

## AMBUSH (Scenario One)

Map Layout - White Dragon Map only. Counters - Samurai only.

### Setting the scene

The samurai Jichu has been out gathering taxes from his tenants. With a small retinue and his cart he is returning to The Village of the White Dragon. Scouting ahead of his men he runs into a band of yakuza (bandits) led by the notorious ronin Fuhito. Beyond the ambush lies the village and a small force commanded by the family retainer Kumpei.

### The Sides

#### Jichu's Men Pack One

##### Mounted Samurai

Jichu (Bow)

##### Naginata

Ojikuni

##### Yari

Kenzan

Kobi

Tadamoto

#### The Villagers

##### Dismounted Samurai

Kumpei (Bow)

##### Yari

Hoshii

Korekado

Special Equipment

Jichu's men have a draft horse and a cart.

#### The Yakuza Pack Two

##### Dismounted Samurai

Fuhito (Bow)

Ikina

Takuan

##### Naginata

Ansei

Shisei

##### Yari

Aritomo

Hidemasa

### Starting Positions

1. Jichu is placed off the map next to one hex on map edge 3. He will enter from this hex on turn 1. The Jichu player then puts his three villagers in any three building hexes.
2. The Yakuza player deploys his forces. No characters may be placed within either three hexes of either a building hex or map edge 3.

3. Jichu may now move and so may his men. His men enter the map from either Jichu's start hex or one and only one other hex on map edge 3.

**Special** - The Jichu player may not move, fight or shoot with his villagers until they have been warned. They are all warned in the movement phase when any character either moves into or next to a building. If the warning character is one of Jichu player's characters, the villagers may start to move in the same phase.

### Victory Conditions

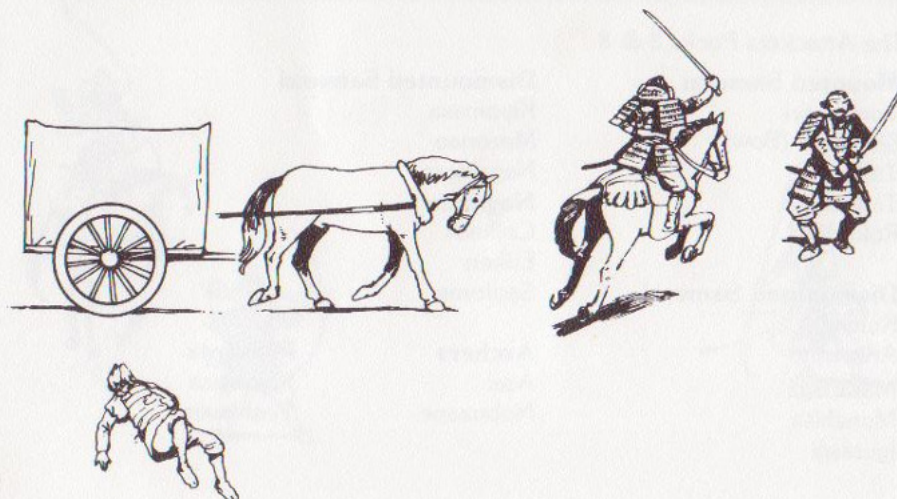
The Yakuza player wins by moving the cart completely off the map at edge 3. The Jichu player wins when the cart has been moved next to a building.

### Player Notes

Before play both players should consult rules 5.4 and 5.5 dealing with carts and horses.

The Yakuza player must decide whether to deploy covering all paths through the woods or just one or two of them. He will sooner or later have to think about allowing a messenger through. It is easier killing the cart's guard, reduced by having lost a man to get the villagers. It is sometimes useful to kill the horse, but this means that he will then have to spare precious men to push the cart.

The Jichu player must plan a strategy based on his one or two entry hexes. If he uses two hexes far away from each other he may force the yakuza to cover a large area. This might mean he is defeated in detail. Should he send a messenger to get those vital three villagers? If so, who should he send? Whilst Jichu mounted is the fastest, Jichu on foot may be able to use his bow with more effect.





## BATTLE FOR THE BRIDGE (Scenario Two)

Map Layout - Temple Map only. Counters - Samurai only.

