Solitaire Nobunaga 1570

Translator's notes are in **green**.

Full names are presented in Japanese style, family names first. Note that Nobunaga is his given name and Oda is his family name.

Card names are in *italics*. Area names are in **boldface**.

1. INTRODUCTION

This solitaire game simulates the struggle between Oda Nobunaga and a coalition of opposing lords (Opposition) that began in 1570. The player commands Nobunaga's forces and fight until they achieve the victory or defeat.

2. COMPONENTS

This game comes with the following items. In addition to the items listed below, please prepare several six-sided dice.

- 1 Rulebook
- 1 Counter sheet
- 1 Game map
- 1 Card sheet

2.1 Pieces

Before play, carefully separate the counters from the sheet. There are two types of pieces: units and markers.

2.11 Units

Units represent military formations of 1500 to 3000 soldiers. Units belong to *armies*, distinguished by the color and crest of the army's *lord*.

Some units are *generals* who can command other units, taking actions when directed by Situation cards (6.). Every general has a Strength rating from 2 to 5 that is used when attacking (8.). Generals also count as units. Non-general units may only act when led by a general of their army (see 7., 8., 9., 10.).

2.12 Markers

① **Power marker:** Displays the player's current Power on the Power track (see 3.2).

② **Status markers:** Displays the current loyalty and active status of each lord/army on their own Status tracks (11.).

2.2 Game Board

Use the game board included with this magazine.

2.21 Map

The map is divided into several areas. A unit on the map must be located within a specific area.

① **Area Name:** Areas without a name are not used in the game and units cannot enter them.

② **Area Control Space:** Place units here to indicate which army controls the area (see 3.4).

③ **Base Symbol:** A red control space indicates a *base area*. Control of base areas counts towards your Power (3.2) and victory condition (14A). The square base symbols ■ (**Yamashiro** and **West Mino**) indicate important bases for one of your defeat conditions (14B2).

Note: **Yamashiro** contains the capital Kyō, the center of the Shōgun's power. **West Mino** is where Gifu is located, Nobunaga's personal capital.

④ **Setup:** Printed in each area is a listing of the units that begin the game there, in the following format (4.).

[General]
[Army] x [Number of units]

⑤ **Roads:** Some areas are connected by roads. Units may only march into an adjacent area connected by a road (7.).

Note: **North Ōmi** and **West Mino** are adjacent areas, but the road goes through **South Ōmi** so you cannot move directly between **North Ōmi** and **West Mino**. The same is true for **Awaji** and **Kii**, with the road through **Settsu**; and for **Yamato** and **South Ise** with the road through **Yamashiro**.

2.22 Tracks and Boxes

① **Power track:** Place your Power marker here to indicate your current Power (see 3.2).

② **Status track:** There are Status tracks for Oda Vassals (collectively), Nobunaga-allied lords, and

Opposition lords who begin the game inactive. Place Status markers to indicate the current status for each (11.).

③ **Force Pool:** There are two force pools, one for Nobunaga and one for Opposition. Eliminated/replacement units are organized in their respective force pool boxes (8., 9., 10.).

2.3 Situation Cards

Carefully separate the 16 Situation cards from the sheet included with the game (5., 6.).

3. GAME BASICS

3.1 Factions, Lords, and Armies

(A) Units are divided into three *factions*: Nobunaga, Opposition, and Neutral.

(B) Each faction consists of several *lords*.

When a Situation card is turned up, the corresponding lord's general(s) act according to the card text (6.).

① **Nobunaga**

You control the three lords who belong to the Nobunaga faction: Oda Nobunaga and his allies Tokugawa Ieyasu and Matsunaga Hisahide.

The Oda army has five generals: Oda Nobunaga, and four generals referred to as Oda vassals.

Tokugawa, Matsunaga, and Oda vassals may become neutral or even join the Opposition (11.3, 11.4).

② **Opposition**

The Opposition faction consists of all lords hostile to Nobunaga, who act according to instructions in the rules.

