

NOBUNAGA'S AMBITION

SPHERE OF INFLUENCE

*The screenshots in this manual have been taken from a development version of the game. The game features described in this manual are subject to change.

*The contents of this manual are based on "NOBUNAGA'S AMBITION: Sphere of Influence" Ver. 1.00.

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Getting Started

Booting the Game

First, boot up the game using the following steps:

- 1 Launch Steam and log in using your account information.
- 2 Select “NOBUNAGA’S AMBITION: Sphere of Influence” from your Steam Library and then select “Play” to start the game.
- 3 The game’s launch screen will appear.

Start game	Start up “NOBUNAGA’S AMBITION: Sphere of Influence” and play a game.
Readme	Open the readme file for this game.
Settings	Adjust the settings for the game. “Playing the game without meeting the recommended specifications for your PC may result in decreased performance. You may be able to increase performance by adjusting the game’s settings.”
Manual	Read the “NOBUNAGA’S AMBITION: Sphere of Influence” manual.

- 4 Select “Start Game” to begin the game.

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Manual Design: Ito Manabu / FILTH

Customer Support

For customer support, please visit: www.koeitecmoamerica.com/support/

For those interested in completing our product survey, access the below URL:

Europe	http://www.koeitecmoeurope.com/survey/nobunaga-soi/
Americas	http://www.koeitecmoamerica.com/survey/nobunaga-soi/

Main Menu

New Game (P.05)	Select a scenario and clan and start a new game.
Load Game	Load a previously saved game.
Edit Historical Officers	Edit the officer data for historical officers in the game. You can edit the same data as you can for Created Officers.
Edit Created Officers (P.07)	Create and edit your own original officers.
Officer Directory	View information on the officers in the game. You can only access officers that have served in your clan.
Feats	View a record of your in-game accomplishments. You can also obtain special bonuses by completing certain conditions.
Post to Facebook	Post your game details to Facebook.
Settings	Adjust the game options (P.06), the background music, play back music and movies from the game, and more.
Exit	Exit the game.

Saving & Loading

Save

You can save your current game by selecting “Save” from the “Function Commands” menu. There are a total of 50 save data slots. Selecting existing save data will overwrite that data. If you set “Autosave” in the “Options” menu to “On,” the game will automatically save at the start of the Council each month.

Load

Load a previously saved game by selecting “Load Game” from the Main Menu. You can also select “Load” from the “Function” menu to load save data while playing a game.

Starting a New Game

Select “New Game” from the Main Menu and choose a scenario and clan to play. When choosing a clan, you can align the cursor with a clan’s crest on the map to display the clan’s details.



*The starting date and clans you can select will differ by scenario.
 *You can use the tutorial to learn the game basics while playing the game.
 *Select “Create New Clan” to make a new clan.

Difficulty

There are 7 possible difficulty settings. Easy, Normal, Hard, and Extreme difficulty levels are preset and cannot be changed. However, you can customize the other 3 difficulty settings, Edit 1-3.

You customize the difficulty by changing the amount of Gold/Supplies received, advantages and disadvantages during battle, the strength of the computer AI, and more.

*The difficulty and scenario settings can only be changed at the start of the game.

Scenario Settings

Setting	Entry	Details
Created Officers	ON / OFF	Choose whether or not officers set to “Active” within “ Edit Created Officers ” (P.07) will appear in the game.
Quests	ON / OFF	Choose whether or not historical Quests (P.11) will occur in the game. Selecting “On” will automatically set Events to “On” as well.
Events	ON / OFF	Choose whether or not historical Events (P.11) will occur in the game.
Lifespan	Historical / Longevity / Ageless	Determine the lifespan of officers within the game.
Battle Death	ON / OFF	Choose whether or not officers can die during battle.
Fictional Maiden	ON / OFF	Choose whether or not fictional maidens will appear in the game.
Officer Name	Common / True	Adjust the settings for officer names within the game. Example: (Common Name) Sanada Yukimura, (True Name) Sanada Nobushige
Maiden Officers	ON / OFF	Choose whether or not maidens can be used as officers.
In-Game Edit (P.13)	ON / OFF	Choose whether or not you can make edits during the game.

Once you are finished adjusting the game’s settings, you will be given the option to confirm them and can start the game.

*If you set Events to “Off,” you can change the daimyō for a clan to another officer within the clan.

Options

This menu enables you to adjust the game settings. You can also select “Settings” from the “Function” menu (P.13) during the game.

Setting	Entry	Details
Window Mode	Window / Full Screen / No Frame	Switch between the game display modes.
Screen Size	Adjust the game's screen size.	
CG Quality	Quality / Standard / Speed	Choose whether or not to increase the graphical quality or game performance.
Auto Scroll	OFF / Slow / Mid / Fast	Adjust the scrolling speed of the map.
Auto Read	OFF / Slow / Mid / Fast / Fastest	Adjust the speed at which messages are displayed.
Autosave	ON / OFF	Choose whether or not to automatically save at the beginning of the Council each month.
Voice Language	Japanese / English	Change the voice language in the movies and gameplay (ending excepted).
BGM Volume	0 ~ 10	Adjust the volume of the music in the game.
Effects Volume	0 ~ 10	Adjust the volume of the sound effects in the game.
Voice Volume	0 ~ 10	Adjust the volume of the voice in the game.
Right Click Cancel	ON / OFF	Choose whether or not to cancel in-game actions with a right click.
End Council Key	Space / Tab	Choose whether to use the Space bar or the Tab key to end the Council.
Combat Animations	Detailed / Simple	Select the animation pattern to be used during battles.
Pause When Selecting Unit	ON / OFF	Choose whether or not to temporarily halt a unit's advance when selecting it.
Pause After Council	ON / OFF	Choose whether or not to pause the game after completing the Council.
Camera during Command	ON / OFF	Choose whether or not the camera will move automatically when selecting a command.
Auto Council Confirmation	ON / OFF	Choose whether or not a confirmation message will be displayed when selecting the Auto Council feature.
Abort Order Confirmation	ON / OFF	Choose whether or not a confirmation message will be displayed when canceling orders.
Show Posting Officers	ON / OFF	Choose whether or not to display the icons for officers that are either moving or have been summoned.
Show Borders	ON / OFF	Choose whether or not to display the borders between provinces.
Regent's Whispers	ON / OFF	Choose whether or not to display the whispers of a regent when you have a province (P.30).
Auto Set Overseer	ON / OFF	Choose whether or not to automatically change overseers when giving orders.
Facebook	ON / OFF	Choose whether or not to post game data to Facebook.

Edit Created Officers

Select “Edit Created Officers” from the Main Menu to create a new officer and make them appear in the game. You can register up to 1,000 officers.

“You need to set created officers to “Active” in the “Active/Standby” menu for them to appear in the game. Afterwards, you need to set “Created Officers” in the Scenario Settings menu to “On” when you select “New Game” to start the game. Created officers cannot be made to appear after the game has already started.



Create/Change	Create and register a new officer in the game. You can also edit the data of officers you have already created.
Delete	Delete an officer that you have created.
Active / Standby	Choose whether or not created officers or extra officers will appear in the game.
Export / Import	Import or export data for your created officers.

Making & Editing Created Officers

Face	Select a portrait for your officer.
Name*	Choose a name for your officer. Names can have a maximum of 14 characters each.
Birth	Select a gender, voice type, father, and relatives for your officer. A father must be older than your officer and at least 16 years of age.
Personality	Choose the <u>Tenet</u> (P.43), <u>Ideals</u> (P.43), and <u>Required Loyalty</u> (P.42) for your officer.
Tactic	Select the Tactic your officer will use.
Lifespan	Select a birth year and lifespan for your officer. The officer will appear in the game once he or she turns 16 years old.
Condition	Choose a station for your officer and the base where he or she will appear. Selecting “Retainer” as a station causes your officer to appear as a subordinate officer, while selecting “Rōnin” causes them to appear as a rōnin. The bases are predetermined by scenario and you can edit them all at once.
Abilities	Set the ability ratings, growth type, and traits of your officer.
Bio*	Create a biography for your created character. It can be a maximum of 200 characters (including spaces) long.



* Names and bios must fit within the space provided. You may not be able to use the max number of characters, depending on the characters used.

Game Flow

Clans & Bases

You will assume the role of a daimyō and rule your clan. Clans are made up of **bases** and the **officers** that inhabit those bases.

