



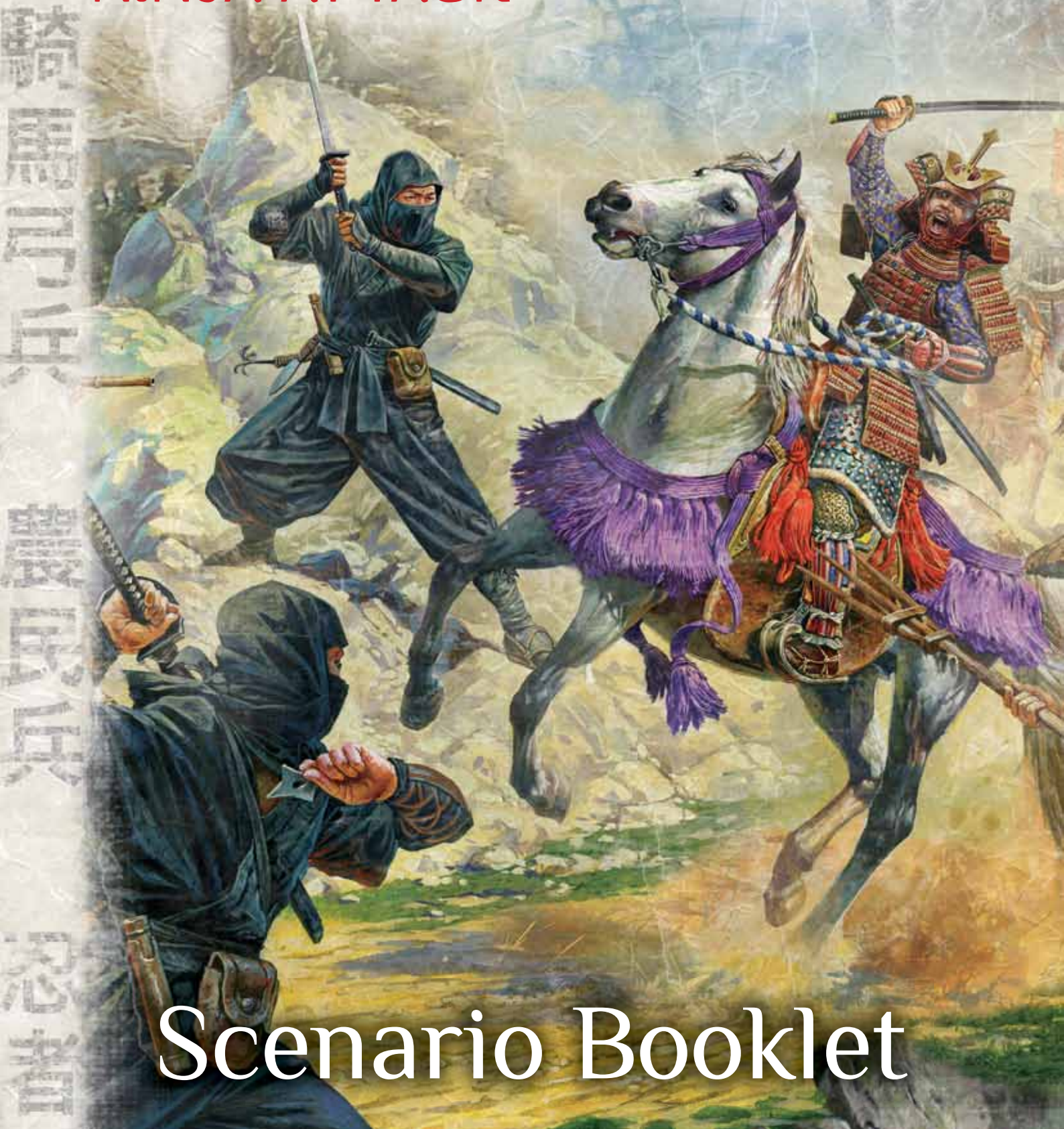
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Art-of-Tactic
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www.art-of-tactic.com

SAMURAI BATTLES™ NINJA ATTACK



Scenario Booklet

Ninja Attack Scenario Booklet

Samurai Battles puts you in the boots of a real army commander, facing some of the most difficult challenges in the history of warfare. You will need to use a flexible and clever strategy, switching from urgent attack to deep defense as the situation on the battlefield changes before your eyes. You will need to use every trick you can imagine, and always keep tactics at the front of your mind!