The following lords belong to the Opposition faction: Takeda, Azai/Asakura, Hongan-ji, Uesugi, Mōri, Ukita, and Rebel Oda Vassals. Of these, Uesugi, Mōri, and Ukita are inactive at the start of the game and cannot activate their generals, but their units are still considered Opposition.

There are no Rebel Oda units at the start of the game, but they may be created by rebellions due to the *Ashikaga Yoshiaki* Situation card (13.1).

③ **Neutral**

Neutral units do not belong to either the Nobunaga or Opposition factions, and are enemy to both.

Several individual neutral units begin on the map.

Nobunaga allies Tokugawa and Matsunaga can become neutral, depending on their current Status.

Situation cards never activate neutral armies.

(C) The following Opposition lords have multiple *armies*.

Each army consists of a general and the units they lead (the name in parentheses is the name of the general). Armies are handled individually in terms of home areas (3.3), marching (7.), attacking (8.), and replacements (9.).

① **Azai/Asakura**: Azai army (Azai Nagamasa); Asakura army (Asakura Yoshikage)

② **Mōri**: Mōri army (Mōri Terumoto); Kobayakawa army (Kobayakawa Takakage); Kikkawa army (Kikkawa Motoharu). Note: These all share a single color

③ **Hongan-ji:** Ishiyama Ikkō League, Nagashima Ikkō League, Kaga Ikkō League, Hongan-ji (Saika Magoichi).

Other lords have only a single army.

3.2 Power

Count the number of base areas your lord's control (even if they contain enemy units). Half of this total (rounded down) is your *Power*. Power is recalculated after each Situation card. Use the Power marker on the Power track to indicate your current Power.

Power determines how far Oda generals can march (7.2A) and how many replacements they can take (9.A). You lose the game if your Power falls below 2 (14.B).

3.3 Home Areas

The area where an army's generals are placed during setup are that army's *home area*.

A general taken as a replacement is placed in his home area (9.).

If an army's home area is enemy-controlled, its lord may be defeated (12A).

3.4 Area Control

(A) At the start of the game, each area is controlled by the army that occupies it.

(B) The army that controls an area is placed in that area's Control space.

(C) After any Situation card, if the faction controlling an area has no units remaining and the faction that acted has at least one unit remaining in the area, that faction gains control of the area.

(D) In areas you control, you may arbitrarily change the controlling army after any Situation card. You cannot change control of a home area this way.

4. SETUP

(A) Place generals and units in each area as indicated on the map.

(B) Place any remaining units in its faction's force pool.

(C) Place the Power marker in the START box (2) of the Power track.

(D) Place the Status markers for Oda Vassals, Tokugawa, Matsunaga, Uesugi, Mōri, and Ukita in the START box of their corresponding Status tracks.

(E) Shuffle the 16 Situation cards and place them face down as a draw pile.

5. SEQUENCE OF PLAY

(A) Turn up the top Situation card of the draw pile and follow the instructions on the card.

(B) Once you have completed the Situation card, discard it, then turn up the next Situation card and follow its instructions.

(C) Repeat steps (A) and (B) until the *Pursuit Order* Situation card is turned up.

(D) When the *Pursuit Order* Situation is completed, gather up all the Situation cards in the discard pile and remaining draw pile and shuffle them to create a new draw pile. Then start over from (A).

6. ACTIVATION

When a Situation card activates one or more generals, actions are taken differently for the Nobunaga and Opposition factions.

Only units in the same area as an activated general can perform actions.

6.1 Nobunaga Generals

When a Nobunaga general is activated, choose one of the following actions.

① March (7.)
② Attack (8.)
③ Take Replacements (9.)
④ Disband (10.)
⑤ Do nothing

6.2 Opposition Generals

When an Opposition general is activated, you must resolve his actions in the following order:

(A) **March or Attack:** Do **one** of the following:
① **March:** If there are no enemy units in the general's area, the general marches (7.).
② **Attack:** If there are enemy units in the general's area, the general attacks (8.).