### Setting the Scene

A pretender to the Imperial Throne has become disillusioned with his Shogun. Enlisting the aid of the Shogun's clan rivals he aims to start a rebellion. Moving quickly through the countryside, young Prince Mochihito and his supporters rest at the Cherry Blossom Inn. Here they are joined by rebel monks who wish to aid the cause. Night falls and with it a strange mist. Morning comes and as the mist rises from the opposite bank of the river comes the war cry of the Shogun's clan

### The Sides

The Defenders Packs 4 & 5

#### Dismounted Samurai

Mochihito (Bow)  
Kanetsuna (Bow)  
Nakatsuna (Bow)

#### Monks

Banzan  
Harufusa  
Harunaga  
Hideaki  
Kagesue

#### Dismounted Samurai Monks

Tajima  
Jomyo  
Hochi  
Benkei  
Sukenaga  
Tadazumi

The Attackers Packs 3 & 8

#### Mounted Samurai

Tomomori  
Shigehira (Bow)  
Tadanori  
Tadatsuna  
Rokudai

#### Dismounted Samurai

Kunika  
Arimari  
Masanaga  
Munehisa  
Iurasgi

#### Dismounted Samurai

Kiyomasa  
Moronao  
Nagamasa  
**Naginata**  
Chikao  
Eitken  
Saotome

#### Archers

Asai  
Nobuzane

#### Peasants

Kiyomasa  
Yoshiwara

### Starting Positions

The defenders deploy first anywhere between the river and map edge 3.

The attackers enter the map from edge 1 and move first.

### Victory Conditions

The attackers must crush the rebellion by killing Mochihito. If they do this they win, if not the defenders win.

### Player Notes

Before play the players should consult rules 5.1 (Bridges) and the following section on terrain being blocked by corpses. Read the sections on corpses removal and section 9 on Monks.

The attacker must make a concerted offensive. Only certain characters can cross the river and he must use these wisely. The tremendous shock effect of mounted samurai must not be wasted on piecemeal attacks. Use terrain features to cover your approach to the bridge, and remember that some of your archery targets may catch the arrows out of the air.

The defender must keep his nerve and rely on the heroic characters he has on his side. If the defender lets the enemy burst over the bridge he has got lots of problems. Mochihito should be protected, but may be used from a well covered position to give support with his bow. Try to stop the attack in a position where you can use more men against the attackers caught in a bottleneck.





## SEVEN SAMURAI (Scenario Three)

Map Layout - White Dragon Map only. Counters - Samurai only.

### Setting the Scene

The Village of the White Dragon is suffering at the hands of a band of brigands. The local Taira daimyo will not protect the villagers because they supported the rival Minamoto clan in the recent civil war. Thrown back on their own resources the villagers under their headman hire the services of seven ronin who are desperate for work. Their leader Ryuichi orders the construction of barricades which are just completed as the outlaws under the despicable Weicho arrive.

### The Sides

The Defenders Pack 6

#### Dismounted Samurai

Ryuichi	<b>Yari</b>
Michikiko (Bow)	Hiro
Hidehira	Yabu
Saburo	Zataki

Atsue	<b>Peasants</b>
Motofusa (Bow)	Amakun
Kiyosi	Omi
	Nakamura

#### Special Equipment

The defenders have four barricades each of two hex lengths.

The Attackers Pack 7

#### Dismounted Samurai

Weicho (Bow)	<b>Archers</b>
Fudo (Bow)	Obata
Yasatsuna (Bow)	Onoshi
	Asagi

#### Naginata

Sanjo	<b>Peasants</b>
Goroda	Makoto

Yukio  
Kasuyori  
Mura

#### Yari

Jikkyu  
Kiyama  
Taitaro  
Domei  
Ishido  
Tamazaki  
Toda

### Starting Positions

1. The defenders deploy all of their barricades and characters.
2. The attackers deploy on one hex per man (19 hexes in all) on side 2 and move first.

### Victory Conditions

The attackers win by destroying all of the villagers and still having at least one samurai left. If they fail to do this, the defenders win.

### Player Notes

Before play both players are urged to consult the section in the rules on barricades, 4.9.

The defender must deploy his barricades carefully, covering entrances but allowing movement in the village. He should not leave sections which are likely to be attacked solely in the hands of the villagers.

The attacker has quite a difficult task. He can win by carefully using cover and his superior firepower to make the defenders keep their heads down. He should only attack weak spots in the defence where he has a fair chance of success.





## KAGEMUSHA (Scenario Four)

Map Layout - White  
Dragon Map, Temple  
Map, Crossroads Map  
(Cry Havoc).

Counters - Samurai only.

	2		5		2
1	White Dragon	3	8 Crossroads	6	1 Temple 3
	4		7		4

### Setting the Scene

The Shogun and a few close friends have been out riding and admiring the cherry blossom. As the friends are sitting beneath the boughs composing poetry, a passing peasant warns that a band of armed men is coming towards them. Suspecting treachery, the Shogun realises that he must ride through the rebels to get to Kyoto and safety. One of his friends offers to change places with the Shogun and become a kagemusha, or shadow warrior and wears his shogun's armour. The rebels appear but are not sure which warrior is the Shogun.

