

Road to Honganji

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 (part of 1 countersheet)
 - Combat cards (32 cards)
- Note:** Print out chart translation in 'landscape' mode

1-1 Board

Printed on the board are 'areas' that units are placed on, 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. Each area has its 'area name' and 'starting placements' printed on it. The 'Seto Sea' area is treated as a normal land area in the game.

1-1-2 Player order boxes

These boxes are for keeping track of player order.

1-1-3 Turn track

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

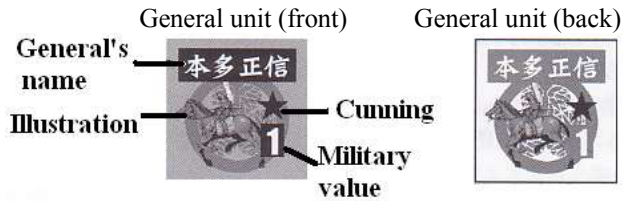
1-1-4 Charts

Charts needed for the game, such as the 'Petition chart', 'Death in battle check chart', 'Game end determination chart', the game sequence, and so on are printed on the map.

1-2 Units

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

1-2-1 Generals



Units with a military value printed on them are generals.

Generals represent the important people of the time, their soldiers, and each player's castles. 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: All generals have this value, which represents combat expertise and battlefield command skill.
- 3) Cunning: Some generals have this value, which indicates that general having expertise in carrying out plots, schemes and their domestic administration ability.

1-2-1-1 Leaders

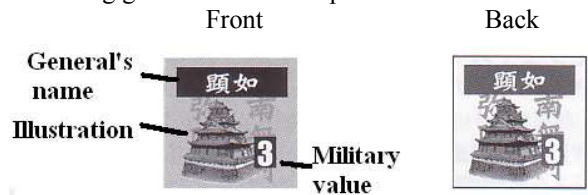
These are the daimyos that are the main characters that each player becomes: 'Hashiba Hideyoshi', 'Akechi Mitsuhide', 'Shibata Katsuei', and 'Tokugawa Ieyasu' (shown below in that order):



If their leader dies in battle, that player is out of the game.

1-2-1-2 Defending generals

Defending general units are depicted as below:



A general whose illustration is a castle is a defending general (exception: Oda Nobunaga's picture is not a castle, but he is still a defending general). A defending general cannot move, and if forced to take a 'death in battle check', they automatically fail. Other than this, they are treated as normal generals.

1-2-1-3 Strategists



Strategists are generals with a '+1' military value, that can raise the military value of other generals by +1. However, when they do that, they do not roll any dice themselves in combat.

1-2-2 Armies

Army unit (front) Army unit (back)



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

Oda Nobunaga's armies have individual general names written on them, but they are treated in every respect as an army unit, and have no general unit properties whatsoever.

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 Order marker (front) Order marker (back)



For markers, there are 4 order markers (in four different colors, 1 for each player), and 1 turn marker.

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 and logistic ability.

Combat cards have their 'card name', 'required cunning level', and 'event effects' printed on them.

Chapter 2: Game preparation

Spread the board out on a table, shuffle the cards, and place the counters near the board. Prepare for the game using the following steps:

2-1 Character determination

The players decide which controls each of the 4 leaders: 'Hashiba Hideyoshi', 'Akechi Mitsuhide', 'Shibata Katsui', and 'Tokugawa Ieyasu'.

2-2 Unit placement

Place units in areas as directed by the 'starting placements' printed on the map.

The remaining units 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 order markers are placed in this order: 'Akechi', 'Shibata', 'Tokugawa', and 'Hashiba'.

2-4 Combat card preparation

Combat cards are shuffled, and placed face down next to the board, referred to as the stack.

Chapter 3: Sequence of play

This game has up to 6 turns, each turn being a single time through the sequence of play.

Each turn progresses by going through the phases described below.

3-1 Order determination phase

Place the order markers to indicate the order for that turn. First, vassal players are placed in order of victory points, highest first. If there is a tie, the order of precedence is: Akechi, Shibata, Tokugawa, Hashiba. Next, rebellion players 'cut in' and place their order marker in the spot they choose (this can be at any point of the entire order; before, in the middle, or after any vassal player). If there are several rebellion players, they place their order markers starting with the player with the least victory points and working upward. If there is a tie, they choose in the order of: Hashiba, Tokugawa, Shibata, Akechi.

3-2 Combat card draw phase

Each turn, each player draws 4 cards from the stack. This is called their hand, and the contents of their cards

are kept secret from their opponent.

