase the active Alliance rolls one die to determine the number of Movement Points for his Units for his impulse. If the active Alliance currently controls Kyo, add two (2) Movement Points to this roll. Record the number on the Movement Points track on the map. As points are spent (or gained from play of a Forced March card), maintain a running total of the number of Movement Points remaining for the active Alliance. Movement Points are never saved or accumulated after the impulse ends and all unspent Movement Points are lost. An Alliance is not required to spend all of its Movement Points in an Impulse.

9.2 MOVEMENT—GENERALLY

In step 6 of the Impulse Phase the active Alliance can move his active Units around the board by spending Movement Points. Units move from one Space/Waypoint/Sea Area to an adjacent Space/Waypoint/Sea Lane (**exception: see 9.5**). With certain restrictions a Unit or Units may move several times during an impulse—as long as there are remaining Movement Points available to the active Alliance.

9.3 MOVEMENT COSTS

It costs one Movement Point to move 1 to 8 Units to an adjacent Space or Waypoint along a road.

It costs one Movement Point to move 1 to 4 Units to an adjacent Space or Waypoint along a trail.

It costs one Movement Point to move 1 Unit along a Sea Lane (see 13.2).

It costs one Movement Point to activate a Space, Waypoint or Sea Area for combat (if, and only if, no new Units moved into that Space, Waypoint or Sea Area this Impulse Phase).

9.4 MOVEMENT RESTRICTION

Units can be moved more than once during an impulse. They must stop if they enter a Space, Waypoint or Sea Area when one of these conditions apply:

- 1) is not friendly Faction controlled (i.e., neutral or enemy controlled—doesn't apply to Sea Areas or Waypoints as they are never controlled);
- 2) it has an unbesieged enemy or neutral Unit in the Space, Waypoint or Sea Area.

Once a Unit enters one of the above, it may not be moved any more for that impulse.

9.5 STRATEGIC MOVEMENT

The active Alliance may move 1 to 8 Units two Spaces or Waypoints for only one Movement Point if:

- 1) the entire movement is along roads;
- 2) all the Spaces or Waypoints along the route (starting, middle and end) are not enemy controlled and are free of enemy Units (including besieged enemy Units);
- 3) all the moving Units begin and end their move together (no picking up or dropping Units along the way);
- 4) all the Units are not OOC

Units may be moved more than once by strategic movement as long as the active Alliance has Movement Points remaining.

9.6 MOVING BESIEGED UNITS

The active Alliance player may move any of his Units that are besieged into the field portion of the same Space. Those Units may not move any more in this impulse (it is considered entering a Space with an enemy Unit). This movement costs one Movement Point.

9.7 UNIT DEPLOYMENT: FIELD OR FORT

At the conclusion of the movement segment of the impulse and just before the combat segment, if any active Alliance Units are in a Space (other than Kyo) with an enemy or neutral Unit, the inactive Faction player must determine which of his Units are in the field and which are in the Castle or Temple. He may place a number of Units up to twice the current Fort Value of the Space inside the Castle or Temple. The remaining Units, if any, must be placed in the field.

9.8 SEA MOVEMENT

A port is any Space that has a Sea Lane connection. Sea Lanes connect to Sea Areas and ports just as roads and trails connect to Spaces and Waypoints.

Sea Lanes connect directly to the Castle or Temple—not to the field portion of the Space.

When moving to or from a Sea Area and a port, the following rules apply:

- 1) A besieged Unit may move directly out to the Sea Area, or a friendly Unit in the Sea Area may move into a Castle or Temple under siege;
- 2) No Unit may move into the Sea Area from an unfriendly controlled Space that is a port; including retreating;
- 3) The Unit(s) from the sea may land in an enemy or neutral Space. Combat occurs normally. However, the sea moving Unit(s) is considered as out of communications if the sea moving Unit(s) can not trace a land line of communication at the moment of the combat;
- 4) To be part of a line of communication using a Sea Area, the Faction must control the port. Besieging Unit(s) may not trace the line of communication using a Sea Area connecting to the port (as they are considered in the field).

An example of movement:

A very common first move by the Oda Alliance on the first impulse of the game is to retreat from his exposed position in Kanagaski and to try and get as much of his army as possible back to Kyo. Here is a possible example of this movement.

As it is the first turn of the game, the special rules for this turn mandate that the Oda Nobunaga chit is the first one in play.

Oda and 20,000 of his finest troops are on the march. They are moving to punish the treacherous Asakura Clan and victory is within their grasp. But Clan Azai has shown its true colors and announced they are supporting Asakura. Japan has erupted into full civil war. The warrior monks of Enryaku-Ji at Mt. Hiei are to the rear of Oda and they too might betray Oda at any moment (they are reinforcements arriving on turn two). Oda must get away and regroup his army. He will retreat to Kyo.

Oda rolls the die for his movement and rolls a "4". As he controls Kyo, two additional points are added to this die roll and the Movement Points marker is placed on the 6 Space of the movement track.

For one Movement Point, Oda and 3 Soldiers move along the trail to the Waypoint to the south ("A"). Five Movement Points remain.



For his second and third Movement Points, Oda and 3 Soldiers move from the Waypoint to Mt. Hiei ("B") and continue on to Kyo ("C"). Oda has made it safely to Kyo. Note that if the path from Mt. Hiei was a road instead of a trail, Oda would have been able to move another group of 4 to Mt. Hiei and then spend one Movement Point to move 8 Units to Kyo.



Another group of 4 Soldiers make the trek back home: moving the same way as Oda for three more Movement Points. This is 6 Movement Points altogether and exhausts Oda's Movement Point allowance. Oda is done for this impulse and 8 Soldier Units must continue to await their fate in Kanagasaki. Maybe the next chit will be another Oda?



10.0 Combat

10.1 COMBAT GENERALLY

Combat can only occur if the active Alliance has paid a Movement Point for the combat. This point may be that paid by one or more new Units entering the Space, Waypoint or Sea Area that contains enemy Units, or, if no new Units moved in, a Movement Point may be spent by the active Alliance to activate the Space for combat.

There are two types of combat, field and siege, both of which can occur in the same Space during the same impulse. All combat must be resolved in a Space, Waypoint or Sea Area before resolving combat in a different Space, Waypoint or Sea Area. If there is more than one

combat, the active Alliance decides the order in which to resolve combat.

Note: order is important because the result of one combat could make some Units out of communications in future combats.

Within a Space, resolve field combat before siege combat if both are possible. So if the non-active Faction has Units deployed in the field and in the Castle or Temple, the active Alliance must resolve field combat first. If the active Alliance wins the field combat, he may resolve a siege combat next if desired.

Combat is always between the active Alliance Units and the non-active Faction (enemy and/or neutral) Units. Thus if Azai is in a Space with Ikko-Ikki Soldiers and attacking Oda, and it is Azai's impulse, the Ikko-Ikki Soldiers may not participate in the combat in any way. They are merely bystanders to the upcoming drama.

Note that card Samurai becomes a Daimyo (#s 59-64) may be played at any time by the active Alliance player during his impulse.

10.2 SEQUENCE OF COMBAT

- 1.) Both players check all lines of communications for all Units in the combat (this includes active Alliance Units and enemy/neutral Faction Units (all other friendly Faction Units that might be in the Space are ignored). Place an "unsupplied" marker on any Units that are currently out of communications. This marker will apply until the next supply check. Note that for Units under siege, the combat effects of being out of communications are ignored.
- 2.) Players must resolve whether the Units are in the Castle/Temple, or in the field. The following are the possible situations:

The active Alliance moves into a Waypoint, Sea Area or Kyo that is occupied by enemy/neutral Faction Units. Combat will always be in the field (see 10.3 and for Sea Areas, see 13.3):

The active Alliance moves into a Space with enemy/neutral Faction Units. The enemy/neutral Faction Units must declare which Units are in the Castle/Temple and which Units are in the field. Up to twice the Fort Value of the Castle/Temple may be placed inside the Castle/Temple. The remainder must be placed in the field. All active Alliance Units will always be in the field:

The active Alliance moves into a Space that also has active Alliance Units under siege by enemy Units in that Castle/Temple (attempting to relieve the siege). The active Alliance may (but doesn't have to) decide to sortie out of the Castle/Temple and fight in the field. Only a field combat will be conducted in this case. The Units that were besieged before the field combat may retreat back into the Castle/Temple but newly entering active Alliance Units may not:

The active Alliance has Units under siege and they sortie out to fight the enemy Units besieging them. In this case, some or all of the Units under siege may enter the field and force a combat with enemy Units (remember that in this case, since no new active Alliance Units entered the

Space, a Movement Point must be spent to activate the Space for combat). Active Alliance Units may retreat back into the Castle/Temple:

The active Alliance has enemy/neutral Units under siege in a Space and enters the Space with other, newly arriving Units (paying the Movement Point to allow combat with the newly arriving moving Units) or just declares a combat in the Space (by paying the one Movement Point to allow combat). The enemy/neutral Units in the Space may send some or all Units into the field or just stay in the Castle/Temple. The enemy/neutral Units that did enter field combat may retreat back into the Castle/Temple.