There are two types of bases: **castles** and **fortresses**. In total, there are 76 bases across the country, and their locations are set. You can build additional fortresses with the “Construct” command.

As a daimyō, you will attempt to capture the bases of other clans in order to expand the size of your territory.

Councils & Orders

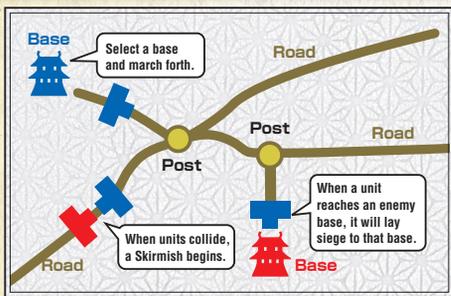
The daimyō will gather his or her retainers in order to hold a **Council**. Councils are held once a month, and **orders** will be given to officers to carry out Civil, Foreign, and Infrastructure commands. Some orders will require the assistance of people living within the base, and therefore require the use of **labor** as well as an officer to supervise the task. Labor levels are determined by the total **population** of the bases within a clan. Population increases as a clan's bases are developed.

Military & Skirmishes

Once the Council is over, the game will advance. During this time, you can issue **Military** commands and move your units by selecting an objective for them to deploy to and formulating a detailed strategy. You can also select a base or unit and give them the order to deploy or march. (Commands can also be given during the Council.)

When a unit collides with an enemy unit, a **Skirmish** will begin. By defeating the enemy unit and capturing its base, you will occupy that base for your own clan.

Once you have made the necessary preparations, actively fight battles to expand the size of your territory.



Tenet & Innovation

Each clan has its own tenet. A clan's tenet is determined by its Innovation rating. Clans with a high Innovation level (700-1000) will have a “Progressive” tenet, while a low Innovation level (0-299) will lead to a tenet of “Conservative” and an intermediate Innovation level (300-699) results in a “Neutral” tenet.

The tenet is affected by a variety of factors, such as retainers' tenets, facilities, and policies you enact. Your clan's starting Innovation level is based upon factors such as the tenet of your daimyō. Which tenet you pursue and how you go about changing your Innovation level will have a large influence on your strategy in the game.

Progressive = PRGS
Conservative = CNSV
Neutral = NTRL

Clearing the Game & Game Over

The game will end if you meet one of the conditions listed below.

Clearing the Game

- Capture all of the bases on the map.
- Enact the policy known as the “War Ban” (P.17).
- Join another clan as a vassal (P.23) and that clan enacts the “War Ban” policy.

Game Over

- Lose all of the bases under your control.
- Your daimyō dies with no kin to assume control of the clan.
- The game reaches the year 1700.

Monthly Game Flow & Events

Each year is divided into a total of 12 months and four seasons. A Council will be held at the start of each month, and you will be able to carry out various commands. Once the Council is finished, time will advance and the game will change to the following month once the circular gauge in the upper left corner of the screen is full.



COUNCIL	
War Report	Check the status of your units and bases currently at war. This is only displayed when engaged in battle.
Balance Report	Check your balance for the current and previous month.
Action Report	Check items such as the results of the previous month's orders as well as the development of your officers. In September, you will receive a report on your Supplies Income.
Council	This is where you can assign officers to that month's tasks.
Military	You can select an objective and give orders to your bases and units, request reinforcements or truces, and more.
End Council	Call an end to the current Council.



ACTIVE PHASE	
Military	You can select an objective and give orders to your bases and units, request reinforcements or truces, and more.
Quests	These will occur when you have met certain conditions. You can check the conditions for success and failure, or whether you have completed them or not. There are various types, such as Daimyō Quests for daimyō, and Officer Quests for officers.
Events	These will occur when you have met certain conditions. Depending on the event, it may have a variety of effects on your clan or officers.

To the next month

◆ Gold Income

You will receive Gold at the start of each month. The higher the Crafts rating of your base, the more Gold you will receive as income. Additionally, discovering mines (mine/port income) or earning a greater Trust rating with other clans can also increase your monthly income.



◆ Supplies Income

You will receive supplies at the beginning of September each year. The higher the crops rating of your base, the more supplies you will receive from the harvest.

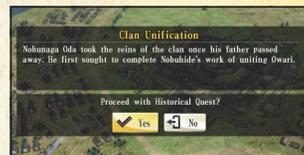
◆ Visiting merchants and rōnin

Merchants and rōnin will visit your territory from time to time. You can employ rōnin by using the “Employ” command. With the “Trade” command, you can buy and sell supplies, or buy horses, muskets, and treasures from merchants.

◆ Quests / Events

By meeting certain conditions during the game, Quests and Events based on actual history may occur.

*If you set “Quests” and “Events” to “Off” in the Scenario Settings when starting a new game, these historical Quests and Events will not appear within the game.



Events & Log

Occurrences (events) during the Active Phase will be displayed within a log. You can display the log by selecting the  icon in the bottom right of the screen and selecting an entry to view. They can also be viewed by checking “Log” under the Information list, or using the “Action Report” at the start of the Council.

Main Game Screens

Council Screen

You can give orders during the Council.

◆Auto Council

If you choose "End Council" while this is selected, the computer will carry out the Council Commands.

◆Current Status

Innovation
 Labor
 Gold
 Supplies
 Horses
 Muskets

Gold Most orders require this.
 To earn more: Use "Develop" to increase the crafts rating of your bases.
Supplies These are required to deploy your units.
 To earn more: Use "Develop" to increase the crops rating of your bases.
Labor This is required for the Civil command "Develop" as well as all of the Infrastructure commands.
 To earn more: Increase population.

◆Base/Unit List (P.14)

◆Council Commands

These are the commands used during the Council. Commands recommended by the overseer will be marked with a symbol. Any commands that cannot be executed at the current time will be darkened. You can switch between the Council and Military commands.

◆Main Map

You can adjust the camera angle by moving the cursor while right clicking.

◆Help Function

	Planning Info	Display info such as bases, units, and tribes on the main map.
	Diplomatic Info	Display info such as main bases, Trust, and Foreign Stance on the main map.
	Map Info	Display info such as posts, roads, and borders on the main map.
	Province Info	Display information about the provinces on the main map.
	Quests	Check the quests viewed so far, as well as your completion rate of them.
	Information	Check each of the various types of information.

◆Function Commands

Save	Save your current game.
Load	Load previously saved game data.
In-Game Edit	Adjust the values or conditions for various entries. *By editing data in-game, you may fail to accomplish Quests and will be unable to update your Feats.
	Edit Clan Edit a clan's status or traits.
	Edit Base Edit a base's status or castle's equipment.
	Edit Road Edit the maintenance level of the roads.
	Edit Officers Edit the abilities of officers and more. You can edit the same items as you can for Created Officers.
Settings	Check the game's difficulty and scenario settings.
Options	Adjust game-play settings.
Feats	Check the completion requirements and status of your feats.
Help	View the game's help feature as well as a list of game data.
Demo Play	Allow the computer to play the game while you watch. *The demo play mode cannot be disabled.
Post to Facebook	Post your game details to Facebook.
Main Menu	Return to the Main Menu.
Exit	Exit the game.

◆Minimap

Select a location on the minimap will automatically take you to that point on the main map. Selecting will force the camera to point north.



Military (Active Phase) Screen

The game will proceed based on the orders you gave during the Council.
If you execute a Military command, or give orders to a base or unit, you deploy for battle.

*You can also issue Military commands during the Council.

◆ Military commands

Military commands (P.32-33) allow you to direct your forces. Any commands that cannot be executed at the current time will be darkened.

You can give the order for your units to invade, request the assistance of other clans, give orders to your provinces, and more.

You can switch between the Council and Military menu during the Council.

◆ Base/Unit List

Selecting a base or unit from the list will cause the camera to jump to its location. You can drag it to the list to the lower left of the base to add it to the list, and you can use right click to remove it from the list. Units are automatically added to the list when they are deployed.

You can use  to return all of your units back to base, and  to recall all units not currently carrying out a command back to base.



◆ Unit

Some simple information will be displayed when you align the cursor with a unit. Selecting a unit causes its info to appear, and you will be able to use the following Unit Commands.

