

Surrounding Nobunaga

Main Rules

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Chapter 1: Game components

The following items are included with this game. In addition, 6 sided dice (the more the better) are needed.

- Rules (1)
- Board (1)
- Units & Markers (1 countersheet)
- Combat cards (12 each for Oda and anti-Oda player)

1-1 Board

Printed on the board are 'area's that units are placed on, a group of 'war entry status boxes', a 'turn track', and various charts to help players during the game.

1-1-1 Areas

The map is of central Japan in feudal times, and is divided into 31 parts called areas. Each area has these things printed on it: 'area name', 'starting placements', and 'supply marks' (red circles with a city or castle name in them). The 15 areas with supply marks in them are called supply areas. Among the supply areas, Yamashiro, South Oumi, and Mino are part of Oda's victory conditions (see 9-2).

1-1-2 War entry status boxes

Diplomacy markers are placed in these boxes to record the war entry status of lesser daimyos and initially Neutral greater daimyos.

1-1-3 Turn track

The turn marker is placed here to indicate the current turn.

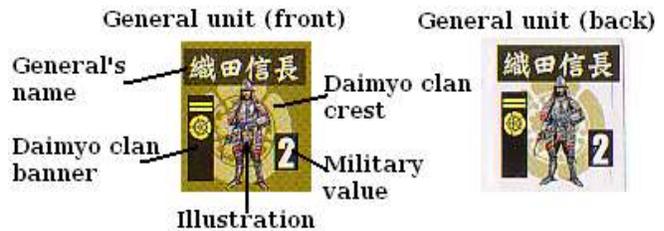
1-1-4 Charts

Charts needed for the game, such as the 'Oda reinforcement chart', 'Anti-Oda reinforcement chart', and the 'Death in battle check chart' are printed on the map.

1-2 Units

Units are separated into 2 main types: 'generals' and 'armies'. The front and back of the counters are different, with face up being 'ready' (status) and face down being 'spent' (status).

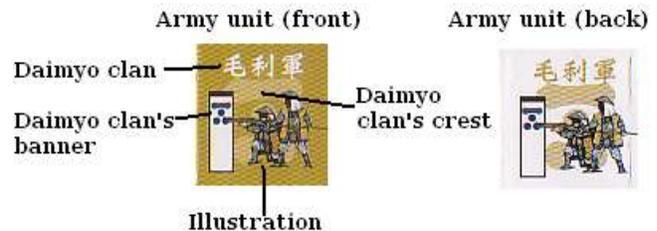
1-2-1 Generals



Generals represent the important people of the time and their soldiers. Generals have their 'general's name' and 'military value' printed on them.

- 1) General's name: Referred to in some cards and charts
- 2) Military value: Generals and some armies (see 10-1) have this value, which represents combat expertise and battlefield command skill.

1-2-2 Armies



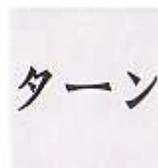
Each army unit represents thousands of soldiers. An army counter's own military value is '0' (exception: see 10-1), but in combat they have the same military value as that daimyo's commander (explained later).

1-2-2-1 Limit on army counters

Throughout the game, if there are not enough army counters, no more of that type can be placed.

1-3 Markers

Turn marker



Diplomacy marker



The turn marker is placed on the turn track to indicate the current game turn.

There are 6 diplomacy markers. The text on these markers read 'War entry status', and these counters are placed on the war entry status boxes.

1-4 Combat cards

Combat cards are cards with historical events written on them. Also, some cards represent things needed for a player to take certain actions, such as diplomatic negotiations with Neutral armies and logistic ability.

Combat cards have their 'card name' and 'event effects' printed on them.

Chapter 2: Game preparation

Spread the board out on a table, separate the cards into the 2 decks (Oda and Anti-Oda cards), and place the counters near the board. Prepare for the game using the following steps:

2-1 Character determination

The players decide which plays 'Oda Nobunaga' and his forces, and which is the 'Anti-Oda' player. From now on, a player's forces are called his 'own army' (power), and their opponent is the 'enemy army' (power). Also, any powers other than your own army (enemy army plus Neutral powers) are collectively called 'other powers'.