The scenarios in this booklet present you with the kind of battles that brave Japanese warriors fought during the Samurai era. Each scenario lists a number of objectives for each army, called “victory conditions”. Each of your objectives you can complete awards you Glory Points. The commander who has gathered the most Glory Points will be the winner!

Different objectives have a different tactical value. As commander, you must weigh your options to maximize the effectiveness of your forces. Will you focus on a single critical task? Or perform a number of secondary tasks that may be even more important when combined? The decision is yours!

Reading your objectives may make each mission look easy, but things are not as obvious as you may think. Your enemy will seek to mislead you with actions that seem illogical. You will have to prove your tactical skill if glory is going to be yours!

PLAYING THESE SCENARIOS

Each scenario in this booklet provides you and your opponent with a unique battlefield challenge. Before the game begins, you and your opponent must choose which scenario to play. The scenario will tell you how to set up the gameboard, what units you will have available, and what objectives you must complete in order to win the game.



THE SCENARIOS ARE PRESENTED AS FOLLOWS:

INTRODUCTION

A brief summary of the overall strategic situation sets the stage for the battle.

BATTLEFIELD MAP

Set up the board as shown in this illustration. Often, you will need to add terrain tiles to the map. The terrain tiles you will need are listed below the scenario’s victory conditions.

After adding the terrain tiles to the board, place both player’s unit in the hexes shown on the map. If a unit is marked with the Commander symbol ( ), put a Commander model in that unit.

DURATION OF THE GAME

The maximum length of the game, in game turns, is listed here. Use the Turn Card to keep track of which turn you are playing. When the game turn limit has been reached, the game ends. The game also ends if one player’s army is completely destroyed before the game turn limit.

Some scenarios do not have a specific game turn limit. Instead, these scenarios will list a specific event that will trigger the end of the game. The game ends at the end of the game turn when this event occurs.

VICTORY CONDITIONS

The objectives of both armies are listed here. Next to each objective there will be one or two colored flags. Your goal is to complete as many objectives marked with your color of flag as you can. Each objective you are able to complete awards you Glory Points. The number of Glory Points you earn for each objective is equal to the amount shown.

Some objectives are marked with both color flags. These objectives are the same for both players, and both players can earn Glory Points if they complete the objective.

At the end of the game, the player with the most Glory Points wins the game!

If both players have the same Glory Point total, the player who destroyed more Force Points worth of enemy units wins the game.

TERRAIN TILES

The chart at the bottom of the scenario lists all of the terrain tiles you will need to place on the game board and which hex each tile is placed on. The game board each tile is placed on is identified by the letter in the left column of the chart.

If a terrain tile is listed with an "x" and a number after it, you need to place that many plastic hill tiles underneath the terrain tile.






Example:

E	347 – 391x2; 346 – 390
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You need to place 2 terrain tiles on board "E": Tile 391 is placed on hex 347 with 2 plastic hill tiles beneath it. Tile 390 is placed on hex 346 without any plastic hill tiles beneath it.

Unit Cost

Every unit in the game is assigned a Force Point value. This value gives you an idea of how powerful or valuable the unit is on the battlefield. You can use these Unit Costs to design your own scenarios. Also, some scenarios will allow you to choose your own units, by giving you a number of Force Points that you may spend to buy any units you want. Try different types of units to see how they affect your strategy!

