

THE KENSHIN RYU SCROLLS

A CAMPAIGN FOR RONIN

This campaign pits Koryu against Bandits, but models from other factions will also be required, and it can also be amended to focus on other Buntai. It comprises 6 linked games, which can be played separately with Victory Points scored for each game as per the usual rules, or as a campaign with Campaign Points calculated at the end. If the latter option is taken, it is important to record the point values of models that are lost and those that survive each game.

Fighting to the death in each scenario is not an option in this campaign, so players will wish to withdraw their forces rather than get them killed. However, in no scenario is a model allowed to voluntarily withdraw from the table prior to Turn 4.

Finally, although these scenarios were playtested, players may find loop holes in the rules. Try to play in the spirit of the campaign and not exploit these rules.

OVERALL CAMPAIGN SCORING

- Side that possesses the scrolls: +3 Campaign Points (CPs)
- Koryu Sensei still alive: +3 CPs to the Koryu
- Bandit Leader still alive: +3 CPs to the Bandits
- Winner of Scenario 6: +3 CPs to the victor
- Difference in total losses (killed, not left the table):
 - 0–25 points: – 0 CPs
 - 26–50 points: +1 CPs to side with least
 - 51–75 points: +2 CPs to side with least
 - 76–100 points: +3 CPs to side with least
 - 101–150 points: +4 CPs to side with least
 - 151+ points: +5 CPs to side with the least

PART 1 – THE SCROLLS

SCENARIO 1 – AMBUSH

A group of students from the Kenshin Ryu are escorting that school's teaching scrolls to an adjoining province, where they will be presented to another ryu. A bandit leader has learnt of this, and, wishing to capture the scrolls for ransom, sends some of his men to intercept them.

FORCES & RESTRICTIONS

- Koryu: Up to 150 points, no Sensei, no Swords-for-Hire.
- Bandits: Same as Koryu, no Leader, no more than 3 models with missile weapons, no Swords-for-Hire.

TABLE & TERRAIN

4 feet long by 3 feet wide. A road runs from short edge to short edge in the centre of the table. Woods, brush and rocks scattered either side of road – up to 8 pieces of terrain can be used.

DEPLOYMENT

Koryu deploy first, on road at least 18" from either short table edge. Bandits deploy second, anywhere not within 12" of a Koryu model.

SPECIAL RULES

- The game lasts until all models from one side are dead or have left the table.
- The Bandits get Priority in the first turn, and may activate up to three models BEFORE the first Koryu model is activated.

ADDITIONAL TERRAIN RULES

MOVING THROUGH DOORS

A model can open and/or close a door as part of a non-run movement at a cost of 1" per open/close.

BARRICADES

Barricades can be solid fences or walls or improvised barriers made from logs and earth. A barricade provides hard cover. A model can cross a barricade at a cost of 2" to its movement if the barricade is unmanned. A barricade is considered manned if there is an enemy model on the other side of the barricade with 2" of the designated crossing point. To determine this mark the exact spot on the barricade that is to be crossed, and then measure the distance to the closest enemy model. If in doubt, roll a d6. A model attempting to cross a manned barricade must stop and fight any enemy models within 2" in a round of hand-to-hand combat, suffering a penalty of -2 to its Fight, Combat Pool and Initiative. If the model survives this round, it can be moved to the opposite side of the barricade in the next Move Phase, but cannot move out of contact with any surviving models. If there are no surviving models, it may then move as normal. Models may fight each other across a barricade, however all models not armed with yari or naginata suffer a -1 penalty to Fight and Initiative.

SHOOTING THROUGH DOORS AND WINDOWS

Shooting at a target through an open door attracts an additional -1 penalty and through a window a -2 penalty. This does not apply if the shooter is directly adjacent to the door or window.

- The game happens at dusk, so all shooting attacks suffer an additional -1 to hit.
- Any Bandit models can leave any table edge at any time. Koryu models can only leave the table via one of the short edges. Models that leave the table are not considered killed for VP purposes.
- One Koryu model starts in possession of the scrolls, which should be represented by a suitable counter. The scrolls can be passed to any other friendly model in base contact at any stage during movement or action phases. If the model with the scrolls is slain, place the scroll counter on the table. Any model can gain possession of the scrolls but moving onto or over it during the movement phase.
- The side that is in possession of the scrolls (either a model has them or has left the table with them) at the end of the game gains an additional 10 VPs. Each side also scores VPs equal to the rank of enemy models killed.