3-3 Petition phase

Vassal daimyos each roll one die to determine if they receive an extra combat card or reinforcements.

3-4 Action phase

Each player, in turn order, performs actions in their action phase. As long as they have cards, a player must use at least 1 combat card on an actions, until all players have used up all their combat cards.

3-5 End phase

In this phase, on turn 4 and later, the first player rolls 1 die to perform a game end check. On any turn, if the game does not end, combat cards are all shuffled, and all 'spent' units are returned to 'ready' status.

Game end check chart:

End of turn 4: Game ends on a roll of 2 or less

End of turn 5: Game ends on a roll of 4 or less

End of turn 6: Game automatically ends.

Chapter 4: Daimyos and controlled armies

All units in the game are controlled by a daimyo, and are separated by color according to their controlling daimyo. Each daimyo belongs to the 'Oda', 'Anti-Oda', or Neutral side.

There are 4 types of daimyo clans: player daimyos, non-player daimyos, Oda clan, and Neutral armies.

Each player daimyo and the Oda clan are all treated separately from each other.

4-1 Player daimyos

Hashiba, Akechi, Shhibata, and Tokugawa are player daimyos. Player daimyos are either in the status of being a vassal or rebelling (exception: those who lost and are out of the game, see 10-1), and are respectively called vassal daimyos and rebellion daimyos.

Vassal daimyos are on the side of the Oda clan, and rebellion daimyos are on the Anti-Oda side.

At the beginning of the game, all players are vassal daimyos. When any one of the following occurs, a daimyo immediately becomes a rebellion daimyo:

- 1) When the vassal daimyo ends movement in any area containing Oda clan units.
- 2) When the vassal daimyo ends movement in any area containing other vassal daimyo units.

When becoming a rebellion daimyo, that player's order

marker is flipped over to the back side that reads 'rebellion daimyo' (the side with the white background, 'rebellion' being printed in Japanese in red text').

Once a daimyo becomes a rebellion daimyo, it can not return to being a vassal daimyo.

4-2 Greater daimyos

The daimyos Uesugi, Houjou, Mouri, and Honganji are all greater daimyos. They perform actions under the control of a player who is using a 'Surrounding Nobunaga' card. Each player can only choose from certain greater daimyos they can be in charge of, but can always choose from any from the list below any time they play that card:

Akechi: Uesugi, Houjou, Honganji

Shibata: Mouri, Honganji

Tokugawa: Mouri, Honganji

Hashiba: Uesugi, Houjou

Greater daimyos are all on the Anti-Oda side.

4-3 Oda clan

Units on a white counter with a gold crest in the background belong to the Oda clan.

Oda clan units do not perform their own actions.

Oda clan units are always on the Oda clan side.

4-4 Neutral armies

Any units on white counters other than Oda clan units are Neutral armies, collectively treated like a single daimyo. Neutral armies are always on the Neutral side. Noone can become allies with Neutral armies.

When Neutral armies receive attacks from another side, they can only perform counterattacks.

Neutral army units do not perform their own actions.

4-5 Separation of daimyo clans

A unit is allowed to attack another daimyo's units belonging to the same side, and movement restrictions are enforced between units on the same side but belonging to different daimyos.

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

The only units that can affect combat are units controlled by the daimyo clans participating in combat.

Area control is separated by daimyos, not by 'side'.

4-6 Your clan and other clans

Oda, Hashiba, Akechi, Shibata, Tokugawa, Uesugi, Houjou, Mouri, Honganji, and Neutral armies are all considered 'other clans' to any clan but themselves.

In chapters 7 and 8, the daimyo performing actions to called the 'own clan'.

Example 1: When the Shibata player is moving Shibata units, Shibata (only) is considered their 'own clan', and all other clans are considered 'other clans'.

Example 2: When the Shibata player uses 'Surrounding Nobunaga' to move Houjou units, Houjou (only) is considered the 'own clan', and all other clans, even the Shibata clan, are considered 'other clans'.

Chapter 5: Controlling areas

All areas are under 'control' of one of the daimyos. Control of areas influence victory points.

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.

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, control goes to the daimyo that just performed a combat action. If there is not a daimyo that participated in that action turn's combat, the current action turn's player chooses which daimyo gets control from among the daimyos that do have units in the area.

5-3 Empty areas

Areas with no units in them are considered controlled by Neutral armies.