(B) **Take Replacements:** After the activate general marches, they take replacements (9.).

Note: Opposition generals both march/attack and take replacements.

7. MARCHING

7.1 March Restrictions

A marching general must adhere to the following restrictions.

(A) A general can only march to an adjacent area that is connected by a road.

(B) A general cannot leave an area empty. At least one unit must be left behind in the area the general is leaving. When leaving a home area, the unit left behind must match.

7.2 Nobunaga Generals

(A) Your general can march through multiple adjacent areas connected by roads, up to a number of areas equal to your Power. However, you cannot march directly from an area with enemy units to another area with enemy units (but you may pass through an area without enemy units in between).

(B) If you march into an area that (at the start of the march) contained enemy units, or did not contain Nobunaga units, you must stop in that area.

(C) A marching general can lead any number of units from the same lord that start in the same area. Oda vassals can lead other vassals on a march, but they cannot lead Oda Nobunaga himself (the reverse is allowed).

(D) Units must march to the same destination area; they may not be dropped off along the way or march in different directions.

7.3 Opposition Generals

(A) If there are no enemy units in his area, an Opposition general will march to an adjacent area connected by a road. Opposition generals never march more than one area.

(B) An activated Opposition general leads all units from his army when marching, except one is left behind in the case of 7.1B above. If multiple armies march from the same area, one unit from the army listed last in the Replacements section of the Situation card is left behind. If there are unactivated Opposition units remaining in the area, no units need be left behind.

(C) Opposition generals always march so as to close the distance to either **Yamashiro** or **West Mino**, whichever is closer. If tied, march in the direction of the arrow (if there is one); if there is no arrow, roll a die to determine randomly.

8. ATTACKS

When a general attacks, follow this procedure:

(A) The attack includes all units from the general's army in the general's area.

(B) For each attacking unit, roll one six-sided die.

(C) Each roll less than on equal to the attacking general's Strength scores one hit.

(D) The attacker removes enemy units in the general's area equal to the number of hits scored, placing them in the appropriate force pool, subject to the following restrictions:

① When an Opposition general attacks in an area with both Nobunaga and neutral units, eliminate Nobunaga units first.

② A general cannot be eliminated until all units in his army have been eliminated.

③ Units in their home area cannot be eliminated until there are no other enemy units in the area.

Within the above restrictions, the player decides which units to eliminate, regardless of whether Nobunaga or the Opposition is attacking.

Note: Only one army rolls and scores hits in an attack; there are no counterattacks.

9. REPLACEMENTS

When a general takes replacements, follow this procedure:

(A) Take the indicated number of units from the force pool and place them in the area with the general specified by the Situation card.

① If the specified general is an Oda vassal: place units equal to your Power if you control the vassal, or 2 units if he is Opposition.

② Ikkō League units are placed in the specified area rather than with a general (13.2).

(B) Replacements are placed regardless of the presence of enemy units.

(C) Units placed must be taken from the force pool; if units in the force pool are insufficient, take all that are available. Opposition generals must take as many replacements as allowed.

(D) If the specified general is in the force pool, place him in his home area (if not under enemy control). Oda generals may be placed in any Nobunaga-controlled

area when taken as replacements. If multiple replacements are taken, they may be a mix of generals and units.

10. DISBANDING

When a general disbands, follow this procedure:

(A) You may remove any number of units (including generals) from the general's army in his area, and place them in the force pool.

(B) Disbanded units can be taken as replacements normally.

11. LORD STATUS

The following lords are handled differently depending on their Status indicated by the box occupied by their Status marker.

11.1 Status Markers

Some Situation cards will shift a lord's Status marker one box to the left or right.

A Status marker never shifts beyond either end of its track.

11.2 Opposition Lords

(A) Generals belonging to the following armies are inactive and cannot be activated by their Situation card until their lord's Status marker reaches the Active box.