Model Set Number	Unit Symbol	Type of Unit	Unit Force Point Cost
6405		Samurai with Nodachi	11
6404		Samurai-Archers	12
6416		Mounted Samurai Archers	14
6406		Ninja	16
6415		Peasants with Ammo Supply	6

SCENARIO №1

Ninja Strike

The daimyo is gathering his army, and three loyal retainers are travelling to his castle accompanied by their bodyguards. Little do they know, however, that a rival daimyo has hired ninjas to get rid of them before they can reach their lord!



DURATION OF GAME:

The game ends at the end of Turn 14.

VICTORY CONDITIONS:

- - Kill enemy commanders – 10 Glory for each enemy commander removed from play as a casualty.
- - When a yellow unit with a commander enters the village (hex 437), it has reached the safe area. If the commander of that unit is not killed before the end of that turn, remove the unit from the gameboard. You gain 10 Glory for each unit with a commander removed from play in this manner.

TERRAIN TILES

A	204 – 416; 205 – 417; 208 – 415; 214 – 418; 219 – 419
B	230 – 424; 232 – 403; 236 – 443; 237 – 429; 241 – 400; 242 – 441; 244 – 420; 245 – 426; 249 – 401; 250 – 438
C	263 – 427; 267 – 428; 269 – 437; 276 – 425

SCENARIO №2

Skirmish




Rival daimyos have sent out some troops to scout the surrounding terrain and discover the whereabouts of the opposing armies. Before long, the scouting parties clashed violently...



DURATION OF GAME:

The game ends at the end of Turn 10.

VICTORY CONDITIONS:

  - Earn Honor Markers  – 10 Glory for each marker present at the end of the game.

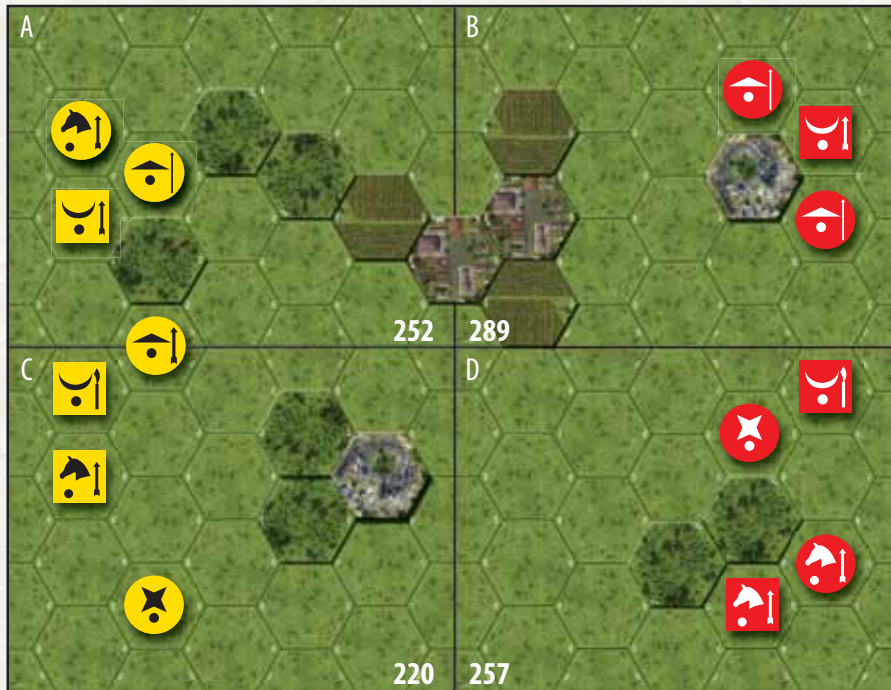
TERRAIN TILES

A	232-437; 236-438; 243-417; 248-423; 250-415
B	298-398x2; 305-418
C	210-416; 212-419; 217-396x2; 219-420; 221-399x1
D	265-422; 273-395x1; 274-421

SCENARIO Nº3

Foraging




After weeks of fighting, supplies of food were running low for both armies. The two commanders sent out foraging parties to gather supplies from the locals. Unfortunately, both parties decided to collect supplies from the same village.



