

Road to Honganji Charts

Turn track boxes

Game turn	1	2	3	4	5	6
Game ends on die roll of:	Game continues			1-2	1-4	Ends

Petition chart (Vassal player daimyos only)			
Die roll:	1	2-4	5-6
Effect:	Draw 1 card	Place 1 of your armies in 'ready' status in an area that has at least 1 of your own clan units	Place 1 greater daimyo's army unit 'ready' in an area that has at least 1 of that clan's units.

Determining player order: First compare vassal players, then rebellion daimyos cut in
 Vassals: Most victory points first. Ties in order of: Akechi, Shibata, Tokugawa, Hashiba
 Rebellion: Fewest VPs choose first. Ties in order of: Hashiba, Tokugawa, Shibata, Akechi

Controllable greater Daimyos:

Akechi: Uesugi (上杉), Houjou: (北条), Honganji (本願寺)
 Shibata: Mouri(毛利), Honganji (本願寺)
 Tokugawa: Mouri(毛利), Honganji (本願寺)
 Hashiba: Uesugi (上杉), Houjou: (北条)

Death in battle check chart:

Non generals: Roll D6. 1-2: Flee 3-6: Died in battle
 Generals (including Nobunaga, defending generals, Castles) always fail (die in battle)

Player order boxes

First	Second	Third	Fourth
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Beginning player order placement:

First: Akechi (明智)

Second: Shibata (柴田)

Third: Tokugawa (徳川)

Fourth: Hashiba (羽柴)

Game Sequence

1. Order determination phase
2. Combat card draw phase
3. Petition phase
4. Action phase
 - * Play event
 - * Army reinforcement
 - * Transfer place of Oda clan's army
 - * Movement (/ combat)
 - * Continued combat
 - * Pass
5. End phase