

COMMON MOVES

ENDURE 地 水 火 風 空

When you push yourself to act despite the hardship or danger you suffer, roll with...

- × **Earth** if you trust in your equipment, resources, or material surroundings to help
- × **Water** if you trust in your strength, dexterity, constitution, or physical training to help
- × **Fire** if you trust in your social graces, friends, or followers to help
- × **Wind** if you trust in your quick wits, sharp senses, or carefully laid plans to help
- × **Void** if you trust in lies, stealth, magic, or spirits to help

On a hit, you may take action despite the adversity you suffer. On a 7-9 the GM also chooses one:

- ✕ *You lose hold or track of something you're carrying or minding in the process*
- ✕ *You emerge scathed and fearful: increase a relevant Attachment, perhaps Self, by one*
- ✕ *The process presents you with a new predicament or ugly choice*

KIT THEM OUT 地

When you draw on material resources to get something, name your supplier and roll with Earth. On a hit, you get one rare or valuable thing, enough of a common object to outfit a section, a major improvement or repair for a base, or a month's provisions for a section or base. On a 7-9, the GM offers a choice between two of the following:

- × *you need ___'s help to do it*
- × *you must acquire ___ first to do it*
- × *it'll cost far more than would be fair*
- × *the quality is poor*
- × *the supply won't cover everyone*
- × *something threatens your supply lines*

ORDER THE TROOPS 水 火

When you command your section to achieve an objective, roll with Water to fight alongside them or Fire to give orders and hang back. On a hit, they execute your orders to the best of their ability; PCs may either follow your orders or **DISOBEY**. On a 7-9 the GM also chooses one...

- × **Water Only:** you get separated from part or all of your section
- × **Water Only:** your section is pinned, embattled, or otherwise prevented from disengaging safely
- × **Water Only:** you get dragged into single combat

- X **Fire Only:** *your orders are partly misunderstood or confused*
- X **Fire Only:** *some danger or temptation distracts your troops, reducing their efficacy*
- X **Fire Only:** *an officer or other important individual is wounded, captured, or slain*
- X *your attack grants your enemy an important opportunity*
- X *your enemy is stalwart in defense, inflicting losses on your section*

RECONNOITER 風

When you take time and carefully study a person or situation, roll with Wind. On a 10+ hold three, on a 7-9 hold two. Spend your hold 1 for 1 to ask questions from the list below, or spend 3 hold to ask a single question not on this list. Take +1 Forward to act on an answer, or pass +1 forward to an ally who does.

- x *What's the most effective path to my goal?*
- x *What traps or dangers are hidden from me?*
- x *What can I offer you to get what I want?*
- x *How can I escape this situation?*
- x *What is your next move?*
- x *What weakness exists that I can exploit?*

Whatever you roll, you may always ask the additional question, “Who here shares my Drive?”

IMPLEMENT A STRATAGEM 空

When you get a better position with deception, stealth, or misdirection, roll with Void. On a hit, you do it. On a 7-9, the GM gives you a choice between suspicion, compromise, or unintended side effects.

CREATE ART 地風

When you create a work of art, write the piece's name and description on an index card. Then roll with Earth for physical crafts such as painting, calligraphy, sculpture or gardening; Wind for poetry, music, plays, and the like. (7-9 choose one, 10+ choose two)

- X *Your art highlights someone's true character. Increase or decrease their Drive attachment by one*
- X *Your art instructs. PCs who study it get +1 forward to a common move you specify*
- X *Your art incorporates a secret message. Specify who will understand it*
- X *Your art moves one NPC enough to count as leverage when you **SHOW THEM HOW YOU FEEL***
- X *You publicly praise someone else with your art either by giving it to them or dedicating it to them. If they're a PC they may accept it and increase their Attachment to you by one, or turn you down and **SHOW YOU HOW THEY FEEL***

NOTES

ALLEGIANCE SPECIAL MOVES

Choose One
to Start

Nobunaga's Ambition



Before you **SHOW THEM HOW YOU FEEL** or you **RESIST OR INDULGE YOUR ATTACHMENT**, you may choose to forgo rolling and proceed as if you had rolled a 7-9.

Castellan

You control a castle. Show us where on the map; the GM will create it as a base. By default it has stout fortifications of earth, wood, and stone; a staff of aides, cooks, attendants, artisans, and the like; fields of crops outside the walls; and peasants who work those fields (and flee to the castle for shelter in case of attack). Your castle's strong and weak points affect advantage and disadvantage when fighting within the castle or repelling attackers. Choose two strengths ...

- The castle is full of secret passages, hidden rooms, and escape tunnels; The castle controls important geography a like mine, highway, pass, city center, or harbor; The castle has natural as well as manufactured defenses, such as a mountaintop location; The castle has gardens, performers, a master chef, or other facilities for impressing guests; The castle houses a very important person like a clan head, martial arts master, or retired emperor

... and one weakness ...

- Another, hostile castellan shares power; Crumbling, outdated technology; Restive, rebellious peasants; The castle is deeply in debt to someone; An enemy mole among the garrison or staff; Malevolent spirits haunt the castle

Musketeer

Specialize in the arquebus. A detailed description of this weapon appears in the arms and armor list (page XX). When you succeed on a roll using this weapon, if the move directs you to choose from a list of positive options, add the below options to that list. In addition, you may apply one of these effects when you roll a 12+ while wielding your arquebus.

- Punch through armor at close range
- Terrify with smoke, fire, and thunder
- Reload in a mere thirty seconds



*Conquer the world
using violence*

Oda Clan

織田氏 ODA-SHI

DOMAIN

Echizen and Owari Provinces

FAMOUS CLANSMEN

- Nobunaga, who is the favorite to conquer Japan

FAMILY NAMES

- ▣ 新発田 Shibata
- ▣ 丹羽 Niwa
- ▣ 明智 Akechi
- ▣ 林 Hayashi
- ▣ 前田 Maeda
- ▣ 佐久間 Sakuma

RINGS

Add one to Earth and Fire. Subtract one from Earth, Water, Fire, Wind, or Void.

MATÉRIEL: *choose either these, or those from your role*

You wear a long and short sword, either an arquebus or a spear, and armor. You have a warhorse.

SECTION: *choose one of these, or those from your role*

- 12 Horse Guards Spears, long and short swords. Heavy armor with a billowing banner for visibility.
- 100 Arquebusiers Muskets, plus a few bows and arrows. Either long or short swords. Armor.

RECOMMENDED DRIVES

Ambition or Loyalty