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', 'army reinforcement', 'transfer placement of Oda clan armies', 'unit movement (and combat)', 'continue combat', or 'discard'. As long as that player has at least one, they must use up at least one card. In a single action turn, any number of actions can be performed by a player. When performing multiple actions, a player must completely finish one action before continuing to the next. A player is not required to perform all their actions during the same run through

the player order sequence, as long as they have cards, they can perform from 1 to as many actions as they wish each time through the player order sequence.

6-1 Action phase sequence

Players take action turns in the player order sequence. A player that does not have any cards automatically passes. The player order sequence is repeated until no player has any cards.

6-2 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 player's generals must collectively have sufficient cunning to satisfy at least the 'minimum required cunning' printed on the card. The used combat card is discarded (this satisfies the 'each action requires a discard' requirement).

6-3 Army reinforcement

When 'army reinforcement' is chosen, the player chooses 1 of the following two kinds of army reinforcement (6-3-1 or 6-3-2) and performs it. The player then chooses 1 card from their hand and discards it.

6-3-1 Action turn player's army reinforcement

When choosing to reinforce their own clan's armies, a player chooses one area controlled by their own clan, and places one of their own clan units in that area in 'spent' status.

6-3-2 Neutral army reinforcement

When choosing to reinforce Neutral armies, a player chooses one area containing at least 1 Neutral unit, and places another Neutral army unit in that area.

6-4 Transfer placement of Oda clan armies

This action can only be chosen by a vassal daimyo.

When 'transfer placement of Oda clan armies' is chosen, the player chooses 1 Oda clan army unit, and places it in an area controlled by another Oda clan unit.

The player performing this action then chooses 1 card from their hand and discards it.

6-5 Unit movement

When 'unit movement' is chosen, the player can move 'ready' (not 'spent') units in an area. The details are explained in chapter 7.

If there are other clans' unit(s) in the area being moved to, combat is immediately performed. The details are

explained in chapter 8.

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

6-6 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 single clan's units in the same area (explained in chapter 8).

When continued combat is performed, the player chooses 1 card from their hand and discards it (and if additional combats are performed, 1 card for each of those are discarded as well).

6-7 Discard

When 'discard' is selected, a player does nothing other than choosing and discarding 1 or more cards, and it becomes the next player's action turn.

6-8 End of the action phase

When all players run out of combat cards, the action phase ends.

6-9 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 own clan's units from 1 area and move them to a single destination area no more than 2 areas away. However, if they enter any area along the way that contains any other clan's units, they must stop there (exception: see 7-5).

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 clan, combat is performed immediately.

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

Example 1: A vassal daimyo's unit that enters an area containing another vassal daimyo's unit(s) must immediately stop and perform combat.

Example 2: If the Shibata player uses 'Surrounding Nobunaga' to move Houjou unit(s) to an area containing only Shibata units, they must immediately stop and perform combat.

7-1 Units that can move

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

In a single movement, a player can move multiple units (a stack) together. 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 conditions 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 unit must remain, which can be an army or a general.

2) If there are other clans' units in the same area they are in.

Exception to '2)': This does not apply to two rebellion daimyos, or a rebellion daimyo and a greater daimyo. As long as the other conditions are satisfied, they can separate from each other.

3) If they are a defending general.

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'.

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'.

7-5 Exception to forced end of movement

A vassal daimyo is free to continue movement through an area occupied by units belong to another vassal daimyo or Oda clan. However, if a vassal daimyo ends movement in such an area, they become a rebellion

daimyo and combat is performed.

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 clans' units ('movement / combat'), they perform an attack against the opposing clan's units. Units belonging to the daimyo that was attacked perform a counterattack.

A clan 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', 'target daimyo clan', and 'attacking commander'.

8-1-1 Units performing attacks

When an attack is performed, all unspent units in the area belonging to the attacking daimyo clan 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 clan.

8-1-2 Attack target

In an area selected for combat, a player can choose any other single daimyo clan that is in that area as a target; individual units cannot be 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.

8-2 Counterattack

All units belonging to the daimyo clan 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.

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.

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. However, if Oda clan armies are selected to be removed, those armies instead become Neutral armies (are flipped over).

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 clan 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 clan 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

9-1 Victory conditions

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

- 1) When all but one player has been defeated and dropped out of the game, the remaining player is the winner.
- 2) If all greater daimyos have been defeated (removed from the board), and Oda Nobunaga remains, the game ends. In this case, the winner among the vassal daimyos is determined by victory points.
- 3) When the game end check results in the game ending. In this case, if Oda Nobunaga remains alive, all players lose. If Oda Nobunaga has been defeated (removed from the board), the player with the most victory points wins.

