SEIZE THE SHRINE
A Ronin Scenario

Craig Woodfield

Above. A Bandit Butai attempts the seize the shrine, ably protected by the Shoei Monk Buntai.

SCENARIO DESCRIPTION

In this 2, 3 or 4 player scenario, players battle to control a shrine. This scenario requires a small shrine or torii gate, such as the excellent ones now available from 4Ground.

Left. A yumi armed Shoei Monk.

SCENARIO RULES

Forces – all sides select a force of equal points value – 100, 150 or 200 points.

Terrain – use a playing area that is 36" square. There is only one piece of terrain on the board – the shrine which is placed in the exact centre of the playing area.

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 – each player rolls a d6. The player who rolls highest chooses a table edge, then the next player and so on.

Multi-player – if there is more than one player, roll priority for each player and follow the rules.

Starting the game – models move onto the table from anywhere on their respective table edge that is not within 6" of a corner. Assume that the front of each model's base is just touching the outside of the table edge when measuring the first move.
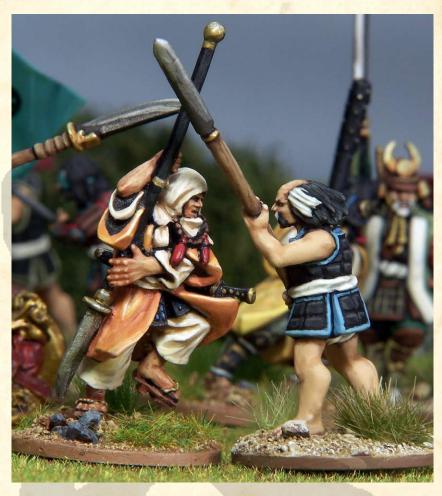
VICTORY CONDITIONS AND GAME LENGTH

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 have their bases touching the shrine. The winner is the side with the highest number of Victory points. If there is a draw, then use the number of wounds on still living models in the drawn sides as a tie-breaker.

Right. A Shoei Monk with naginata fights a yari armed Bandit.

Below. A Bandit Butai and Shoei Monk Buntai engage in deadly combat to try to seize the shrine!

Above. The Shoei Monk Buntai seize the shrine. Left. Warrior Monk in contact with the shrine. Below. Ronin with nodachi seizes the shrine.