

1st Epoch **2**

Matsuuratou

General:
Unknown

Initial province:

Hizen (Kyuushuu)
(Regional daimyo)

2

2nd Epoch **1**

Fujiwara clan

General:
Fujiwara no Motohira

Initial province:

North Mutsu (Dewa-Mutsu)
(Regional daimyo)

Receives 2 VPs if no Fujiwara
army power ends turn outside
Dewa-Mutsu region.

7



* North Mutsu (Hiraizumi)

2nd Epoch **2**

Taira clan

General:
Taira no Kiyomori

Initial province:

Ise (Eastern Coast)

Not a past daimyo until after
Minamoto no Yoritomo's turn.
When defending, receives 1 VP
for each enemy army removed
(exc: revolts, lesser daimyos).

13



* Miyako (Rokuhara)

2nd Epoch **3**

Minamoto no Yukiie

General:
Minamoto no Yukiie

Initial province:

Mino (Eastern Coast)

Can place armies in non-
adjacent provinces. Only rolls
1 die in combat. For each Taira
clan army removed in combat,
receives 1 VP.

6

1st Epoch **3**

Kiyohara clan

General:
Kiyohara no Takenori

Initial province:

Dewa (Dewa-Mutsu)
(Regional daimyo)

4

2nd Epoch **4**

Minamoto no Yoshinaka

General:
Minamoto no Yoshinaka

Initial province:

Shinano (Northern Lands)
(Regional daimyo)

Can roll 3 dice in combat. For
each Taira clan army removed
in combat, receives 1 VP.

11

2nd Epoch **5**

Minamoto no Yoritomo

General:
Minamoto no Yoritomo

Initial province:

Kazusa (Kantou)

For each Taira clan army
removed in combat, receives 1
VP.

18



* Sagami (Kamakura)

2nd Epoch **6**

Houjou clan

General:
Houjou Yoshitoki

Initial province:

Izu (Kantou)
(Regional daimyo)

Receives 5 VPs for gaining
supremacy of Miyako.

9



1st Epoch **4**

Minamoto no Yoshiie

General:
Minamoto no Yoshiie

Initial province:

Miyako (Miyako)

5

3rd Epoch 1

Akutou

General:
Kusunoki Masashige

Initial province:

Kawachi (Kinai)
(Regional daimyo)

Not a past daimyo until the end of this epoch. Can roll 3 dice when defending in combat.

6

3rd Epoch 2

Nitta clan

General:
Nitta Yoshisada

Initial province:

Kouzuke (Kantou)

Can roll 3 dice in combat in the Kantou region.

10

3rd Epoch 3

Kitabatake clan

General:
Kitabatake Akiie

Initial province:

South Mutsu (Dewa-Mutsu)

Add 1 to highest die roll in combat.

9



* South Mutsu (Chinjufu)

1st Epoch 5

Kouno clan

General:
Kouno Michikiyo

Initial province:

Iyo (Shikoku)
(Regional daimyo)

3



3rd Epoch 4

Ashikaga clan

General:
Ashikaga Takauji

Initial province:

Chikuzen (Kyuushuu)

Receives 3 VPs for conquering the province of Sagami.

15



* Miyako

3rd Epoch 5

Southern Dynasty

General:
Go Daigo

Initial province:

Yamato (Kinai)

Armies can be placed in non-adjacent provinces. Only rolls 1 die in combat.

5



* Yamato (Yoshino)

3rd Epoch 6

Kikuchi clan

General:
Kikuchi Takemitsu

Initial province:

Higo (Kyuushuu)
(Regional daimyo)

Can roll 3 dice in combat.

4

7th Epoch 3

Toyotomi clan

General:
Toyotomi Hideyoshi

Initial province:

Harima (Kinai)

Not a past daimyo until after Western Army General's turn.

16



* Settsu (Osaka)

4th Epoch 1

Kantou Shogunate

General:
Ashikaga Ujimitsu

Initial province:

Shimousa (Kantou)
(Regional daimyo)

In combat, loses what would otherwise be a draw.

7



* Sagami (Kamakura)

4th Epoch **2**

Hatakeyama clan

General:

Hatakeyama Mochikuni

Initial province:

Etchuu (Northern Lands)

Receives 1 VP for conquering the province of Kii.

6

4th Epoch **3**

Yamana clan

General:

Yamana Souzen

Initial province:

Tajima (Kinai)

Not a past daimyo until after Hosokawa clan's turn. For each Hosokawa clan army removed in combat, receives 1 VP.