### The Sides

The Shogun's men, any five of the following seven. *Pack 3*

#### Mounted Samurai

Tomomori  
Shigehira (Bow)  
Tadanori  
Tadatsuna  
Kunika (Bow)  
Arimari (Bow)  
Rokudai

The Rebels *Pack 8*

#### Mounted Samurai

Masanaga  
Munehisa

#### Dismounted Samurai

Igurasgi  
Moronao  
Nagamasa  
**Naginata**  
Chikao  
Etken  
Saotome

#### Archers

Asai

#### Peasants

Kiyomasa  
Yoshiwara

**Special** - The Shogun must secretly write on a piece of paper which of the mounted samurai is in fact the Shogun. This will be revealed at the end of the game.

### Starting Positions

1. The rebels place three characters on each of the map sections.
2. The remaining three characters come on game turn 12 on map edge 1 of the White Dragon.
3. The Shogun's men set up after the rebels on map edge 3 of the Temple map.
4. The Shogun's men move first.

### Victory Conditions

The Shogun Player wins by moving the secretly nominated Shogun character off map edge 1 of the White Dragon Map. If he fails to do this the Rebels win.

### Players Notes

Players should keep a record of the number of turns played as this is rather crucial.

The Shogun Player is advised to make the Shogun character one of those with a high defensive factor. With his choice of colleagues he must make up his mind on the balance of fire power over physical strength. He should try to keep the rebels guessing for as long as possible as to the identity of the real Shogun.

The rebels have a fairly difficult job. They must decide whether to risk a few opportunist attacks or try to get a solid block of bodies to prevent the shogun exiting. If he does not hold the Shogun up for a turn or two per map, he is in danger of losing.





## THE TEMPLE (Scenario Five)

Map Layout - Temple Map only. Counters - Samurai only.

### Setting the Scene

The Zen Buddhist monks of the isolated temple have decided that they should re-assert their rights to be exempt from taxes. They were granted exemption because of their conspicuous part in praying for the Kamikaze wind which destroyed the Mongol Invasion. Unfortunately the local daimyo is not a very religious man and feels that he could put the revenue of the temple to a better use than any grasping abbot. He sends off a war party headed by his most trusted samurai Masanaga. As Masanaga approaches the Temple he realises that the monks have not been idle, and have reinforced themselves with three stalwart samurai monks, led by the redoubtable Benkei. Tightening the laces on his armour, Masanaga rides down to death or glory.

### The Sides

The Attackers Pack 8

#### Mounted Samurai

Masanaga  
Munehisa

#### Naginata

Chikao  
Eitken  
Saotome

#### Dismounted Samurai

Igurasgi  
Kiyomasa  
Moronao  
Nagamasu

#### Archers

Asai  
Nobuzane  
Saikaku

#### Peasants

Yoshikume  
Yoshiwara

The Defenders Pack 5

#### Dismounted Samurai Monks

Benkei  
Sukenaga  
Tadazumi

#### Monks

Banzan  
Harufusa  
Harunaga  
Hideaki  
Kagesue

### Starting Positions

The defenders set up first. All of their characters must either be in or within three hexes of the Temple.

The attackers set up one per hex (14 hexes) on side 4 of the Temple map. They move first.

### Victory Conditions

The attackers win if they loot the Temple before nightfall (Ten turns). To do this they must have a man in the Temple, not in a hex adjacent to either a door or a living monk character. He must spend an entire turn looting and is not permitted to fire missiles or initiate combat.

The defenders win by preventing the looting of the Temple.

### Player Notes

The attacker has a strong force but must move quickly before time runs out. He enjoys a firepower superiority but if he stands off for too long he may never get to loot the Temple, in which case he would be well advised to read section 8 of the rules dealing with seppuku.

The defender has to fight for time and has some heroic characters on his side. From about turn seven onwards he may consider a sortie if the attackers have been weakened by a rash assault, but remember that even a speedy ashigaru is able to loot after entering through a window. Read section 9 of the rules dealing with monks.





## NIGHT OF THE NINJA (Scenario Six)

Map Layout - Temple Map only. Counters - Samurai only.

### Setting the Scene

The Daimyo Misakado has made powerful enemies at the court. He is suspected of being behind a plot to overthrow the Shogun. There is no real evidence for his crime so the Shogun could not risk a public trial. There are of course other ways of carrying out executions and as Misakado sleeps - the Ninja close in.

### The Sides

The Defenders *Pack 9*

#### Dismounted Samurai

Misakado  
Kiyomori (Bow)  
Yoshimitsu  
Ueno  
Yukichi

#### Naginata

Masatsura  
Shinkuro  
Yoshitaka

#### Special Equipment

The defenders have three lanterns

The Ninja *Pack 10*

### Ninja

Matsuo  
Masazumi  
Tokimasa  
Toshinaga  
Yorikasa

### Starting Positions

The defenders set up first. Misakado must be placed in one of the two buildings **between** edge 3 of the map and the river. The defender should make a secret note on a piece of paper as to which building he is in.

