

Surrounding Nobunaga Charts

Turn track boxes

1	2	3	4	5	6	7	8	9	10
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Death in battle check: 1-3: Died in battle 4-6: Retreat to a controlled area of theirs

War entry status boxes

Lesser Daimyos	Oda		Neutral		Anti-Oda	
Tokugawa Ieyasu 徳川家康	Start					
Matsunaga Hisahide 松永久秀			Start			
Ukita Naokie 宇喜多直家					Start	

Greater Daimyos	Neutral				Enter War
Uesugi Kenshin 上杉謙信	Start				
Takeda Shingen 武田信玄	Start				
Mouri Motonari 毛利元就		Start			

Game Sequence

1. Combat card draw phase
2. Reinforcement phase
3. Action phase
 - * Play event
 - * Army reinforcement
 - * Diplomacy
 - * Movement (/ combat)
 - * Continued combat
 - * Pass
4. End phase

Oda Reinforcement Chart

- (Starting turn 2, roll once each turn)
- 1: Place 3 Oda armies in area Shibata Katsue is in
 - 2: Place 3 Oda armies in area Niwa Nagahide is in
 - 3: Place 3 Oda armies in area Sakuma Nobumori is in
 - 4: Place 3 Oda armies in area Takigawa Kazumasu is in
 - 5: Place 3 Oda armies in area Hashiba Hideyoshi is in
 - 6: Place 3 Oda armies in area Akechi Mitsuhide is in
- Note: Place in 'ready' status. If chosen general is dead, the reinforcements are not received
- Note: During the first turn, instead of reinforcing, place generals in their starting places

Anti-Oda Reinforcement Chart

- (Roll twice each turn)
- 1: Move Uesugi marker 1 to right or place 2 Uesugi armies
 - 2: Move Takeda marker 1 to right or place 2 Takeda armies
 - 3: Move Mouri marker 1 to right or place 2 Mouri armies
 - 4: From Azai, Asakura, Miyoshi, Uesugi, Takeda, and Mouri (in other words, any non-Oda greater daimyos other than Honganji), choose 2 and place 1 army for each one chosen.
 - 5: Place 2 Honganji armies
 - 6: Move 1 lesser daimyo's diplomacy marker 1 box, or place 2 Anti-Oda lesser daimyo armies
- Note: Place in ready status. If chosen daimyo clan has no units on board, reinforcements are not received.