 Home (P.36)	Return the unit to the base which it was deployed from.
 Enter (P.36)	Enter a base and make it the unit's new assigned location. This only applies to officers. The troops will be dispersed and return to the base from which they were deployed. This is only displayed when you are in a base that is not where your unit deployed from.
 Battles (P.38)	Fight a battle and control your unit as it attacks the enemy. This is only displayed when engaged in battle.
 Storm (P.37)	Rush the enemy base and weaken its HP. This is only displayed when you have surrounded a base.
 Raze (P.37)	Set fire to an enemy base and lower its Popularity as well as its development level. This is only displayed when you have surrounded a base.
 Mass Battles (P.37)	Engage in a large-scale battle with any nearby enemies and allies. It will be available when you have met the necessary conditions.

◆ Base

Some simple information will be displayed when you align the cursor with a base. Selecting a unit causes its info to appear, and you will be able to use its  Unit Commands (P.36).

Utilizing info on the main game screen

By using the Help Function, you can display province, planning, diplomacy, and map information (P.13) on the main game screen. This is important information for both you and the other clans, so try to display as much info as possible.



By displaying the Planning Info, you can display the number of troops in enemy bases that you have scouted, the number of troops in deployed units, and more. Displaying this information can make it easier to keep an eye on enemy troop movements. It is also useful to display the tribes icon as well.



By displaying the Diplomatic Info, only the main base of each clan will be displayed, and if you align the cursor with it, you can check its alliances or its Foreign Stance towards your clan. Since the other clans can also forge diplomatic ties between themselves, it can be easy to find yourself surrounded by the enemy before you even notice it. Be sure to check this important information during the Council and Military phases.

Civil

Develop

Bases are centered around a castle and divided into districts, of which there are three types: agriculture(crops), commercial(crafts), and military(conscripts). By using the “Develop” command with these districts, you can develop your base further.

Developing a base requires 2 Labor and 100 Gold per base. Each month, you can develop one of a base’s ratings; either crops, crafts, or conscripts.

◆ Overseer

The officer overseeing the development. The higher the POL rating of the officer, the more efficient the development will be. Use “Change” to choose an officer as overseer. You can also use “Remove” to remove the overseer, but the task will not be very effective without one.



◆ Crops

Develop an agricultural district. As it develops, you will be able to receive more supplies in the autumn (September).

◆ Crafts

Develop a commercial district. As it develops, the amount of income you receive each month will increase.

◆ Conscripts

Develop a military district. As it develops, the maximum number of troops you can station at a base will increase. Troops will gradually increase as time passes until they reach the limit.

The red portion of the gauge indicates that there are not enough crops to develop the conscripts any further. If you develop additional crops, you will be able to develop more conscripts as well.

Trade

With the “Trade” command, you can buy and sell supplies, or buy horses and muskets from merchants. You may also be able to purchase treasures from time to time.

Supplies are used when deploying units. Since the market price changes each season, it is often a good idea to sell excess supplies to earn some extra money.

Horses and muskets are equipped by your units and used to make them stronger.

Treasures can be used as gifts (P.23) during diplomacy, or given to your retainers (P.28).

*Muskets cannot be purchased if they have not yet been introduced to the clan.

Policy

Select the Civil command “Policy” to carry it out. Enacting a policy will cost a certain amount each month, based on the population scale of your clan. Additionally, while some may serve to strengthen your clan, some may actually weaken it as well. Therefore, it is important to evaluate the strong points and weak points of each policy against your current situation and needs.

*You cannot enact a policy until your clan’s population reaches at least 10,000 people.

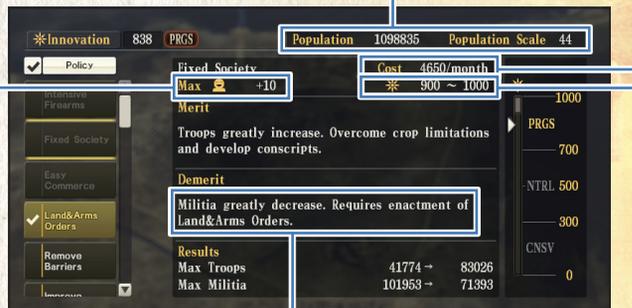
*You can enact multiple policies at one time.

◆ Population & Population Scale

The population and population scale of the clan. Once the population reaches a certain level, the population scale will increase, as will the cost of enacting the policy.

◆ Cost

The amount of Gold the policy costs each month.



◆ Max Popularity (P.45)

This is displayed when the Max Popularity of all of your clan’s bases either rises or falls.

◆ Conditions

The enactment of some policies may require that you enact other policies as well.

◆ Innovation

You can enact the policy if your clan’s Innovation rating falls within this range.

War Ban

Once you have conquered a large number of bases and exerted your influence on the land, you can carry out the “War Ban” policy after meeting certain conditions. Enacting this policy will bring about the end of the game.

Infrastructure

Repair

The Infrastructure command “Repair” enables you to repair the HP of damaged bases. It requires 2 Labor and 500 Gold (each month) to repair a base.

A base’s HP will decrease if attacked via Storm (P.37) while under siege, a revolt occurs, or in certain other instances.

Low HP will cause morale to decrease more rapidly when the base is surrounded, and the base will lose morale even if surrounded by only a small number of units. If your base is attacked with Storm, or if you use Storm to capture an enemy base, be sure to repair it right away. The “Repair” command will continue for several months until the base’s HP is restored to its maximum value.

Fortify

The Infrastructure command “Fortify” enables you to build at key locations known as posts (intersections between roads) and ready it for use during skirmishes and battles. It requires 4 Labor and 500 Gold to fortify a location. You can fortify these camps up to two times, and if you place a unit on a fortified post, it will gain an advantage in battle. Posts placed by your clan will be shown in blue, while enemy posts will be displayed in red. If an enemy unit invades one of your posts, the camp will be destroyed and you will lose the effects of the fortification.

*You cannot fortify a post that is on the water.

Roadwork

The Infrastructure command “Roadwork” enables you to improve the quality of roads in your territory. It requires 3 Labor and 400 Gold to to improve a road. Roads have 5 stages of improvement (3 for mountain roads). Improving a road connected to a base to the third stage of improvement will make it easier for the base’s population to increase. Higher stages (4/5) will allow even greater population increases. Additionally, units will move faster along an improved road.

There are many benefits to having a large population, so when you have Labor left over from the “Develop” commands, be sure to assign them to roadwork.

*Waterways cannot be improved.

Add

After developing your bases with the Civil command “Develop”, you will eventually be able to build facilities within your bases with the Infrastructure command “Add”. You can add one facility per district, and it will cost 4 Labor as well as Gold (the cost varies by facility). There are various benefits to building a facility. If you continue to develop your base, you will be able to replace your facilities with even more efficient versions.



Diagram

These are depicted in tree format. After building a facility, you unlock the related facilities below it. The lower the facility is on the diagram, the more efficient it is.

Facilities with

Facilities with this mark can be built if you have the required resources. The types of facilities you can build and the resources required for each will differ by base. You can find resources by using the Investigate command “Survey”.

Upgrade

The Infrastructure command “Upgrade” enables you to upgrade a base’s castle and strengthen its defenses by adding structures to it. It requires 5 Labor and Gold (the cost varies by structure) to perform the upgrade. The structures can provide a variety of benefits, such as increasing a base’s maximum HP, or enabling you to deploy units even when your base is surrounded.

However, each structure requires a certain amount of space to build, and the amount of available space is set for each base. Bases with large amounts of space can accommodate multiple structures, but you will need to choose your structures wisely for smaller bases.



Castle Facilities

You will be able to build special structures upon using the “Survey” command (P.22) to find resources, or use the “Develop” command to improve the base to a certain level.

Space

The amount of space available for upgrades within the base. Yellow indicates areas already upgraded, while gray are upgrades currently underway, and black denotes land that has not yet been upgraded.

Expand

When your base is developed and its population reaches a certain level, you can use the Infrastructure command “Expand” to add districts to your base. It requires 8 Labor and 3000 Gold to make the expansion.

Once you are able to expand, select a plot of land and the type of district you will create: commercial, agricultural, or military. The elements you will be able to develop (P.16) will differ depending on the type of district.



Resources

This is displayed in districts that contain resources.