2-2 Unit placement

Place units in areas as directed by the 'starting placements' printed on the map. The Oda clan's generals (including Oda Nobunaga) are set aside, and in the 1st turn's reinforcement phase, are placed as desired in any areas with Oda clan armies in them.

The remaining counters are placed near the side of the board.

2-3 Marker placement

The turn marker is placed in the '1' box of the turn track.

The diplomatic markers are placed 1 in each of the 'start' boxes of the war entry status boxes.

2-4 Combat card preparation

Combat cards are separated into 'Oda' and 'Anti-Oda' decks, shuffled, and placed face down next to the board. These are referred to as stacks.

Chapter 3: Sequence of play

This game has up to 10 turns, each turn being a single time through the sequence of play.

Each turn progresses by going through the phases described below.

3-1 Combat card draw phase

Each turn, each player can draw cards from their stack equal to the number of supply areas they control. This is called their hand, and the contents of their cards are kept secret from their opponent. Each player can always draw at least 4 cards, even if they control fewer than 4 supply areas.

Example:

On turn 1, the Anti-Oda player draws a total of 4 cards: 1 each for Echizen, North Oumi, Kii Ishiyama and Awa Sanuki. As the greater daimyos that have not entered the war are still Neutral, they are not the Anti-Oda player's 'own army', and extra cards are not drawn for their areas.

3-2 Reinforcement phase

Each player rolls dice, and either reinforces armies or changes the war entry status of daimyos.

3-2-1 Oda reinforcements

The Oda player rolls 1 die, checks the 'Oda reinforcement chart', and places 3 Oda army counters in the chosen general's area (in 'ready' status). It does not matter whether or not the Oda player controls that area. If the chosen general is not on the board, the armies are not received.

On the first turn, instead of the Oda player receiving and placing armies, their generals are placed in their starting locations.

3-2-2 Anti-Oda reinforcements

The Anti-Oda player rolls 2 dice, checks the 'Anti-Oda reinforcement chart', and chooses from the following options to perform:

1) Move diplomacy markers

Move the diplomacy marker of the chosen daimyo 1 box to the right. If the chosen daimyo is already at war, the diplomacy marker cannot be moved.

2) Reinforce armies

The indicated number of army units are placed (in 'ready' status) in any area containing units belonging to the chosen daimyo clan. It does not matter whether or

not the Anti-Oda player controls that area. If the chosen daimyo clan is not on the board, the armies are not received.

The choice of whether to move the diplomacy marker or reinforce armies is made after both dice are rolled.

If the same numbers are rolled, it is acceptable to move the diplomacy marker 2 boxes, reinforce twice, or perform one of each.

Example: The Anti-Oda player rolls two '1's. The Anti-Oda player moves Uesugi's diplomacy marker one box to the right, which causes Uesugi to move from 'Neutral' to 'Anti-Oda power'. For the 2nd '1', the anti-Oda player cannot move the diplomacy marker any more, so the Uesugi army is reinforced with 2 units (which is what Uesugi receives for a single roll of '1').

3-3 Action phase

This is the most important phase in the game. Players alternate action turns or pass. Performing an action requires at least 1 combat card.

3-4 End phase

In this phase, players check whether the game-end conditions are satisfied. If not combat cards are all shuffled, and all 'spent' units are returned to 'ready' status.

Chapter 4: Daimyos and controlled powers

All units in the game are controlled by a daimyo, and are separated by color according to their controlling daimyo (exception: all Neutral armies are white). Each daimyo is controlled by an 'Oda', 'Anti-Oda', or Neutral power. Each daimyo's controlling power can change due to their daimyo's war entry status.

4-1 Lesser and greater daimyos

For the purposes of the actions this game covers, 'Tokugawa Ieyasu', 'Matsunaga Hisahide', and Ukita Naoie' are considered 'lesser daimyos'.

All daimyos other than lesser daimyos and Neutral armies are 'greater daimyos'.

Lesser daimyos can change to 'Oda', 'Anti-Oda', and 'Neutral' during the game.

A greater daimyo that begins the game as 'Neutral' can become Anti-Oda due to changes in their war entry status.