① Uesugi
② Mōri, Kobayakawa, and Kikkawa: All three share Mōri Terumoto's Status marker
③ Ukita

(B) Once one of these armies is Active, the next time their lord's Situation card is turned up, they activate normally.

11.3 Nobunaga Lords

The following rules apply to Tokugawa Ieyasu and Matsunaga Hisahide.

(A) While the relevant lord's Status marker is in an Allied box, the lord will activate normally as a Nobunaga-allied lord.

(B) If the Status marker is in a Neutral box, the lord is in the neutral faction and will not take any actions.

(C) If the Status marker reaches the Rebellion box, flip all of that lord's units immediately (even units in the force pool) and treat them as an Opposition lord for the rest of the game.

11.4 Oda Vassals

The following rules apply to Oda Vassals (Oda generals other than Oda Nobunaga).

(A) Regardless of the position of the Oda Vassal Status marker, the player activates an Oda vassal as an Oda army general (unless he has rebelled).

(B) When the Situation card *Ashikaga Yoshiaki* shifts the Oda Vassals Status marker into a box with a Rebellion number, make a Rebellion check: if the Rebellion number is equal to or less than your Power, the Oda vassal whose card was turned up most recently *rebels* and becomes an Opposition general for the rest of the game. ***Note:*** If there are no Oda vassals in the discard pile, ignore this effect.

(C) Do not make any Rebellion checks when your Power changes. Oda vassals may only rebel when their Status marker is moved.

(D) When an Oda vassal rebels against Nobunaga, flip Oda units according to the following.

① If the Rebel Oda vassal is in an area with no other Oda generals, flip him and all Oda units in the area.

② If the Rebel Oda vassal is in an area with another Oda general, only flip the Rebel Oda vassal.

③ If the Rebel Oda vassal is in the force pool, remove him from the game.

(E) A Rebel Oda general joins the (Opposition) Rebel Oda army for the rest of the game. Additionally, any Oda units that were flipped during the rebellion also join the Rebel Oda army (13.1).

12. DEFEATING A LORD

(A) When a Situation card activates a lord's general, if all of the following conditions are met, the lord on that card is defeated.

① All generals activated by the card are in the force pool.

② The home areas of all armies designated to take replacements on the card are under enemy control.

(B) When a lord is defeated, all of that lord's remaining units are removed from the map and placed in the force pool, and the lord's Situation card is removed from the game.

(C) When a Situation card results in a lord being defeated, the card is treated as if it hadn't been turned up. Therefore, if a Situation card refers to a previous card, the defeated lord's card is skipped and the next previous Situation card is chosen instead.

13. SPECIAL LORDS

13.1 Rebel Oda Units

When an Oda vassal rebels, the Rebel general and units join the Rebel Oda army.

(A) When the Situation card of a Rebel Oda general is turned up, that general is activated as an Opposition general.

(B) When Rebel Oda generals take replacements, they replace 2 units.

(C) If multiple Oda vassals rebel, the Rebel Oda units are treated as one army. Units that rebelled earlier can be taken as replacements by other Rebel Oda generals.

(D) The Rebel Oda army has no home area, so their generals cannot be taken as replacements.

(E) If the Situation card of a Rebel Oda general is turned up and the the general is in the force pool, he is defeated and removed from the game (as in 12C). There is no effect on any other Rebel Oda units remaining on the map.

13.2 Hongan-ji

(A) The *Hongan-ji* Situation card activates the Ishiyama Ikkō League, Nagashima Ikkō League, Kaga Ikkō League, and the general Saika Magoichi.

(B) Each Hongan-ji army has a home area, which it controls at the start of the game.

13.21 Ikkō League Armies

The following rules apply to the Ishiyama Ikkō League, Nagashima Ikkō League, and Kaga Ikkō League.

(A) When activated by a Situation card, the Ikkō Leagues attack within their home areas at Strength 2, without a general.

(B) Only Saika Magoichi may march.

(C) Replacements may be taken in each Ikkō League home area and the area with Saika Magoichi.