OUTCOME

If the Bandits gain possession of the scrolls, they will take them back to their camp and they will not be sighted again until scenario 6. If the Koryu maintains possession of the scrolls, they will be taken back to the Sensei's home for safe-keeping.

SCENARIO 2 – ASSASSINATION

The Bandits have hired Ninja to slay the Sensei of the Kenshin Ryu in his home, to try and avoid recriminations against them. They will also attempt to steal the scroll if the bandits did not successfully steal them in Scenario 1. The scrolls will be with the sensei.

FORCES & RESTRICTIONS

- Koryu: Up to 150 points, must include Sensei, no Swords-for-Hire.
- Bandits: 4 Ninja and 1 Chunin, as detailed on page 44 of the *Ronin* rulebook.

TABLE & TERRAIN

3 feet square. In the centre of the table place a building. 4–6 other buildings or terrain pieces may be used as available.

DEPLOYMENT

Place the Koryu Sensei in the centre building. The Koryu player then deploys the remainder of the Koryu models anywhere on the board, as long as no model is closer than 6” to any other. The Bandit player may then move up to half to half the Koryu models 12” (the Sensei may not be moved). Finally, the Bandit player can deploy any number of ninja models anywhere on the board at least 5” from any other model. Any ninja models not deployed may be placed on the board at the start of any subsequent turn, as long as they are at least 5” from any other model.

SPECIAL RULES

- The game lasts until all models from one side are dead or have left the table.
- The Ninja get Priority in Turn 1.
- The game happens at dusk, so all shooting attacks suffer an additional -1 to hit.
- The scrolls can be captured as per the rules in Scenario 1, and may be carried off any table edge by the ninja. Any Koryu model may also carry the scrolls off the table to safety.

OUTCOME

If the Sensei is slain, he may not be fielded for the remainder of the campaign and the Koryu must rely on a Senpai to lead them. If he is wounded, even grievously, he will recover fully by Scenario 4. If the Ninja manage to steal the scrolls, they will take them to the Bandit’s camp.

SCENARIO 3 – DUEL

Kenshin Ryu students confront the Bandit Leader in a local village, and outraged at the attacks on their ryu, the senior student present challenges him to a duel.

FORCES & RESTRICTIONS

- Koryu: Up to 150 points, no Sensei, no Swords-for-Hire
- Bandits: Same points as Koryu, must include Leader, no more than 2 models with missile weapons, no Swords-for-Hire.

TABLE & TERRAIN

The scenario takes place on the outskirts of a village. There should be an area clear of terrain approximately 12” in diameter in the centre of the table.

DEPLOYMENT

Place the highest ranked Koryu model and the Bandit Leader 3” apart in the centre of the table. These are the Duellists. Other models are then alternatively placed anywhere on the table, so long a no model is within 12” of the Duellists.

SPECIAL RULES

- The game lasts until all models from one side are dead or have left the table.
- The Duellists must fight each other, and must be the first activations in the first 3 turns of the game. No other models can engage in combat any other model OR use a missile weapon until either of the Duellists takes a Light Wound (or worse) OR until the 4th turn.

OUTCOME

If the Bandit Leader is slain, he may not be fielded for the remainder of the campaign and the Bandits must rely on a gashira to lead them. If he is wounded, even grievously, he will recover fully by Scenario 4.

PART 2 – THE BANDITS’ CAMP

In this second part of the campaign, the fight is taken to the Bandits’ stronghold. There are two initial scenarios, and then the final battle at the Bandits’ camp. The Koryu are joined by a Samurai who once trained with them, plus his ashigaru retainers. The Bandits, meanwhile, hire some Ronin for support.

There are three paths to the Bandit camp, only two of which are defensible. The Bandit player must assign forces to each of the two defensible routes (represented by Scenarios 4 & 5) and the Koryu player must assign forces to attack them. Each side must commit at least 75 points to each scenario.

