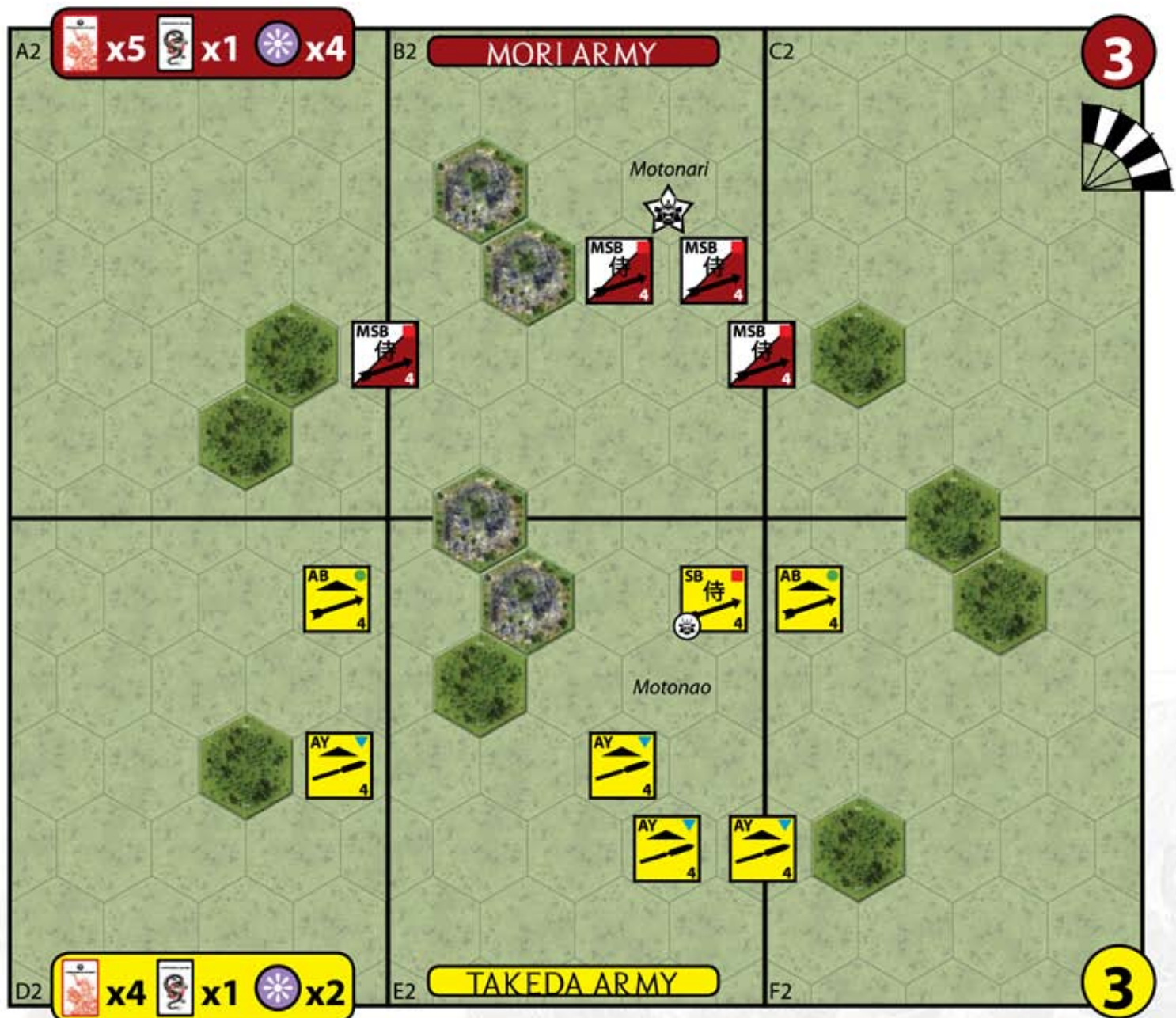


SAMURAI BATTLES™

COMMANDS & COLORS SCENARIO BOOKLET BY RICHARD BORG

Arita Castle 1517 - Phase 1 Takeda Vanguard

When the head of the Mori Clan died suddenly, Takeda Motoshige saw the opportunity to advance into Mori territory and captured Arita Castle. Provoked into action, Motonari, just a young man of 20 years, mobilized the Mori clan and set off towards Arita Castle. On the way, he and his personal retinue of mounted Samurai encountered the Takeda Vanguard commanded by Kumagai Motonao. The two forces, instead of closing, stood firm and engaged in a heated archery exchange. While encouraging his men, Motonao, was struck down and the Takeda vanguard seeing their leader fall retired back to the castle. The stage is set, the battle lines are drawn, and you are in command. The rest is history.