11

7th Epoch **4**

Western Army Generals

General:

Ishida Mitsunari

Initial province:

Oumi (Eastern Coast)

Loses 1 VP for every Toyotomi clan army removed in combat.

Not a past daimyo until after Tokugawa clan's turn.

10

4th Epoch **4**

Hosokawa clan

General:

Hosokawa Katsumoto

Initial province:

Sanuki (Shikoku)

For each Yamana clan army removed in combat, receives 1 VP.

10 

4th Epoch **5**

Oouchi clan



General:

Oouchi Masahiro

Initial province:

Nagato (Central Japan)

Adds 1 to highest die roll in combat in sea zones.

9  
* Nagato (Yamaguchi)

4th Epoch **6**

Shouni clan

General:

Shouni Masasuge

Initial province:

Chikugo (Kyuushuu)
(Regional daimyo)

Receives 5 VPs for gaining control of the Kyuushuu region.

5 

7th Epoch **5**

Tokugawa clan



General:

Tokugawa Ieyasu

Initial province:

Musashi (Kantou)

Loses 5 VP if supremacy is not gained in Miyako.

14  
* Musashi (Edo)

5th Epoch **1**

Later Houjou clan



General:

Houjou Ujitsuna

Initial province:

Sagami (Kantou)
(Regional daimyo)

In combat, wins what would otherwise be a draw.

8  
* Sagami (Odawara)

5th Epoch **2**

Mouri clan

General:

Mouri Motonari

Initial province:

Aki (Central Japan)
(Regional daimyo)

In combat, wins what would otherwise be a draw.


8 

5th Epoch **3**

Miyoshi clan

General:
Miyoshi Nagayoshi
Initial province:
Awa (Shikoku)

Receives 1 VP for gaining
supremacy of Miyako.

7 

7th Epoch **6**

Date clan

General:
Date Masamune
Initial province:
Central Mutsu(Dewa-Mutsu)
(Regional daimyo)
Receives 3 VPs for gaining
supremacy of the Dewa-Mutsu
region.



6 
* Central Mutsu

5th Epoch **4**

Imagawa clan

General:
Imagawa Yoshimoto
Initial province:
Suruga (Eastern Coast)
(Regional daimyo)

Receives 3 VPs for gaining
supremacy of Miyako.

6  
* Suruga

5th Epoch **5**

Honganji

General:
Kennyō
Initial province:
**Settsu and Kaga (Kinai and
Northern Lands)**

Initially appears in 2 different
provinces.

2*2

5th Epoch **6**

Ootomo clan

General:
Ootomo Sourin
Initial province:
Bungo (Kyuushuu)
(Regional daimyo)

Receives 5 VPs for gaining
supremacy of the Kyuushuu
region.

7 

1st Epoch **6**

Satake clan

General:
Satake Masayoshi
Initial province:
Hitachi (Kantou)
(Regional daimyo)

3

1st Epoch **(1)**

Samurai Division

Initial province:
Your choice

1

**Only used in 6
player games**

7th Epoch **1**

Chousokabe clan

General:
Chousokabe Motochika
Initial province:
Tosa (Shikoku)
(Regional daimyo)

Receives 3 VPs for gaining
supremacy of the Shikoku
region.

7 

6th Epoch **1**

Takeda clan

General:
Takeda Shingen
Initial province:
Kai (Eastern Coast)

In combat, wins what would
otherwise be a draw. Not a past
daimyo until after Uesugi
clan's turn. For each Uesugi
clan army removed in combat,
receives 1 VP.

8

6th Epoch **2**

Uesugi clan

General:

Uesugi Kenshin

Initial province:

Echigo (Northern Lands)

Adds 1 to highest die roll in combat. For each Takeda clan army removed in combat, receives 1 VP.

8

6th Epoch **3**

Oda clan

General:

Oda Nobunaga

Initial province:

Owari (Eastern Coast)

Not a past daimyo until after Akechi clan's turn.

17  

* Oumi (Azuchi)

7th Epoch **2**

Shimazu clan

General:

Shimazu Yoshihisa

Initial province:

Satsuma (Kyuushuu)
(Regional daimyo)

Receives 5 VPs for gaining supremacy of Kyuushuu region.

8 

6th Epoch **4**

Akechi clan

General:

Akechi Hidemitsu

Initial province:

Tanba (Kinai)

Can roll 3 dice when attacking Oda clan armies in combat. For each Oda clan army removed in combat, receives 1 VP.

10

6th Epoch **5**

Shibata clan

General:

Shibata Katsui

Initial province:

Echizen (Northern Lands)

Receives 2 VPs for building a castle in the province of Owari.