*Districts that are darkened during the “Expand” or “Construct” commands are currently unexpanded districts. You will be able to expand these districts once the population of your base increases. *You will be unable to build additional military districts if you do not have enough agricultural districts (the gauge will be red). When expanding your districts, make sure to keep a good balance of both types.

Change

The Infrastructure command “Change” enables you to select a district within your base and change it to a different type. It requires 8 Labor and 3000 Gold to make the change.

*At least one agricultural, commercial, and military district are required, and if you do not have one of them, you will be unable to change the district.

Delegate & Order All

For the Infrastructure commands “Add”, “Upgrade”, “Fortify”, and “Roadwork”, the Covert command “Appease”, and the Investigate commands “Survey” and “Scout”, you can **delegate** the orders to one of your officers.

Select the  icon for each command to delegate its execution. When you delegate a command, the officer will carry out the orders on your behalf once the Council is over.

Additionally, you can use “**Order All**” to carry out the Civil command “Develop” on all of your bases at once. There are 5 types: Suggestions, Same as Before (same orders as the previous month), Crops, Crafts, and Conscripts.

Use these commands to efficiently manage the workings of your clan.

If you access the Help Function and select **Auto Council** and then end the Council, the computer will execute all of the Council Commands. This is a useful feature for players that wish to focus on fighting battles.

Construct

The Infrastructure command “Construct” enables you to build a new fortress in a key location.

It requires 12 Labor and 8000 Gold to build a fortress.

A fortress can be used for a variety of purposes, such as serving as a resupply point on the front lines, ruling over tribes in areas with few bases, and also providing supplies to nearby units.

Fortresses constructed in mountain areas or in certain other unfavorable locations cannot be developed. Additionally, the number of districts that can be created through the “Expand” command depends on the post, so it is recommended that you build fortresses in advantageous locations such as plains that feature access to multiple roads.

*You cannot build fortresses in locations that are removed from your own territory.

*You may not be able to build a fortress if there are already too many fortresses in the country.



Dismantle

The Infrastructure command “Dismantle” allows you to remove a fortress. This can be useful for when you are unable to build any more fortresses, and wish to remove a fortress in a disadvantageous location and build one somewhere else better suited to your current needs.

Increasing the population

The population of each base increases gradually each month.

However, you can grow the population even faster by developing the base's crops and crafts ratings with the “Develop” command, improving the roads connected to the base (P.19), using the “Add” command to build facilities that increase the population (P.18), upgrading structures that add to the population (P.18), assimilating tribes (P.26), or gaining control of a tribe that possesses the “Temples” attribute.

As the population increases, the Labor force and number of militia (P.41) will also increase, and you will be able to carry out the Infrastructure command “Expand” (P.20).

Posting / Investigate

Transfer

The Posting command “Transfer” allows you to send an officer from one base to another. As detailed in the table to the right, some orders can only be carried out by officers in that base. Therefore, it is a wise strategy to spread out your officers with high POL and INT ratings amongst multiple bases in order to help speed their development. Actively use the “Transfer” command to move your officers from base to base.

Officer	Orders
Must be in the base	Develop, Add Facility, Upgrade, Repair, Expand, Change
Must be in a surrounding base	Fortify, Roadwork, Construct, Appease

Summon

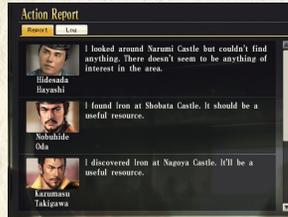
The Posting command “Summon” allows you to move your officers to the base issuing the summons. Using this command can be more efficient than continually using the “Transfer” command between bases.

Survey

The Investigate command “Survey” enables you to examine the area surrounding the bases in your clan. It requires 300 Gold.

Although you may find mines, hidden paths, or resources, there is also a chance you will not find anything. Discovering a mine can increase the revenue you receive. If you have resources, you can build special facilities with the “Add” command (P.18), or upgrade your castle with unique structures using the “Upgrade” command (P.18).

If your officer has a high INT rating, he or she will be able to survey nearby bases at the same time.



Scout

The Investigate command “Scout” enables you to scout another clan in order to learn information such as how many troops it has or what its maximum troop count is. It requires 300 Gold. If your officer has a high INT rating, he or she will be able to scout nearby bases at the same time.

Foreign

Diplomacy

You can use the Foreign command “Diplomacy” to earn the trust of other clans. It requires 600 Gold per clan every month. The better your Foreign Stance (Friendly > Normal > Hostile) with the other clan, the more trust you will be able to obtain. If your officer has a high INT rating or has been given a Rank, it will be easier to gain the other clan’s trust.

There are multiple benefits to high trust levels with another clan, including receiving foreign income, being able to negotiate more issues, and also being able to use the “Request” command (P.33).

Gift

The Foreign command “Gift” enables you to offer presents to other clans in order to raise your Foreign Stance to Friendly.

For clans where your Foreign Stance is Hostile, it will be almost impossible to gain any trust with the “Diplomacy” command. In cases like this, it is a good idea to send gifts instead. The more valuable the treasure is, the longer the period your Foreign Stance will remain at Friendly.

Negotiate

The Foreign command “Negotiate” allows you to engage in negotiations with other clans. Negotiations require trust.

There are various types of negotiations, which are described in the table below.

Alliance	Form an alliance with another clan for a set period of time. 60 Trust = 6 months, 70 Trust = 12 months, 80 Trust = 24 months
Marriage	Form a permanent alliance with another clan through marrying one of your kin to one of theirs. You must have a trust rating of 100.
Dissolve	Dissolve a marriage alliance, alliance, or vassal relationship.
Vassal	Make another clan your vassal and assume control over it indirectly. You can only perform this action when you are much larger than the other clan.
Submit	Agree to serve beneath another clan. You must have less than two castles, and be smaller than the clan you are joining.

Going to serve another clan

If you do not have any alliances with other clans, you can use the Foreign command “Submit” to join a clan that is larger than you.

While you are serving beneath the other clan, you can use the “Request” command (P.33) at any time to request reinforcements when your bases are attacked, although you cannot request reinforcements for when you are invading another territory. Additionally, you will be unable to use the “Diplomacy”, “Negotiate”, and “Gift” commands with any clan other than the one you are serving.

*If you begin the game as a clan that only has a fortress, you may be serving beneath another clan from the start of the game.

Coalition

The Foreign command “Coalition” allows you to form an alliance with other clans in order to oppose a larger enemy clan.

Additionally, enemy clans may look to form coalitions against you as well.

Form

Form a coalition. You can only carry out this command when you are not already in a coalition. In order to form a coalition, you must meet the conditions as described in the table below.

Targeted enemy clan	This is the clan that will be the target of your coalition. It must be of at least a certain size in order to be selected, and it must be an enemy clan.
Coalition leader clan	This is the clan that will serve as the leader of the coalition. It must be of at least a certain size or have a daimyō with a high rank or title in order to be selected. Also, clans in an alliance with the target clan, and clans with the foreign stance “Refused” cannot be selected.
Coalition member clans	These are the clans that will serve as members of the coalition. There must be at least two clans.

*You can serve as either the coalition leader or as a member.

*You must have at least a certain trust rating if you wish to become the leader of a coalition or invite others to join one. A trust rating of 40 is required if you are in an alliance or vassal relationship with another clan, and a trust rating of 60 is necessary for clans that you have a Foreign Stance level of Friendly, In Awe, Interested, or Normal. Clans that have a Foreign Stance level of Hostile, Scorn, or Wary will require a trust rating of 80. You cannot invite clans that have a Foreign Stance rating of Refused.

Invite

Invite another clan to join your coalition. You can only perform this action when you are part of a coalition.

*Like with the “Form” command, you must have at least a certain trust rating in order to invite others to join a coalition. You can invite clans with a trust rating of 100 to join your coalition even if they are a part of an enemy coalition (excluding leaders of enemy coalitions or clans that are vassals of enemy coalition members).

Join

Join a coalition led by another clan. You can only perform this action when you are not already part of a coalition and are not the target of an enemy coalition.

You must also have at least a certain amount of trust with the coalition leader.

Leave

Leave a coalition that you are a member of. You can only perform this action when you are part of a coalition and are not the coalition leader.

Imperial Court



Look to appease the Imperial Court in order to gain its trust.

As your trust increases, you can receive ranks or be able to bestow ranks on the daimyō of other clans.

You will also be able to carry out the Request command “Peace” when issuing Military commands.

