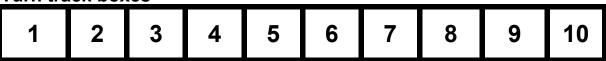
Surrounding Nobunaga Charts

Turn track boxes



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		Greater Daimyos	Neutral				nter Var	
Tokugawa leyasu 徳川家康	Start						Uesugi Kenshin 上杉謙信	Start					
Matsunaga Hisahide 松永久秀			Start				Takeda Shingen 武田信玄	Start					
Ukita Naoie 宇喜多 直家					Start		Mouri Motonari 毛利元就		Start				
Game Sequence Oda			Oda Re	Oda Reinforcement Chart			Anti-Oda	Anti-Oda Reinforcement Chart					
1. Combat card			(Starting turn 2, roll once each turn)				(Roll twice	(Roll twice each turn)					
draw phase			1: Place 3 Oda armies in area Shibata Katsuie is in					1: Move Uesugi marker 1 to right or place 2 Uesugi armies					
2. Reinforcement phase			2: Place 3 Oda armies in area Niwa Nagahide is in					2: Move Takeda marker 1 to right or place 2 Takeda armies					
 Action phase * Play event 			3: Place 3 Oda armies in area Sakuma Nobumori is in					3: Move Mouri marker 1 to right or place 2 Mouri armies					
* Army reinforcement			4: Place 3 Oda armies in area Takigawa Kazumasu is in 5: Place 3 Oda armies in area Hashiba Hideyoshi is in					 From Azai, Asakura, Miyoshi, Uesugi, Takeda, and Mouri (in other words, any non-Oda greater daimyos other than Honganji), 					
* Diplomacy			6: Place 3 Oda armies in area Akechi Mitsuhide is in					choose 2 and place 1 army for each one chosen.					
* Movement (/ combat)			Note: Place in 'ready' status. If chosen general					5: Place 2 Honganji armies					
* Continued combat			is dead, the reinforcements are not received					6: Move 1 lesser daimyo's diplomacy marker 1 box, or place					
* Pass			Note: During the first turn, instead of reinforcing,					2 Anti-Oda lesser daimyo armies					
4. End phase			place generals in their starting places				Note: Place	Note: Place in ready status. If chosen daimyo clan has					
							no un	no units on board, reinforcements are not received.					