- 3.) The players must now decide which Soldiers are under the command of which Leaders by placing their counters under their commanding Leaders. If more room is needed, place a "Combat Location" marker in the Space, Waypoint or Sea Area in which the battle will take place and move all the Units to the Field of Honor. All Soldiers must be commanded by Leaders if possible but how they are allocated is up to the owning player (for example, Oda and a Samurai are about to enter battle and there are 7 Oda Clan Soldiers with the two Leaders. A player may put all 7 Soldiers under Oda and leave none with the Samurai—but if there were 8 Oda Clan Soldiers present, 1 would have to be placed under the Samurai).

Daimyos may command up to 7 Soldiers from his Clan and Samurai may command up to 3 Soldiers from his Clan. Leaders may not command other Leaders. This is important because the enemy may have a betrayal card to play that may influence the upcoming battle. Only Soldiers under Leaders may benefit from the Leader's bravery rating.

- 4.) If either player is able to play a betrayal card, they may do so. The active Alliance Faction may play any applicable betrayal card first and then the non-active Faction player may play a card. Both players may continue to play cards in succession until both players pass consecutively.
- 5.) Both players must select an overall commander for the upcoming combat for purposes of determining initiative. This Leader will command the battle until it is over and cannot be changed. Each player must choose a Leader from the Clan that has the majority of Units in the Space. Should there be more than one Leader from that Clan or should two or more Clans have the same number of Units, the owning player may decide which Leader will be their commander. Should the Clan that has the most Units in the Space not have a Leader present, the owning player must fight the battle without a commander.
- 6.) First the active Alliance and then the non-active Faction may play any applicable combat cards for the upcoming combat. If both players pass on playing a card consecutively, neither player may play cards for this combat. Cards that may be played now are #s 29, 30, 39, 40, 47, 48 if there is a field combat. If there is no field combat, only card 30 may be played.

10.3 FIELD COMBAT

Field combat occurs if a Space, Waypoint or Sea Area contains active Alliance Units (only) and enemy/neutral Units in the field. Combat must always occur in this situation and will end when there are no more active Alliance Units and enemy/neutral Units sharing the same field. Field combat is conducted in rounds. There is no limit to the number of rounds and the combat will continue until there are no more opposing Units in the field.

The only exception to the above is if one Solider Unit is in combat with one enemy/neutral Solider Unit: resolve the combat by each player rolling one die. If one player's roll is higher than the other, the lower roller Solider is eliminated and placed in their Clan's Regroup Box. Should the players roll the same number, both Soldiers are eliminated and both are placed in their respective Clan's Regroup Box.

Procedure for One Round of Field Combat

- 1.) The non-active Faction player may choose to retreat and, if he does not retreat, then the active Alliance player may choose to retreat (see 10.4);
- 2.) Determine the Leader initiative for the upcoming combat round. Both players roll a die and modify the roll as follows:
 - +1 if the overall commander is a Daimyo
 - +? For the bravery value of the overall commander of the battle
 - +1 if any friendly Units are out of communications
 - +1 if you are retreating this combat round

All modifiers are cumulative.

If neither player is retreating this combat:

If either player rolls 2 or more higher than his opponent, only he may attack in the upcoming combat.

If either player rolls one higher than his opponent and his Leader has a higher bravery value than his opponent, only he may attack this combat. Note that if a Leader with a lower bravery value rolls one higher on his die (after modifications), both sides will fire.

If neither of these situations occurs, both players may attack this combat.

If one player is retreating, the retreating player may retreat without receiving enemy fire if he rolls 2 or more higher than his opponent or, if he rolls one more, his commander's bravery is higher than his opponent. Otherwise, he must receive fire before retreating.

- 3.) Players now fire at each other. One or both players may now roll dice for each of his Daimyos commanding Soldiers, for each of his Samurai commanding Soldiers and lastly for all Leaderless Soldiers. Each in communications Unit receives one die roll for combat; each 2 out of communications Units receives one die roll (round up).

Example: Oda is leading 5 Soldiers, Hideyoshi with 2 out of communications Soldiers and 10 Leaderless Soldiers are firing in a combat. The Oda Alliance will roll 6 dice for Oda's command, 3 dice for Hideyoshi's

command (if Hideyoshi was in communications, 2 if he was not) and 10 dice for the Leaderless Soldiers.

Each modified roll of "6" is a hit. Players each modify their dice rolls by the bravery of a Daimyo or Samurai—each Soldier under their command receives the benefit as well. Ikko-Ikki Soldiers always receive a +1 in combat (as if they had a +1 Leader with them).

Players each roll and tally their damage on the track on the map with their Damage Points marker.

- 4.) Both players now remove Units to satisfy enemy fire. The owning player chooses which Units are removed from fire. Out of communications Units must be eliminated first. Each hit eliminates 2 out of communications Units (round down) or one in communications Unit. Eliminated Units are placed in their Regroup Boxes. The overall commander may not be eliminated until all other Units have been eliminated.
- 5.) If either player eliminated a Leader to satisfy a hit from the combat rolls above, that Leader's fate must now be decided. Roll one die for each eliminated Leader (there are no modifiers for this roll):
 - 1.2—the Leader is wounded. Place the Leader on the Game Turn track for regroup on the next turn (if wounded on turn 6, place on turn 7). He arrives during the Regroup Sequence either into the Regroup Box or in a friendly Space.
 - 3.4—the Leader is badly wounded. Place the Leader on the Game Turn track for regroup in two turns (if badly wounded on turn 6, place on turn 8). He arrives during the Regroup Sequence either into the Regroup Box or in a friendly Space.
 - 5.6—the Leader has been killed. Place in the Permanently Eliminated Units Box.
- 6.) If one player chose to retreat, that retreat is now conducted.
- 7.) If there are still opposing Units in the field, return to step one and conduct another round of field combat.

10.4 RETREAT FROM FIELD COMBAT

Either player may choose to retreat at the start of any combat round. The non-active Faction chooses first. The decision to retreat is made at the start of the combat round but not actually conducted until the end of the combat round.

If a player chooses to retreat, all of his Units must retreat. He may not retreat some of the Units and leave other Units in the field.

A retreating player may split up his Units and retreat to different places if he chooses.

He may retreat into any of the following:

An adjacent friendly controlled Space or Waypoint that contains no enemy or neutral Units that are not under siege (these Units may not participate in a later siege combat in that Space if it was activated for combat and siege has not been conducted yet this combat phase. Should all friendly Alliance Units conducting the siege later in the combat be eliminated in siege combat, the retreated Units are also eliminated). Note that if more than 4 Units are in a Waypoint at the end of an impulse, they will be removed from the map and placed in the Regroup Box:

The Castle/Temple in the combat Space if the enemy entered the combat Space this impulse or he was under siege at the start of impulse. He can only retreat Units up to twice the Fort Value of the Space. Any Units currently in the Castle/Temple will count towards this total (so if a 2 fort level Castle has 2 Units still inside, only 2 more may retreat into the Castle).

Players may not retreat into any other type of Space, Waypoint or Sea Area. If no legal option is available, the Units may not retreat.

If card Emperor Mandates a Truce is played (card #30) and the attacking Units must retreat, they may be retreated to the nearest friendly Space even if it has no legal retreat path

Example of field combat:

It is late in the game and Clan Uesugi has entered the game—and he is on the march. After capturing Toyama from a minor Clan, he is now the active Alliance and is prepared to start his march on Kyo with his force of 10 Uesugi Soldiers. Oda stands in his way at Daisho-ji with his own force besieging those troublesome Ikko-Ikki warrior monks. A field battle is brewing.

Uesugi will need a total of 4 Movement Points to get all of his force to Daisho-Ji (1 point moves 8 Units from Toyama to Oyama using strategic movement, and another point to move 2 Units the same way. Another point is spent to move 8 Units from Oyama to Daisho-Ji and the last point is spent to move the final 2 Units. Uesugi is lucky and gets his needed 4 or better on the movement die roll.

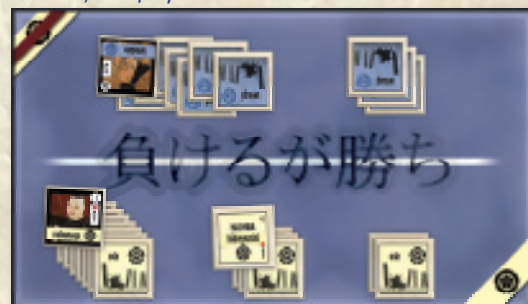


First up is to check each Unit's line of communications. Both sides are fine here so no unsupplied markers are placed.

Next up, both players need to figure out who is in the field and who is in the Temple. In this case, there is no choice. Ikko-Ikki is under siege in the Castle in the Space so neither Oda nor Uesugi may be placed in the Temple (and, as another Alliance, Ikko-Ikki will not play any part in the upcoming battle—they can't come into the field nor will there be a siege combat at the end of this field combat). The fight must be in the field. This is what Uesugi was hoping for—to get to use his superior leadership to defeat Oda in the field—but all is not what it seems and Oda smiles. He has a card to play to even the odds.

A Combat Location marker is placed on Daisho-Ji (on top of the besieged Ikko-Ikki forces) and players move their Units to the Field of Honor.