① If Saika Magoichi is on the map, any units whose home area is connected to Saika's area are deployed there. Enemy units in intervening areas block the connection (but not armies in Saika's area).

② All other armies are deployed to their designated home area.

13.22 Hongan-ji Army

(A) Under the following circumstances, flip the indicated units to their Hongan-ji side; they are Hongan-ji army units for the rest of the game.

① **Ishiyama Ikkō League:** All 6 Ishiyama Ikkō League units are in the force pool, and the Opposition faction does not control **Settsu**.

② **Nagashima Ikkō League:** All 4 Nagashima Ikkō League units are in the force pool, and the Opposition faction does not control **Nagashima**.

③ **Kaga Ikkō League:** All 4 Kaga Ikkō League units are in the force pool, and the Opposition faction does not control **Kaga**.

(B) Hongan-ji units can only be taken as replacements by Saika Magoichi (1 unit).

(C) Hongan-ji units are subject to the restrictions of 13.21, except for replacements.

13.23 Saika Magoichi

(A) Saika Magoichi can lead units from Hongan-ji and any Ikkō League to march or attack.

(B) When Saika Magoichi takes his one replacement, it can be of any Hongan-ji or Ikkō League unit. Saika Magoichi may be taken as a replacement only after all other Ikkō League units. If multiple armies remain in the force pool, they are selected at random.

(C) When Saika Magoshi is taken as a replacement, place him in the first Opposition-controlled area in the following order of priority:

① **Kii**
② **Settsu**
③ **North Ise**
④ **Kaga**

If the *Hongan-ji* Situation card is turned up, none of these areas are Opposition-controlled, and Saika Magoichi is in the force pool, the Hongan-ji are defeated (12.).

14. ENDING THE GAME

(A) Victory Condition

You win immediately if you control **every area** on the map connected by a road.

(B) Defeat Conditions

You lose immediately if any of the following occurs:

① Oda Nobunaga is eliminated.
② Opposition forces **enter** either **Yamashiro** or **West Mino** (control is not required).
③ Nobunaga's Power falls below 2.

15. OPTIONAL RULES

When first learning the game, or if you feel it is too difficult (or not difficult enough!) try using any of these optional rules.

15.1 First Situation Card (reduced difficulty)

At the start of the game, **choose** the Situation card of your choice to turn up first.

15.2 Defeat Conditions (reduced difficulty)

You only lose if **Yamashiro** or **West Mino** are **controlled** by the Opposition, not merely entered.

15.3 Injury of Nobunaga Generals (increased difficulty)

① Each time an Oda vassal is sent to the force pool, shift the Oda Vassals Status marker one box to the right. If this triggers a successful Rebellion check, remove the general from the game without sending him to the force pool.

② When an Nobunaga-allied lord is sent to the force pool, shift that lord's Status marker one box to the right. If the marker reaches Rebellion, all of that lord's units are flipped and that lord joins the Opposition for the rest of the game.

16. SITUATION CARDS Q&A

Oda Nobunaga

Q: If the Oda Vassals Status marker is anywhere from Rebellion 6 to Rebellion 2, can the *Oda Nobunaga* card be used to shift the Status marker left?

A: The Oda Vassals Status marker is considered to be in a Rebellion box only if your Power makes Rebellion possible. For example, if the Oda Vassals Status marker is in the Rebellion 4 box, you can shift the Status marker one box to the left with the *Oda Nobunaga* card only if your Power is 4 or more.

Q. Same as above. If there are Oda vassals who have already rebelled, can the *Oda Nobunaga* card be used to shift the Status marker left?

A: If your Power meets the conditions of the Status track, you can shift the Status marker left, but this will not change the status of any Rebel Oda units.

Q: Can the *Oda Nobunaga* card shift the Tokugawa or Matsunaga Status marker one box to the left?

A: You can only shift an ally's Status marker left if it is in an Allied or Neutral box. If a lord has already joined the Opposition, you cannot shift their Status marker left.

