

RONIN

Skirmish Wargaming in the Age of the Samurai

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

浪人

HOLD THE BRIDGE

A Ronin Scenario

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浪人



Above. A Bushi Buntai and Koryu Buntai both approach the peaceful bridge.

SCENARIO DESCRIPTION

In this scenario one player tries keep his opponent on one side of a river. This scenario requires a bridge, such as the excellent one available from 4Ground.

SCENARIO RULES

Forces – Roll to see who is the attacker and who is the defender – highest chooses. The Attacker gets 20% more points than the Defender (so if the Defender has 150 points the Attacker has 180 points).

Below. Hatamoto samurai with naginata and heavy armour, leader of the Attackers, with ashigaru with yari and medium armour crosses the river.



Terrain – Use a playing area that is 36" square. A river or stream (3-6" wide) runs right through the centre of the board, that is crossed by a bridge more or less in the centre of the board. Randomly determine which direction is downstream. Each player places on piece of terrain on either side of the river, at least 6" from the river's edge.

Moving across the river – The river/stream is difficult terrain. Roll a d6 for each model entering the river. On a roll of a 6, that model is swept downstream 2d6" and gain a Stunned Counter, then roll for drowning as per the rules on page 11. A model that is at least partially in the river fighting a model not in the river suffers a -1 initiative penalty.

Weather – roll a d6 – on a roll of 5 or 6, roll again on the weather table. Otherwise, the weather will have no effect on the game.

Time of day – roll a d6. On a 6, roll again on the Time of Day table. Otherwise the engagement takes place during daylight hours.

Deployment – The Defender chooses which side of the table the Attacker starts from and then places all of his figures anywhere on the table.

Starting the game – The Attacker's models move onto the table anywhere along the edge indicated by the defender.

VICTORY CONDITIONS AND GAME LENGTH

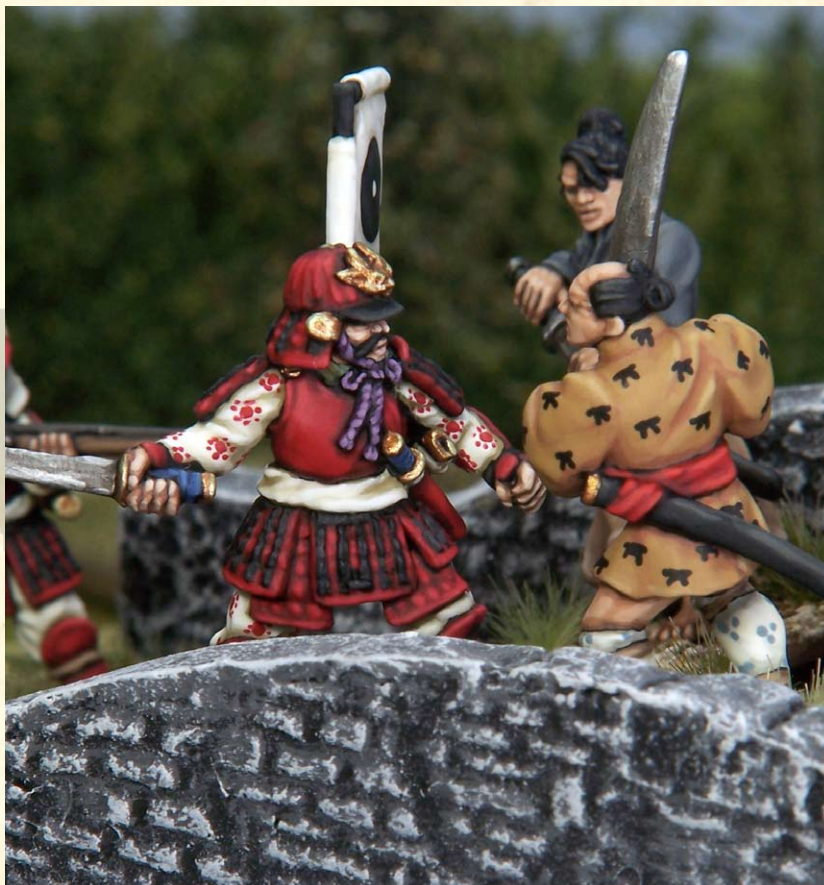
In the End Phase of the 4th turn, roll a d6. If the result is a 6, the next turn will be the final turn of the game. If not, roll a d6 in the End Phase of the 5th turn. If the result is 5 or 6, then the next turn is the final one, and so on. If not, roll a d6 in the End Phase of the 6th turn, and this time a 4, 5 or 6 means the next turn is the final one – and so on.

When the game ends, each side gets Victory Points equal to the Rank of all of its models that are on the Defender's side of the river.

央 If the Attacker has the most VPs', the Attacker wins.

央 If the Attacker has less than half the VPs of the Defender, the Defender wins.

央 Otherwise the game is a draw.



Above. Samurai with katana and heavy armour fights an Initiate with katana on the bridge.
Below. The Bushi Buntai and Koryu Buntai fight to the death on and off the bridge!





Above & Left. Ashigaru with yari and medium armour fight Senior students with katana. Below. Ashigaru with yari cross the river downstream of the bridge while the rest of the Bushi Buntai attack.