9

6th Epoch **6**

Ryuuzouji clan

General:

Ryuuzouji Takanobu

Initial province:

Saga (Kyuushuu)
(Regional daimyo)

Receives 10 VPs for gaining supremacy of the Kyuushuu region.

6 

2nd Epoch **Deck 1**

Lesser Daimyo

Kumano Pirates

Initial province:

Kii (Kinai)

(Regional daimyo)

3 

Play before turn

3rd Epoch **Deck 1**

Lesser Daimyo

Nawa Nagatoshi

Initial province:

Inaba (Central Japan)

(Regional daimyo)

3 

Play before turn

4th Epoch **Deck 1**

Lesser Daimyo

Yuuki Ujitomo

Initial province:

Shimotsuke (Kantou)

(Regional daimyo)

2

Play before turn

5th Epoch **Deck 1**
Lesser Daimyo

Amako Tsunehisa

Initial province:
Izumo (Central Japan)
(Regional daimyo)

3

Play before turn

6th Epoch **Deck 1**
Lesser Daimyo

Ukita Naoie

Initial province:
Bizen (Central Japan)
(Regional daimyo)

3 

* Bizen (Okayama)

Play before turn

7th Epoch **Deck 1**
Lesser Daimyo

Maeda Toshiie

Initial province:
Noto (Northern Lands)
(Regional daimyo)

3 

* Kaga (Kanazawa)

Play before turn

Epochs 1-7 **Deck 2**
Treachery

Automatically win all
combats against one
province this turn.

Play during turn

Epochs 1-7 **Deck 2**
Treachery

Automatically win all
combats against one
province this turn.

Play during turn

Epochs 1-7 **Deck 2**
Treachery

Automatically win all
combats against one
province this turn.

Play during turn

Epochs 1-7 **Deck 2**
Surprise Attack

Ignore all castle and
defensive terrain effects
in 1 province this turn.
Receive 1 VP for each
victory in the selected
province this turn.

Play during turn

Epochs 1-7 **Deck 2**
Revolt

One army attacks an
enemy province of your
choice.

Play before turn

Epochs 1-7 **Deck 2**
Revolt

One army attacks an
enemy province of your
choice.

Play before turn

Epochs 1-7 Deck 3
Reinforcements

Your current daimyo receives 2 extra armies.

Play during turn

Epochs 1-7 Deck 3
Reinforcements

Your current daimyo receives 2 extra armies.

Play during turn

Epochs 1-7 Deck 3
Reinforcements

Your current daimyo receives 2 extra armies.

Play during turn

Epochs 1-7 Deck 3
Reinforcements

Your current daimyo receives 2 extra armies.

Play during turn

Epochs 1-7 Deck 3
Reinforcements

Your current daimyo receives 2 extra armies.

Play during turn

Epochs 1-7 Deck 3
Reinforcements

Your current daimyo receives 2 extra armies.

Play during turn

Epochs 1-7 Deck 4
**Takeda's Banner:
FuRinKaZan**

The current daimyo receives 1 extra die when attacking until a combat is lost.

Furinkazan = "Wind, Forest, Fire, Mountain", meaning "As fast as the wind, as quiet as the forest, as daring as the fire, and as immovable as the mountain"

Play during turn

Epochs 1-7 Deck 4
**Uesugi's Banner:
Bi**

The current daimyo receives 1 extra die when attacking until a combat is lost.

"Bi" refers to Bishamonten, the Guardian God of Buddhism.

Play during turn

Epochs 1-7 Deck 4
Brave Warrior

The current daimyo adds 1 to their highest die roll in combat until a combat is lost.

Play during turn

Epochs 1-7 Deck 4
Armored Ships

The current daimyo receives 1 extra die and adds 1 to their highest die roll in combat in sea zones.

Play during turn

Epochs 1-7 Deck 4
Siegecraft

The current daimyo can attack ignoring any castle effects.

Play during turn

Epochs 1-7 Deck 4
Relentless Attacks

The current daimyo receives 1 extra die in combat until the 1st loss. In addition, wins what would otherwise be a draw until the 2nd loss.

Play during turn

Epochs 1-7 Deck 5
New Weaponry

The current daimyo adds 1 to their highest die roll in combat.

Play during turn

Epochs 1-7 Deck 5
New Weaponry

The current daimyo adds 1 to their highest die roll in combat.

Play during turn

Epochs 1-7 Deck 5
Strategist

The current daimyo receives 1 extra die when attacking.