Mori Samurai (Red)

Move First
Command Cards 5
Dragon Cards 1
Honor & Fortune 4

Takeda Samurai (Yellow)

Command Cards 4
Dragon Cards 1
Honor & Fortune 2

Victory - 3 Banners

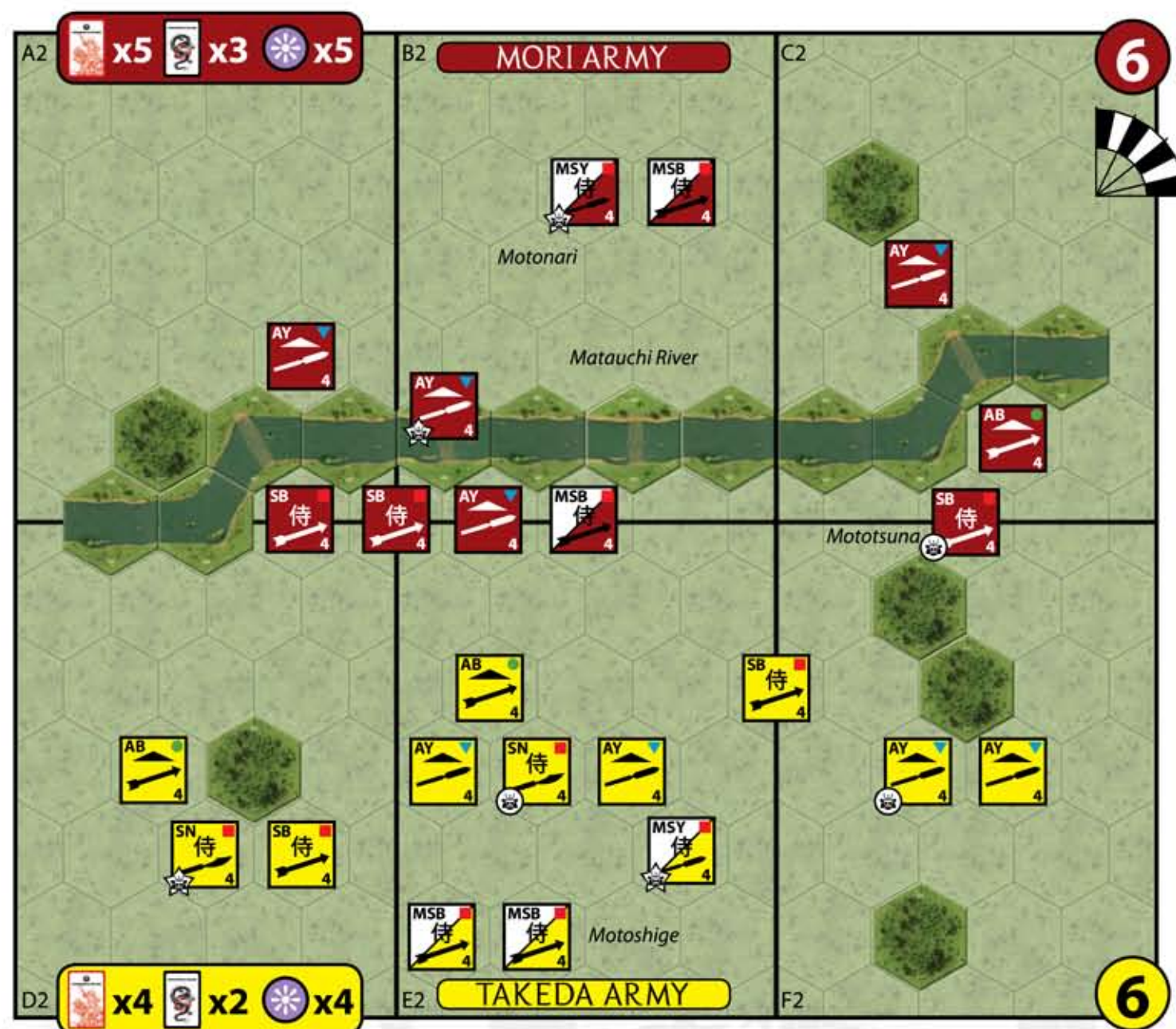
• 1 Victory Banner for each unit eliminated and 2 Victory Banners for each leader eliminated.