Apart from Misakado, the defender may only have one samurai per building, and no other characters in them. All the defenders deploy between map edge 3 and the river. The Misakado character is represented by four counters. These show him in various stages of undress, from nearly naked through fully dressed and partially armoured to fully armoured. He starts the game in the weakest state but is unwounded. If he is stunned replace his character with the stun counter but remember how far along the way to being dressed he is when he comes round again. He may go from either undressed to dressed or dressed to armoured in a movement phase. He may not have been engaged in combat that

turn. He may only wake up and start to dress once the alarm is given. No defending characters may move after deployment unless the alarm is given. The alarm is given if:

- A ninja is observed entering an illuminated hex.
- Ninja attack a character but fail to kill or wound him.
- Ninja extinguish a lantern.

The Ninja enter the map from edge 1.

**Special** - Remember that at night ninja may not be seen unless they are in an illuminated hex or adjacent to an enemy. Other characters may be seen in the darkness. Characters within buildings are not easily observed. A character may look into a building if he is next to a door or a window, but in doing so becomes visible to those inside. All characters within a building are visible to each other. Buildings are assumed to be permanently illuminated.

### Victory Conditions

The Ninja player wins by killing Misakado and having at least two ninja characters escape the map. If Misakado is killed but fewer than two ninja escape, the game is drawn. If the Misakado player is not killed, he wins the game.

### Player Notes

Both players are advised to read rules sections 10 and 11.

The Ninja player must be very careful and work out a plan of attack. Once the alarm is given he is very pressed for time so he must be in the right place. Don't rely on luck but reconnaissance.

The defender must make sure that his many warriors are carefully deployed as he will not be able to move them until the alarm is given. He should cover as large an area as he can with the light and have one or two men cover likely hexes which the ninja will need to move through.





### Competition Rules

Players may wish to compete with each other as individuals or in contests between clubs. To do this they may not feel happy by fighting one of the scenarios provided. Accordingly these additions have been made to allow players to choose their own forces and terrain.

### Equipment

Many players have found that playing with miniature figures instead of counters increases the aesthetic quality of the game. Many manufacturers produce ranges of 25mm mediaeval troop types. For Samurai Blades we would recommend the Dixon Miniatures Samurai range. As an alternative to mapsheets, Standard Games produce Felt-Hex which together with model terrain (lichen for trees etc) gives an authentic feel to the game. Clear acetate hex sheets (25mm) are available from Standard Games, to enable players to design their own maps.

### Organising Terrain

One player or side should decide on the terrain to be fought over. This can be done by choosing which maps will be used and in what orientation they are placed. Alternatively he may set up model terrain on a Felt-Hex. The other player or side then decides which edges of the map or table the forces enter from.

If the first player sets up terrain with a grossly unequal distribution of cover, the second player may choose the most advantageous area of terrain to be close to his starting edge.

### Organising Forces

Players may use troops of differing quality as they see fit. By mutual agreement players should decide on the number of combat attack points allowed to each side. A small skirmish could have 50 points per side. A game lasting 1-2 hours 125 points and a major engagement 300 points.

Players take it in turns (first choice decided by die roll) to select a character until they have reached the agreed total of combat attack points.

Because of their special abilities certain characters have their value of points modified. The modifications are listed below.



Character type	Modifier	Reasons for Modifier
Peasants	x 1/2	No armour, low quality.
Mounted samurai or knight	x 1 1/2	Heavy armour + mobility.
Shortbowmen	x 3	Missile weapon
Longbowmen	x 4	Missile weapon + high penetration
Crossbowmen	x 3	Missile weapon + high penetration, low rate of fire
Monks	x 1 1/2	Missile deflection
Mounted samurai archers	x 5	Heavy armour, missile + mobility.
Ninja	x2 day(x3 night)	Missile weapon, near invisibility

### Equipment should be costed as follows:

Equipment type	Cost
Fascines (moat filling)	3
Screen	3
Barricade	5
Ladder	3
Castle	200 or 2/3 of total points, defenders choice
Ram	40
Siege Tower	40
Ballista	50
Mangonel	40
Trebuchet	40
Extra warhorse	5
Draft animal	3
Wagon	3
Lantern	1

As an example of costing we can see the defender (Jichu's men) of scenario 1 costed as follows:

Jichu (Mounted samurai)	140
Kumpei (Archer)	44
Ojikuni	9
Kenzan	8
Kobi	8
Hoshii	7
Tadamoto	8
Korekado	6
Draft horse	3
Wagon	3
	236