DURATION OF GAME:

The game ends at the end of Turn 8.

VICTORY CONDITIONS:

-  - Occupy Rice Field hexes – 30 Glory for each hex (438, 441, and 443) occupied by your troops at the end of the game.
-  - Earn Honor Markers  – 10 Glory for each marker present at the end of the game.

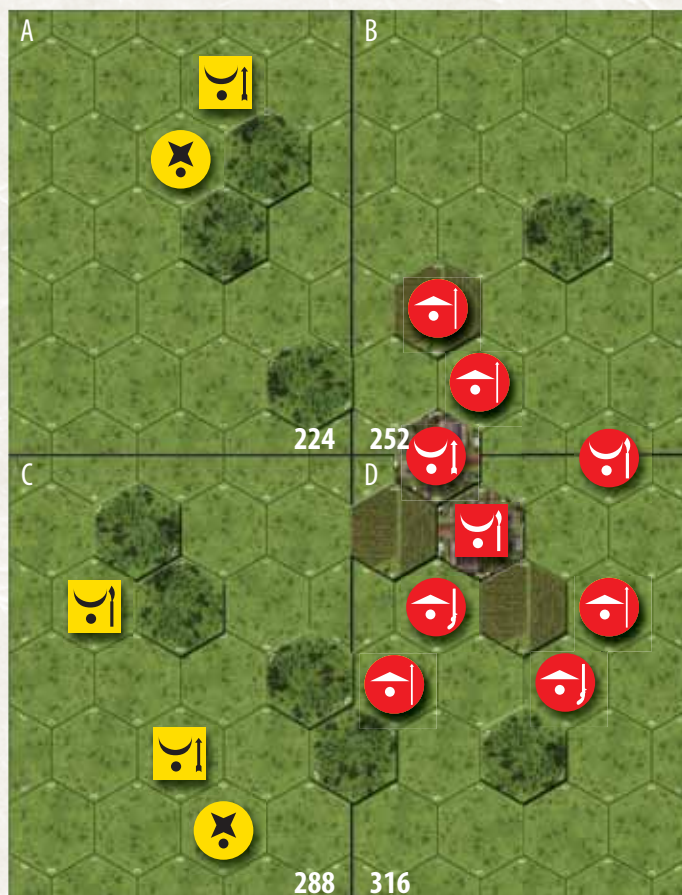
TERRAIN TILES

A	235-418; 241-415; 245-416; 249-443; 253-437
B	294-438; 295-444; 296-441; 309-399x1
C	213-421; 214-419x1; 218-398x2
D	272-420; 277-417

SCENARIO Nº4

Assassination



The daimyo has learned that a former rival, who he defeated previously in a major battle, is now gathering a new army. To stop him, the daimyo has sent his best samurai and hired ninja assassins to dispose of the enemy once and for all.



DURATION OF GAME:

The game ends at the end of Turn 15.

VICTORY CONDITIONS:

-  - Kill the commander of the red Samurai with naginata unit (note that he is the only commander in the red army) – 100 Glory.
-  - The commander of red Samurai with naginata unit must remain in play until the end of the game – 100 Glory.