The balance of the Bandit forces remaining in camp and are available for Scenario 6, along with any Bandits that survive and/or withdraw from Scenarios 4 & 5.

The balance of the Koryu forces take the indefensible path and are joined for Scenario 6 by any surviving models from Scenarios 4 & 5.

The available forces are as follows:

- Koryu: Total points of models remaining from Scenarios 1, 2 and 3, plus 100 points. The Koryu can also choose up to 100 points of Bushi, comprising one samurai and some ashigaru. Finally, the Koryu can only field a Sensei if he survived Scenario 2. Any Koryu model may be equipped with Light Armour for +2 points (contrary to the usual rules, this armour does not have to be shown on the models).
- Bandits: Total Points remaining from Scenario 1, 2 and 3 (including any ninja that survive Scenario 2) plus 100 points. The bandits also have access to 100 points of Ronin. The Bandit Leader may only be used if he survived Scenario 3.

SCENARIO 4 – THE PASS

FORCES & RESTRICTIONS

See above.

TABLE & TERRAIN

3 feet square. Road running from one edge to the other in the centre of the table. Woods, brush and rocks scattered either side of road. Up to 8 pieces of terrain can be used.

DEPLOYMENT

Koryu deploy first, within 6” of the road at one end of the table. Bandits deploy second, anywhere on the table at least 18” from any Koryu model.

SPECIAL RULES

- The game lasts until all models from one side are dead or have left the table.
- The Bandits can place up to two 4” improvised barricades anywhere on the table.
- All Koryu models that move off the short table edge opposite their deployment zone can be used in Scenario 6. Any wounds inflicted remain.
- All Bandit models that move off the short table edge adjacent to their deployment zone can be used in Scenario 6. Any wounds inflicted remain in effect.
- Weather: Roll a d6 – on a 5 or 6, roll again on the weather table. Otherwise, the weather will have no effect on the game.

OUTCOME

Surviving models will participate in Scenario 6. Models with wounds retain them for that game but Stunned Counters are removed.

SCENARIO 5 – THE BRIDGE

FORCES & RESTRICTIONS

See above.

TABLE & TERRAIN

3 feet square. River running from one edge to the other in the centre of the table, with a single bridge in the centre. Up to 6 pieces of terrain as required.

DEPLOYMENT

Bandits deploy first, anywhere one side of the river. Koryu deploy second, anywhere within 3” of one of the opposite table edges to the Bandits.

SPECIAL RULES

- Weather: Roll a d6 – on a 5 or 6, roll again on the weather table. Otherwise, the weather will have no effect on the game.
- The game lasts until all models from one side are dead or have left the table.
- 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 gains a Stunned Counter, then roll for drowning as per the rules on page 11 of the rulebook. A model that is at least partially in the river fighting a model not in the river suffers a -1 initiative penalty.

OUTCOME

Surviving models will participate in Scenario 6. Models with wounds retain them for that game but Stunned Counters are removed.

SCENARIO 6 – THE FINAL BATTLE

FORCES & RESTRICTIONS

All remaining models.

TABLE & TERRAIN

4 feet long by 3 feet wide. At least one building, plus up to 2 others. Up to 12” of barricades may be placed anywhere. Up to 4 other pieces of terrain as required. One long table edge has an impassable river along it.

DEPLOYMENT

Bandits deploy first, anywhere on the table. If the scrolls were successfully stolen, the most senior surviving Bandit model has them in his possession. Koryu deploy second, and may be placed again any table edge except the one with the river.

SPECIAL RULES

- Weather: Roll a d6 – on a 5 or 6, roll again on the weather table. Otherwise, the weather will have no effect on the game.
- The game lasts until all models from one side are dead or have left the table.
- Any Bandit model may leave the table as per the usual rules.
- At the start of Turn 6 a small boat appears at a random point on the river (roll 4d6 and measure from one end). The boat has a single peasant crewman, but any model may operate the boat. The boat may hold up to 3 models. It must be activated last each turn, and can move up to 6” (including directly off the table). If at any time it has no models on board when it is due to be moved, remove it from play.