Hongan-ji

Q: If the Ishiyama Ikkō League units are eliminated and become part of the Hongan-ji army, can they be placed in Kii as replacements?

A: If Saika Magoichi is in **Kii**, he can take a Hongan-ji (Ishiyama) unit as a replacement. However, **Kii** itself does not have provide replacements for Hongan-ji units.

Ashikaga Yoshiaki

Q: If *Ashikaga Yoshiaki* is turned up immediately after *Oda Nobunaga*, is the Oda Vassals Status marker shifted right one box?

A: No.

Q: If the Oda Vassal Status marker is in a box where Rebellion is possible, what happens if *Ashikaga Yoshiaki* is turned up immediately after *Oda Nobunaga*?

A: No Oda vassals rebel, but the Oda Vassals Status marker is shifted right one box.

Q: If *Ashikaga Yoshiaki* is turned up immediately after a Nobunaga-allied lord whose Status marker is in a Neutral box, can I shift the marker right?

A: Yes.

Q: What happens if *Ashikaga Yoshiaki* is turned up immediately after a Nobunaga-allied lord whose Status marker is in a Rebellion box?

A: Activate him as an Opposition lord.

Pursuit Order

Q: If *Pursuit Order* is turned up immediately after *Oda Nobunaga*, do I have to activate the same general as before?

A: You may change your choice of actions.

Q: If the card of an Oda vassal is turned up, then *Ashikaga Yoshiaki*, and the vassal rebels, and then *Pursuit Order* is turned up, does another vassal rebel? Does the Oda Vassals Status marker shift right?

A: When *Pursuit Order* is turned up, the Rebel Oda vassal is now an Opposition general, so the Rebel Oda vassal activates as an Opposition general.

EXAMPLE OF PLAY

Tokugawa Ieyasu with 5 units and Shibata Katsuie with 3 Oda units are in **Mikawa**. Takeda Shingen and 10 units are in **Totomi**.

We now turn up one Situation card at a time from the draw pile. We omit unrelated Situation cards for this example.

① *Takeda Shingen*: Activates for the Opposition faction.

Since there are no enemy units in **Totomi**, Takeda Shingen and 9 Takeda units advance to **Mikawa**. One Takeda unit is left in **Totomi**.

Since there are no Takeda pieces in the force pool, no replacements are taken.

② *Shibata Katsuie*: The player activates Shibata.

The player chooses to take replacements and places 2 Oda units from the pool in **Mikawa**.

③ *Pursuit Order*: The player reactivates *Shibata Katsuie*.

This time the player chooses to attack Takeda with Shibata Katsuie and 5 Oda units.

The player rolls 6 dice, and scores 3 hits (2 or less on the dice). 3 Takeda units are sent to the force pool (7 Takeda units remain).

The player reshuffles the discard and draw piles together to create a new draw pile.

④ *Takeda Shingen*: Activates for the Opposition faction.

Since there is an Oda piece in Takeda's area, they will attack.

They roll 7 dice and score 5 hits (on 4 or less).

The player removes 4 Oda units to the force pool (2 Oda and 6 Tokugawa units remain).

2 Takeda units are taken as replacements and deployed in **Mikawa** with Takeda Shingen (9 Takeda units total).

⑤ *Tokugawa Ieyasu*: The player activates Tokugawa.

The player chooses to attack with Tokugawa Ieyasu and 5 Tokugawa units.

They roll 5 dice and score 4 hits (on 4 or less). 4 Takeda units go to the force pool (5 Takeda units remain).

⑥ *Ashikaga Yoshiaki*: Tokugawa's Status marker is shifted right one box.

⑦ *Pursuit Order*: The player must replay *Ashikaga Yoshiaki*.

Since *Tokugawa Ieyasu* was the most recent card turned up before *Ashikaga Yoshiaki*, Tokugawa's Status marker is shifted right another box.

Since the Status marker has entered a Neutral box, Tokugawa becomes neutral. Unless he is returned to an Allied box with the *Oda Nobunaga* card, he will remain neutral, and there is a chance that he will switch sides to the Opposition depending on subsequent cards.