Greater daimyos that do not begin the game Neutral cannot become Neutral, nor become an opposing power (they do not change sides).

4-2 Changes in war entry status

Lesser daimyos and 'Neutral' non-Oda greater daimyos can change war entry status. War entry status can only change due to any of the following:

- 1) Effect of a die roll in the reinforcement phase.
- 2) 'Diplomacy' in an action phase (explained later).
- 3) Effect of a combat card event in the action phase.

Changes in war entry status are represented by moving the diplomacy marker for that daimyo on the war entry status boxes. If a diplomacy marker is on the leftmost or rightmost box, it cannot move any further in that direction.

4-3 Changing of controlling powers

When each daimyo changes their war entry status, that daimyo's controlling power can change.

Lesser daimyos, and great daimyos who begin the game Neutral, have their current controlling power determined by the location of their diplomacy marker on the war entry status boxes. A daimyo is under control of the power listed above the column of boxes that daimyo's diplomacy marker is in.

When the diplomacy markers from from one power's column to another's, that daimyo's controller switches to the newly indicated power.

However, once a greater daimyo once a greater daimyo has become an 'Anti-Oda power', they will never return Neutral nor change sides.

4-4 Entering Neutral areas

When an Oda power's units are placed in or enter an area controlled by a Neutral greater daimyo, that daimyo immediately enters the war as an Anti-Oda power; move its diplomacy marker to the rightmost edge.

If any power's units are placed in or enter an area controlled by a Neutral lesser daimyo, that lesser daimyo's diplomacy marker is moved towards the opposing power's side by 2 boxes. However, as always, the diplomacy marker cannot be moved further than the leftmost or rightmost boxes.

4-5 Separation of daimyos

Even if being controlled by the same power (Oda, Anti-

Oda, or Neutral), daimyos are separate in the following ways:

1) During 'movement', 'movement / combat', and 'continued combat' action turns, units controlled by different daimyos cannot perform actions at the same time. If several daimyo's controlled units are in the same area, the player must declare which daimyo is performing an action.

2) A player performing an attack must choose the daimyo that is the target of their attacks. The target daimyo can be changed if desired for each additional attack performed.

3) The only units that can affect combat are units controlled by the daimyos participating in combat.

4) Area control is separated by daimyos.

4-6 Alienation of lesser daimyos

At the moment a lesser daimyo is no longer 'your army' due to movement of their diplomacy marker, they are treated as a different power. However, there is no 'instant combat' caused by this change.

4-7 Neutral armies

Neutral armies are always Neutral powers. Neither army can make Neutral armies into their armies.

When a Neutral army is attacked, the only thing they can perform is a counterattack.

Every single Neutral army counter is treated as a separate power.

Chapter 5: Controlling areas

All areas are under 'control' of one of the daimyos. Control of areas influence the number of cards drawn and fulfill victory conditions.

5-1 Conditions of control

At the beginning of the game, each area is under control of the daimyo who controls that area's 'starting placement' units.

Example:

At the beginning of the game, North Oumi has only Azai units in it, so it is an 'Azai controlled area'.

5-2 Change of controlling daimyo

At the end of any action turn, when there are no units in an area belonging to the daimyo who controls it, control of that area is transferred to the daimyo who

does have units in the area. If there are several daimyos, priority is given to:

- 1) Same army ('Oda', 'Anti-Oda', 'Neutral')
- 2) The daimyo that battled that turn
- 3) Choice of opposing player (the one that removed the previous controller's units).

If there are several daimyos that fulfill '1)' and '2)' to the same degree, the player controlling those daimyos is free to choose.

Example:

After the above example, all of the Azai units are completely removed from North Oumi in combat by Oda's units. Only Oda units remain in the area, so it becomes an Oda clan controlled area.

Chapter 6: Action phase sequence

Players alternate taking action turns, one at a time, during the action phase. For each action, a player can choose from 'play event', 'reinforce army', 'diplomacy', 'unit movement (and combat)', 'continue combat', or 'pass'. That player must use a combat card from their hand for any but pass, which is discarded regardless of the action chosen, but its printed instructions are only followed if 'play event' is chosen.