Special Rules

• None

Arita Castle 1517 - Phase 2 Matauchi River

Takeda Motoshige, learning of the fate of Motonao, marched to the Matauchi River and found Motonari and his allies on the opposite bank. Although outnumbered, Motonari decided to attack and sent half his men across the river while a small force moved to outflank the Takeda position. The Takeda army quickly pushed the soldiers of Mori back to the river. Motoshige, seeing the Mori army retreating, wishing to make his victory complete, rode forward to the river, but was struck by an arrow and killed. The Takeda army broke, leaving Motonari the victor and paving the way for the rise of the Mori clan. The stage is set, the battle lines are drawn, and you are in command. The rest is history.



Mori Samurai (Red)
Move First
Command Cards 5
Dragon Cards 3
Honor & Fortune 5

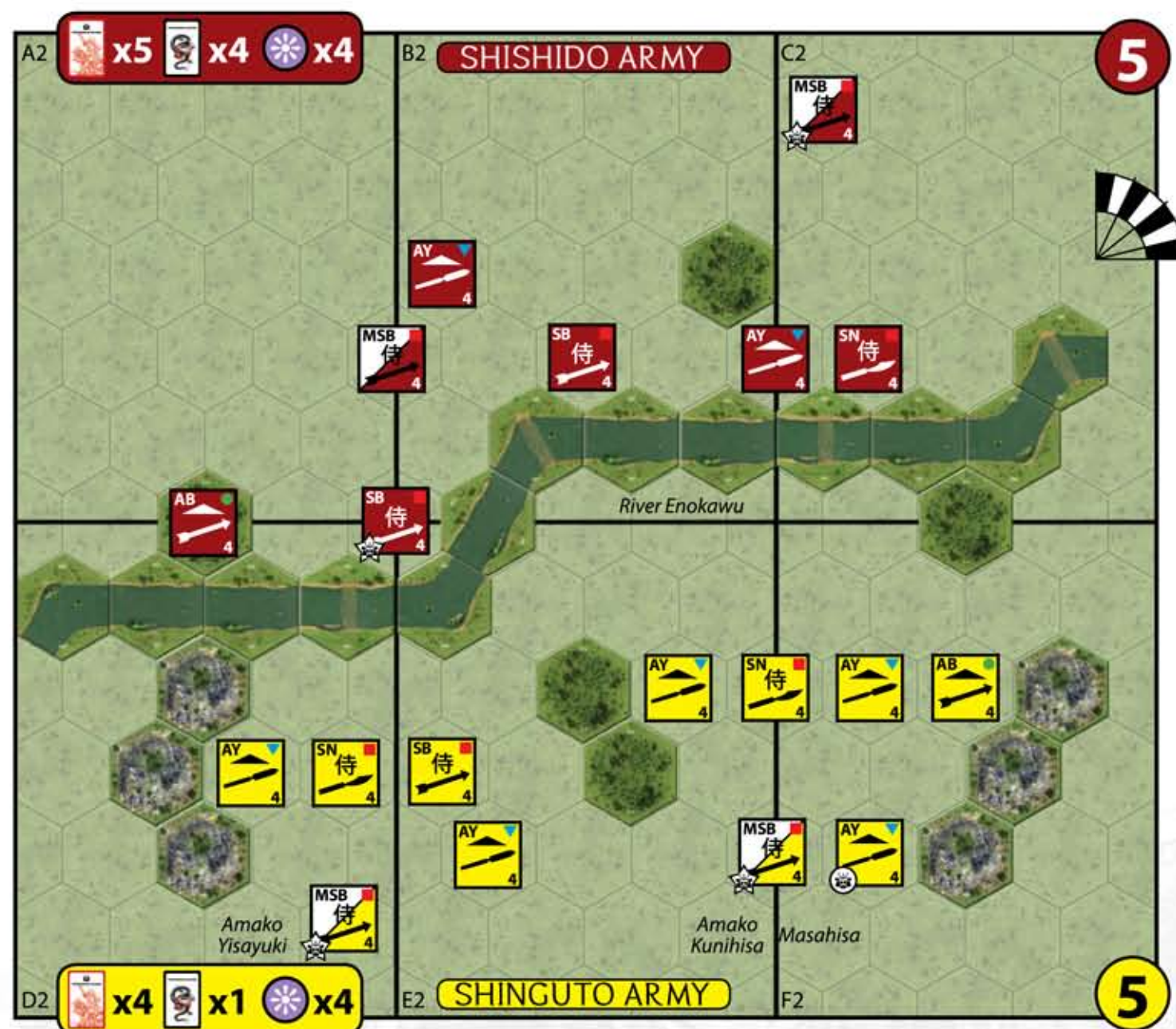
Takeda Samurai (Yellow)
Command Cards 4
Dragon Cards 2
Honor & Fortune 4