9-2 Victory points

- 1) For control of Miyako Azuchi area: 2 points
- 2) Control of each other area (incl. Seto Sea): 1 point
- 3) For player who defeated Oda Nobunaga: 1 point (unless removed by a greater daimyo)
- 4) Revenge: A player who knocks the player who

received points for '3)' above: 1 point (unless removed by a greater daimyo)

- 5) For fulfilling the conditions of the 'Chief adviser to the Emperor declaration' event card: 1 point.

9-3 When there is a tie for most victory points

When players eligible to win are tied for the most victory points, the winner amongst them is determined by the following, in order of tiebreaker priority (the top being the first tiebreaker, etc):

- 1) The player who received a victory point for conditions '3)' or '4)' above.
- 2) The player who received a victory point for condition '5)' above.
- 3) The player who received victory points for condition '1)' above.

Example: If Akechi (removed Nobunaga) and Shibata (controls Miyako/Azuchi) end the game with the same score, Akechi would be the winner.

Chapter 10: Special rules

10-1 Players knocked out of the game

A player whose leader is removed from the board is knocked out of the game. Their remaining units immediately join the Neutral side, and their generals become defending generals/ The losing player's cards are all immediately discarded.

Neutral armies are treated as a different daimyo than those of a player who was knocked out of the game.

10-1-1 Control of a lost player's areas

Control of areas continues. No player receives victory points for areas still controlled by a knocked out player at the end of the game.

10-2 Three player games

In a three player game, do not use the 4 areas to the south and east of the border with the red text printed along it (which reads '3 player border'). The 4 areas are: Mikawa, Toutoumi / Suruga, Kai, and Kantou. Starting placement units in unused areas are not placed (such as Tokugawa and Houjou's units).

All other 4 player rules are followed.

10-3 Transferring placement

When transferring placement due to an event, preserve the units' 'ready' / 'spent' status. Because this is not movement, no combat occurs as a result of transferring placement.

Chapter 11: Optional rules

11-1 Number of petitions

Each time the number of vassal daimyos lowers due to rebellion or players being knocked out of the game, the number of dice the remaining vassal players roll is increased by 1.

Example:

When 1 daimyo becomes a rebellion daimyo, the remaining vassal daimyos each roll for 2 petitions. When the 2nd becomes a rebellion daimyo, the remaining vassal daimyos each roll for 3 petitions.

11-2 Control points for players knocked out of the game

This modifies rule 10-1-1. A player who knocks another player out of the game (removes their leader) receives any victory points for areas still controlled by the defeated daimyo's clan at the end of the game. If that player is also knocked, the player who knocked them out receives both knocked out players' control area victory points. This rule does not apply to players knocked out by a greater daimyo.

Example:

Hashiba is knocked out of the game by Akechi, who is knocked out of the game by Shibata. The Shibata player receives victory points for any areas controlled by the remaining armies of Hashiba or Akechi at the end of the game.

Counter sheet translation:

Only counters encircled by the thin red line on the countersheet are used for 'Road to Honganji' (the top six and a half rows). The counters below the red line (the bottom four and a half rows) are used for 'Strategic Hokusukinoe Battle', the other game included with Game Journal #15.

Military values are printed after the name, as well as a '★' for 'cunning' generals, and 'DEF' for defending generals. An 'R' after the name and before the military value indicates the name is written in red text (important for the 'Opportunism' combat card)

Order markers (one for each player color):

行動順 臣従 Order – Vassal (front of counter)

行動順 反逆 Order – Rebellion (back of counter)

ターン Turn marker

Hashiba clan counters (tan background)

羽柴 秀吉 Hashiba Hideyoshi : 2 ★

黒田 官兵衛 Kuroda Kanbee : 'R' +1 ★

羽柴 秀長 Hashiba Hidenaga : 1 ★

蜂須賀 小六 Hachisuka Koroku : 2

羽柴軍 Hashiba army

姫路城 Himeji Castle (Hashiba clan's castle): DEF 3

Akechi clan counters (light blue background)

明智 光秀 Akechi Mitsuhide : 3 ★

細川 忠興 Hosokawa Tadaoki : 2

細川 藤孝 Hosokawa Fujitaka : 'R' 1 ★

明智軍 Akechi army

坂本城 Sakamoto Castle (Akechi clan's castle): DEF 3

Shibata clan counters (dark green background)