6-1 Action phase sequence

The power that controls 'Miyako' (Yamashiro) at the beginning of the action phase can choose to be 'first' or 'second' for that turn.

6-2 Progression of action turns

The first player takes a single action turn first, and then the second player performs an action turn. This is repeated until both players pass in immediate succession.

6-3 Play event

When 'play event' is chosen, the player reveals 1 combat card from their hand and uses the 'event effect' written on the card. The used combat card is discarded (this satisfies the 'each action requires a discard' requirement).

6-4 Army reinforcement

When 'army reinforcement' is chosen, the player chooses 1 of their army units, and that daimyo's army receives 1 unit in that area in 'spent' status. The player chooses 1 card from their hand and discards it.

6-5 Diplomacy

When 'diplomacy' is chosen, the player chooses 1 lesser

daimyo or 1 neutral greater daimyo, and moves that daimyo's diplomacy marker 1 box.

A lesser daimyo's diplomacy marker can be moved in either direction.

A greater daimyo's diplomacy marker can only be moved to the right.

When diplomacy is performed, the player chooses 1 card from their hand and discards it.

6-6 Unit movement

When 'unit movement' is chosen, the player can move 'ready' (not 'spent') units in an area. The details are explained later.

If there are other powers' unit(s) in the area being moved to, 'movement / combat' is immediately performed.

When movement is performed, the player chooses 1 card from their hand and discards it.

6-7 Continued combat

When 'continued combat' is chosen, a player chooses 1 area with at least 1 of their army's 'ready' units, and all of their ready units perform combat with any other power's units in the same area (explained later).

When continued combat is performed, the player chooses 1 card from their hand and discards it.

6-8 Pass

When 'pass' is selected, a player does nothing and it becomes their opponent's action turn. Pass is the only action that does not require a discard. A player can pass any number of times in a turn. A player with no combat cards must choose 'pass'.

6-9 End of the action phase

When there are no more usable combat cards, or both players pass in immediate succession, the action turn ends. When both players pass in succession, even if one or both players have action cards, they cannot use them.

6-10 Discarded combat cards

Some cards are placed face up next to the board, so the effects can be verified by both players. As long as it doesn't slow down the game, either player can look at the discard pile. When the turn is over, each player takes all their cards (in hand, next to the board, and discarded), turns them face down, and shuffles them into a new stack.

Chapter 7: Moving units

In the 'unit movement' action phase sequence, a player can choose any number of their units from 1 area and move them to a single destination area no more than 3 areas away. However, if they enter any area along the way that contains any other power's units, they must stop there.

In a single move action, a player cannot break up units and move them to different areas. Units cannot be picked up nor dropped off along the way.

When entering an area that contains another power, combat is performed immediately.

All units that are moved are flipped over to 'spent' status.

7-1 Units that can move

A player can move 'ready' units belonging to their own army.

In a single movement, a player can move multiple units (a stack) together. However, units belonging to different daimyos cannot be moved at the same time.

It is acceptable to move just armies, just generals, or a mix of both.

7-2 Units that cannot move

Even if a unit falls under the categories described in 7-1, if even 1 of the following conditions apply, they cannot move:

- 1) If no more units belonging to the moving unit's controlling daimyo will be left after the move. At least 1 army must remain, which can be an army or a general.
- 2) If there are other powers' units in the same area they are in.

7-3 'Movement / Combat'

If there are other powers' units in the area being moved to, a single combat is performed immediately. Additional combat (explained later) cannot be performed. Units performing movement (and/or combat) become 'spent'. After this is performed, the player chooses 1 combat card from their hand and discards it.

7-4 Movement taken with an event

Some combat card event effects allow a 'movement / combat' action turn to be performed. As long as there is nothing else special written on the card, follow the normal rules for 'movement / combat'.

Chapter 8: Combat

When a player chooses 'continue combat' with their units in an area, or when a player moves into an area with other powers' units ('movement / combat'), they perform an attack against the opposing power's units. Units belonging to the daimyo that was attacked perform a counterattack.

A power performing an attack or counterattack chooses a commander from amongst their units participating in combat, and rolls dice to determine dealt to their opponent. Damage is applied simultaneously.