Soldiers must be assigned to leaders now—Uesugi goes first as the active Alliance.



With only one Daimyo, Uesugi can only command 7 more Soldiers. 3 will be leaderless for the upcoming battle. Oda places 7 Soldiers with Oda and 3 with Hideyoshi. 2 Soldiers will be leaderless. Note that if Oda had a "Samurai becomes a Daimyo" card and wished to play it on Hideyoshi, he could now play it and have all of his Soldiers under command of a leader (as Hideyoshi, as a Daimyo, could command as many as 7 more Soldiers).

Now, if either player had a betrayal card and was able to play the card, it would now be played. If the Anti-Oda Faction had a Hideyoshi betrayal card, and if they had a Leader with a Diplomatic Ability in range, Hideyoshi and his 3 troops would convert to that Clan and his Units would be converted. However, as Uesugi has no Diplomatic Ability, only Ashikaga would be able to help here—and if Hideyoshi betrayed, it would have to be to Ashikaga's Clan—thus they would be friendly to Uesugi but not part of the active Alliance. They would be bystanders to the upcoming battle. In this case, neither side either can or wishes to play a betrayal card.

Both sides now declare who will be in overall command of the battle. For Uesugi, with only one Leader, there is no choice. Uesugi will command this battle. Note that Ikko-Ikki does not count as another Clan for possible command (if there was only 1 Uesugi Unit present) both because they are not in the field and also because they are not part of the active Alliance. Oda now must choose a Leader—and as Oda and Hideyoshi both represent the Clan with the majority of Units in the field, he could pick either one—but Oda, as a Daimyo, gives an additional +1 on the initiative roll and thus is better to choose. If Hideyoshi was a Daimyo through card play, there would be no difference between the two and they would be equals.

Next up, the active Alliance may play any battle Event Cards followed by the non-active Faction. Uesugi has none he wishes to play but Oda plays a Massed Gunnery card to add 2 to Oda's initiative roll for each combat round.

Players now proceed to the field combat. Oda, normally at a severe disadvantage facing Uesugi in initiative might normally consider retreating here—but Massed Gunnery has given him the advantage in the field. He will not retreat. Uesugi now must decide—and he decides to give it one round to see what happens. He will stay as well.

Both players roll for initiative and Uesugi rolls a 4 (+3 for Uesugi's bravery; +1 for being a Daimyo) becomes a modified 8, and Oda rolls a 3 (+2 for the Massed Gunnery, +1 for his bravery value and +1 for being a Daimyo) becomes a modified 7. Uesugi rolls one more than Oda and as he has the higher bravery, only his troops will fire this round.

Uesugi rolls 8 dice for Uesugi and 3 dice for the Leaderless Soldiers. With the 8 dice, Uesugi gives himself and his 7 Soldiers his bravery value (which is 3) so



he will hit on any roll that is 3 or more...he gets 3 hits. His Leaderless Soldiers only hit on a "6" and they all miss. As Oda couldn't fire this round, Uesugi takes no losses. Oda removes 2 hits by putting his 2 Leaderless Soldiers in the Regroup Box and he takes one Soldier from Hideyoshi's command that also is placed in the Oda Regroup Box.

Oda is now thinking about a retreat but decides to see what happens this round. Uesugi is very much game for more...so neither side retreats.

The next combat round starts. The initiative roll goes to Uesugi with a roll of 2 and Oda with a roll of 3...with the modifiers, Uesugi's roll becomes a 6 and Oda's becomes a 7. Oda wins the roll by one. If Oda's bravery was higher than Uesugi, only he would get to fire—but since it is not, both sides will fire in the upcoming round.

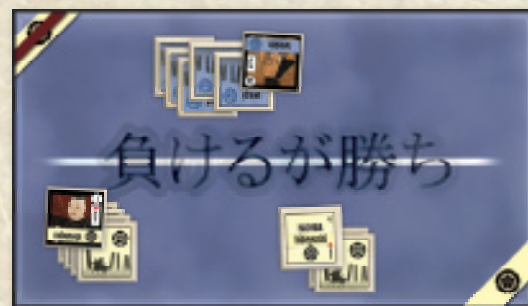
Uesugi still fires his 8 and his 2...with the same modifiers and scores 3 hits. These are marked on the movement



track with the damage points marker. The losses will be figured after Oda's fire.

Oda can roll all of his dice at once if he wishes, as all modifiers are the same. He has Oda and 7 Soldiers firing and needing a 5 or 6 to hit (Oda's +1 bravery value is added to the die rolls. And Hideyoshi still has 2 Soldiers under him and they also hit on a 5 or 6—so Oda rolls 11 dice and gets 5 hits. This too is marked on the movement track with the damage points markers.

Each player resolves his damage...Oda eliminates 3 Soldiers from Oda's force leaving him with Oda and 4 Soldiers. Hideyoshi has his 2 still



(no real reason to take from Oda or Hideyoshi in this case—they fire with the same modifier in combat. Uesugi removes his 3 Leaderless Soldiers and 2 from Uesugi's command. He now has 6 Units left to Oda's 8—the attrition curve is not favorable now. We go to round 3.

Uesugi decides to retreat now. An initiative roll is made to see if Oda may fire at Uesugi (although Uesugi will not fire this round regardless of the initiative difference.

Uesugi rolls a 9 (a raw roll of 5) and Oda rolls a 7 (a raw roll of 3). As Uesugi rolled 2 more than Oda, he will retreat without facing fire. He can only retreat to Oyama (as that is the only Space that qualifies as

a retreat route for Uesugi. He cannot retreat into the Temple as the Ikko-Ikki are there and he wasn't the original owner of the Space prior to combat.



Oda, Hideyoshi and his 6 Soldiers stay in Daisho-Ji—and the siege has been maintained. The Ikko-Ikki remain under the besieged marker. The Massed Gunnery card is discarded from the game.

10.5 SIEGE COMBAT

Siege combat can occur if there are active Alliance Units (only) in the field and enemy/neutral Faction Units in a Castle/Temple. Placement of a besieged marker on the enemy/neutral Units in the Castle does not mandate siege combat (siege combat is the actual storming of the Castle or Temple and involves die rolling for losses). This marker will stay on the besieged Units until there are no enemy Units in the field of that Space (so only one enemy Unit is needed to maintain a siege). The active Alliance may declare (siege combat is always voluntary in all cases) a siege combat against the besieged Units (note that this can immediately follow a field combat in this impulse). If no new active Alliance Units moved into the Space this impulse, one Movement Point must be spent to activate a siege combat.

Siege combat is sequential—not simultaneous—and lasts only one round.

First the besieged player rolls a die for each Unit under siege and adds to this die roll both the commander's bravery value and the Fort Value. Each modified roll of "6" will cause one enemy Unit to be eliminated (so if a Leader with a bravery value of 2 and in a 2 level fortress is in siege combat, he will eliminate one enemy for each die roll of 2 or more). Note that besieged Units that are out of communications never suffer a combat penalty and may roll a die for each Unit.

After the besieging player removes his losses, he may now attack the Castle/Temple if he has Units remaining (if he does not, remove the Besieged marker). He rolls for each Unit remaining (or one die for each 2 out of communications Units—round up) in the attacking force and scores a hit with each roll of "6". There are no modifiers to this roll (no Leadership modifiers are ever used for attackers performing siege combat). He can only hit on a "6" regardless of his bravery value or which Leader is leading which Soldiers.

The besieged player now removes one Unit for each hit and places the removed Unit in its Clan's Regroup Box (again, out of communications combat effects do not apply to besieged Units).

If either player eliminated a Leader, that Leader's fate must now be decided. Roll one die on the Leader Loss Table and apply the result.

If there are any remaining besieged Units, the combat is over for that Space. The besieged marker remains on the besieged Units.

LEADER LOSS TABLE	
(1-2)	The leader is wounded. Place the leader on the game turn track for regroup on the next turn (if wounded on turn 6, place on turn 7). He arrives during the regroup phase either into the regroup box or in a friendly space.
(3-4)	The leader is badly wounded. Place the leader on the game turn track for regroup in two turns (if badly wounded on turn 6, place on turn 8). He arrives during the regroup phase either into the regroup box or in a friendly space.
(5-6)	The leader has been killed. Place in the permanently eliminated box.

If there are no remaining besieged Units after siege combat (only) and the fortress level of the Space is 2 or 3, place a "Castle destroyed" marker in the Space. The Fort Value of this Space is 1 for the remainder of the game.

Example of siege combat:

After several initial successes while Oda was preoccupied with an Ikko-Ikki offensive, Clan Azai is now in trouble. Having lost all but their Home Castle, Oda sits poised to besiege Clan Azai's Home Castle at Odani. The end is near.

The Oda chit has come up and Oda will march on Odani. He sits with Hideyoshi and 12 Soldiers and moves to Odani during the movement phase of the impulse. This would require 2 Movement Points along a road, 1 point for the first 8 Units to move one Space along a road and another point for the final 6 to move to move along a road. No additional point is required for combat as new Units moved into the Space.

