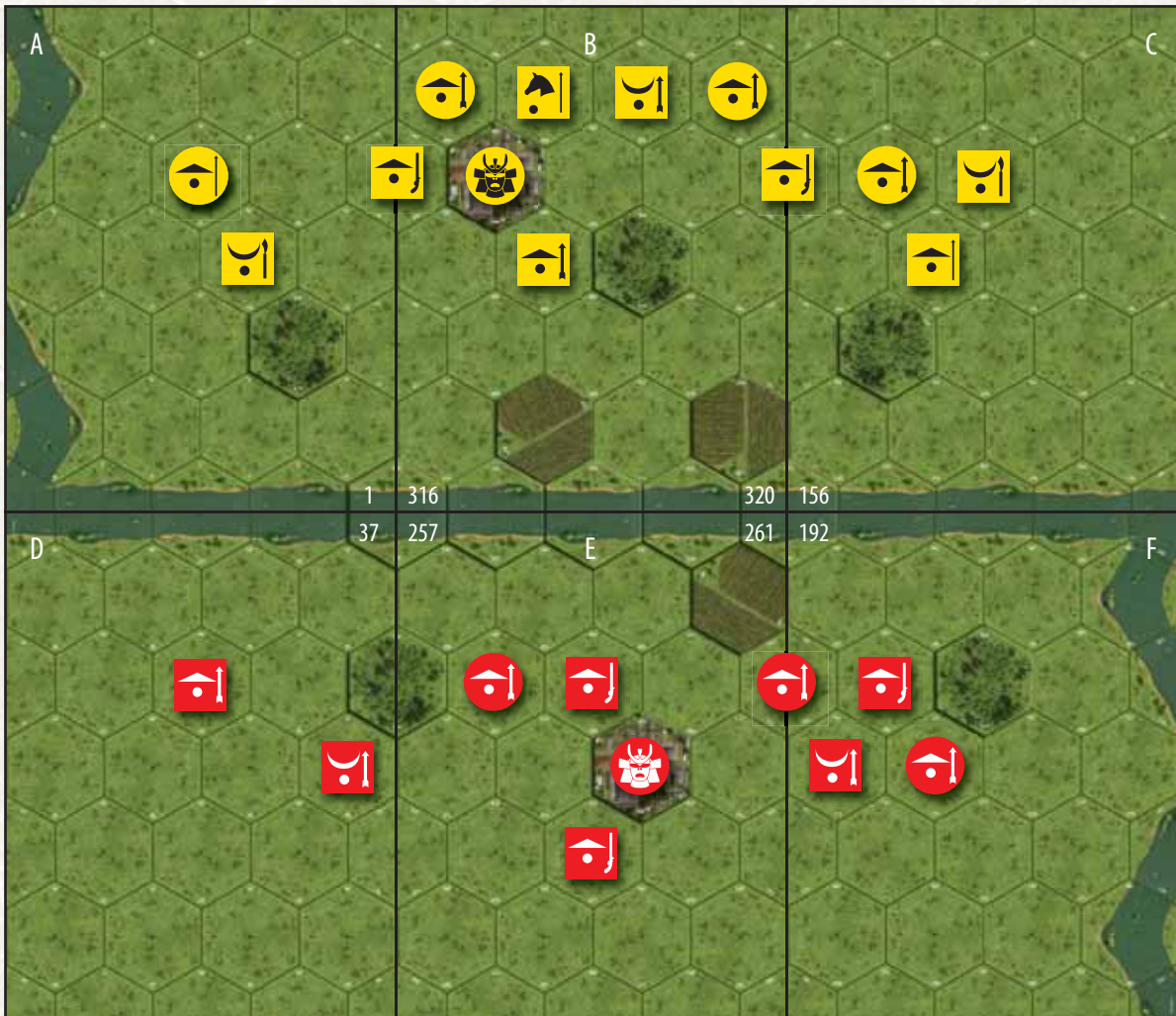


Shootout



Armies of two daymios met at the border of their provinces. One thing didn't allow to start a battle immediately – namely, a deep river that was between two armies. One of the daimyos decided to send a part of his army to seek a ford or bridge and to cross the river. However, he ordered the rest of his troops to approach to the river and to start shooting at enemy to divert his attention...



DURATION OF THE GAME:

The game ends at the end of Turn 8.

OBJECTIVES:

-  – Cross the river – the yellow player gains 10 Glory for each yellow unit being on the other side of the river when the game ends.
-  – Destroy enemy army – 2 Glory for each enemy figure removed from play.

TERRAIN TILES

A	1-430; 11-415
B	299-444; 305-418; 313-438; 315-443; 317-431; 318-432; 319-434; 320-435
C	148-417
D	46-416
E	265-441; 273-437
F	181-419