A player performing 'continued combat' can perform an additional combat for each combat card they discard. Additional combats are not allowed for 'movement / combat'. Units performing combat (either 'continued combat' or 'movement / combat') become 'spent'. Counterattacking (defending) units do not change their 'ready' / 'spent' status.

8-1 Choosing attacks

The attacking player declares their chosen 'target area', 'attacking daimyo', 'target daimyo', and 'attacking commander'.

8-1-1 Units performing attacks

When an attack is performed, all 'ready' units belonging to the attacking daimyo participate in the attack.

Example:

If a player moves their army units into an area containing other 'ready' units belonging to their army as well as enemy armies, the 'ready' units in the target area as well as the just-moved units all participate in combat against the enemy daimyo.

8-1-2 Attack target

In an area selected for combat, a player can choose any other power's daimyo (which includes units in that daimyo's clan) that is in that area as a target; individual units cannot be selected. If there are several daimyos belonging to other powers, just 1 is selected.

8-1-3 Commander

From the generals participating in an attack, a player chooses 1 as the commander for the attack. In an area that a player has no generals, they cannot damage their opponent (exceptions: 10-1 and the 'charge order'

event).

8-2 Counterattack

All units belonging to and in the same area as a daimyo selected as a target of an attack can perform a counterattack against the attacking daimyo and units, regardless of whether or not they are 'ready' or 'spent'. The counterattacking side chooses a general to be the commander for the counterattack.

8-2-1 Counterattacking commander

From the generals performing a counterattack, 1 is selected to be a commander. In an area that a player has no generals, that player cannot cause damage (exception: 10-1).

8-3 Determining attack and counterattack damage

The attacking and counterattacking players each roll a number of dice equal to their army's number of participating units. Each player counts the number of dice whose result is equal to or less than their commander's military value. That number is the points of damage dealt to their opponent (exception: 10-1).

8-4 Handling damage

The daimyo clan that receives damage chooses a number of controlled units that participated in the combat equal to the points of damage received, and applies damage to them. If there are general and army units, the army units must be chosen first.

Removed units are placed next to the board. Units removed due to combat card effects are placed next to the board in the same way.

8-4-1 Applying damage to armies

Army units that receive damage are immediately removed from the board.

8-4-2 Applying damage to generals

Generals that receive damage perform a death in battle check. Their owning player rolls 1 die, and refers to the death in battle check chart. If several generals must perform death in battle checks, each is resolved with separate die rolls.

8-4-2-1 Death in battle

If the death in battle check result is 'dead', that general is immediately removed from the board.

8-4-2-2 Flee

If the death in battle check is 'flee', that general is immediately placed in any other area controlled by that unit's controlling daimyo. in 'spent' status. If the

controlling daimyo does not control any areas, treat the result as 'dead'.

8-5 Additional combat

If the daimyo clan performing combat has at least 1 unit remaining (was not completely defeated), that commanding player can discard 1 card to perform an additional attack (and will receive another counterattack). This is called an 'additional combat'.

Additional combat is resolved the same way as normal combat.

Additional combat can only be performed when a 'continued combat' action turn is being performed. In other words, additional combat cannot be performed with a 'movement / combat' action turn.

Additional combat can be performed in immediate succession any number of times as long as units and combat cards remains.

It is acceptable to choose a new target daimyo each time an additional combat is performed.

8-6 Combat card discards due to combat

The attacking side performing continued combat must discard 1 card plus 1 more for each additional combat performed. The counterattacking side does not discard any cards.

Chapter 9: End of game and determining the winner

The game ends at the moment one of the following conditions are satisfied:

- 1) If the Oda Nobunaga unit dies in battle and is removed from the game, the Anti-Oda player immediately wins.
- 2) If Anti-Oda powers control at least two of the following areas during an end phase, the Anti-Oda player wins: 'Yamashiro', 'South Oumi', and 'Mino'.
- 3) If the Oda powers control every supply area during any end phase, the Oda player wins.

If none of the above conditions are satisfied at or by the end of the 10th turn, the Oda player wins if the Oda powers control 9 or more supply areas. If the Oda player controls 8 or fewer supply areas at that time, the Anti-Oda player wins.