Azai, seeing no hope in the field and having 4 Units in total (the maximum that can fit within the Castle Odani), decides all will be in the Castle and none in the field. The Oda Units must be in the field. As there are now opposing Factions in the field and in the Castle, a siege now exists and a "besieged" marker is placed on the Space with the Azai Units underneath. This marker will stay on Odani until there are no Oda Units in the field in this Space.





Both sides now determine which Soldiers are being lead by which Leaders. In a siege, this step is only important if there is the possibility of a betrayal card being played. As the Asakura/Azai Alliance has no Leaders with a Diplomatic Ability, the only way a betrayal card could be played here would be if Ashikaga is now a Daimyo (see rule 15.1), but for this example, assume he is not. Both players can skip this phase for this

siege (although until the rules are well known, it is always a good idea to assign troops and rigidly adhere to the sequence of play).

Next up, Oda decides to have siege combat—note that this is different from placing a besieged marker and is not mandatory—but Oda is thirsting for blood against the upstart Azai Clan. Note that if Oda decided to not have combat, Azai would not get the chance to roll dice in a siege combat.

Combat is sequential in siege combat so Clan Azai rolls first and only those that remain in the field of Oda's force will be able to roll dice against Odani.

Azai tallies his modifiers—he gets +2 for the bravery of Nagamasa and Odani is a 2 level fort giving another +2—anything but a 1 die roll will be a hit (a +4 on every roll and “6”s are hits). He has 4 Units in total and so rolls 4 dice—and doesn't get any ones. This gives Oda 4 hits to resolve. Oda removes 4 Soldiers from Oda's group.

Oda rolls 10 dice altogether (1 for Oda, 1 for Hideyoshi and 8 for eight Soldiers). Although Oda and Hideyoshi both have bravery values, no modifiers are applied to these dice rolls—only 6s will count. Oda is lucky and gets at least four 6s and all of Azai's force is removed from play. As a two level fort that has been taken in siege combat, a Castle destroyed marker is placed on Odani.

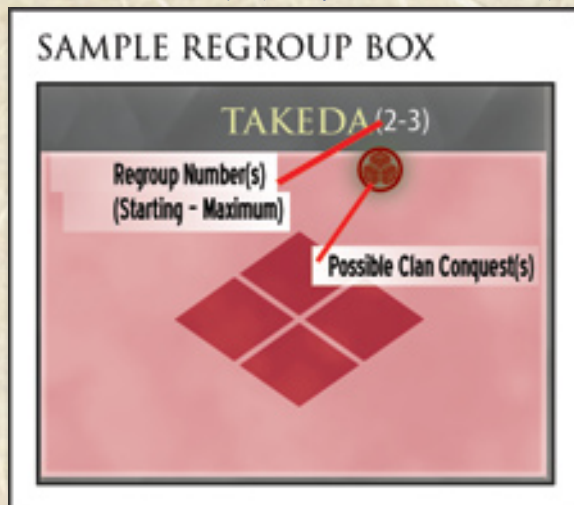
Normally, all of Azai's Soldiers would now go in the Azai Regroup Box and Nagamasa would take a Leader loss check—but, unfortunately for the Azai Clan, all conditions for the fall of a Clan have been met by Oda—and a great Daimyo falls. Nagamasa is permanently eliminated and all of Azai's Soldiers anywhere in play (on the map or in the Regroup Box) betray to Oda. They are all flipped to Oda's side (as the Clan that has the most Units in the Space) and placed in Oda's Regroup Box.



11.0 Regroup and Reinforcement

Regrouping and reinforcement occurs during the End Phase of the Game Turn. The Oda Faction conducts all of his regrouping first, followed by the Anti-Oda Faction. Some Regroup Boxes have two numbers in the Box. This means the Clan's regroup number can increase because of conquest or betrayal

For example, the Takeda Clan has the numbers 2-3 on his Regroup Box. This means 2 Units regroup every turn but if Takeda conquers



Tokugawa or gets Tokugawa to betray to Takeda, this number will increase to a maximum of 3.

For some Alliances (such as the Anti-Oda Minors Alliance), the (1) in the Regroup Box is for each Clan in the Alliance. All Clans in the game have a Regroup Value of at least one.

For all Clans that do not have a number, their regroup value is one per turn.

A Clan can only regroup if it hasn't fallen.

The Clans that can increase another's regroup value by conquest or betrayal are shown by a symbol in the Regroup Box. So if Oda conquers Azai, Oda's regroup value would become 5 Units a turn. If Oda conquers both Asakaga and Azai, Oda would now have a regroup level of 6 per turn. Place a marker of the conquered Clan (Daimyo, control marker, etc.) in the conquering Clan's Regroup Box to show this. Remember, Units are Leaders and Soldiers.

The following is a list of conquered Clans that each will increase the regroup of the conquering Clan by one:

Oda—Takeda, Azai, Asakura, Miyoshi

Tokugawa—Takeda

Takeda—Tokugawa

These are the only Clans that can increase their regroup number. Note that betrayal will also increase the regroup value.

Lastly, note that the Units in play are a limit on the size of force. You may not create new Soldiers if your regroup value per turn is more than the number of Units in your Regroup Box. Excess regroup values are lost at the end of the turn.

11.1 RETURN OF WOUNDED LEADERS

Leaders that have been wounded during battle are placed on the Game Turn track. These Leaders return to play during the Regroup Sequence of the Game Turn. Simply place the returning Leader in any friendly Clan controlled Space or in the Clan's Regroup Box (you might be concerned about a possible betrayal and not want the Leader on the map). These returning Leaders do not count towards the placement limits mentioned in 11.2 (i.e., the one Unit per Space, two in Kyo limit).

11.2 REGROUPING

Any Unit that is disbanded or eliminated (except for any Units that must be placed in the Permanently Eliminated Units Box) is placed in the Regroup Box for their Clan. A Clan's Regroup Box may contain Soldiers and/or Leaders. Players may remove any Units up to their current regroup limit from the Regroup Box and place them on the map in any friendly Clan controlled Space that has a Line of Communications in the Regroup Sequence. Only one Unit may be placed per friendly Clan controlled Space—except for Kyo which if friendly Clan controlled, two Units may be placed there per Regroup Sequence.

If the Regroup Box is empty, no new units may enter play.

The Oda Faction always performs regroup first followed by the Anti-Oda Faction.

11.3 IKKO-IKKI



The Ikko-Ikki determine their regroup number differently from all the others as they are more a popular uprising than a specific Clan. Ikko-Ikki determine their regroup value by groupings. Each grouping can be from one to any number of Ikko-Ikki controlled connected Spaces that all have communications with each other. This is determined during the Regroup Sequence. The Ikko-Ikki player determines his regroup value by these groupings. Your regroup value is determined by taking the total number of Spaces in each grouping and dividing by 2 (rounding up)—so a one Space grouping would have a regroup value of 1, a grouping of three Spaces would have a regroup value of 2).

In addition to this value, the size of the grouping may restrict how many of this value can be used. Double the number of Spaces in each grouping and compare that number with the number of Units currently on the map in the grouping to see if you can regroup in the grouping at all. If you have that number or more Units in the grouping on the map and in play, no new Units may be introduced into that grouping via regroup. For example, a grouping has one Space and three Units in that Space, no new Units may join that grouping from the Regroup Box. Having more than allowed on the map is fine—you just can't add to the number of Units in the grouping from the Regroup Box.

Unlike all other Clans regarding regroup placement limits, two Units may come in per Ikko-Ikki controlled Space and up to four Ikko-Ikki Units may be placed in Kyo if the Ikko-Ikki Clan controls it.

An example of Ikko-Ikki regrouping:

At the start of the game, Ikko-Ikki has two groupings. One, of one Space, at Nagashima, and one grouping of 5 Spaces based on Ishiyama (remember, Saika doesn't count towards the Ikko-Ikki total—they have the more standard regroup value of 1 as listed on their Regroup Box). They connect through the Faction friendly controlled Space of Noto Fukushima. Assuming no control or Unit changes at the end of turn one for Ikko-Ikki, the Ikko-Ikki regroup numbers will be as follows:

Nagashima—one Space so a regroup value of 1 (1 divided by 2; round up) and has 2 Units in the Space. Although the Nagashima grouping has a regroup value of 1, they are at maximum size already (one Space doubled is 2—there are already 2 Units in play). No new Units may be brought in.

In the Ishiyama grouping, there are 5 Spaces which gives a regroup value of 3 (5 divided by 2; round up) and 10 Units occupying all the Spaces of the grouping. 10 is double 5, so even though Ikko-Ikki has a regroup of 3, no new Units may be brought in at this time.

In our example, the game has progressed and during the turn's Impulse Phase, Oda has captured Noto Fukushima from the Miyoshi Clan and separated the Ikko-Ikki groupings. Ikko-Ikki has also captured Mt. Shigi from Oda. The groupings are now as follows:

Nagashima is still the same but there are now 2 groupings where there was one before. Each must be treated separately. One group, still based on Ishiyama, has 4 Spaces and 3 Units. Another grouping based on Arioka has 2 Spaces and 2 Units. For the Ishiyama group, the grouping has a regroup value of 2 (4 divided by 2) and has room for up to 5 more Units (double 4 Spaces is 8 minus 3 on the map is 5). So 2 Units may be taken from the Regroup Box and placed on the map.