Diplomacy	Increase your trust with the Imperial Court. It requires 600 Gold each month.
Rank	Request a rank from the Imperial Court. This will subtract 100 of your trust with the Imperial Court and cost Gold as well. If you already possess a rank, you will only be able to ask for a rank that is higher than your current one. Note that your request may be refused by the Imperial Court. When you receive a new rank, you can give your old rank to one of your retainers by using the Retainers command “Rank”.
Nomination	Make a request to the Imperial Court that a daimyō of another clan be given a rank. This will subtract 100 of your trust with the Imperial Court and cost Gold as well. Note that your request may be refused by the Imperial Court. If the daimyō is given the rank, it will improve that clan’s Foreign Stance towards you.

*Being in control of Nijō Palace enables you to request Ranks that are lower than your current position.

*You cannot use the “Nomination” command for clans that have a Foreign Stance of Friendly with you, or with clans that are serving as the vassal of another clan.

Title

Appoint a title to the daimyō of another clan and raise its Foreign Stance to Friendly.

This can only be used by clans whose daimyō has been appointed as Shōgun.

*You cannot use this command with clans that have a Foreign Stance of Friendly with you, or with clans that are serving as the vassal of another clan.

The path to forming a coalition

Use diplomacy to work together with numerous clans and form coalitions to take on larger opponents. At the start of the “Nobunaga Besieged” scenario (Events must be turned “Off”), it is easy to form coalitions with both the **Ashikaga Clan (coalition leader)** and the **Oda Clan (target clan)** at the beginning of the game, so be sure to play as the Ashikaga Clan and check the conditions for forming a coalition.

When the scenario begins, there are a number of coalition members with a trust rating of 20 with the Ashikaga Clan. If you can raise your trust rating with two of these clans to at least 40, the Coalition command “Form” will be made available.

Even after forming the coalition, continue to engage in diplomacy with the surrounding clans and once your trust rating with them has reached 40, **invite** them to join the coalition as well.

Once the coalition has been formed, the Oda Clan will look to form its own coalition with the Tokugawa Clan, the Anenokōji Clan, and others. When your trust rating with the Anenokōji Clan reaches 100, you can get them to defect from the enemy coalition.

The clans surrounding the Oda Clan are small in comparison, and if you do not assist them, they are likely to be engulfed by the Oda Clan. That is why it is important to form a coalition against the Oda Clan and learn the power of working together.

Covert

Appease

The Covert command “Appease” allows you to make peace with tribes and increase their support level. It requires 300 Gold.

The higher the INT rating of your officer, the more effective you will be when multiple clans are trying to appease the same tribe.

When you have support of at least 70%, you can receive reinforcements from them during battle. Additionally, when their support of you reaches 100%, you can assimilate them into your clan and also utilize any special abilities (P.46) they might have.



*If a tribe is supporting multiple clans, their support level of you cannot reach 100% no matter how many times you use the “Appease” command. In cases like this, you will need to capture any surrounding bases and remove the influence of the other clans.

*Some tribes are located too far away from a base to support any clans. Constructing a fortress (P.21) at a nearby post can enable you to gain the support of a tribe.

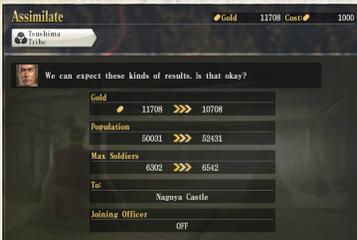
Assimilate

The Covert command “Assimilate” enables you to assimilate a tribe that has a 100% support level of you.

By assimilating a tribe, the population of your castle will increase greatly, but the tribe will lose its village.

You will also lose the ability to receive reinforcements and utilize the tribe’s special abilities, but certain named bosses (P.46) will join your clan as a retainer.

*You cannot use “Assimilate” if you do not occupy a castle in a territory containing a tribe.



Entice

The Covert command “Entice” allows you to charm an officer of another clan who has low loyalty towards his or her daimyō. It costs 300 Gold per month for each officer you attempt to charm.

When you select the “Entice” command, bases containing officers with low loyalty ratings will be shown brighter on the map. Aligning the cursor with those bases will show you the number of officers who have low loyalty ratings (yellow), or very low loyalty ratings (red).

You can then select the base and decide which officer to attempt to charm and an officer to carry out the task. You can also select them from a list. Officers with a high loyalty rating (blue) cannot be targeted with the “Entice” command.

When using the “Entice” command, the INT rating and Ideals of the executing officer will help increase the Discontent rating of the targeted officer. Once their Discontent rating reaches a certain level, you will be able to use the “Collude” command with them.

*If the daimyō learns of your attempt to entice his or her officer, you will be unable to use the “Entice” or “Collude” commands with that officer anymore.

*The effectiveness of the “Entice” command is lower for officers in bases that are located far away from you.

*The officer’s Discontent rating will begin to decrease if you discontinue using the “Entice” command.



Collude

The Covert command “Collude” allows you to encourage an officer that has grown discontent through use of the “Entice” command to defect to your side.

Wait for the right time to use the “Pacify” or “Betray” commands, and if you are able to “Extract” an officer, be sure to do so right away.

Discontent	Command	Target Officer	Effect
40	Pacify	Officers with low loyalty (yellow)	For three months after using “Pacify”, if the officer comes near your units or bases, his unit will stop attacking for a period of time. The time depends on the difference between the LEA of the officer and the other officers in the unit.
80	Betray	Officers with very low loyalty (red)	For three months after using “Betray”, the officer and a part of his or her unit will defect to your side if encountered. Additionally, if the officer is in a base, the bases morale will decrease by surrounding it. Furthermore, if the officer is the Lord, the base will defect to your side immediately.
100	Extract	Officers with very low loyalty (red)	The officer will immediately join your side. *You cannot use “Extract” with officers that have been deployed.

Retainers

Employ

The Retainers command “Employ” enables you to employ rōnin that you encounter. Employing officers requires paying them a stipend (Gold).

There is no real drawback to having multiple officers, so if you find a rōnin, try to employ them right away.

Appoint

The Retainers command “Appoint” allows you to assign the leader of a base. Officers appointed Lord of a base will increase in loyalty. Additionally, they receive bonus experience.

Depending on the Lord’s abilities, the rate at which morale decreases when the base is surrounded (P.35), or the strength of their counterattack when attacked with a Storm attack (P.37) will differ.

Officers in any base can be appointed (they will automatically travel to the destination after being appointed), so check the abilities and loyalty of your officers and appoint the one best suited to the job.

Reward

The Retainers command “Reward” enables you to gift treasures that you have to your officers in order to increase their loyalty. Each officer’s favorite type of treasure will vary depending on their Ideals.

	Type	Tea Set	Officers
	Grade	Grade 1	
	Source	China	
	Influence	OFF	
	Clan	Hosokawa	
Tea leaf urn. With seven protuberances and a slight lean to it, it is said to resemble the crescent moon, hence its name.			Loyalty

Additionally, the higher the Grade of the treasure, the more the officer’s loyalty will increase.

*You cannot give treasure that will decrease an officer’s loyalty.

*After a treasure has been given, you cannot take it back until you exchange it for a new treasure that will increase the officer’s loyalty.

Treasure info

Each treasure includes a variety of information: Type, Grade, and Tenet Influence.

Grade serves as a way of rating the treasure, with 1 being the highest grade. When using the Diplomacy command “Gift”, or the Retainers command “Reward”, treasures with higher grades will have a greater effect.

There are two types of Tenet Influence, Progressive and Conservative, and if a clan owns a treasure with Tenet Influence, it will affect its Innovation.

Type refers to the kind of treasure, and each officer has their favorite.

Teach



The Retainers command “Teach” enables you to teach Traits you know to other officers. Officers can learn up to 20 Traits, and once they have learned 20, any new Traits will overwrite previous ones. You can learn new Traits by completing Quests, executing captured officers, and more.

*You may learn a new Trait (P.42) when your abilities increase, or when you fight a battle in the same unit as your daimyō or the Regent of your province (P.30).

*In addition to the 20 Traits you can learn, you may also learn “Rank” as a new Trait. A daimyō can also learn “Title” as a Trait as well.

Marry

The Retainers command “Marry” enables you to arrange a marriage between a maiden and one of your officers (cannot be one of your kin). This command can only be used when you have an available maiden within your clan.

