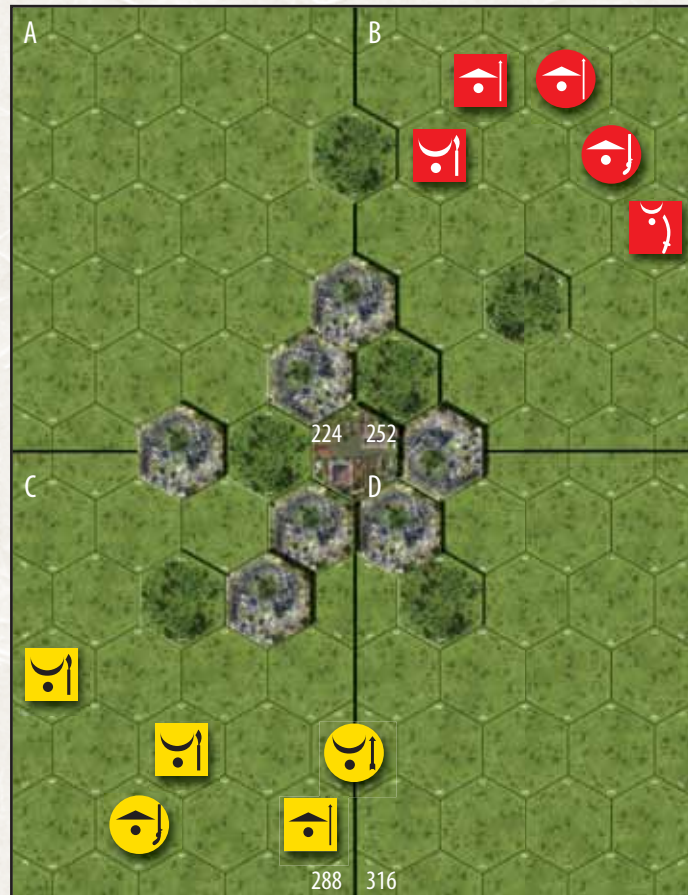


## A mountain shrine





Between domains of two rivaling daimyos there was a mountain with a famous shrine. The daimyos couldn't decide peacefully who of them should own the shrine, and a conflict erupted. Both daimyos ordered their troops to capture the mountain shrine.



### DURATION OF THE GAME:

The game ends at the end of Turn 12.

### VICTORY CONDITIONS:

-  – Capture the shrine. The player gains 40 Glory if at the end of the game one of his units is on the hex 437.
-  – Destroy enemy samurai units – 15 Glory for each enemy samurai unit destroyed (whether samurai with naginata or with nodachi).
-  – Earn Honor Markers  – 5 Glory for each marker present at the end of the game.

### TERRAIN TILES

|   |  |
|---|--|
| A | 206-417; 215-391x1; 219-396x1; 222-398x1; 223-415; 224-437x2 |
| B | 245-416; 248-419x1; 253-395x2                                |
| C | 265-399x2; 268-418; 269-393x1                                |
| D | 294-392x1; 299-420   |