Ikko-Ikki places both Units at Ishiyama (note that any other Alliance would only be able to place 1 Unit here).

For the other grouping, 2 Spaces divided by 2 allow a regroup value of 1. Checking the map, there are 2 Units in play in the grouping—so the

full regroup value may be used and one Unit is brought in from the Regroup Box and the Ikko-Ikki player chooses to place it in Arioka.



11.4 REINFORCEMENTS

If it's the turn of entry of a Neutral Power (Takeda, Mori, Uesugi, Ikko-Ikki Units, Murakami, Ukita), place those Units on the map in any reinforcing Clan's controlled Spaces. Also, if applicable, place the special Leader Action Chits for that Clan (Takeda or Uesugi) in the cup.

Certain events may accelerate the arrival of neutral Clans into the game. In these cases, roll a die and advance the arrival of all reinforcements to the left on the Game Turn track by the number rolled. Should the arrival be determined to be earlier than the current Game Turn, the neutral Alliance arrives on that Game Turn during the End Phase.

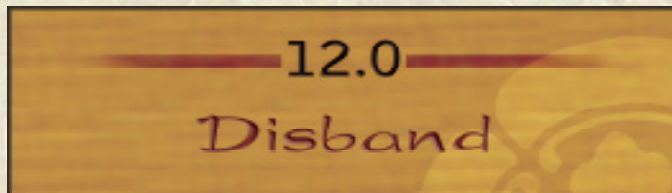
11.5 OPTIONAL RULE

I have changed the regroup rule for the US release. Players that want to play the game as Tetsuya Nakamura intended should play the Regroup Sequence for each Clan in a similar way to how the Ikko-Ikki are handled. Take the total number for Spaces the Clan controls within a line of communications and divide that number by 5 (rounding up). That is your Clan's regroup number. Also, you can only bring up a number of Units from the Regroup Box (even if less than the regroup number) that is equal to double the number of Spaces the Clan controls that have a line of communications minus the current number of Units on the map for that Clan. This applies to all Clans (not just those with regroup values that can change in the US version).

An example of this rule in use:

Oda controls 34 Spaces on the map with a line of communications. He has 15 Units in his Regroup Box and a total of 65 Units on the map. His regroup value is $34/5$ (rounded up) or 7 Units per turn. Oda can have a maximum force limit of 68 (double 34). He can bring in only 4 Units of his 7 allowed. If he had 69 Units on the map, he doesn't have to remove any Units but no new Units may be taken from the Regroup Box.

The provinces all have the total number of Spaces within the province written with the name to make counting these numbers a little easier.



During the disband stage of the End Phase, any Clan can remove any of its Units, including Leaders, from the map and place them in the Regroup Box. The Oda Faction performs disband first followed by the Anti-Oda Faction. These Units will not be eligible to return to the map until the Regroup Sequence of the next turn (as regroup has already been performed). Disbanding a besieged or out-of-communication Leader requires a roll on the Leader Loss Table.

13.0

Sea Areas and Sea Lanes

13.1 SEA AREAS, SEA LANES AND PORTS GENERALLY

Sea Areas have their names printed in white in dark blue boxes (like the Sea of Harima). These can never be controlled by either Faction.

Sea Lanes are the connections between Sea Areas and ports and work just like roads and trails.

A Port is a Space that has a Sea Lane connecting to it. The Faction that controls the Space can use the Sea Lane. Besieged Units may also use the Sea Lane but the enemy or neutral Units besieging them may not.

A line of communication may be traced through Sea Areas unless the area contains enemy Faction Units.

13.2 SEA MOVEMENT

It costs one Movement Point to move one Unit to or from (note that being out of communications has no effect on Sea Movement):

- 1.) a friendly port to a connected Sea Area;
- 2.) a Sea Area to any friendly port connected to that Sea Area;
- 3.) a Sea Area to another connected Sea Area.

A Unit may finish its move in a Sea Area.

If there is an enemy Unit in an entered Sea Area, the entering Unit may move no farther this impulse and a field combat is mandatory. Combat will occur during the combat phase of the turn.

A Unit that moves from a Sea Area to an enemy controlled Space is considered out of communication unless it can trace a line of communications that does not pass through the Sea Area from which it moved.

13.3 SEA COMBAT

Combat in a Sea Area is conducted like field combat except that:

- 1.) Leaders have no effect on initiative and hit modifiers.
- 2.) There is a "+1" die roll modifier for Initiative if there is a Murakami Pirate Unit participating in the combat (so it would be either Murakami are a Clan in the currently active Alliance or are defending in the Sea Area).
- 3.) Hits occur on die rolls of 5 or 6. There are never modifiers to this number. Just count up the number of Units in the combat on each side and roll that many dice. Combat is simultaneous.

If the Iron Ship card has been played (just place the card somewhere on the map to show it applies to initiative rolls), the Faction owning the ship has a +2 Initiative modifier for all Sea Combat anywhere on the board.

You may not retreat from Sea Combat. It continues until one side (or both sides) is completely eliminated.

14.0

Scenarios

A Most Dangerous Time has three scenarios. They all start with the same situation, special rules and setup and end at differing times so that players can evaluate their performance after an agreed upon stopping point.

14.1 SET UP

The Neutral Faction is set up first by the Anti-Oda Faction player.



x13

Place one Minor Clan Unit in each of the following Spaces:

Kozuk, Himeji, Izushi, Kuroi, Miyazu, Tanba Kameyama, Obama, Daisho-ji, Oyama, Toyama, Nagashino, Futamata, Kaegawa.

These are all brown Spaces without a Mon (Clan symbol) present.



x1



x3

Place the 4 Bessho Units in either Kakogawa or Miki (may be placed as the Anti-Oda Faction desires):



x1



x1

Place the 2 Hatano Units in Yagami:



x1



x1

Place the 2 Hatakeyama Units in Nanao:



x2

Place the 2 Iga Ninja Units in Ueno.

Next, the Anti-Oda Faction sets up their forces:

The Ikko-Ikki Alliance sets up as follows:

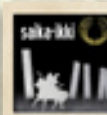


x14

6 Ikko-Ikki Soldiers in Ishiyama; 4 Ikko-Ikki Soldiers in Nagashima; 1 Ikko-Ikki Soldier in each of the following Spaces: Arioka, Hanakuma, Kishiwada, Negoro-ji.



x1



x1

Place the 2 Units of the Saika Clan in Saika.



Place 14 Ikko-Ikki Soldiers in the Ikko-Ikki Regroup Box.

x14

The Anti-Oda Minors Alliance sets up as follows:



x1



x5

The Miyoshi Clan places 6 Units in Noda Fukushima.



x1



x1

The Rokkaku Clan places 2 Units in Mitsukuri.



x1

Ashikaga is placed in Kyo (neutral side up).

The Azai/Asakura Alliance sets up as follows:



x1



x5

The Azai Clan places 6 Units in Sawayama, Yokoyama or Odani (may be placed as the Anti-Oda Faction player desires).



x1



x10

The Asakura Clan places 11 Units in Ono, Ichijo-dani, Echizen Fuchu or Kitanosho (may be placed as the Anti-Oda Faction player desires).

Lastly, the Oda Faction places his forces on the board.

The Oda Clan sets up as follows:



x1



x7



x32

Get Nobunaga, his 7 original Samurai (without a stain of dishonor on them) and 32 Soldiers and set aside.

The following set up will use all of these Units. Remember, Units are both Leaders and Soldiers.

Oda Nobunaga and 15 Units set up in Kanagaski. Place an Oda Control marker here as well:

Place an Oda control marker in Mt Hiei:

4 Units are placed in Kyo:

2 Units are placed in Ibaraki:

2 Units are placed in Otsu:

2 Units are placed in Kannon-ji:

2 Units are placed in Minakuchi:

2 Units are placed in Ise Kameyama:

2 Units are placed in Kuwana:

2 Units are placed in Ogaki:

4 Units are placed in Kiyosu:

2 Units are placed in Iwamura.



x1



x5

The Tokugawa Clan places 6 Units in Hamamatsu, Yoshida or Okazaki (may be placed as the Oda Faction player desires).



x1

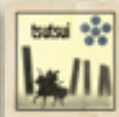


x1

The Matsunaga Clan places 2 Units in Mt. Shigi.



x1



x1

The Tsutsui Clan places 2 Units in Yamato-koriyama.



x1



x1

The Hosokawa Clan places 2 Units in Shoryu-ji.

Reinforcements

Place both Units of Enryaku-ji on turn 2 of the Game Turn Track (see rule 15.4).

Place all 14 Units of the Takeda Clan in their Regroup Box. Place the Takeda Action Chit on turn 6 of the Game Turn track.

Place all 6 Units of the Ukita Clan, all 18 Units of the Mori Clan and both Units of the Murikami Clan in their respective Regroup Boxes. Place the Mori Action Chit on turn 13 of the Game Turn Track. These three Clans will always arrive on the same turn.

Place the 10 Units of the Uesugi Clan in their Regroup Box. Place the Uesugi Action Chit on turn 15 of the Game Turn Track. Note that the Ikko-Ikki will also receive reinforcements when Uesugi enters the game at Daisho-ji and Oyama (see rule 15.2).