The officer will become one of your kin, and his loyalty will increase greatly. He will also be able to succeed your daimyō as ruler of the clan.

Retire

The Retainers command “Retire” enables your daimyō to abdicate leadership of the clan and appoint one of his kin in his place. After abdicating the throne, your daimyō will remain within the clan as a retired officer.

Expel

The Retainers command “Expel” allows you to select one of your officers and banish them from your clan, making them a rōnin. You can select any officer in your clan other than the daimyō.

Rank

The Retainers command “Rank” allows you to gift ranks you possess to your officers. If you receive multiple ranks by using the Foreign command “Imperial Court”, the ranks other than the one held by your daimyō will become the property of your clan. The “Rank” command enables you to bestow those ranks on your officers. Officers that receive a rank will have a large rise in loyalty.

*Officers that possess a rank when carrying out the “Diplomacy” command (P.23) will find it easier to gain trust.

Province

Create

The Province command “Create” enables you to create a new province within your territory. You will need to select the base that will serve as the province’s main base, as well as the bases that make up the province, and a Regent to lead it.

When a province is created, your clan will be split into a province controlled directly by the daimyō and a province controlled by the officer you choose as Regent. Once an officer becomes a Regent, he or she can use stratagems. Style is determined by the officer’s temperament, and they affect all of the bases within the province.

The province will automatically issue orders and fight battles under the direction of the appointed Regent. By using the “Orders” and “Transport” commands (P.31), you do have some influence over the Regent’s orders and battle policies, as well as the management of Gold and goods. Additionally, the “Form” command enables you to change the Regent and bases of a province. You can also use the “Disband” command to disband a province.

*You cannot add the base containing your daimyō or your main base to a province.

*You can create up to a total of 9 provinces.



Disband

The Province command “Disband” enables you to disband a province that you have created. Any disbanded province will return to being under the direct control of your daimyō and any bases far away from your main base (P.31) will be outside of your direct control.

Form

The Province command “Form” enables you to change the main base, Regent, and bases that make up a province. You are free to move bases from a province to your daimyō’s province, or from one province to another.

Differences between provinces and bases outside your control

Bases outside of your direct control are bases that are a distance away from your main base (P.31) and are not under the control of your daimyō. You are unable to give them detailed commands such as “Transport” or “Orders”, and each base will give orders and participate in battles on its own accord.

On the other hand, **provinces** are made up of bases that you select from those outside the control of the daimyō. You can make up to 9 provinces, and you may freely change the bases that make up each one. Additionally, the province will make proposals based on its personality, such as checking with the daimyō when looking to attack a base that is not currently a target.

Main Base

The Province command “Main Base” enables you to select a base that will serve as the command center of your daimyō’s province.

Your main base will control any other bases within a set distance from it, while those outside that distance will be governed independently. Since you cannot control bases outside of this range, you will need to use the Province command “Create” (P.30) to reclassify it as a province.

*The base containing your daimyō will remain under the direct control of the daimyō even if it is separated from your main base.

Orders

The Province command “Orders” allows you to set the policies of your provinces.

Target	You can select one enemy clan to serve as the target of the province.
Assist	You can select one allied clan to receive assistance from the province. You can also select the province ruled by your daimyō.
Attack Others	Decide whether you wish to allow the province to attack clans other than the main target.
Priority	Choose which items you wish for the province to focus on for development.
Appease / Assimilate	Decide whether to allow the province to use the “Appease” and “Assimilate” commands.
Change Lord	Decide whether to allow the change of Castle Lords within provinces.
Move Officer	Decide whether to allow officer transfers within provinces.
Innovative	Decide whether to adjust the province’s Innovation level so it is more Progressive (increase), more Conservative (decrease), or to keep it the same.

Transport

The Province command “Transport” allows you to send gold and other supplies from one province to another. By selecting a destination for the transported goods, as well as what percentage of the current province’s stores you wish to send, the goods will be transported by the end of the month (orders for the next month must be carried out separately). If you set it to Auto, the province will continue sending the goods for as long as it is able.

Delegate

The Province command “Delegate” enables you to delegate control of the bases under your daimyō.

Select a base and then use Auto Bases to determine which commands you wish to delegate, and the computer will automatically carry out those commands for that base.

Finally, by leaving commands you do not want to delegate unselected in Auto Council, you can prohibit the province from executing those commands while the Auto Cancel feature is active (P.12).

Military

Deploy

The Military Command “Deploy” allows you to select an enemy clan or base as a target and then give out the order to multiple units to march upon it.

During the Council, you can switch to the Military menu, and during the Active Phase, you can pause the game and send your units out to march.

◆ Making plans to march

When you select the enemy base or unit to be your target, the computer will deploy your units and determine the path they will take to reach the target.

After you have confirmed the order and made any necessary changes, the order will be carried out.

You can give the order to multiple units at the same time.



A multi-faceted strategy including provinces and reinforcements

The Military command “Deploy” enables you to send out multiple units at once towards the target you specify. Similarly, with the “Directions” command (P.33), you can mobilize multiple units of a **province** (P.30) at the same time. Additionally, the Request command “Relief force” can allow you to request **reinforcements** from a clan that has a trust rating of at least 40. You can then give orders for these units to attack multiple enemy bases, or have them protect the most important bases, enabling you to deal with any situation that may arise in battle. If there are numerous bases, you may lose track of which ones you set as a target when giving orders to your units to march. A moment’s lapse when giving orders can be the cause of defeat in battle, so be sure to use these convenient commands when fighting battles on multiple fronts and then focus on making small adjustments to the more detailed orders.

Request

Request another clan to assist you in a variety of tasks, to help give you the advantage in battle, or even avoid and prevent them in the first place.

Relief force	Request reinforcements from a clan that is currently not fighting in a battle. It costs 40 trust. Reinforcements can only be requested from bases that can be reached safely. Selecting one of your own bases will request help defending it, while selecting another clan’s base will request help attacking it.
Truce	Request a truce with a clan you are currently engaged in battle with. A mediating clan is required to complete the truce. The mediating clan must have at least 80 trust, and it must be larger than the clan you are currently fighting. Truces last for 6 months, and neither clan will be able to attack the other’s bases or units during that time.
Peace	Request that the Imperial Court declare peace for a clan that is currently at war. You must have the trust of the Imperial Court (P.25). If the request is successful, a cease-fire will be in effect for 6 months.
Mediate	Help put a stop to fighting between two other clans. The cease-fire will last for 6 months. In order to serve as a mediator, the two clans must have a trust rating of at least 80.

Directions

This command enables you to give orders to your **provinces** (P.30) for attacking and defending.

The provinces will move their units on their own accord, but by giving them orders, you can get them to deploy on a moment’s notice.

The “Invade” command lets you attack enemy bases, while the “Defend” command lets you protect your own. The “Assist” command helps you send out soldiers to offer support to units that you currently have in the field.



Attack

This command enables you to summon another clan in your alliance and have them attack the base of an enemy clan that is a member of an enemy alliance. You can only carry out this command when you are the leader of a coalition.

When you select a base, the clans in your alliance will form units and deploy them to attack the target.

Skirmishes

Battle Flow

Unit movements and battles usually proceed along the following pattern.

Move the unit

Units will utilize roads as they move towards other units, bases or posts. They cannot stop along the road on the way to their destination. However, if they run into an enemy unit, a battle will take place on the road. You cannot pass any post or road that has an enemy unit stationed there.

*If the enemy units are utilizing hidden paths that you have not yet found, you will be unable to see them. You can discover hidden paths around your bases by using the "Survey" command (P.22).
*If you try to retreat during battle, then the pursuing enemy unit will be able to continue attacking you.

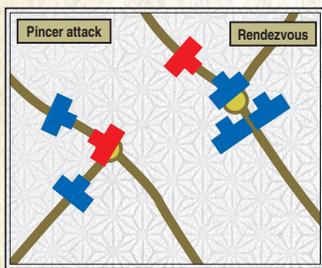
The battle begins

The battle will automatically begin when the unit collides with an enemy unit. During battle, the unit will reduce the troop count of the enemy unit based on the LEA and VAL ratings of the officer leading it. If the unit has horses or muskets equipped, then it will automatically use "Charge" or "Release" during the battle. Additionally, there can be Battles (P.38) during battle.