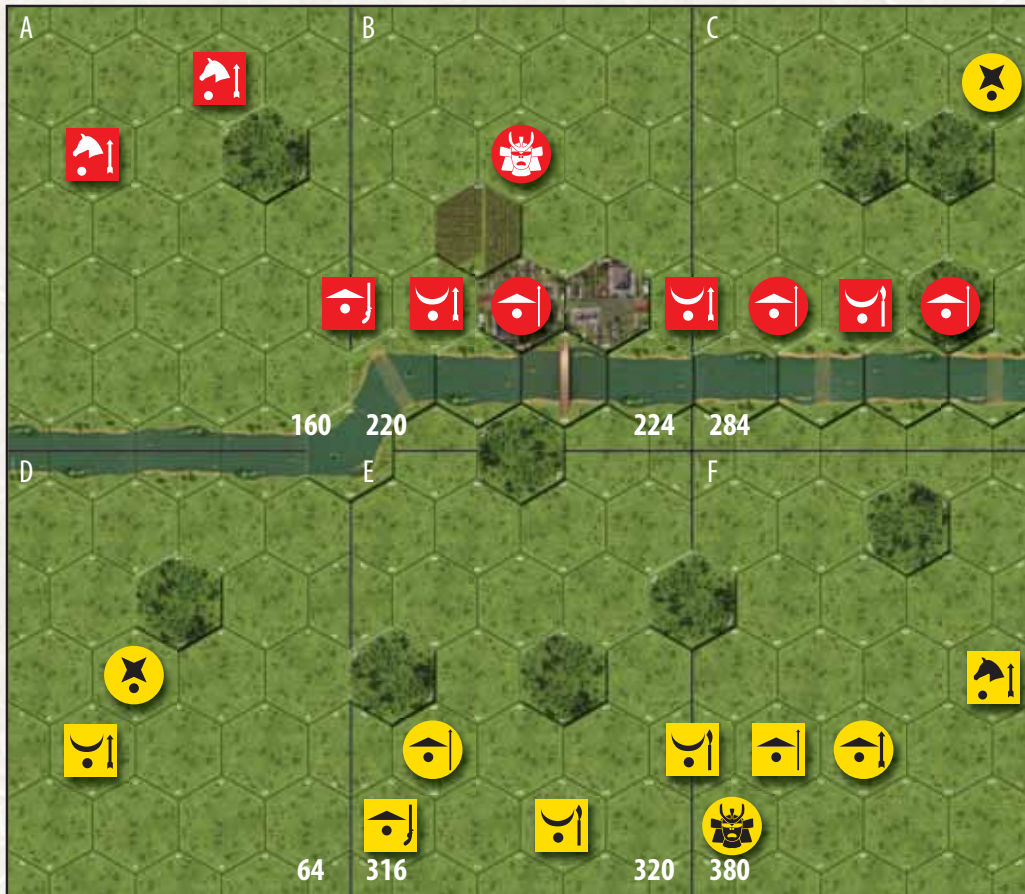
TERRAIN TILES

A	205-418; 209-419; 219-415
B	241-417; 244-438; 253-444
C	263-416; 268-421; 274-420; 279-422
D	294-441; 295-437; 300-443; 309-423

SCENARIO №5

The River Crossing




The armies of rival daimyos stand on opposite sides of a river. Both armies are almost equal in strength, and both commanders can see that a direct assault would be too risky. To break the stalemate, one daimyo hires a band of ninja to create a diversion so his units can cross the river without heavy losses!



DURATION OF GAME:

The game ends at the end of Turn 15.

VICTORY CONDITIONS:

-  - Destroy enemy units - You gain Glory equal to the Force Point value of each enemy unit destroyed.
-  - Occupy Village hexes - 20 Glory for each Village hex (437 and 444) occupied by your troops at the end of the game.
-  - Earn Honor Markers ● - 5 Glory for each marker present at the end of the game.