Cards

Separate the cards into the 64 Event Cards, the player aid cards and the historical cards. The Event Cards should be shuffled and placed face down near the game board. The remainder may be used as desired by both players.

The Oda Faction starts the game with Good Fortune.

14.2 SPECIAL FIRST TURN RULE

The Oda Nobunaga chit is always the first chit to be played in the game and the Oda Alliance will perform the first impulse of the game. After that impulse has been concluded, the players draw chits normally from the cup for the remainder of the game.

The Oda Faction may not enter any of the three Azai controlled Spaces (Sawayama, Yokoyama or Odani) throughout the first turn of the game.

14.3 VICTORY CONDITIONS

The Short Game:

The game ends at the conclusion of turn 10. The Oda Faction wins if he controls 6 or more original level 2 or 3 Castles/Temples at the end of the game. Having Good Fortune (see rule 15.6) counts as one of the needed 6 if still owned at the end of play. Note that Oda starts with 4 under his control at the start of play (however, Mt. Hiei will be lost on turn 2). Azuchi, if built, does not count as one of the owned Castles for victory.

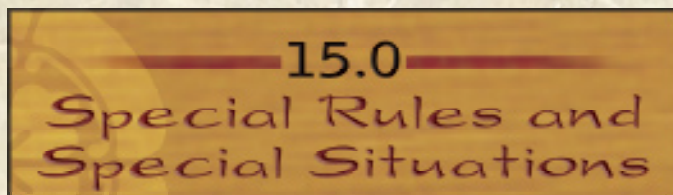
After players become familiar with the game and its mechanics, bidding for the number of Castles owned by Oda for victory is encouraged. Should both players secretly bid the same number, roll a die to determine the player sides.

The Standard Game:

The game ends at the conclusion of turn 30. Whichever Faction controls Kyo at the end of play is the winner of the game.

The Campaign Game:

If Oda Nobunaga dies in battle (but not from illness) or should Oda Nobutada die, the game ends immediately in an Anti-Oda Faction victory. Otherwise, the game ends when there is only one Faction controlling all of the Spaces on the map (not including off-board areas) and that Faction is declared the winner.



15.1 ASHIKAGA YOSHIAKI; THE 15TH SHOGUN



The Ashikaga counter starts on its Neutral side as a Samurai. While he is a Samurai, he may do nothing but use his Diplomatic Ability. He is always considered in supply.



The Oda player may not attack Ashikaga while he is on his Samurai Side, but may exile him at the start of any Oda Alliance impulse to the Tomo Box. If the Oda player exiles Ashikaga without using the appropriate Event Card, a die is rolled for each reinforcing Alliance that has yet to enter play. The result of the die roll is the number of turns earlier that Alliance will enter the game.

If Ashikaga is in Kyo and on his Samurai side, the Anti-Oda player may convert Ashikaga to his Daimyo side at the start of any Anti-Oda Minors Alliance impulse. Once Yoshiaki becomes a Daimyo, he may be activated in every Anti-Oda Minors' Alliance activation. He may never be a Samurai again.

If there is an Oda Faction Unit in the Kyo Space when Ashikaga becomes a Daimyo, the Anti-Oda Minor Alliance player may move

the counter to any adjacent Space. If there is still an Oda Faction or Neutral Faction counter in the Space moved to or if the Anti-Oda Minor Player chose to leave Ashikaga in Kyo, conduct an immediate combat in that Space.

If Ashikaga is on his Samurai side and has been placed in Tomo, he may never become a Daimyo for the rest of the game. He is effectively out of the game for all purposes.

While Ashikaga is a Daimyo, he may use his Diplomatic Ability against any Oda Faction Unit adjacent to (or under siege by) any Anti-Oda Faction Unit anywhere on the board. He isn't limited by his Clan's Units as are all other Leaders.

If Ashikaga becomes wounded in battle, he is placed in the Tomo Box and must remain there for the remainder of the game. If he is a Daimyo, he may still use his Diplomatic Ability for any Anti-Oda Faction Alliance.

The Ashikaga Clan can never fall in the game.

15.2 IKKO-IKKI CLAN



Saika Clan is part of the Ikko-Ikki Alliance, but they are not Ikko-Ikki Clan Units for the following rules.

Ikko-Ikki Clan Units can never switch sides. They can never be negotiated with in any way.

Ikko-Ikki Units always get a +1 modifier in field combat (except for combat in Sea Areas), and defending a Castle/Temple.

Ikko-Ikki performs regroup in a different way from all other Clans (see rule 11.3).

The Ikko-Ikki Clan never falls. However, if Ishiyama is controlled by the Oda Faction and the Oda player plays "Truce with Ikko-Ikki" card, no Ikko-Ikki Units can regroup for the remainder of the game.

Special Temples: The Ikko-Ikki Temples in Kaga province (Daisho-ji and Oyama) start the game as Neutral each with a Minor Clan Unit. When Uesugi Alliance enters the game as a reinforcement, each Minor Clan Unit is replaced with an Ikko-Ikki Soldier from the Ikko-Ikki Regroup Box (if there are not enough Ikko-Ikki Soldiers in the Regroup Box to place in these two Temples, the Minor Clan Unit remains there—Ikko-Ikki player may choose if only one Ikko-Ikki Unit is available).

When this occurs, no card is drawn for gaining control of a Space should the Anti-Oda Faction not have Kyo.

Until the Ikko-Ikki arrive in these two Spaces, no Anti-Oda Faction Unit may enter either of the Spaces. Should the Oda Faction control one or both of these Spaces when the Ikko-Ikki arrive as a reinforcement, treat as in the same way as you would with a Riot card or a successful betrayal or negotiation. The Ikko-Ikki may choose to be in the Temple or in the field followed by the Oda Faction player. Combat may immediately ensue if applicable.

Ikko-Ikki Riot Cards (cards #49-56)

When these cards are played by the Anti-Oda Faction, treat the situation the same as in section 8.4 with the Ikko-Ikki player getting the choice of being in the Temple or in the field first. No new card is drawn by the Anti-Oda Faction for gaining control of a Space if they don't control Kyo for this event.

15.3 LEADER ILLNESS

During the End Phase of the Game Turn, perform a leader illness check. If Takeda Shingen or Uesugi Kenshin has entered play as a reinforcement, the Oda player rolls two dice for each of these Leaders each Game Turn and adds the totals. Should a 2 or 3 be rolled, that Leader has died and is removed from the game and the special named Action Chit is removed from the game.

Additionally, when either Leader dies, the Clan Action Chit is not put in the cup for the next turn (so the effected Clan will not receive any Action Chits the next turn). After the one turn delay, the Clan chit is placed back in the chit cup (although again, the special named chit never returns to play).

When either Leader dies from this special roll, immediately flip the counter over to reveal the heir.

Oda Nobunaga may also fall to illness. Starting on the 31st turn of the game, make the same illness check for Nobunaga; and his death will cause the same result as either of the other two Leaders.

15.4 ENRYAKU-JI



The Mt Hiei Space is controlled by the Oda Clan at the start of the game.

At the start of the second turn of the game (not at the end of the turn as would be the case for a standard reinforcement), Enryaku-ji will enter the Anti-Oda

Faction as an Anti-Oda Minor Clan. Place Enryaku-ji Units in the Mt. Hiei Space. If there are any Oda Faction Units in the Mt Hiei Space when Enryaku-ji are placed in map at start of turn 2, those Enryaku-ji are placed in the Temple and the Oda Faction counters are in the field—place a Besieged marker on the Enryaku-ji Units.

Enryaku-ji Units can never be negotiated with, and they will not join the Oda Alliance player if the Clan is destroyed.

If the Oda player does a siege attack (i.e., rolls dice—the Besieged counter isn't enough) against Mt. Hiei and any Enryaku-ji Units are under siege, he must roll one die for each Neutral Power (Takeda, Mori and Uesugi). The result of the die roll is the number of turns earlier that each of those Powers will now enter the game.

15.5 AZUCHI CASTLE



On Turn 10 or later, the Oda player can build the Azuchi Castle in any Oda Space that isn't Kyo or adjacent to Kyo that was controlled by the Oda Clan at the start of the game (i.e., any yellow Space)



The Oda Faction must spend 6 Movement Points to build Azuchi Castle on its Fort Value side. You may not carry forward Movement Points from previous turns. Play of Forced March is allowed.

Once Azuchi has been placed, the Oda Faction may increase Azuchi's Fort Value to 3 by spending an additional 6 Movement Points. After this is done, simply flip the Azuchi counter to its "3" side. You may not build directly to a 3 fort for 12 Movement Points. The 2 Fort must be placed for at least one turn before it may be improved.

When on its 3 side, the fort becomes the third Resource Space for the Oda Faction. If an Anti-Oda Faction Unit ever occupies Azuchi, it is permanently removed from the game and may not be rebuilt.