Victory - 6 Banners
• 1 Victory Banner for each unit and leader eliminated and 2 Victory Banners for Motoshige if eliminated.

Special Rules
• The Matauchi River is fordable and at the shallow fords there is no battle or movement restrictions.

Koriyama Castle 1540 - River Enokawu

Early in 1540, Akihisa, leader of the Amako, proposed a full-scale invasion against the Mori. Before attacking the capital city of Mori, as an advance force, he sent the troops of Amako Kuniyoshi, of the Shinguto clan, via the Bingo pass to take the castle of Mori loyalists, the Shishido. Kuniyoshi moved quickly into Yoshida, but when his troops reached the River Enokawu, it was so bravely defended by the Shishido, that he was forced to give up and he returned to Izumo. The stage is set, the battle lines are drawn, and you are in command. The rest is history.



Shishido Samurai (Red)
Move First
Command Cards 5
Dragon Cards 4
Honor & Fortune 4

Shinguto Samurai (Yellow)
Command Cards 4
Dragon Cards 1
Honor & Fortune 4

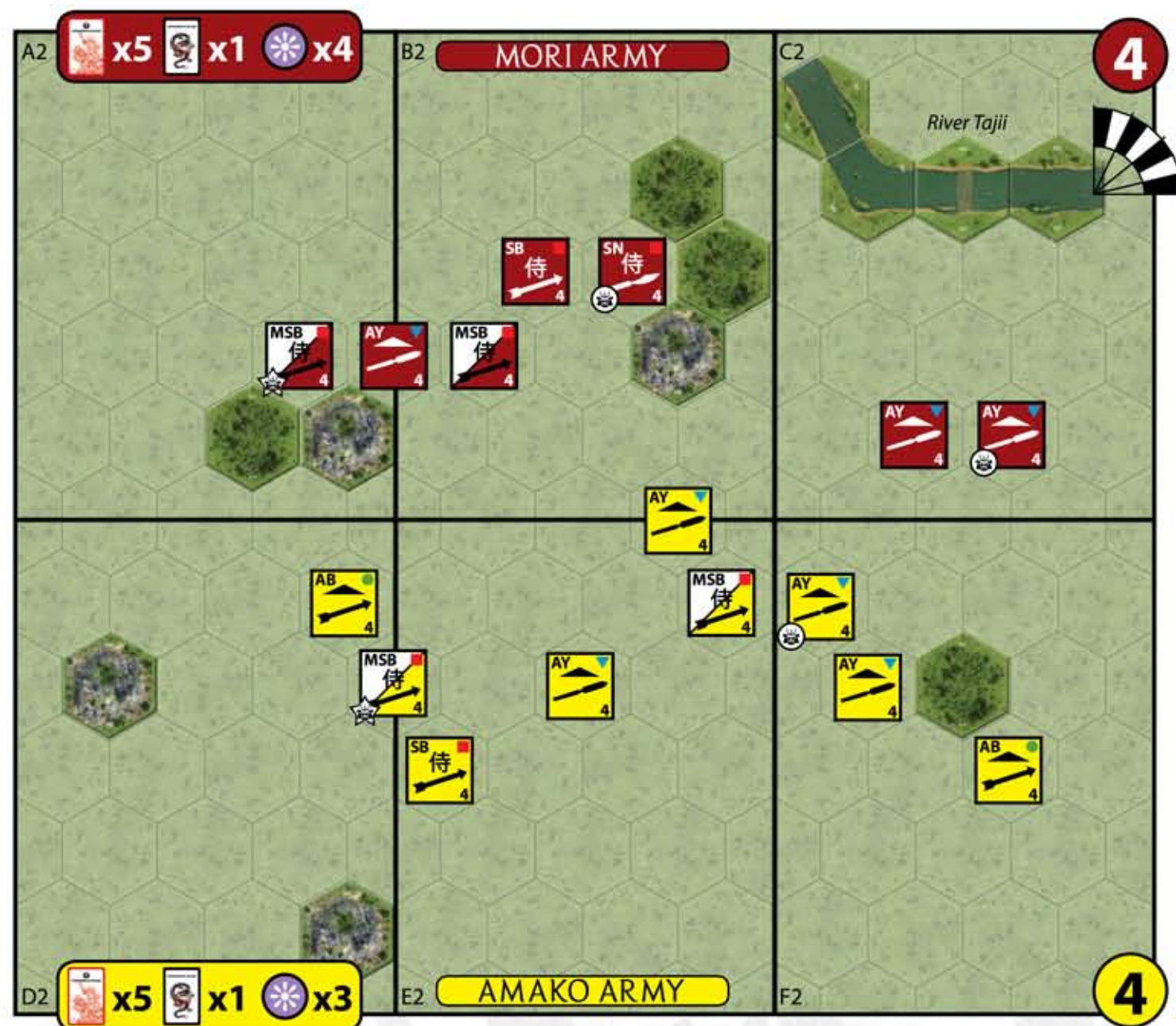
Victory - 5 Banners
• 1 Victory Banner for each unit or leader eliminated.
• The Shinguto army gains 1 Victory Banner for each unit across the river at the start of the Shinguto player's turn. The Victory Banner is retained as long as the unit remains on the Shishido side of the river.

