

Version 3.6 - June 2009 - Brent Easton

- Added missing Iron Ship counter and storage location on map.
- New Azuchi Castle artwork.
- Add Regroup to Tokugawa to Tokugawa counters.
- Added 'Castle Destroyed' option to Besieged counter.
- Include Azuchi Castle counter on Turn Track 10 setups.
- Uesugi starts with Kagekatsu, not Kenshin.

Version 3.5 - May 2009 - Brent Easton

- Added missing Minakuchi map label.
- Updated Card back artwork.
- Moved Murakami units to Turn Track.
- Daisho-Ji and Oyama start in Neutral Control.
- Added Dies of Illness option to Daimyo's with heirs.
- Add Regroup to Oda Minors to Oda Minors and Tokugawa.
- Fix stacking of Castle Destroyed counters.

Version 3.4 - Apr 2009 - Brent Easton

- Added 3 & 4 player setups.
- Moved control counters to centre of space and make hidden initially.
- Added option to units to create Besiege counter.
- Added New Daimyo option to Samurai.

Version 3.3 - Apr 2009 - Brent Easton

- Added 2 player setup.
- Updated control counters.

Version 3.2- Apr 2009 - Brent Easton

- Added Control counter.
- Re-organized betrayal of Soldier counters.

Version 3.1 - Apr 2009 - Brent Easton

- Final artwork for map and counters.

Version 3.0 - Mar 2009 - Brent Easton

- Final artwork for cards.
- Added Charts from game.
- Added Daimyo info cards from game.

Version 2.6 - May 2007 - Brent Easton

- Map corrections.

- Updated startup scenario.

Version 2.5 - May 2007 - Brent Easton

- Changed Azai Nagamasa Major General --> Minor General.
- Deleted ISHONO Kazumasa ciunter.
- Added Piratets Murakami counter.
- Added Tekkosen counter.
- Removed Enryaku-ji fortress marker.
- Added Ashikaga Yoshiaki counter.
- Many card corrections plus new cards.
- Minor map changes.
- Units can be placed anywhere on map.
- Removed Delete command from chits.
- Minor changes to Charts.
- Added sequence of play.
- Updated startup scenario.

Version 2.4.1 - Mar 2007 - Brent Easton

- Fixed errors in setup.
- Removed Delete option from Chits.

Version 2.4 - Mar 2007 - Brent Easton

- Added Field of Honor map.
- Added reduced castle strength marker.

Version 2.3.2 - Mar 2007 - Brent Easton

- Added Out of Communicaion command/marker.
- Fixed error on Betrayal chart.
- Added missing road link on map.

Version 2.3.1 - Mar 2007 - Brent Easton

- Added new setup.

Version 2.3 - Mar 2007 - Brent Easton

- New Map.
- Added Enruki-ji soldier.

Version 2.2 - Mar 2007 - Brent Easton

- Added Highlight feature.
- Fixed card errors.

Version 2.1 - Mar 2007 - Brent Easton

- Added Hojo and Chosokabe counters.
- Added missing/new cards.

Version 2.0 - Mar 2007 - Brent Easton

- Updated Map.
- Updated counter artwork.
- Added counters.

Version 1.5 - Sep 2006 - Brent Easton

- Fixed to Startup.
- Added extra zoom level.
- Removed movement marking in Graveyard window.

Version 1.4 - Brent Easton

- Finished Game Setup - added cards & chits, corrected errors.
- Added Movement marker and movement trail to counters.
- Added Moderator side.
- Added Notes Window.
- Added Charts.

Version 1.3 - Brent Easton

- Added Dice buttons.
- Re-ordered menu commands.
- Added Graveyard & hidden Delete to Soldiers and Leaders.
- Added Regroup command to counters.

Version 1.2 - Brent Easton

- Counter changes.

Version 1.1 - Brent Easton

- Increased counter size and definition.
- Moved Neutrals out of Oda palette and fixed initial size.
- Added Hide Pieces button.
- Added Setups.
- Fixed Typos.
- Added missing units.

Version 1.0 - Brent Easton

- Initial version.