Pincer attacks and meeting up with other units

Pincer attacks are when multiple allied units attack a single enemy unit from different locations, thereby providing you with a great advantage. Additionally, when units with the same target meet up, they will join together and work as one, becoming more effective in battle.



The unit is destroyed

When the troop count of a unit reaches 0, that unit will be eliminated. If your officer dies or is captured, that unit will return to base. The results will depend on the abilities of the officer.



Attack bases

Once the unit arrives at the enemy base it was heading for, it will surround the base and begin attacking it. While the base is surrounded, a morale gauge will appear above its name, and when its morale reaches 0, the base will fall. Any officers within the base will be taken prisoner. Depending on the situation, some officers may even surrender before a base falls.

*If the unit has fewer soldiers than the base has HP, base morale will not fall, even when surrounded. (You can use the "Storm" or "Raze" commands.)
*When not surrounded, base morale will gradually recover.

Employing captured prisoners

When you capture enemy officers after destroying their unit or capturing their base, you can try to employ them after the unit returns home or enters a base and disbands (P.36). You will be unable to employ prisoners if their loyalty remains too high. Officers that refuse to join you can be executed (they will be removed from the game), or released (they will return to their clan, or if it no longer exists, they will become a rōnin).

Providing supplies

Units that deploy have enough supplies to last for 120 days (each soldier uses 1 unit of the supplies per day). The unit will replenish its supplies each time it passes through one of your bases or those of your allies.

Base Commands

Selecting a base will bring up a list of Base Commands, where you can access the “Deploy Settings” menu.

Deploying a unit

Select  (Deploy Settings) and set the officer and troop counts in order to deploy the unit. Deployed units have enough supplies to last for 120 days (provisions). When a unit's provisions reach 0, the troops will begin to desert the unit.

Officers	Select  (Change) and then pick 3 officers (1 leader & 2 adjutants) to lead the unit (P.47). If you do not select the officers, they will be chosen automatically.
Troops	Select from 25% / 50% / 75% / Max.
Horses / Muskets	Decide whether you want to equip horses or muskets for your unit. You need enough to equip at least 20% of your unit. Once equipped, your attacks against the enemy can score critical damage, and you will be able to perform the “Charge” and “Release” commands (P.39) during Battles.



Once you have deployed, you need to select a target (base, post, or unit). By holding down the Shift key while selecting it, you can set a relay point as well.

Unit Commands

If you select a unit that has been deployed, you can perform Unit Commands.

*Units located in the same post can be selected together by holding down the Shift key while selecting them.

Home / Enter

Select a unit and then use  (Home) to return a unit to the base it was deployed from. If the unit is at one of your bases other than the one it was deployed from, you can select  (Enter) to have the unit enter that base and become assigned to it instead.



Storming and razing bases

If you select a unit while laying siege to a base you will be able to use the  (Storm) and  (Raze) commands.

Using the “Storm” command will cause the unit to continually attack the base until its HP reaches 0, but it will also have to deal with a counterattack. Bases with reduced HP will lose morale more quickly. Once a base's HP reaches 0, its troop count will start to decrease, and the base will fall when it no longer has any troops.

The “Raze” command sets fire to a base's districts and facilities in order to destroy them. The base's popularity and level of development decrease, making it easier for uprisings to occur. Additionally, the unit carrying out the command will recover supplies.



Utilize precise controls with Battles

If you select a unit that is in battle, you will be able to perform  (Battle) (P.38). Battles allow you to approach a unit that is in battle and give detailed orders while you fight.

*Battles cannot be used when a base is surrounded or when on water.

*Depending on conditions such as differences in troop levels, you may not be able to perform a Battle.



Battles come alive

Battles can be as large as 6 units on each side (including reinforcements), but Mass Battles can have up to 9 units on each side. Additionally, unlike regular Battles, you will win if you can defeat the unit that hosts the commander of the enemy group.

When you have enough allied and enemy units gathered together in the same location and meet some other conditions, you can use  (Mass Battle).

This enables you to recreate large-scale battles, so be sure to give it a try when you are able.

Battles

Select a unit during a skirmish and choose Battle to get started. The game will switch to the Battle screen, and you will be unable to perform any other controls until it is over. Additionally, time passes more slowly in a Battle than it usually does during the Active Phase. If the battle carries over into the next month, you will be given the option to pause the battle and go to the Council, or to use Auto Council and continue the Battle.

Battle Controls

During a Battle, you can select your units by holding down the Shift key and move them, or fight by using Tactics and giving orders. When selecting a unit and holding down the Shift key to set its destination, you can set relay points like with the main game screen, enabling you to plan detailed paths for your units so they can sneak up on enemies from behind or avoid the enemy's defensive facilities.

Castle Sieges

When a Battle takes place at a base, it will become a castle siege.

During a castle siege, the attacking side attacks the castle gates in order to reduce the base's HP. Reducing the base's HP can have numerous benefits, such as when you surround the base after the Battle is over. The defending side needs to protect its castle gates, as well as fight off the enemy units.

Additionally, the defending side will have its defensive facilities displayed on the map. These facilities, such as fences and towers, are destroyed as units pass over them or alongside them.



◆ Soldier numbers gauge (top)

When the enemy troops reach 0, you will win the Battle. If you are invading a castle, then the defending side will have an HP gauge displayed beneath the control gauge.

◆ Command gauge (bottom)

When this is full, you can use Tactics or the "Charge" and "Release" commands.

◆ Weather

Sunny	No real effect.
Rain	Unable to use Release.
Snow	Unable to use Charge.
Fog	Ranged attack damage is halved.
Cloudy	Transitioning to different weather.



◆ Tactics/orders

Selecting a unit will cause the Tactics and orders to appear.

Tactics	The control gauge is required to use Tactics.
Release	This utilizes the control gauge to perform a ranged attack. The attack may confuse the enemy unit it hits. If your unit is charged while performing Release, it will become confused. You can only use this command when you have muskets equipped.
Charge	This utilizes the control gauge to perform a charging attack. You are forced to charge forward, but your attack may confuse the enemy unit. If your unit is fired upon with Release while performing Charge, it will become confused. You can only use this command when you have horses equipped.

◆ Minimap

The location of each unit, defensive facilities, and more will be displayed. When the Battle begins, you are only given the initial starting point of the enemy units. Once they approach one of your units, their current location will be displayed.

Information Screen

Clan Info

◆Foreign

You can check trust, foreign stance, your relations with other clans and alliance information here.

◆Tribe

You can check any tribes that you rule over here as well as their special abilities.

◆Policy

These are the policies you can enact, as well as any that are currently in effect.

◆Innovation

The Innovation level of your clan. The policies you can enact depend on its value. It also affects things such as officer loyalty.

If Innovation is between 0–299, the stance will be Conservative, Neutral if between 300–699, and if Innovation is between 700–1000, the stance will be Progressive.

◆Supplies

Supplies	The amount of supplies you currently have.
Harvest	The amount of supplies that can be harvested at September's Council.

◆Gold

Gold	The amount of Gold you currently have.
Gold Income	This is the income you earn each month.
Policy Expenses	The amount necessary to carry out the Civil command "Policy" each month.
Diplomacy Expenses	The amount necessary to carry out the Foreign command "Diplomacy" each month.
Balance	This is the balance after all income and expenditures are accounted for in the month.

◆Armaments

Soldiers	The current total number of soldiers. The max number of soldiers you can have is the total of the max militia and max troops values.
Max Militia	The maximum number of militia soldiers you can have. This increases as population and popularity rise.
Max Troops	The maximum number of regular troops you can have. You can increase this by using the Civil command "Develop" to build up your conscripts rating.
Horses	The number of horses you currently have. You can purchase more with the Civil command "Trade". Units deployed with horses can use the "Charge" command in battle.
Muskets	The number of muskets you currently have. You can purchase more with the Civil command "Trade". Units deployed with muskets can use the "Release" command in battle.

Province Info

◆Basic

Check province Gold, income, goods, gear, and more. You can also check the province ruled by your daimyō.

◆Style

The Regent's style, which affect the entire province. Ones that have not been learned yet will have an "x" next to them. As the officer earns more experience as a Regent, he or she will start learning them, starting with the top of the list.

◆Plan

The "Orders" you have given your province (P.31).

◆Directions

The deploy settings, targets, and time periods for the "Directions." (P.33) you gave your province.