Special Rules
• The River Enokawu is impassable except at the shallow fords. The fords do not have any movement or combat restrictions.
• All hill hexes are impassable.

Koriyama Castle 1540 - September

In early September, Motonari sent a small group of Ashigaru across the Tajii to provoke the Amako into attacking. When the Amako troops came out to drive them back, the Ashigaru fled back across the river to the safety of the castle. The Mori force, that was waiting in Ambush, then took the Amako soldiers by surprise in their flank. The Amako were immediately routed and fled back to their camp.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.



Mori Samurai (Red)
Move First
Command Cards 5
Dragon Cards 1
Honor & Fortune 4

Amako Samurai (Yellow)
Command Cards 5
Dragon Cards 1
Honor & Fortune 3

Victory - 4 Banners

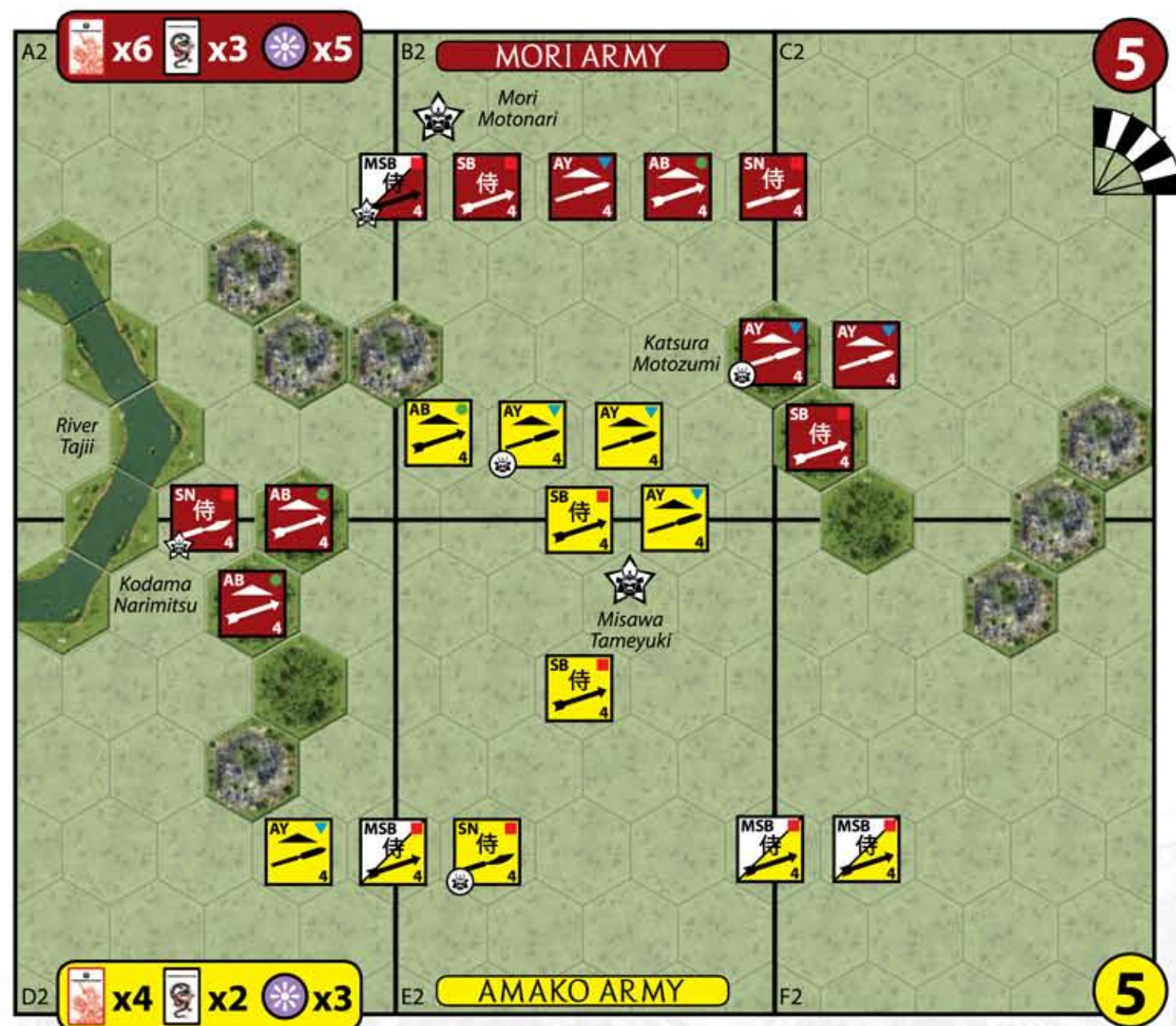
- 1 Victory Banner for each unit or leader eliminated.
- The Mori army gains 1 Victory Banner for each Ashigaru spearmen unit that crosses the River Tajii. When the unit is on a hex across the river, remove the unit from the battlefield and gain the Victory Banner.

Special Rules

- The River Tajii is impassable except at the river ford.
- Each player deploys one Ninja figure.

Koriyama Castle 1540 - October

In October, although rebuffed on a number of occasions, Akihisa renewed the offensive, burning the remaining buildings outside the castle. Mori Motonari still believed he could prevail and decided to risk a general engagement, but before he marched out he sent a small force to each side of the valley to set up an ambush. The Amako army under the command of Misawa Tameyuki advanced straight at Motonari. When the two forces met, the ambush force was given the signal and emerged from hiding and the Amako army broke in panic. The stage is set, the battle lines are drawn, and you are in command. The rest is history.