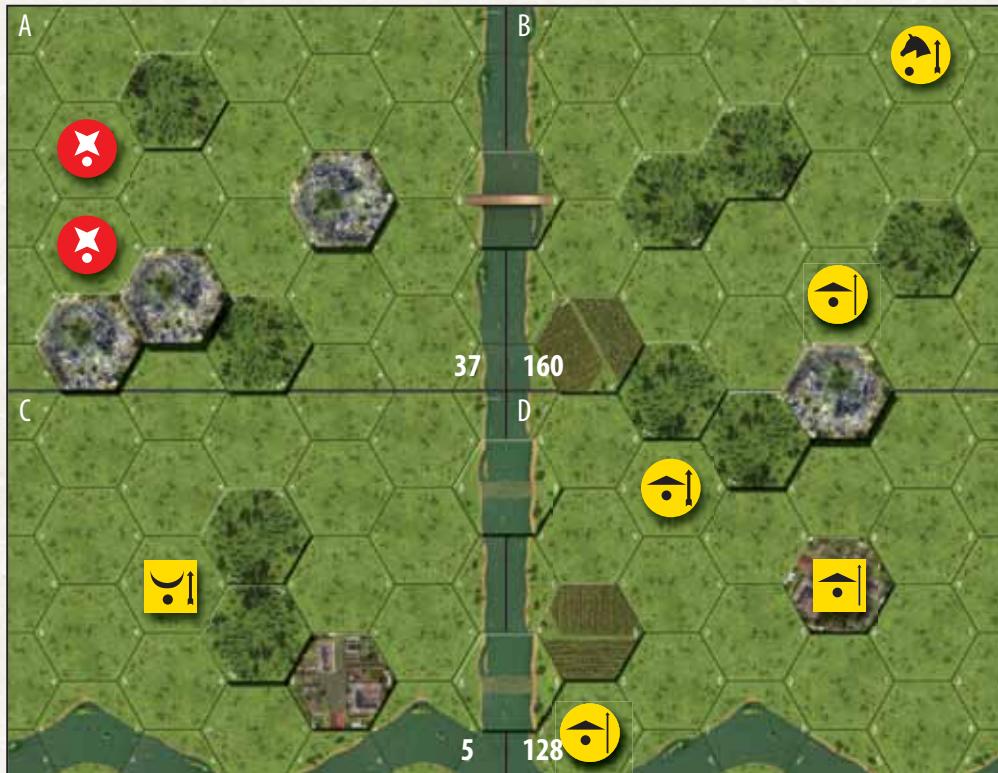
TERRAIN TILES

A	141-416; 160-429
B	208-438; 213-437; 214-444; 216-401; 217-410; 218-400; 219-411; 222-418
C	268-420; 269-415; 278-417; 280-426; 281-403; 282-413; 283-404
D	44-419
E	302-424; 303-423; 305-421
F	360-422

SCENARIO №6

Reconnaissance

The daimyo needs better intelligence about the lands that belong to his neighbor. These lands are patrolled by his rival's troops, however, so he has enlisted the aid of a stealthy band of ninja...



DURATION OF GAME:

The game ends at the end of Turn 15.

VICTORY CONDITIONS:

- █ - Scout three important locations - The bridge (hex 400) and two villages (hexes 437 and 444). To scout a location, a ninja unit must execute a Reconnaissance order while located in that hex. You gain 30 Glory if two hexes are scouted, or 50 Glory if all three are scouted. Each hex can be scouted only once - executing the Reconnaissance order on a previously scouted hex does not give you any additional Glory.
- █ - Destroy enemy units - 35 Glory for each ninja unit destroyed.

TERRAIN TILES

A	35-400; 44-396x2; 50-418x1; 52-421; 54-398x3; 59-399x2
B	136-419; 142-395x3; 144-423; 149-420; 151-415; 155-443
C	2-404; 4-403; 7-438; 13-444; 16-417; 17-422x1
D	108-437; 111-416x1; 122-441

In the summer of 1582, Tokugawa Ieyasu was on the run from Akechi Mitsuhide, who had murdered Ieyasu's lord Oda Nobunaga. Ieyasu's only hope was to reach his domain in Mikawa before Akechi's samurai could catch him. Fortunately for Ieyasu, he had once aided the ninja of Iga, who have decided to guard him all the way to Mikawa.



Tokugawa Ieyasu



DURATION OF GAME:

The game ends when Tokugawa Ieyasu either leaves the board or is killed.

