

SCENARIO

Seizure of provision

Okinawa is an island to the south of Kyushu, inhabited by the proud citizens of the Ryukyu Kingdom. In the 14th century it was a centre of trade between China and the neighboring countries.

The ambitious Japanese established a protectorate on the island, killed local nobles and banned carrying arms. Samurai oppressed the locals, denude the peasants of their scant belongings, carried off women. Rebels would be immediately killed. And if a peasant carried a weapon, he was considered a rebel.

Although the proud Okinawan people didn't give up and cherished a dream about their independence throughout the generations. As the peasants couldn't get weapons, they learned to operate the everyday tools – nunchakus (flails used to threshed grain), sickles etc. But the fighters for the Okinawan independence had also supporters in Japan – the ronins, the samurai with no master, the enemies of the clans who ruled Okinawa.

MISSION OBJECTIVES:

Yellow
1. Take the transport: the transport must stay on the C part of the game board at the end of the game - 2 points.

Peasants will be grateful for saving their provision

2. Kill the samurai (cavalry) commander - 2 points

A point of honour

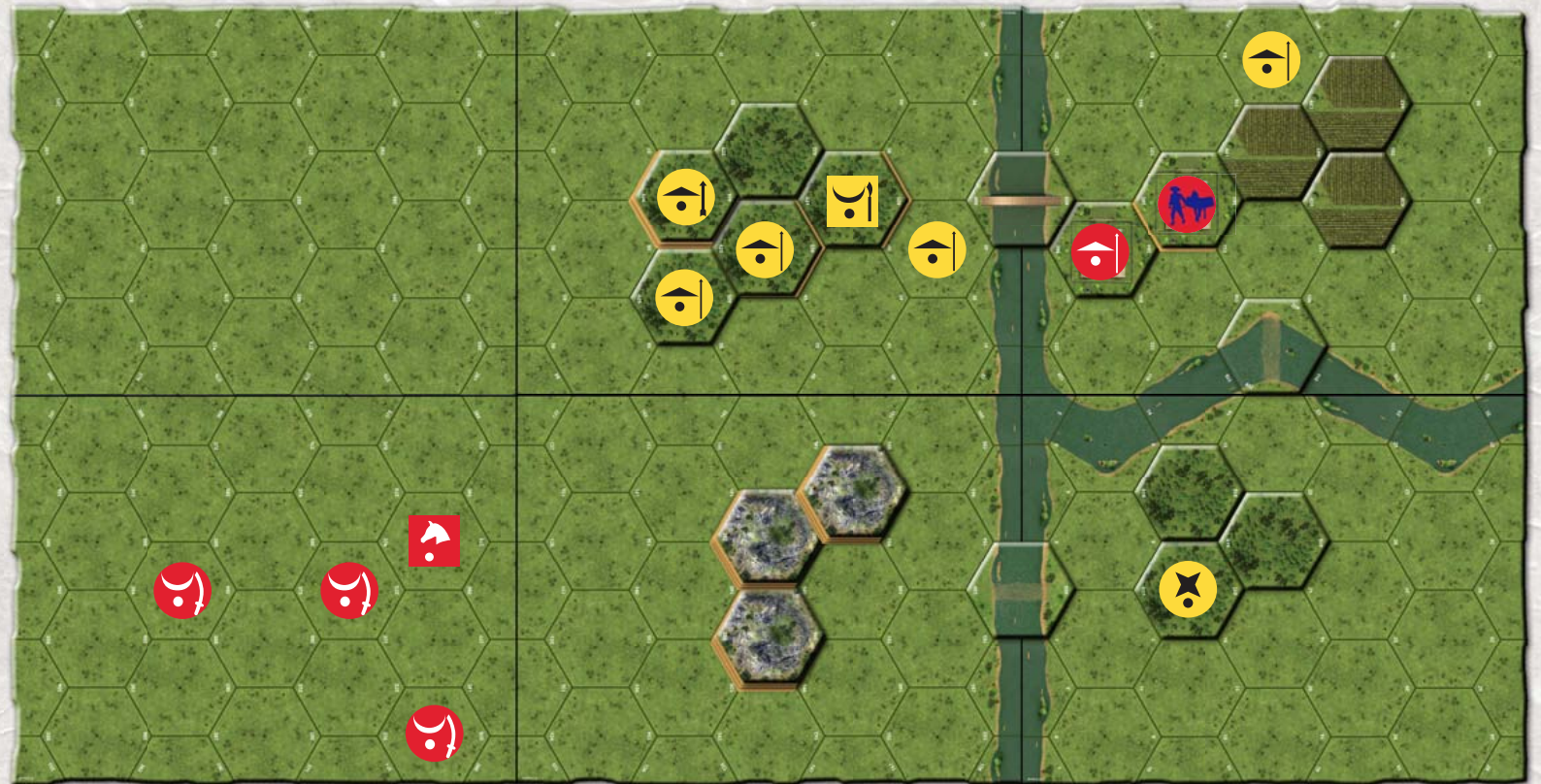
3. Control the village: 1 point per each village hex occupied by the ronin units

Peasants are grateful for defense

Red
1. Kill the ronin commander (included in the nodachi unit) - 3 points

2) Take the transport (обоз): if at the end of the game the transport is on B - 1 point, if at the end of the game the transport is on E - 2 points.

The scenario ends after the 12th turn or when one side loses all its units (excluding the transport).



GAME LENGTH: 12 turns

In this scenario the ronins try to retake the provision taken by the samurai tax collectors in the nearest village. They also play to kill the enemy commander.

The samurai try to keep the transport with provision and to kill the ronins' commander.

Game components: 6 cards from the starter set, Samurai-naginata - 3, Samurai with nodachi - 1 + commander, Mounted samurai - 1 + commander, Ashigaru-yari - 5, Ninja - 1, Ashigaru archers - 1, transport - 1шт.

 Mounted samurai with commander :	 378	 Samurai with nodachi (with commander):	 421
 Samurai-naginata 1:	 373	 Ashigaru-yari (militia) 1:	 40
 Samurai-naginata 2:	 364	 Ashigaru-yari (militia) 2:	 423
 Samurai-naginata 3:	 376	 Ashigaru-yari (militia) 3:	 425
 Ashigaru-yari:	 394	 Ashigaru-yari (militia) 4:	 111
 Peasants with ammo supply:	 397	 Ashigaru archers:	 424
		 Ninja:	 417

Notes:

The transport is controlled by the player whose unit stays adjacent to the transport.

If several opposing units stay adjacent to the transport (the number of units doesn't matter), the transport would not move.




















The transport cannot resupply the ammunition, because this is just a village provisions.

Ninja:

The scouts reported with the flashlights that the enemy had appeared to the south of the village. This was the last news they could ever reported.

At the beginning of the first turn the ninjas received the Ambush status and are removed from the game board. In this status they could make a hidden movement up to 2 hexes during one turn (the movement is limited: when moving along steep or abrupt slope – 1 hex per turn. (Abrupt slope – height difference = 2, steep slope - height difference=3) When a ninja meets the enemy they lose the ability of hidden movement until the end of the battle.

Place the additional hexes:

 44 421	 48 422	 49 423	 53 424	 54 425	 122 394	 117 397	 112 441	 107 443	 108 438	 126 400	 114 402	 144 386	 145 387	 150 388	 3 403	 12 417	 13 418	 17 419
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