Mori Samurai (Red)
Move First
Command Cards 6
Dragon Cards 3
Honor & Fortune 5

Amako Samurai (Yellow)
Command Cards 4
Dragon Cards 2
Honor & Fortune 3

Victory - 5 Banners

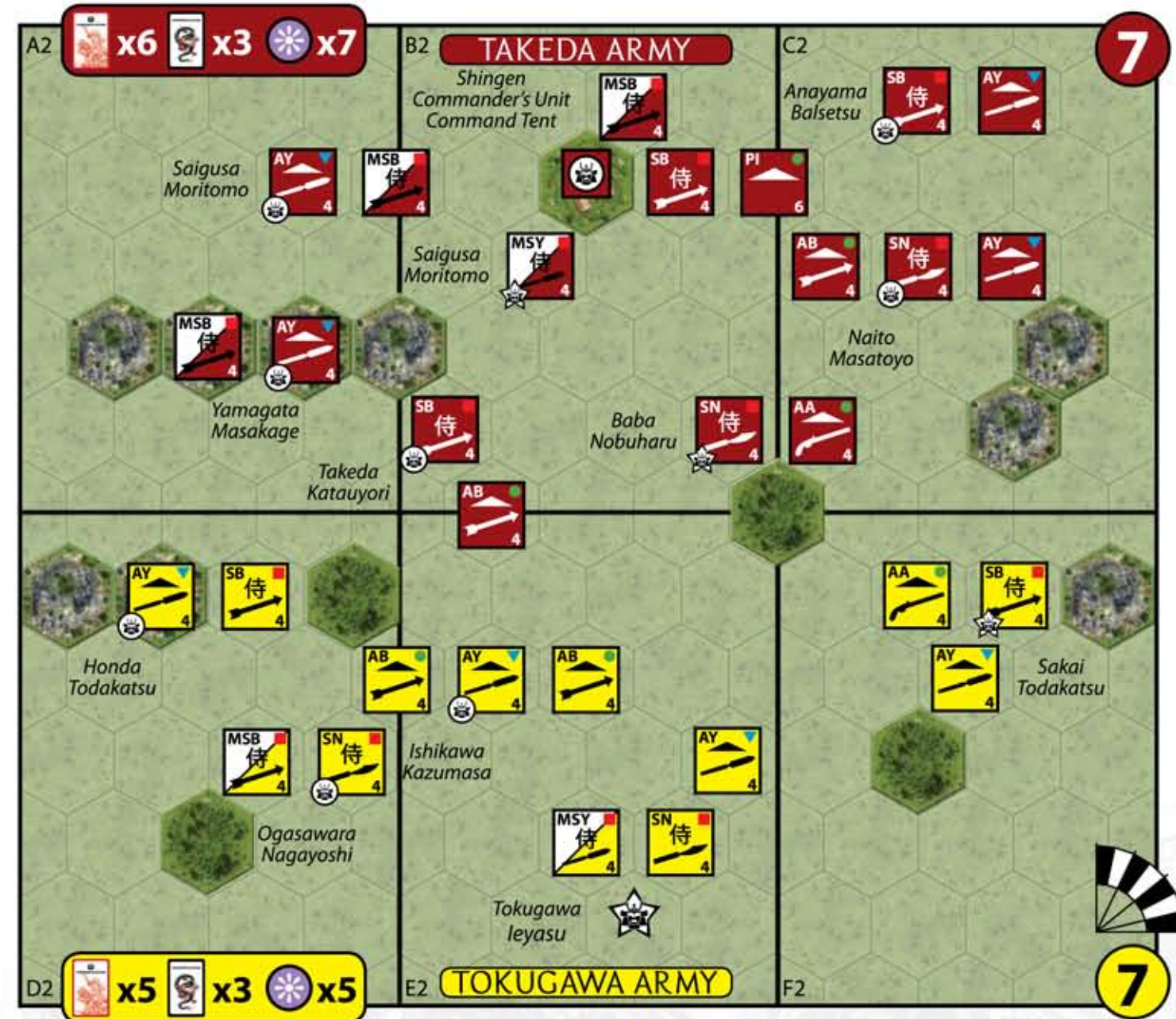
- 1 Victory Banner for each unit or leader eliminated.

Special Rules

- The River Tajii is impassable.
- Each player deploys one Ninja figure.

Mikata-Ga-Hara 1572

By 1572 Takeda Shingen was at the height of his power and although Tokugawa Ieyasu was not his greatest threat, Ieyasu after moving his army base to Hamamatsu castle, was the most immediate challenge. Shingen marched to the high ground at Mikata-ga-Hara and deployed his army in the classic fish-scale formation, which supposedly would entice Ieyasu to attack. Outnumbered, Ieyasu gambled that a quick strike might catch the Takeda army by surprise, but the Takeda soldiers held firm and counterattacked with such vigor that Ieyasu escaped was made good only by the sacrifice of a number of brave generals. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