VICTORY CONDITIONS:

-  - Tokugawa Ieyasu (see Special Rules, below) must leave this dangerous area. You gain 100 Glory if he reaches one of the following hexes on board D: 295, 296, 297, 437, 418, 314, or 315 and his unit is not destroyed before the end of the turn.
-  - Kill Tokugawa Ieyasu - 100 Glory if you destroy the unit Ieyasu is leading.

TERRAIN TILES

A	204-398x2; 205-419x1; 215-421; 218-399x2
B	231-417; 238-441; 240-420; 242-438; 245-423; 247-425; 248-416
C	262-444; 263-440; 265-424; 268-439; 270-422; 272-415; 273-436; 277-433; 282-442
D	306-437; 310-443; 313-418

SPECIAL RULES:

Tokugawa Ieyasu is in one of the samurai with naginata units. Before the game begins, the red player must decide which unit he is in, and write that unit's number down on a sheet of paper. Do not reveal to your opponent where Tokugawa Ieyasu is. During the game, he cannot leave his unit. If that unit is destroyed, he counts as being killed also. If that unit is destroyed or leaves the board (see Victory Conditions), show the sheet of paper to your opponent to confirm his identity.

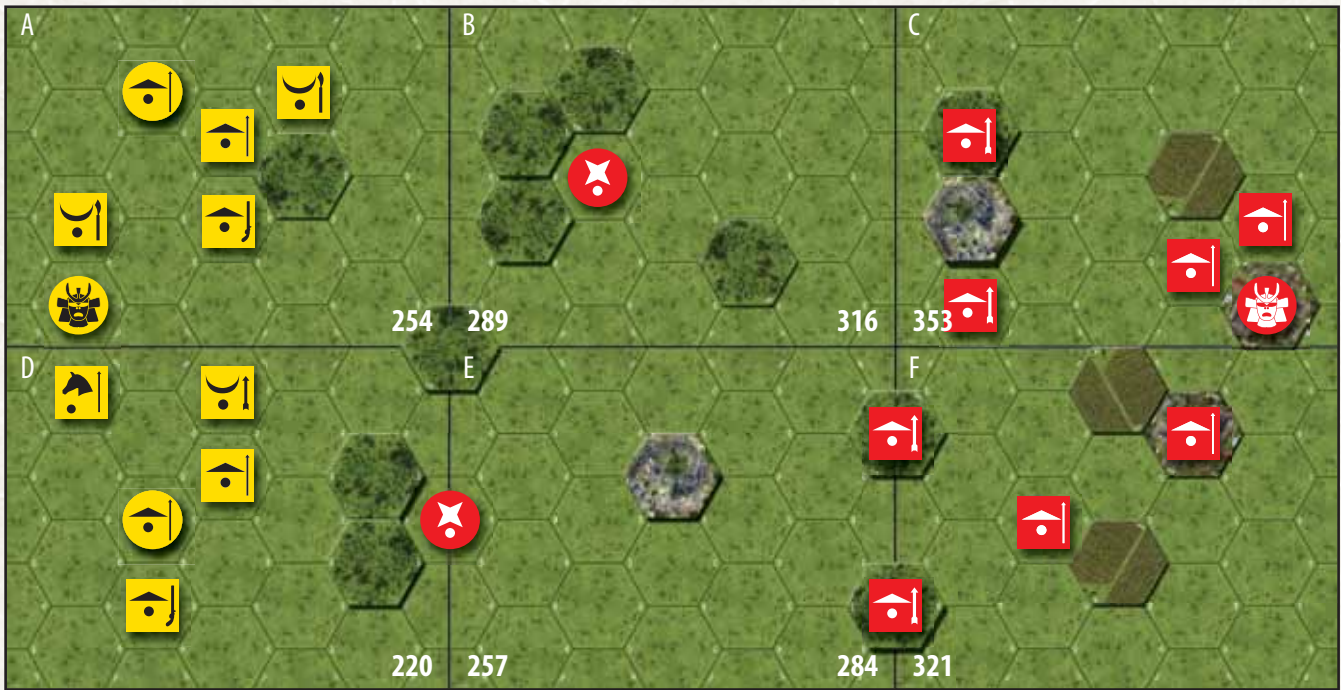
Any yellow unit on boards B or C may start the game in ambush. The unit may be moved to any hex with terrain that allows the unit to execute the Ambush order. The chosen hex must be entirely in the same board section as the one the unit is shown in on the map above (for example, a unit shown on board C can be moved to any hex on board C, but not to any hex on board A, B, or D). Place the ambushing units on their unit cards, and act as if they had previously executed the Ambush order. You may place any or all of your units from boards B and C in ambush, or even none at all. Do not reveal to your opponent the exact location of the ambushing units.