After this, the player reshuffles the discard and draw piles together to create a new draw pile, and continues the game.

CREDITS

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CARDS

Oda Nobunaga

Activate **Oda Nobunaga** or one **Oda Vassal**.
Alternatively, choose one Status marker in a Rebellion box (Oda Vassals) or Allied/Neutral box (Tokugawa/Matsunaga) and shift it left one box.
Replacements: Activated Oda general (Oda units equal to your Power)

Tokugawa Ieyasu

If Allied, Activate **Tokugawa Ieyasu**; or shift Tokugawa's Status marker left one box.
If Neutral, shift **Tokugawa**'s Status marker right one box.
If Opposition, activate **Tokugawa Ieyasu** as an Opposition general.
Replacements: Tokugawa Ieyasu (1 Tokugawa unit)

Matsunaga Hisahide

If Allied, Activate **Matsunaga Hisahide**.
If Neutral, shift **Matsunaga**'s Status marker right one box.
If Opposition, activate **Matsunaga Hisahide** as an Opposition general.
Replacements: Matsunaga Hisahide (1 Matsunaga unit)

Pursuit Order

Play the previously turned-up card again (ignore this effect if this is the first card).
After, shuffle the discard and draw piles together to form a new draw pile.

Hashiba Hideyoshi

Activate **Hashiba Hideyoshi**.
Replacements: Hashiba Hideyoshi (Oda units equal to your Power; or 2 Rebel Oda units if Opposition)

Akechi Mitsuhide

Activate **Akechi Mitsuhide**.
Replacements: Akechi Mitsuhide (Oda units equal to your Power; or 2 Rebel Oda units if Opposition)

Shibata Katsuie

Activate **Shibata Katsuie**.
Replacements: Shibata Katsuie (Oda units equal to your Power; or 2 Rebel Oda units if Opposition)

Niwa Nagahide

Activate **Niwa Nagahide**.
Replacements: Niwa Nagahide (Oda units equal to your Power; or 2 Rebel Oda units if Opposition)

Takeda Shingen

Activate **Takeda Shingen**.
Replacements: Takeda Shingen (2 Takeda units)

Azai / Asakura

Activate **Azai Nagamasa** and **Asakura Yoshikage**.
Replacements: Azai Nagamasa (1 Azai unit); Asakura Yoshikage (1 Asakura unit)

Miyoshi Triumvirate

Activate **Miyoshi triumvirate**.
Replacements: Miyoshi Triumvirate (1 Miyoshi unit)

Hongan-ji

Activate **Saika Magoichi**.
Ishiyama, **Nagashima**, and **Kaga Ikkō Leagues** attack enemy units in their respective areas.
Replacements: Saika Magoichi (1 unit)
Ishiyama Ikkō League: 2 units in **Settsu**
Nagashima Ikkō League: 2 units in **North Ise**
Kaga Ikkō League: 2 units in **Kaga**

Uesugi Kenshin

If inactive, shift **Uesugi**'s Status marker right one box.
Otherwise, activate **Uesugi Kenshin**.
Replacements: Uesugi Kenshin (2 Uesugi units)

Mōri Terumoto

If inactive, shift **Mōri**'s Status marker right one box.
Otherwise, activate **Mōri Terumoto**, **Kobayakawa Takakage**, and **Kikkawa Motoharu**.
Replacements: Mōri Terumoto (1 Mōri unit); Kobayakawa Takakage (1 Mōri unit); Kikkawa Motoharu (1 Mōri unit)

Ukita Naoie

If inactive, shift **Ukita**'s Status marker right one box.
Otherwise, activate **Ukita Naoie**.
Replacements: Ukita Naoie (1 Ukita unit)

Ashikaga Yoshiaki

This card has no effect if turned up first.
If the previous card was Opposition, play it again.
If it was an Oda Vassal or Allied Lord, shift its Status marker right one box.