Play during turn

Epochs 1-7 Deck 5
Strategist

The current daimyo receives 1 extra die when attacking.

Play during turn

Epochs 1-7 Deck 5
New Tactics

The current daimyo wins all combats that would otherwise be a draw.

Play during turn

Epochs 1-7 Deck 5
New Tactics

The current daimyo wins all combats that would otherwise be a draw.

Play during turn

Epochs 4-7 Deck 6
Provincial Revolt

A single lesser daimyo combat strength counter appears in the province of your choice.

Play before turn

Epochs 4-7 Deck 6
**Ikko-Ikki
(Warrior Monks)**

Place a total of 3 armies in enemy provinces, and perform combat.

Play before turn

Epochs 4-6 Deck 6
**Provincial
Daimyo**

A single lesser daimyo combat strength counter appears in Hyuuga.

Play before turn

Epochs 4-6 Deck 6
**Provincial
Daimyo**

A single lesser daimyo combat strength counter appears in Hida.

Play before turn

Epochs 4-7 Deck 6
**Ikko-Ikki
(Warrior Monks)**

Place a total of 3 armies in enemy provinces, and perform combat.

Play before turn

Epochs 4-7 Deck 6
**Ikko-Ikki
(Warrior Monks)**

Place a total of 3 armies in enemy provinces, and perform combat.

Play before turn

Epochs 1-7 Deck 7
Plague

Choose 1 province. Any army in that province or in an adjacent province rolls 1 die, and is removed on a 3 or less.

Play before turn

Epochs 1-7 Deck 7
Plague

Choose 1 province. Any army in that province or in an adjacent province rolls 1 die, and is removed on a 3 or less.

Play before turn

Epochs 1-7 Deck 7
Heavy Storms

Remove all combat strength counters from 3 sea zones of your choice.

Play before turn

Epochs 1-7 Deck 7
Crop Failure

Choose 2 regions. All provinces in those regions with more than 1 army must remove all armies in excess of 1.

Play before turn

Epochs 1-7 Deck 7
Earthquake

Choose 1 province. Any castle and/or city in it is removed, and any capital is reduced to a city.

Play before turn

Epochs 1-7 Deck 7
Famine

Choose 1 region. Each army in that region rolls a die, and is removed on a 2 or less.

Play before turn

Epochs 2-7 Deck 8
Restoration

Place 3 of your current daimyo armies in a single province that you have a past daimyo army in.

Play before turn

Epochs 2-7 Deck 8
Restoration

Place 3 of your current daimyo armies in a single province that you have a past daimyo army in.

Play before turn

Epochs 1-7 Deck 8
**Kusunoki's Banner:
Hirihoukenten**

The current daimyo receives 1 extra die when attacking until a combat is lost.

Hirihoukenten = short for "Cruelty cannot beat reason. Reason cannot beat law. Law cannot beat a great leader. A great leader cannot beat the Son of God"

Play during turn

Epochs 1-7 Deck 8
Surprise Attack

Ignore all castle and defensive terrain effects in 1 province this turn. Receive 1 VP for each victory in the selected province this turn.

Play during turn

Epochs 1-7 Deck 8
Revolt

One army attacks an enemy province of your choice.

Play before turn

Epochs 1-7 Deck 8
Home territory

The current daimyo receives 2 bonus armies, but they must be placed in empty land provinces.

Play during turn

After 2nd epoch Deck 9
Mongol Invasion

3 combat strength counters attack from overseas beginning with Hizen or Chikuzen. No victory points are received at this time.

Play when all players are done with the 2nd epoch

After 3rd epoch Deck 9
Ashikaga Yoshimitsu

A 3 combat strength lesser daimyo appears in Miyako. Place a capital in Miyako. No victory points are received at this time.

Play when all players are done with the 3rd epoch

After 5th epoch Deck 9
European Trade

Place the "Hakata" and "Sakai" counters as desired in provinces adjacent to a sea or ocean (any province where a ship could reach overseas). No victory points are received at this time.

Play when all players are done with the 5th epoch

After 4th epoch Deck 9
Saitou Dousan

Choose 1 province, and replace the enemy armies in it with an equal number of your own. No victory points are received at this time.

Play when all players are done with the 4th epoch

After 1st epoch Deck 9
Karma

Throughout this game, when determining daimyos, subtract 1 from your total combat strength.

Play when all players are done with the 1st epoch

After 6th epoch Deck 9
Prospering Christianity

In all provinces (except sea zones) that do not contain any armies, place 1 army. No victory points are received at this time.

Play when all players are done with the 6th epoch