Invasion of Iga Province

1581

For a long time, the ninja of Iga Province have managed to repel all attempts to conquer them. However, everything changed when Oda Nobunaga turned his attention towards Iga Province. In 1581, he gathered an army to deal with the Iga ninja, once and for all...



Oda Nobunaga



DURATION OF GAME:

The game ends at the end of Turn 16.

VICTORY CONDITIONS:

-  - Destroy enemy units - You gain Glory equal to the Force Point value of each enemy unit destroyed.
-  - Occupy the villages - 25 Glory for each Village hex (437 and 444) occupied by your troops at the end of the game.

TERRAIN TILES

A	245-415; 252-418x1
B	295-417x1; 296-424x1; 301-416; 308-421
C	359-398x3; 360-420x1; 373-438; 376-437
D	217-422x1; 218-423x2
E	273-399x1; 285-425; 287-419x1
F	336-443; 338-441; 342-444

You can purchase various mini-sets to expand your army:



6405

SAMURAI WITH NODACHI



6415

PEASANTS WITH AMMO SUPPLY



6404

SAMURAI-ARCHERS



6406

NINJA



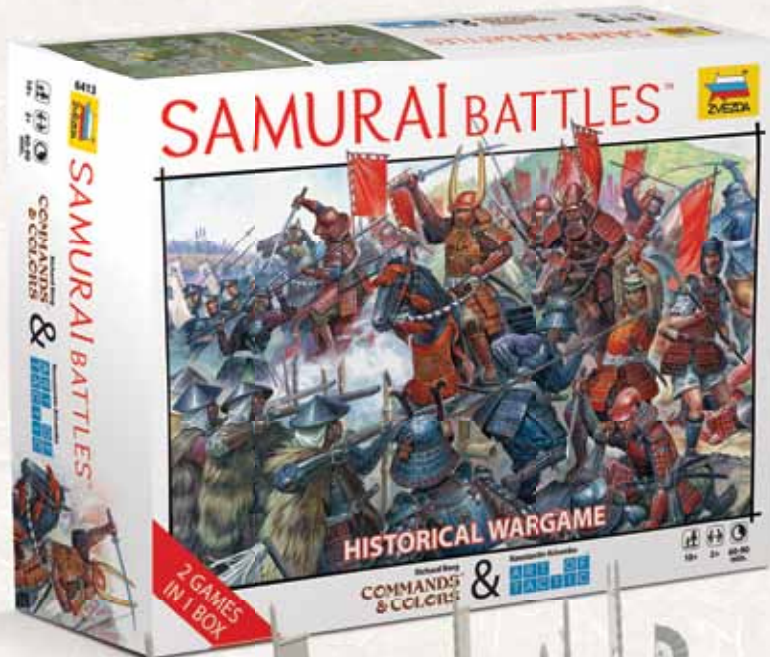
6416

MOUNTED SAMURAI ARCHERS



6411

SAMURAI COMMANDERS



To play the Art of Tactic, you will need a Samurai Battles starter set. It includes a gameboard, rulebook, and enough models of medieval Japanese warriors for two armies.