柴田 勝家 Shibata Katsuei : 3

滝川 一益 Takigawa Kazumasu : 'R' +1 ★

前田 利家 Maeda Toshiie : 2

柴田軍 Shibata army

北之庄城 Kitano Castle (Shibata clan's castle): DEF 3

Tokugawa clan counters (dark red background)

徳川 家康 Tokugawa Ieyasu : 2 ★

本多 忠勝 Honda Tadakatsu : 3

榊原 康政 Sakakibara Yasumasa : 2

本多 正信 Honda Masanobu : 1 ★

徳川軍 Tokugawa army

浜松城 Hamamatsu Castle (Tokugawa clan's castle): DEF 3

Mouri clan counters (tannish brown background)

吉川 元春 Kikkawa Motoharu : 2

小早川 隆景 Kobayakawa Takakage : 2

毛利軍 Mouri army

毛利 輝元 Mouri Terumoto : DEF 2

清水 宗治 Shimizu Muneharu : DEF 2

Honganji counters (gray background)

顕如 Kenryo : DEF 3

雑賀 孫一 Saika Magoichi : 3

下間 頼廉 Shimotsuma Rairen : DEF 3

本願寺軍 Honganji army

Houjou clan counters (deep blue background)

北条 氏政 Houjou Ujimasa : DEF 3

北条 氏邦 Houjou Ujikuni : DEF 3

北条 氏照 Houjou Ujiteru : DEF 3

北条 綱成 Houjou Tsunashige : 2

北条軍 Houjou army

Oda clan counters (white background w/ gold crest)

織田 信長 Oda Nobunaga : 3

織田 信忠 Oda Nobutada : 1

丹羽 長秀 Niwa Nagahide : 'R' 3

松永 久秀 Matsunaga Hisahide : 'R' 2

荒木 村重 Araki Murashige : 'R' 1

森 可政 Mori Yoshimasa : army unit

筒井 順慶 Tsutsui Junkei : army unit

中川 清秀 Nakagawa Kiyohide : army unit

佐久間 信盛 Sakuma Nobumori : army unit

森蘭丸 Mori Ranmaru : army unit

Uesugi clan counters (purple background)

上杉謙信 Uesugi Kenshin : 3

上杉軍 Uesugi army

上杉景勝 Uesugi Kagekatsu : DEF 3

直江兼統 Naoe Kanetsugu : DEF 3

Neutral clan counters (white background, no crest)

真田昌幸 Sanada Masayuki : DEF 4

武田勝頼 Takeda Katsuyori : DEF 3

宇喜多直家 Ukita Naoie : DEF 3

長宗我部元親 Chousokabe Motochika : DEF 2

神保長職 Jinbou Nagamoto : DEF 2

山名裕豊 Yamana Hirotoyo : DEF 2

村上武吉 Murakami Takeyoshi : DEF 2

一色義道 Isshiki Yoshimichi : DEF 2

姉小路頼綱 Anekouji Yoritsuna : DEF 2

穴山信君 Anayama Nobukimi : DEF 2

中立軍 Neutral army

FAQ:

Q1: Do the castles mentioned in the 'Fortification' and 'Surrender of garrison army' cards refer to the Himeji, Sakamoto, Kitano, and Hamamatsu Castles?

A: Yes

Q2: Other than the Kitano castle placed during setup, can castles be placed anywhere on the map, regardless of its name if they fulfill normal placement restrictions?

A: Yes

Q3: Are castles treated as defending generals?

A: Yes, as in rule 1-2-1-2.

Q4: Can a defending general be chosen as a commanding general in battle?

A: Yes

Q5: Once a castle is placed on the board and removed for some reason, can it again be placed on the board with a 'Fortification' card?

A: Yes

Q6: Can a player voluntarily remove a castle from the board that they placed?

A: Only if a new 'Fortification' card is played, in which case the player can 'move' the castle to a new area.

Q7: Can you freely choose between a castle and a defending general on who to apply damage to first?

A: Yes, as per 1-2-1-2 'it is treated in all other respects as a normal general', so you are free to select which is removed (a defending general, and therefore a castle, automatically fails a 'death in battle' check').

Q8: Can a general that passes a death in battle check retreat to an area currently in combat?

A: No, the general is retreating from battle.

Map Translation

The initial game setup is shown on the picture on the last page of this translation (reproduced from the back cover of Game Journal #15, cutting off the 'extra' Honganji army shown on the bottom of the map on purpose, as it is not part of the setup).

