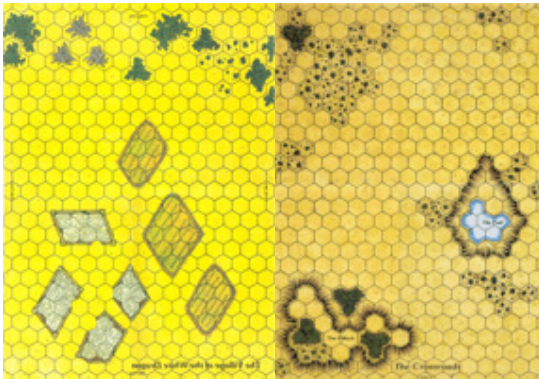


The Way To The Harbor Is Clear

Background

A western kingdom has sent ambassadors to an oriental empire with the object of concluding trade agreements. To seal these treaties, the emperor offered the ambassadors some valuable and sacred gifts. In addition, he appointed as escorts two of his own lords who were instructed to act as his representatives. However, these agreements had not had unanimous support in the heart of the empire, and opponents of them attacked the ambassadors on the road leading to the harbour.

Map Layout & Starting Positions



- > The ambassadors and their escorts enter through side 4 of the Village map using their normal movement allowance.
- > The attackers enter in their turn between the hexes marked 7 and 8 on the Crossroads map (lower right-hand corner) using their normal movement allowance.
- > The ambassador player then starts the first game turn.

Special Rule

For missile-fire use the tables from Samourai, with the following modifications:

- > shots against knights on foot: +2 on the die roll;
- > shots against mounted knights: +1 on the die roll [i.e. unamended Samurai Blades table +2].


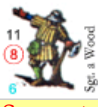













The remainder of the rules are unchanged.

Victory Conditions

- > The attackers' aim is to kill the western ambassadors and capture the cart (taking it off the board through the area that they entered from).
- > The ambassadors' object is to take the cart off the board (between the hexes marked 6 and 7, top right-hand corner) with at least one surviving knight.

Casus Belli Nr 45 Scenario

The Sides

Western ambassadors		Oriental ambassadors					
 <p>26 12</p> <p>Sir Conrad</p> <p>Knights</p>	<p>Sir Richard Sir Piers Sir Clugney Sir Roger</p>	 <p>7 6 8</p> <p>Ben</p> <p>Spearmen</p>	<p>Bertin Crispin Hal Odo Mark Ben Wat Perkin</p>				
 <p>11 8 6</p> <p>Sgt. a Wood</p> <p>Sergeants</p>	<p>Arnim</p>		 <p>32 15</p> <p>Tadatsuna</p> <p>Mounted Samurais</p>	<p>Tadatsuna Tomomori</p>	 <p>12 9 6</p> <p>Kanetsuna</p> <p>Samurais</p>	<p>Ryuichi Michikiko Atsue</p>	
			 <p>10 7 8</p> <p>Chikao</p> <p>Ashigarus with naginata</p>	<p>Ansei Chikao Eitken Kasuyori Masatsura</p>	 <p>8 5 8</p> <p>Dometsu</p> <p>Ashigarus with yari</p>	<p>Domei Hoshii Tadamoto Yabu</p>	
The attackers (Group 3)			The cart and its escort				
 <p>32 15</p> <p>Tadatsuna</p> <p>Mounted Samurais</p>	<p>Jichu Munehisa Shigehira Masanaga Tadanori Rokudai Arimari</p>		 <p>Cart</p>	<p>Cart + draft horse</p>	 <p>32 15</p> <p>Tadatsuna</p> <p>Mounted Samurais</p>	<p>Kunika</p>	
			 <p>6 3 8</p> <p>Asagi</p> <p>Ashigarus with bow</p>	<p>Nobuzane Obata</p>	 <p>8 5 8</p> <p>Dometsu</p> <p>Ashigarus with yari</p>	<p>Hidemasa Hiro Kobi Taitaro</p>	
The attackers (Group 7)			The attackers (Group 2)				
 <p>6 3 8</p> <p>Asagi</p> <p>Ashigarus with bow</p>	<p>Asai Nobuzane Obata Saikaku Onoshi</p>	 <p>10 7 8</p> <p>Chikao</p> <p>Ashigarus with naginata</p>	<p>Sanjo Saotome Shinkuro Yukio Goroda Mura Ojikuni Shisei Yoshitaka</p>	 <p>12 9 6</p> <p>Kanetsuna</p> <p>Samurais</p>	<p>Kanetsuna</p>	 <p>10 6 8</p> <p>Masazumi</p> <p>Ninjas</p>	<p>Matsuo Masazumi Tokimasa</p>
 <p>8 5 8</p> <p>Dometsu</p> <p>Ashigarus with yari</p>	<p>Zataki Aritomo Jikkyu Korekado</p>		 <p>8 5 8</p> <p>Dometsu</p> <p>Ashigarus with yari</p>	<p>Ishido Kenzan Kiyama</p>			