15.6 GOOD FORTUNE (OPTIONAL RULE)



The Oda Faction starts the game with good fortune. This is represented by the Daruma Doll counter. The Oda Faction player may use this counter to do any of the following:

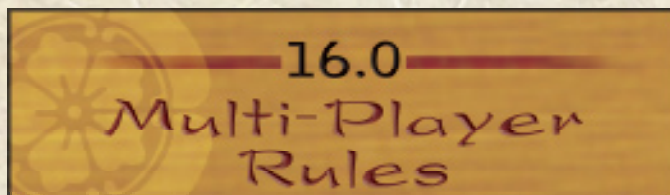
- 1.) After seeing any Action Chit drawn, he may use good fortune to prevent that Action Chit from being in play (including the Turn End chit) and decide how all of the remaining Action Chits in the cup (including the Action Chit just drawn but not including any previously drawn Action Chits) will come out for that turn;
- 2.) After seeing the dice thrown in a combat round may demand a reroll of all of the dice thrown by either him or his enemy (but not both) in one siege or field combat round;
- 3.) After seeing what Event Card he drew, he may put that card back into the deck and draw another card. Reshuffle the unused deck after the rejected card has been put back.

After using his Good Fortune, he must then give Good Fortune to the Anti-Oda Faction player and that player may now use it in the same manner as above. After the Anti-Oda Faction player uses Good Fortune, he must return it to the Oda Faction and so on.

Note: this rule is not in Tetsuya Nakamura's version of the game but was requested by some playtesters that felt luck played too great a role in the game.

15.7 AZAI/ASAKURA LIMITATIONS

Neither of these Clans may control a Space without having actual Units present in the Space. There are no control markers for these Clans.



Although A Most Dangerous Time was designed as a two player game, I did ask some very experienced Japanese players of the game to test out some multi-player ways of playing the game and come up with a rule set for those interested. This section should be considered more of a variant suggestion than rules written in stone. Please feel free to modify and correct as you see fit and if you want to share your experiences with others, please post on-line and let all of us know.

16.1 THE THREE PLAYER GAME

All rules for the Two Player game are in force except where modified in the following rules section.

16.1.2 Players

The 3 players in the game take the following roles:

- 1.) The Oda Faction—this is the same Faction as in the standard game.
- 2.) Anti-Oda Faction A—consists of the Anti-Oda Minor Alliance, the Azai/Asakura Alliance and the Uesugi Alliance.

- 3.) Anti-Oda Faction B—consists of the Ikko-Ikki Alliance, the Takeda Alliance and the Mori Alliance.

Neither Anti-Oda Faction may ever attack the other.

16.1.3 Three Player Victory Condition

The following victory condition is used instead of the 2 player game conditions. Only one of the three players may win the game.

(1) Oda wins when they either:

- a) Control Kyo and at least 7 Home Castles (Azuchi may count as 1), or
- b) Simultaneously control Kyo, causing Azai, Asakura, and Takeda to fall, playing card 57/58 (Ikko-Ikki truce), and Yoshiaki Ashikaga is not in Kyo.

(2) Anti-Oda-A Faction wins when either of the following conditions are met:

- a) any Clan of the Anti-Oda-A Faction captures Kyo and a Level 3 Castle Azuchi is not on the game map.
- b) any Clan of the Anti-Oda-A Faction captures any of Oda's Home Castles (Azuchi counts as a Home Castle)

(3) Anti-Oda B Faction wins when either of the following conditions are met:

- a) any Clan of the Anti-Oda B captures Kyo and a Level 3 Castle Azuchi is not on the game map.
- b) any Clan of the Anti-Oda B Faction captures any of Oda's Home Castles (Azuchi counts as a Home Castle)

16.1.4 Event Cards

(1) Anti-Oda-A and Anti-Oda B each have their own card hands. Neither player can see, use, or trade any card belonging to the other Anti-Oda Faction.

(2) Oda always draws a card at each End Phase regardless of who controls Kyo. Oda may not draw a card for any other reason.

(3) An Anti-Oda player draws a card when the player captures a Space controlled by Oda or a Neutral Faction—never from capturing an originally owned Space by the other Anti-Oda Faction.

(4) There is no additional restriction to play an Event Card except the standard requirements in the card. *For example, the Anti-Oda-A Faction can play "Ikko-Ikki Riot" cards for the Anti-Oda B Faction, and the Anti-Oda B can also play "Ikko-Ikki Truce" for Oda. "Ninja Assassin" may be played against the other Anti-Oda Faction.*

16.1.5 COMBAT

(1) Both Anti-Oda players' Units may be in a Space together, or may be under siege in the same Castle. The two Factions always defend together.

(2) When both Anti-Oda player's Units in a Space are attacked, the commander must be chosen as explained in the combat section. In case of ties, the two Factions must come to an agreement as to who will lead. If they cannot, the entire force is considered to have no Leader.

(3) If either Anti-Oda player declares a retreat, the other Anti-Oda player does not have to follow—he may stay in the fight. If this happens, the retreating Faction is not fired upon in this combat round but should the staying Faction be eliminated, all excess hits must be deducted from the retreating Faction.

(4) Only the Faction controlling a Space may retreat into the Castle or Temple of a Space to offer siege.

(5) A Faction may only play a combat card if they have Units participating in the combat.

(6) Regardless of who is the Active Alliance and which Faction controls that Alliance, the Oda Faction always determines the order that combat will be resolved.

16.1.6 Lines of communication

The Anti-Oda player may trace via the other Anti-Oda player's Unit(s) and Spaces to establish a Line of Communication freely.

16.1.7 Azuchi Castle

(1) Azuchi must be constructed in the Kannon-ji Space.

(2) Azuchi is automatically constructed at Kannon-ji as level 2 when Azai falls. This is the only way Azuchi may be constructed in the three player game.

(3) Azuchi may become a level 3 fort If Oda spends all his Movement Points during an Impulse. This applies regardless of the number of Movement Points rolled and may be decided after seeing the movement die roll for the impulse.

16.1.8 Kyo

(1) Kyo no longer offers a card to the controlling Faction in the 3 player game.

(2) The controlling Alliance does receive the additional +2 Movement Points for control.

*Even a life-long prosperity is but one cup of sake;
A life of forty-nine years is passed in a dream;
I know not what life is, nor death.
Year in year out-all but a dream.
Both Heaven and Hell are left behind;
I stand in the moonlit dawn,
Free from clouds of attachment.*

— Uesugi Kenshin





16.2 THE FOUR PLAYER GAME

16.2.1 Principles

The four player game is also based on the two player game. Although the two and three player versions of the game focus on the conflict between Oda and his enemies, the four player game focuses on the conflict within the Oda Faction. Three of the four players play one of three Alliances within Oda, and the remaining player plays the standard Anti-Oda Faction. Note that the game is structured to give each player an equal chance of winning. As there are three Oda players, the chance of an Oda victory overall is much higher here than in the standard game.

16.2.2 Players

(1) Three players play parts of the Oda Faction: called respectively; the Hideyoshi Alliance, the Katsuiie Alliance, and the Tokugawa Alliance. The other player plays the Anti-Oda Faction.

(2) All of the Oda players share the entire Oda Faction including Oda and the other Clans within the Oda Faction. Each Oda player controls the following Leaders for his Faction:

Hideyoshi Alliance: Hideyoshi Hashiba, Nobumori Sakuma, Murashige Araki

Katsuiie Alliance: Katsuiie Shibata, Kazumasu Takiyawa, Nagahide Niwa

Tokugawa Alliance: Mitsuhide Akechi, Ieyasu Tokugawa, Fujitaka Hosokawa, Junkei Tsutsui, Hisahide Matsunaga

Place a New Daimyo marker on Hideyoshi, Katsuiie and Tokugawa.

They are Daimyos at the start of play in the four player game.

(3) Each Oda player has his own sphere of control in the game. This will be the area that he both controls and may expand for his benefit. The provinces in each player's sphere are as follows:

Hideyoshi Faction: Mino, Omi, Settsu, Shinano, Harima, Bizen, Bitchu, Mimasaka, Sea of Harima, Sea of Mizushima, Iga

Katsuiie Faction: Owari, Ise, Echizen, Etchu, Kaga, Noto, Awaji, Awa, Bay of Kawachi, Sanuki

Tokugawa Faction: Yamashiro (except for Kyo), Yamato, Mikawa, Totomi, Suruga, Izumi, Kii, Tanba, Tango, Tajima, Inaba, Hoki, Wakasa, Kai.

No player controls Kyo. Omi Province, once the Azuchi Castle has been placed, also is controlled by none of the Oda Alliance players.

Players might find it easier to use a dry erase marker on plexi-glass over the map to mark the spheres of control for the Oda Alliances.

(4) Spaces in a player's sphere of control become controlled by that Oda Alliance when captured regardless of which Oda Alliance actually conquers the Space.

(5) Add a TOKUGAWA Action Chit to the game at the start of play. Remove the Turn End chit from play and set it inside the Kyo Space. Each Alliance activates when the following Action Chit is drawn:

Hideyoshi: Oda Chit

Katsuiie: Oda Nobunaga Chit

Tokugawa: Tokugawa Chit

16.2.3 Set-up and Start Game

All the Oda players may set up their Leaders in any controlled Space within their territory with the following exceptions:

- (1) Daimyo Hideyoshi must be placed in Kanagasaki. Four Oda Soldiers are also under Hideyoshi's control.
- (2) Tokugawa may set up any Leader who is not a Daimyo in Kanagasaki if he wishes. If he does so, three Soldiers in Kanagasaki become under Tokugawa's control.
- (3) Nobunaga and three Soldiers are considered Nobunaga's personal guards.
- (4) All remaining Units in Kanagasaki are under the control of Katsuei, because ECHIZEN is within Katsuei's sphere of control.
- (5) The first turn starts with the Oda Nobunaga chit as the Action Chit in play; the game starts with Katsuei's Alliance activation.

