

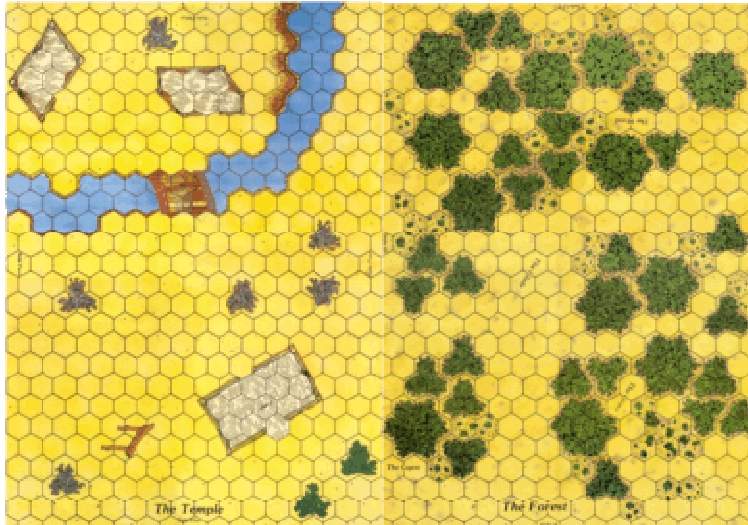
## Claymore 2 – Scenario 2 for Samurai

### The Convoy

#### Background

Once more the taxes have just been collected of the village of the White Dragon. Lord Tomomori decides to join his castle by the most direct path by crossing the grounds of the Temple. However, a rival lord wants to destabilize the power of Tomomori by intercepting the taxes, and for that he sends his anonymous agents: The Ninjas.

#### Map Layout & Starting Positions



Player A decides the configuration of the game board and chooses the side through which he will enter, knowing that he will have to come out through the side opposite (he is required to cross both the Temple and the Forest maps). Player B (the Ninjas) places in secret first and notes on a sheet of paper the position of his Ninjas. [Player A then starts the game by entering the game board through the map-edge declared earlier.].

#### The Sides

Group A		Group B	
<p><b>Mounted Samurai</b></p>	<p><b>Cart</b></p>	<p><b>Draft Horse</b></p>	<p><b>Ninjas</b></p>
If the day scenario is chosen		If the night scenario is chosen	
<p>any one unarmored man on foot</p>	<p>any 4 unarmored men on foot</p>	<p>3 lanterns</p>	

#### Special Rules

In ambush, the Ninja is invisible as long as he does not make use of a weapon, but from then on his position is known precisely.

During movement, the Ninja is only revealed if he crosses an enemy line of fire.

This scenario can be played in daylight or at night. At night it is necessary to adopt the rules for night (see “The Night of the Ninja” scenario from the rules booklet) and to make use of the lanterns whose carriers will be designated by player A.

#### Victory Conditions

The player who represents the Ninjas wins if he succeeds in capturing, and exiting the cart from the game board. If he fails but assassinates Tomomori, the game is a draw. On the other hand, if the player who represents the Samurai preserves the cart and the life of Tomomori, he will be the winner.