Chapter 10: Special rules

10-1 Honganji and Neutral armies

Honganji armies and Neutral armies have a 'military value' despite being armies. These units are an exception to rules 8-1-3, 8-2-1, and 8-3. In other words, when without a commanding general, they can perform attacks and counterattacks, and resolve damage dealt using the army's military value in the same way as a general's military value.

10-2 Uesugi, Takeda, and Mouri are separate powers

Uesugi, Takeda, and Mouri are treated as the same power for purposes of 7-2-2 (moving units out of an area), but for other movement and combat purposes, are treated as special powers.

Chapter 11: Optional rules

11-1 Bidding for victory conditions

At the start of the game, each player writes down a number that they want to be the number of supply areas the Oda side needs for victory (normal automatic victory conditions for either side still apply).

The side choosing a larger number becomes the Oda player, and the number they wrote down is the number of supply areas they must control at the end of the 10th turn in order to win, with the Anti-Oda player winning if that number is not achieved.

When both players write down the same number, choose which player is the Oda player by mutual achievement or die roll, and apply the number written as the supply area victory goal.

11-2 Adjusting balance by bidding on additional cards

At the start of the game, each player writes down an 'initial bonus cards' number on a piece of paper, and reveals them at the same time. If the bonus is for Oda,, write a '+' before the number, if it is for Anti-Oda, it is a negative number. The player that chose a lower number is the Oda player. If the average of the two numbers is positive, the Oda player receives that number of bonus cards in the first turn. If the average is negative, the Anti-Oda player receives that number of bonus cards in the first turn. In both cases, any fraction is dropped.

Any bonus cards that cannot be drawn the first turn are received in the 2nd (and possibly later) turns.

Example:

Player A bids -5, and player B bids 2. As 'A' bid lower, they are the Oda player. The average is $(-5+2) / 2 = -1.5$, so the Oda player receives 1 (fractions dropped) extra card, for a total of 5 cards for the Oda player on the first turn.

11-3 Successor generals (make your own / use proxy counters if there aren't enough)

For any daimyo clan that has all their generals die in battle, starting with the next turn they can receive 1 successor general as detailed below.

In place of placing 1 army, 1 successor general can be placed. If the successor general dies, starting next turn once again a successor general can be received.

11-4 Maximum limit on combat cards

Each turn, a player may not receive more than 3 combat cards than their opponent. When using rule 11-2, determine 11-4 before applying the bonus cards of 11-2. 11-2 is an exception to the upper limit.

11-5 Limit on number of movable units

In order to move 16-30 units in 1 action turn (including movement and movement / combat), 2 cards must be discarded. Only 1 of these cards can be used as an event.

There is no way to move 31 or more units (including movement and movement / combat) in a single action turn.

11-6 Event: 'If you advance, paradise'

This card only has an effect on the action turn on which it is played.

11-7 Event: Restriction on 'Scheming with other powers' card

Scheming cannot be used on Honganji.

11-8 Event: Expansion on 'Warships' event

Including the action turn this is played, the Oda powers can move on the Seto Sea for the rest of the turn.

Counter sheet translation:

Oda clan (Light green):

織田信長 Oda Nobunaga
柴田勝家 Shibata Katsuei
丹羽長秀 Niwa Nagahide
羽柴秀吉 Hashiba Hideyoshi
明智光秀 Akechi Mitsuhide
滝川一益 Takigawa Kazumasu
佐久間信盛 Sakuma Nobumori

Other clans:

松永久秀 Matsunaga Hisahide (Deep Purple)
徳川家康 Tokugawa Ieyasu (Brown)
浅井長政 Azai Nagamasa (Faded blue)
朝倉義景 Asakura Yoshikage (Forest green)
三好三人衆 Miyoshi Sanninshuu (Purple/violet)

Takeda clan (Dark red)

武田信玄 Takeda Shingen
武田勝頼 Takeda Katsuyori
山県昌景 Yamagata Masakage

Uesugi clan (Dark bluish/purple)

上杉謙信 Uesugi Kenshin

Mouri clan (Tan)

毛利元就 Mouri Motonari
小早川隆景 Kobayakawa Takakage
吉川元春 Kikkawa Motoharu

Naoie clan (Navy blue)

宇喜多直家 Ukita Naoie

Honganji (Gray)

本願寺顕如 Honganji Kenno

Other counters:

Light pink: Successor general

White (中立軍): Neutral armies

'ターン' (Black text on white background): Turn marker

Other all-text markers: Diplomacy markers (aka 'war status' markers)

Other than the turn marker, none of the bottom 4 rows on the right-half on the counter sheet are for this game.