16.2.4 Victory Conditions

- (1) In the four player game, if one of four players wins, the other three players will always lose.
- (2) Each Oda Alliance wins immediately when any of the following Spaces is controlled by Oda (note that the winning Alliance doesn't need to be the one that conquers the Space):

Hideyoshi: Takamatsu

Katsuei: Uosu

Tokugawa: Tottori

- (3) The Anti-Oda player wins when Gifu or Kiyosu becomes Anti-Oda controlled. Once Azuchi Castle is constructed, Azuchi Castle is also included as a possible victory condition for the Anti-Oda Faction (regardless of whether it is a 2 or 3 Fort). The Anti-Oda Faction also immediately wins if Oda Nobunaga dies.
- (4) The game ends on the 30th turn of the game. If no player has achieved his victory condition, the Anti-Oda Faction is declared the winner.

16.2.5 Nobunaga and his Personal Guards

- (1) Nobunaga is shared by the three Oda players.
- (2) Kyo is Oda's capital in the four player game at the beginning of the game. Azuchi Castle is automatically and immediately constructed in Kannon-ji as a level 2 Fort when both Azai falls and there are no Anti-Oda Faction Unit(s) in Kannon-ji. Azuchi becomes a level 3 fort on the next Game Turn after its placement. Once Azuchi is a level 3 fort, it becomes Oda's capital.
- (3) Kyo is not controlled by any of the Oda players (actually, it is controlled by Oda himself). After Azai falls, all Spaces in Omi also are not controlled by any Oda player.
- (4) Oda should always have 3 Soldiers with him as his personal guard. Should he have less than 3 Soldiers with him, all resources must be committed to get his total back up to 3 as soon as possible.
- (5) At the start of the End Phase of each turn, Nobunaga and his 3 Soldiers automatically move back to Oda's current capital as long as he has line of communication. If not, he stays where he is.
- (6) Nobunaga and up to 7 Soldiers may be moved by any of the Oda players. Nobunaga may freely pick up additional Soldiers if he moves out of his area.

16.2.6

Any Oda Samurai may drop off Soldiers under his control anywhere he chooses but he may only pick up Soldiers in his Alliance's sphere of control or in Oda's area.

- (1) Soldiers of Clans are always controlled by the player who controls the Daimyo of the Clan.
- (2) If outside a Player's sphere of control, Soldiers may only be moved if stacked with an Alliance leader (up to command value—3 for Samurai, 7 for Daimyo). Leaderless Soldiers within an Alliance's sphere may be moved normally
- (3) Nobunaga's direct guards and Soldiers in his territory are not controlled by any player directly and may be moved by any Leader of an Alliance freely (up to Leader command limits).
- (4) All Soldiers in a player's sphere of control are controlled by that player and can't be moved by any other player.

16.2.7 Activation and Movement

- (1) As long as Kyo is controlled by the Oda Faction, the turn ends when all players' chits have been drawn. If Kyo is captured by the Anti-Oda Faction, the Turn End chit is immediately added into the cup. As long as Kyo is under the Anti-Oda Faction's control, the Turn End chit ends the turn when selected. If Oda Faction recaptures Kyo, the Turn End chit is immediately removed from the cup and set inside the Kyo Space once again.
- (2) When Kyo is under the Oda Faction's control, each Oda Alliance receives the +2 additional Movement Points bonus.
- (3) When an Oda Alliance chit is drawn, that player may move any Units in his sphere of control, any Soldiers within Oda's area that are lead by one of his Alliance's Leaders, and Oda with up to 7 Soldiers. A Leader within another Sphere may move within that sphere but may not have any Soldiers with him. Should he have Soldiers with him, they must be dropped off when entering another sphere of control (including Kyo or possibly Omi if it is now an Oda area).
- (4) Nobunaga and any Soldiers with him may never move by sea.

16.2.8 Negotiation and Event Cards in Hand

- (1) The three Oda players share all Event Cards in the Oda Faction's hand. They may play any card(s) in Oda's hand at any time allowed by the standard rules. Players may not stop another from playing a card.
- (2) If a betrayal card or by Negotiation forces a Unit to change sides, it becomes controlled by the player in whose sphere the betrayal takes place—not by which player plays the card.
- (3) Only the Leaders with a Diplomatic Ability controlled by the active Oda Alliance and Nobunaga may be used for negotiation in Negotiation Sequence. Any Oda Alliance may play an appropriate betrayal card in combat if any Leader with a Diplomatic Ability is in the combat.
- (4) Cards that force betrayal of current Oda Leaders may not be played by an Oda Alliance player.

Optional Rule:

Players that want a more chaotic game may wish to try Oda Alliances being allowed to play Oda Betrayal cards. There are lots of modifications that need to be considered but in the one playtest of the game using this rule, it was a lot of fun to play.

16.2.9 Combat

(1) When the Anti-Oda player is the active player, all Units in the Oda Faction must participate in the combat together. The owner of the territory of each combat takes command of the combat. If, however, Nobunaga is in the combat Space, Nobunaga must be the commander, even if Nobunaga has fewer Units than another Clan. The Alliance that controls the area may choose the commander of the combat if Nobunaga is not present. Only the player controlling the territory may choose Unit(s) to be inside of the Castle if the Space is controlled by the Oda Faction.

(2) If two or more Oda Alliance Units are in the combat, the hit(s) from enemy fire may be decided by the Alliance that controls the space. The player who takes command may not remove any Leader Unit before all Soldier Units are removed.

(3) If the commander in a battle is Nobunaga, all of Oda's forces must declare retreat from the combat in the next round if Nobunaga's direct guard suffers any hits in the combat.

(4) Each Oda Alliance may choose to retreat during a combat and if so, may retreat just his Units. The Commander of the battle must choose first whether to retreat or not followed by the Alliance that has the fewest Units in the fight and then by the other Alliance if present. If two Alliances have the same number of Units, roll a die to determine who chooses to retreat first. If, after a retreat, there are still Units that have not retreated, they conduct the battle and the retreated Units may not be fired on. If there are excess hits after combat, the retreating Units must take the losses.

16.2.10 Regroup and Disband

(1) All players count the number of Spaces they control within their sphere. Regroup Values are computed as in the Japanese version of the game (see 11.5)

(2) Nobunaga automatically regroups 2 Units in his controlled areas (Kyo or possibly Omi) every turn. This happens before any other player regroups.

(3) If Nobunaga's direct guard is less than 3 Units including Nobunaga all players must contribute to replacing these—Oda's automatic 2 Units in his area does not count towards this.

(4) After Nobunaga has completed his regroup, the other Alliances regroup. The Oda Alliance with the fewest Units in play chooses a Unit to regroup first and Unit regroup alternates to the Alliance with the next fewest Units and then lastly to the Alliance with the most Units on the map until the number of regroups allowed is exhausted. This may result in some Alliances not getting as many Units as another.

16.2.11 Oda's Generals and Units

(1) A player may only exile the Leader(s) under his Alliance's control and only if in a Space with any other Oda Leader.

(2) When an Oda Leader betrays, only he and Soldiers under his control change sides. Any additional Soldiers do not change sides even if he is the only Leader in the Space.

(3) Alliances may disband only Units in their sphere of influence.

Credits

Game Designer: Tetsuya Nakamura

Game Developer: Adam Starkweather

Graphic Artist: Mark Mahaffey

VASSAL Support: Brent Easton

Rules Layout: Nick Richardson

Rules Editing: Edgar Gallego Albeido, Michelle Dallas, Perry Cocke, Rick Fehrenbacher

Playtesters: Brian Youse, Edgar Gallego Albeido, Tomoki Kondo, Hugo Gonzalez Martinez

Special thanks to: Brian Youse, Nick Richardson, Rick Fehrenbacher, Jon Gautier



ODA Faction

Oda Alliance

-  Oda Clan 
-  Tokugawa Clan 
-  Matsunaga Clan 
-  Tsutsui Clan 
-  Hosokawa Clan 



oda



Anti-ODA Faction

Anti-Oda Minor Alliance

-  Ashikaga Clan 
-  Rokkaku Clan 
-  Miyoshi Clan 
-  Enryaku-Ji Clan 
-  Murakami Clan 

anti-oda
minors





Takeda Alliance

-  Takeda Clan 





takeda

Azai/Asakura Alliance

-  Azai Clan 
-  Asakura Clan 

azai &
asakura





Uesugi Alliance

-  Uesugi Clan 







uesugi

Mori Alliance

-  Mori Clan 
-  Ukita Clan 

mōri

Ikko-Ikki Alliance

-  Ikko-Ikki Clan 
-  Saika Clan 

ikko-ikki

Neutral Faction

-  Bessho Clan 
-  Hatano Clan 
-  Iga Ninja Clan 
-  Hatakeyama Clan 