Officer Info

◆Character

Check the officer's father, spouse, biography, and more.

◆Traits

These are the special abilities that each officer has. They automatically affect tasks the officer does, such as in various strategic or military situations. Each officer can have up to 20, and you can learn more by using the Retainers command "Teach". The officer may also learn Traits when his or her abilities increase.

◆Loyalty

The loyalty the officer has for the daimyō, along with details about that loyalty. You can check the reason (tenet, affinity, etc.) that the loyalty is increasing or decreasing. Officers that have low loyalty are targets for commands such as "Entice" and "Collude", and they are more likely to become rōnin. Loyalty can be increased by using commands such as "Appoint" and "Reward" (P.28).

◆Tenet

How the officer feels towards Innovation. There are Progressive, Neutral, and Conservative stances. The stance of the daimyō has a large effect on the Innovation of the clan, as well as the loyalty of its officers.

◆Ideals

The things that the officer gives importance to. Officers with the same ideals will get along well with each other.

◆Serve

The number of years the officer has served the clan.

◆Tactics

The Tactics the officer can use during battle. They have various effects and help the unit in battle.

◆Abilities

The officer's abilities. When your officer carries out tasks that are associated with each parameter, he or she will gain EXP (white bar), and once it is full, that ability will increase by 1.

LEA	The higher this is, the less damage the officer's unit will take from the enemy during battle. Additionally, it is more difficult for morale or HP to decrease when a base is attacked (based on the LEA of the castle's Lord).
VAL	The higher this is, the more damage the officer's unit will inflict on the enemy during battle. It will also increase the damage done by <u>Storm</u> (P.37).
INT	This affects the efficiency of things like "Diplomacy" in the Foreign commands, and "Appease", "Entice", and "Investigate" in the Covert commands. The higher this is, the greater the effect will be. Surrounding a base will cause the enemy's morale to drop significantly.
POL	This affects the efficiency of things like "Develop" in the Civil commands, and the Infrastructure commands "Add", "Upgrade", "Repair", "Fortify", "Roadwork", "Expand", and "Change". The higher this is, the greater the effect will be, and the shorter it will take for the command to be completed.



◆Station

This will show whether the officer is a daimyō, retired, kin to the daimyō, a castle's Lord, or a retainer. Overseers will have "Overseer" written in here instead.

◆Outline (officer details)

These are the details on the officer's service of the daimyō, or how he or she feels about the daimyō (retainers only).

Officer Development

Officer abilities develop by earning EXP points when the officer carries out commands that are related to each ability. For example, POL is developed through the Infrastructure commands, while INT can be honed through the Covert commands. Look to develop the officer's stronger abilities even further, while shoring up the weaker ones as well in order to create well-rounded officers for your clan.

Additionally, officers can learn new Traits as they develop. Traits can be useful in a variety of different situations, such as strategic and military settings. If you assign an officer with a Trait to a task that is related to that Trait, you can expect even better results for your clan.

Base Info

◆ Castle Lord

This position can be given to an officer with the Retainers command "Appoint". Being made a castle's Lord will cause the officer's loyalty to rise.

◆ Upgrade

Upgrades and equipment made with the Infrastructure command "Upgrade" as well as the status of empty land in the base.

◆ Overseer

The officer that is carrying out the Civil command "Develop". You can select from the officers in that base.

◆ Population

The number of people that live in the base, as well as the number the population increases by each month. The larger the population is, the more Labor and militia troops you can employ.

◆ Popularity

This is a measure of the people's loyalty within the base. If it is lower than 40, the people will participate in an uprising. A high popularity rating will increase the number of militia you can employ, as well as the population itself, and troops will enjoy improved recovery speed.

◆ Soldiers

Current Troops / Max Troops.

◆ Mine/Port Income

The income you can receive from mines and ports each month. Mines can be found within your bases by using the "Survey" command.

◆ Max Militia

The maximum number of militia troops you can have. This increases as the population and popularity rise. The total of the max militia and max troops values is the total maximum number of troops the base can have.

◆ Max Troops

The maximum number of regular troops you can have. You can increase this by using the Civil command "Develop" to build up your conscripts rating.

◆ HP

Shows current HP/ Max HP. Low HP means the base's morale gauge will drop faster when it is surrounded. It will drop when units use the Unit command "Storm", or when the people start an uprising. HP can be restored with the Infrastructure command "Repair".

◆ Districts

The current number of districts in the base. You can create more districts by using the Infrastructure command "Expand".

◆ Crops/Crafts/Conscripts

This details the base's level of development, as well as the max values. You can develop the base through the Civil command "Develop". If you do not have enough crops, the conscripts gauge will display in red, and you will not be able to develop that portion.

◆ Facility

These are facilities built within the base's districts. They can have various effects and benefits.

◆ Resources

You can find resources by using the Investigate command "Survey". They are needed to add facilities or upgrade certain of the castle facilities.

The effect of popularity on uprisings

A base's popularity grows slightly each month until it finally reaches its maximum value. However, it can decrease if battles are fought near the base, or if the enemy razes it. If popularity is lower than 40, the people will start an uprising. Bases facing an uprising are unable to obtain income until it is quelled. Additionally, if the base that had the uprising is in battle, the base's HP will decrease.

The use of the Civil command "Policy" can serve to increase or decrease the maximum popularity value.

Finding troops and max troop counts

The number of troops will automatically rise during the Active Phase until it reaches the maximum value. There are two types of troops: militia, and regular troops. The ways to increase them differ, but they are treated the same when deploying units or going into battle. Militia are peasants that have been drafted into the military. A set percentage of the population will be made into militia. The percentage will be higher if popularity is also high. Conversely, regular troops are professional soldiers. If you develop the conscripts rating of the base, then the max value for this type of troops will increase.

Troop postings

Troops are stationed at all of your bases. If a unit enters a base, its officer will become a member of the base, but the troops in the unit will disperse and return to their previous base.

Tribe Info

◆Boss

This is the leader of a tribe and leads reinforcements. Certain bosses become your retainers if you assimilate their tribe.

◆Soldiers

The max number of troops the reinforcement unit can bring. You can only use this when support is at 70% or greater.

◆Country

The country where the tribe's village is located. *You cannot use "Assimilate" if you do not occupy a castle in a territory containing a tribe, even if support is at 100%.



◆Support Ratio

The ratio of tribe members who support your clan. If it is greater than 70%, you can summon them as reinforcements during battle. When it reaches 100%, they will be able to use their special ability.

◆Special Ability

The special ability of the tribe. They automatically affect tasks the officer does, such as in various strategic or military situations. You can only use this when support is at 100%. Ruling over multiple tribes that have the same special ability can enable the effects of that ability to stack. Carrying out the Covert command "Assimilate" will cause the tribe to lose its special ability.

Farmers	Receive supplies at the beginning of June.	Mercenary	Able to send reinforcements to any land-based battle in the country.
Peddlers	Receive Gold at the beginning of September.	Navy	Able to send reinforcements to any water-based battle in the country.
Horses	Receive horses at the beginning of March.	Tunnel	Able to send reinforcements to an attack on any base in the country.
Muskets	Receive muskets at the beginning of December.	Temples	It is easier for the population to increase. If your daimyō also holds Honganji, maximum popularity will also increase.
Volunteers	Increases the troop recovery amount for all bases.	Stealth	Increases the effects of "Appease" and "Entice".
Carpentry	Decreases the time for Infrastructure commands.		
Blademaker	Increases the EXP officers can receive for their VAL ability.		

Unit Info

◆Tactics/Traits

Check detailed info on the Tactics and Traits of each officer.

◆Prisoner

The number of officers held prisoner. You can attempt to employ them when your unit enters the base.



◆Officers

From the top, it is Leader, Adjutant 1, Adjutant 2.

◆Gear

This will be displayed brightly if horses or muskets are equipped.

LEA, VAL, and unit strength

A unit's strength is determined by the LEA and VAL abilities of the officers leading it.

Units can be led by up to 3 officers. The higher the LEA ability of the captain, the more the abilities of the adjutants will be realized, making the overall unit stronger.

Unit Status

Units can be powered up or even temporarily disabled due to the use of tactics and other factors. You can check changes in condition or status via the simplified unit information window.

Attack power up	Attack power down
Movement speed up	Movement speed down
Defense up	Defense down
Disabled	Unorderable

Unit Status