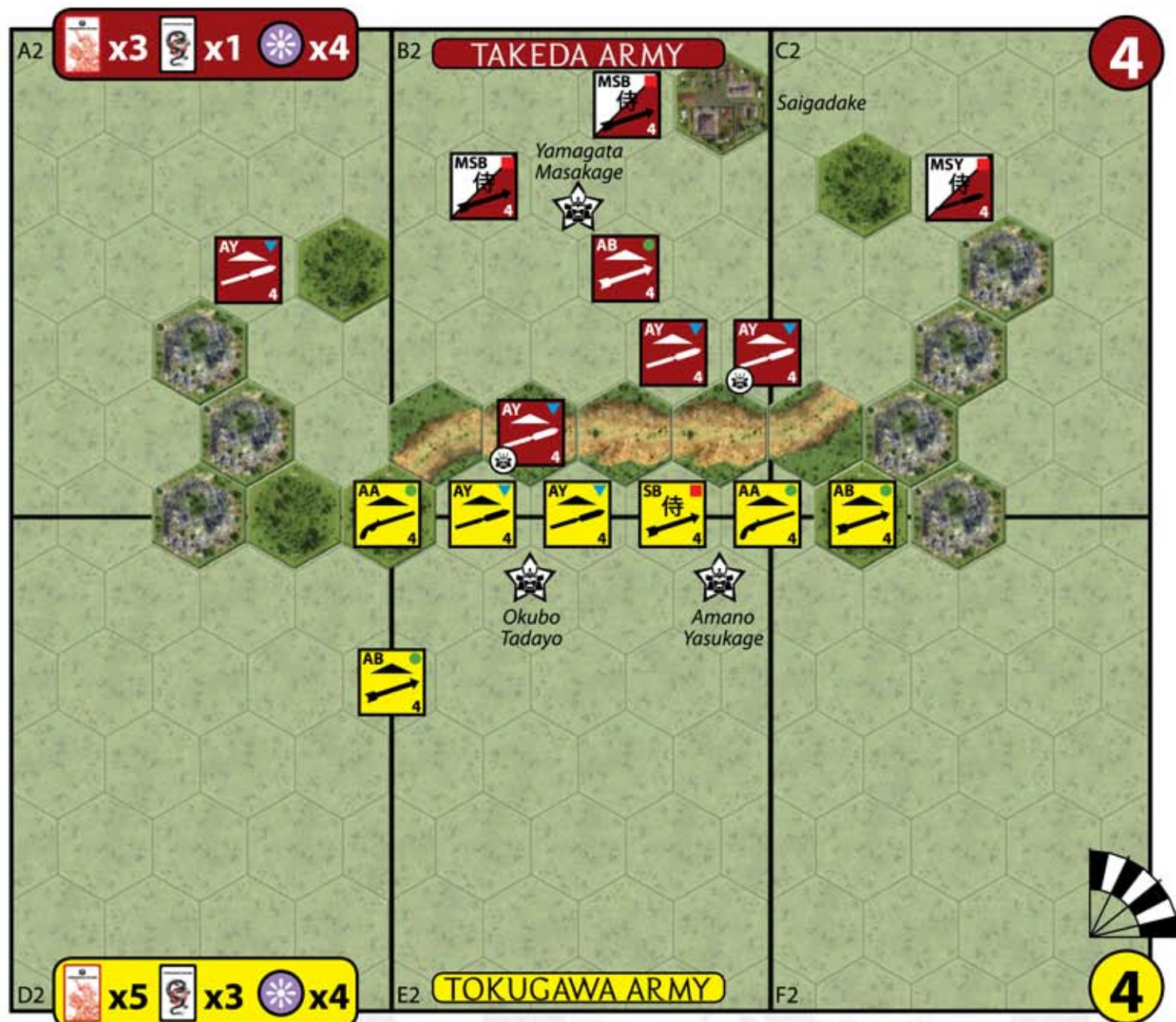


Special Rules

- Each player deploys one Ninja figure.

The Ravine near Saigadake 1572

After his retreat to Hamamatsu castle, as Ieyasu expected, the Takeda army leaders suspected a trick and did not attack the castle, when they saw the open castle gate, light of the fires and heard the Tokugawa drums. The army, instead, pulled back and set up camp near Saigadake. That night, a volunteer Tokugawa force was gathered and attacked the Takeda camp. After a short exchange, the volunteer force retired as planned. The Takeda soldiers followed, but not knowing the area were led to a deep ravine and onto a dummy bridge covered in cloth. Scores of Takeda soldiers fell into the ravine and were cut down. The stage is set, the battle lines are drawn, and you are in command. The rest is history.



Takeda Samurai (Red)
Command Cards 3
Dragon Cards 1
Honor & Fortune 4

Tokugawa Samurai (Yellow)
Move First
Command Cards 5
Dragon Cards 3
Honor & Fortune 4

Victory - 4 Banners

- 1 Victory Banner for each unit or leader eliminated.
- 1 Victory Banner is gained for each Takeda unit that crosses the ravine and occupies a hex adjacent to the ravine on the Tokugawa side of the ravine, at the start of the Takeda player's turn. The Victory Banner is retained as long as the Takeda unit remains on the hex.

Special Rules

- All hill hexes are impassable.

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