

Ⓞ Surrounding Nobunaga

Either:

A) Choose 1 greater daimyo. Perform a single movement action or action including combat. Follow normal movement and combat rules.

or:

B) Choose 1 area controlled by a greater daimyo, and place 1 of that daimyo's army units in that area in 'ready' status.

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◎ Enlistment

Place 1 of your army units in 'ready' status in an area you control.

◎ Imperial Order

Your choice of either:

A) For this turn, your cunning total is increased by 2.

or:

B) Choose 1 other player. Their cunning total for this turn is lowered by 1 (to a minimum of 0).

① False Accustation

Choose 1 player, and roll 1 die.

If the result is equal to or less than your total cunning, that player can no longer petition, even if a vassal daimyo.

① Great return

Perform a normal 'movement' (or 'movement / combat') action. For this movement, you can move up to 3 areas.

① Banishment

Choose 1 Oda clan army unit and remove it.

① Castle lord's isolation

Choose one of these 3 Oda generals:

'Araki Murashige' (荒木 村重)
'Matusnaga Hisahide' (松永 久秀)
or
'Niwa Nagahide' (丹羽 長秀)

The chosen general becomes a Neutral daimyo. If there are any Oda clan army units there, they all become Neutral armies (flip the unit over).

① Adviser to the Emperor's declaration

If the game ends this turn, and Oda Nobunaga is removed from the game, receive 1 victory point.

① Battle to the death

Perform a 'movement / combat' or 'continued combat' action as normal.

In this combat, the military value of both sides' commanding generals are increased by 1 (to a maximum of 5).

This effect also applies to any 'additional combats' performed in the same action. As normal, additional combats are only allowed with a 'continued combat', and the usual extra card(s) must be discarded.

① Ashigaru escape

Choose 1 area another player controls, and remove half of that player's army units from that area (fractions dropped).

① Growth of opposing powers

Choose 1 area another player controls, and roll 1 die.

If the result is greater than the number of units in that area, place 1 Neutral army unit in that area.

① Simultaneous fire

Perform a 'continued combat' action as normal.

In this combat, additional combats can be performed without expending additional cards.

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② Fortification

Place your daimyo clan's castle unit in an area that contains one of your 'ready' status general units.

② Treachery

Choose 1 army unit belonging to another player and remove it.

If this leaves that area empty, place a Neutral army unit in that area, and it becomes a Neutral army controlled area.

② Opportunism

Choose a single red-lettered vassal unit belonging to another clan.

For this turn, that unit cannot use its military value or cunning (this can lower that daimyo clan's total cunning level).

② Emergency enlistment

Place 2 of your army units in 'spent' status in an area you control.

② Confidential orders

Choose 1 'ready' status army unit belonging to another player, and transfer its placement to another area that player controls.

② Gather secret information

Choose up to 3 cards at random held by another player, and look at them.

Choose 1 of these cards and discard it, and return the other cards to the player.

② Ambush

Perform a 'movement / combat' or 'continued combat' action as normal.

For this combat, your attack's damage is applied before your opponent's counterattack is resolved.

This effect also applies to any 'additional combats' performed in the same action. As normal, additional combats are only allowed with a 'continued combat', and the usual extra card(s) must be discarded.

③ Army recovery

Choose 1 area and a general/daimyo in that area. All 'spent' armies in that area belonging to that daimyo clan are returned to 'ready' status.

③ Sickness

Choose 1 'ready' general unit and change it to 'spent' status.

③ Surrender of garrison army

Remove 1 army unit in an area you control or from an adjacent area.

If that leaves no army units in that area, remove 1 castle unit from that area as well (if any exist there).

③ Scheming with Neutral powers

Choose 1 area you control or an adjacent area. Remove 1 Neutral army unit from that area (if there are no armies, a Neutral general).

If this causes the area to become empty, place one of your army units there in 'spent' status, and you gain control of the area.