

RONIN

Skirmish Wargaming in the Age of the Samurai

Nick Eyre's
**NORTH
STAR**
Military
Figures

浪人

ESCORT

A Ronin Scenario

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浪人



Above. The Bushi Buntai and Koryu Buntai clash in the centre of town.

SCENARIO DESCRIPTION

This scenario requires a lot of scenery – the new buildings and walls from 4-Ground are ideal. The playing area should be 30" deep by 36" wide, with a good amount of buildings, walls and trees providing cover and creating alleyways and choke points. Asking a third player to set up the scenery is a good idea. The scenario can be played with 100, 150 or 200 points.



SPECIAL RULES

The scenario takes place at dusk, so all shooting attacks suffer a -1 penalty in addition to all other modifiers.

FORCES

One side is attempting to escort a civilian model from one side of the table to the other. This could be an official, captive, informant, and either male or female. The civilian model activates and moves as per normal infantry and cannot be mounted. He/she has stats of 0, no weapons BUT gets a single Defence Counter if engaged in combat. The other side is attempting to stop them.

DEPLOYMENT

Each player rolls a d6, and the winner chooses a long table edge. The blocking side deploys all its models first, anywhere up to 15" in from the long table edge. The escorting side then deploys all its models within 1" of the opposite table edge.

Left. Senior student and Initiate with katana.

VICTORY POINTS

The Escorting side gains Victory Points equal to the Rank of each model that it successfully moves off the long table edge to which it deployed. The civilian model is worth 10 Victory Points if it successfully moves off the opposite table edge. The blocking side gets Victory Points equal to the Rank of each enemy model that it kills and 10 Victory Points if it kills the civilian model.

NOTES

This is a great scenario for the Koryu faction, as their lack of armour and missile weapons is somewhat compensated for. Both sides **MUST** have a reasonable number of troops to provide coverage or to screen the civilian – but quality troops are also required to break up enemy attacks. To make the scenario even more fast and furious, the size of the playing area can be reduced further.

Right. A samurai with katana & heavy armour from the Bushi Buntai.

Below. The Koryu Buntai charges down main street, ready for action.





Above. The Bushi Buntai assemble.
Left. Fighting in the buildings. Below.
Ashigaru with teppo & medium
armour from the Bushi Buntai.