Referring to this while setting up will make it much easier to match the counters with their starting areas. The color of the areas roughly matches the colors of the counters.

Working mostly from left to right on the map, keeping each clan's starting areas together (except for Neutral armies being in two groups of areas):

中国 - Central Japan (Mouri)

毛利輝元 Mouri Terumoto : DEF 2

吉川元春 Kikkawa Motoharu : 2

小早川隆景 Kobayakawa Takakage : 2

毛利軍 Mouri army x4

備前 - Bizen (Mouri)

清水宗治 Shimizu Muneharu : DEF 2

四国 - Shikoku (Neutral)

長宗我部元親 Chousokabe Motochika : DEF 2

瀬戸内海 - Seto Sea (Neutral)

村上武吉 Murakami Takeyoshi : DEF 2

美作 - Mimasaka (Neutral)

宇喜多直家 Ukita Naoie : DEF 3

但馬 - Tajima (Neutral)

山名裕豊 Yamana Hirotoyo : DEF 2

丹後 - Tango (Neutral)

一色義道 Isshiki Yoshimichi : DEF 2

播磨 - Harima (Hashiba)

羽柴秀吉 Hashiba Hideyoshi : 2 ★

羽柴秀長 Hashiba Hidenaga : 1 ★

黒田官兵衛 Kuroda Kanbee : 'R' +1 ★

蜂須賀小六 Hachisuka Koroku : 2

羽柴軍 Hachiba army x 2

丹波 - Tanba (Akechi)

明智光秀 Akechi Mitsuhide : 3 ★

細川藤孝 Hosokawa Fujitaka : 'R' 1 ★

細川忠興 Hosokawa Tadaoki : 2

明智軍 Akechi army x 2

紀伊石山 - Kii Ishiyama (Honganji)

雜質孫一 Saika Magoichi : 3

頭如 Kenryo : DEF 3

下間頼廉 Shimotsuma Rairen : DEF 3



北摂 - Hokusetsu (Oda)
荒木村重 Araki Murashige : 'R' 1

大和 - Yamato (Oda)
松永久秀 Matsunaga Hisahide : 'R' 2

京安土 - Miyako Azuchi (Oda)
織田信長 Oda Nobunaga : 3
森可政 Mori Yoshimasa : army unit
佐久間信盛 Sakuma Nobumori : army unit
中川清秀 Nakagawa Kiyohide : army unit
筒井順慶 Tsutsui Junkei : army unit
森蘭丸 Mori Ranmaru : army unit

尾張志摩 - Owari Ise (Oda)
丹羽長秀 Niwa Nagahide : 'R' 3

岐阜 - Gifu (Oda)
織田信忠 Oda Nobutada : 1

越前 - Echizen (Shibata)
柴田勝家 Shibata Katsuei : 3
滝川一益 Takigawa Kazumasu : 'R' +1 ★
前田利家 Maeda Toshiie : 2
北之庄城 Kitano Castle (Shibata clan's castle):DEF 3
柴田軍 Shibata army x 2

三河 - Mikawa (Tokugawa)
徳川家康 Tokugawa Ieyasu : 2 ★
本多忠勝 Honda Tadakatsu : 3

榊原康政 Sakakibara Yasumasa : 2
本多正信 Honda Masanobu : 1 ★
徳川軍 Tokugawa army x 1

越中加賀 - Etchuu Kaga (Neutral)
神保長職 Jinbou Nagamoto : DEF 2

飛騨 - Hida (Neutral)
姉小路頼綱 Anekouji Yoritsuna : DEF 2

信濃 - Shinano (Neutral)
真田昌幸 Sanada Masayuki : DEF 4

甲斐 - Kai (Neutral)
武田勝頼 Takeda Katsuyori : DEF 3

遠駿 - Toutoumi Suruga (Neutral)
穴山信君 Anayama Nobukimi : DEF 2

越後 - Echigo (Uesugi)
上杉謙信 Uesugi Kenshin : 3
上杉景勝 Uesugi Kagekatsu : DEF 3
直江兼続 Naoe Kanetsugu : DEF 3
上杉軍 Uesugi army x 4

關東 - Kantou (Houjou)
北条氏政 Houjou Ujimasa : DEF 3
北条綱成 Houjou Tsunashige : 2
北条氏照 Houjou Ujiteru : DEF 3
北条氏邦 Houjou Ujikuni : DEF 3
北条軍 Houjou army x 3