FAQ for Surrounding Nobunaga

Note on naming conventions:

Oda power: Any clan currently in the war and fighting on the Oda side.

Oda clan: Only the light-green counters (the most numerous type in the game)

Anti-Oda power: Any clan currently in the war and fighting against Oda.

Non-Oda power: Refers to Anti-Oda and Neutral powers collectively.

Q01: Can the 'Scheming with other powers' card be used on Neutral units?

A: Yes.

Q02: Can the 'Scheming with other powers' card be used on Neutral status greater daimyo or lesser daimyo army units?

A: Yes, but placement due to scheming does count as placement under rule 4-4 'Entering Neutral areas', so if used on a Neutral daimyo-controlled area, that daimyo has a chance of entering the war as an 'Anti-Oda' power.

Q03: Can the 'Scheming with other powers' card be used on non-Oda general units?

A: No

Q04: Can the 'Scheming with other powers' card be used on the Seto sea?

A: Yes

Q05: Your own army and a lesser daimyo that entered the war as your army are in an area. If the lesser daimyo becomes Neutral, is your own army unable to move until that lesser daimyo reenters the war as your army or is removed in combat?

A: Correct; until the lesser daimyo units return to your army or are removed in combat or due to events, your army units in the area cannot move.

Q06: Does the rule for Uesugi, Takeda, and Mouri that states 'They are treated as separate powers from each other for movement and combat' mean that if one moves into the same area as another, combat will occur?

A: Correct.

Q07: Are Uesugi, Takeda, and Mouri also treated as separate powers from other Anti-Oda powers (Miyoshi, Azai, Asakura, and Honganji)?

A: No. For example, Uesugi and Honganji are treated as the same power.

Q08: If a card refers to 'Anti-Oda', are Uesugi, Takeda, and Mouri included?

A: If they have not yet entered the war, they are not included. If they have entered the war, they are included.

Q09: Can the Anti-Oda player apply normal army reinforcement or the 'Urgent recruitment' event to a Neutral status greater daimyo?

A: Normal army reinforcement can be done. However, the event has an 'Anti-Oda unit' requirement, so it cannot be applied to these before they enter the war.

Q10: If, in a combat, 'Charge order' is used, giving a military value of 4, and an additional combat is performed, does the 4 military value apply to the additional combat?

A: The charge order applies to additional combat, so the military value of 4 is used.

Q11: If the Anti-Oda side's 'Feign illness' card is used on Hashiba Hideyoshi, can 'Reliable supply line' be used?

A: 'Reliable supply line' can be used regardless of whether Hashiba Hideyoshi is in 'ready' or 'spent' status.

Q12: In 5-2, 'Change of controlling daimyo', in the explanation of priority, does '1) Own army' refer to the attacking or defending side's 'own army'?

A: It is the 'own army' from the point of view of the previous controlling daimyo.

Q13: (If other conditions are fulfilled) Can the Anti-Oda side move across the Seto Sea twice? If the Oda side is using warships, can they do so?

A: Yes, either army (if other conditions are fulfilled) can cross twice.

Q14: If the 'If you advance, paradise' card is used, does the card's 'Raise Honganji's military value' effect apply even if movement / combat is performed with a non-Honganji unit?

A: Yes, it does.

Errata that only applies to the replay and strategy articles that appeared in Game Journal #14 (only of note to those reading the magazine):

E01: Page 13, 2nd turn, 11th line:

'Hits on 2 or less' should be 'Hits on 4 or less'

E02: Page 19, Anti-Oda 'Feign Illness' description:

'Cancels the effects of 'Reliable supply line' should be 'Makes 'Reliable supply line' harder to use'.