

THE BATTLE OF JADE PEAK

CHUZU CLAN has controlled their home province with an iron fist. Having subjugated the local daimyos, they aggressively intend to extend their reach to the north. But to their dismay, their northern neighbor soundly repulses them in battle. Hastily they are retreating to the safety of their border, the Jade Mountains, to once again be the biggest koi in their little pond. Lord Chuzu sends a hastily assembled Advance Guard to secure the flanks of their route to Hogetsu Ford.

Word of Chuzu's defeat has reached the three subjugated daimyos of the home province, who see that this is a heaven-sent opportunity to bring down their harsh overlord. Unable to agree on one supreme leader, the three daimyos constitute themselves as the Three Lightnings Army and agree to meet at Jade Peak with their vassals and crush the retreating Chuzu Army.

As dawn breaks the three independent elements of the Three Lightnings Army simultaneously approach the passes at Jade Peak from the west, on the flank of the retreating Chuzu army. On the other side of the passes, the Chuzu forces hasten south to reach the safety of the defensible ford on the Hogetsu River. In the passes, the Advance Guard is on the lookout for trouble.

Jagged stone formations pierce the early morning clouds that cover the mountains, portents of the harsh and violent action that will soon unfold.

SCENARIO RULES

OBJECTIVES **Chuzu Army.** Bring the Army and Treasure home over Hogetsu Ford.
 Three Lightnings Army. Cut the Chuzu LOC over Hogetsu Ford.

TERRAIN

JADE PASS

Both cavalry and infantry can cross Jade Pass. Moving UP a contour costs both troop types 4" per contour; moving DOWN a contour costs both troop types 3" per contour. To measure for firing, each contour is 3.99". Player of a moving enemy unit on a contour next to any enemy unit on an adjacent contour can declare if the unit is in contact or not. Friendly stands on a contiguous contour provide support.

MAN-MADE FEATURES

The Monastery, the Inn, and the barrier at the Ford (if built) each provide 1 point of fire protection (-1 to die) and 1 point melee protection (+1 modifier).

WOODS

The large wood between the Chuzu columns is Rough terrain for movement (cavalry 1/3, all infantry 1/2) and provides 1 point of fire protection (-1 to die) and 1 point melee protection (+1 modifier).

The wood on the hill in Flat Pass is Difficult terrain for movement (cavalry 1/4, all infantry 1/3) and provides 2 points of fire protection (-2 to die) and 2 points melee protection (+2 modifier).

ROADS

All roads are one stand wide. A unit that is on the road in Field Column can form a Road Column by moving the Field Column distance (samurai 10", infantry 12") and ending in Road Column. On the turn after being formed, the unit can move at Road Column speed (2x). At least 1/2 of the stands must start movement on the road to move in Road Column.

CHUZU ARMY SPECIAL RULES

Chuzu Army is withdrawing from a previous battle:

A unit that rolls a natural 10 for fire is out of ammunition (can fire 1/2 FF) until resupplied by a Peasant Ammo Bearer from Hogetsu Ford, who can be detached on the following turn if the unit makes a successful maneuver roll.

A unit that is Worn is permanently -1 on Maneuver Roll.

Chuzu units can be deployed in any formation and any facing at start of game, around the center point of their unit.

The commander of the Advance Guard deploys the AG units at the start of the game. There must be at least one AG unit at each of four points: Jade Pass, Flat Pass, Monastery Pass, River Road. Units can be as far East as the midpoint of each pass.

Monastery Monks are an independent unit.

Peasants can build a defense at Hogetsu Ford. Roll on the Disordered Table. Each turn on which they can move is +1 defensive point. Three accumulated defensive points build one section of barrier; it goes up immediately, during the movement phase. Peasants can move per the rules, but cannot cross the river. They can melee.

CHUZU ARMY

CHUZU - Army cmdr

ENOMOTO - Cav sub cmdr

Jichen	Med cav	3/-/02	
Kobo	Med cav	5/4/02	
Obata	Hvy cav	E HC 5/4/02	

ASHINO - Tai cmdr, leading western column

UZAMASA - Sub cmdr

Hidari	Samurai	E 8/6/2004	Guard
Hidari	Ash/arq	9/7/05	sk
Hori	Yumi	7/5/03	sk

YAMAURA - Sub cmdr

Honjo	Ash/blade	8/6/05	Sk
Irobe	Ash/blade	7/5/04	Sk
Kutsuki	Samurai	7/5/03	
Saito	Ash/missile	6/5/03	Sk

BITO - Messenger, commander forward element

Satome	Yumi	6/4/03	sk
Mojo	Samurai/arq	E 6/4/2	
Kato	Ash/arq	11/8/06	sk
Kyogokyu	Yumi	8/6/05	Sk
Gonzuma	Medium cav	E 4/-/2	
Yemon	Medium cav	4/-/2	

KIKKAWA - Hatamoto, commander eastern column

TAKEMATA - Sub cmdr

Akiyama	Ash/blade	9/7/05	Sk
Arakawa	Ash/blade	8/6/05	Sk
Nakajo	Ash/arq	8/6/05	Sk
Saba	Samurai	E 7/5/03	

MATSUDA - E Sub cmdr

Jojo	Ash/blade	9/7/05	Sk
Taida	Ash/blade	9/7/05	Sk
Naoe	Ash/missile	6/5/03	Sk
Sambonji	Ash/missile	6/5/03	Sk

MONASTIC COMMUNITY

Dengyo	Samurai Monk	E 8/6/2004	
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HOME GUARD

AKIMATSU - Commander

Toyama	Militia	7/6/04
Tanzawa	Militia	7/6/04
Fukuda	Peasant	14/11/09

THREE LIGHTNINGS ARMY

KITSUNE - Commander

MAEDA - Sub cmdr

Date	Ash/arc	8/6/04	Sk
Date	Ash/pike	8/7/04	(non-Sk)
Mouri	Samurai	7/5/03	
Yamana	yumi	6/5/03	sk

MIKUMO - Sub cmdr

Honda	Ash/pike	11/8/06	(non-Sk)
Tokugawa	Ash/arc	8/6/05	Sk
Atagi	Med cav	E 4/-/2	
Torii	Med cav	4/-/02	

DAICHI - Commander

BENKO - Sub cmdr

Hojyo	Ash/pike	8/6/05	(non-Sk)
Ujiwara	Ash/arc	9/7/05	sk
Gomyo	Yumi	8/6/04	sk
Wakisaka	Samurai	E 8/6/04	

SATAKE - Sub cmdr

Konishi	Samurai	E 7/5/03	
Mano	Ash/arc	9/7/05	Sk
Chubu	Militia	9/8/05	
Niwa	Med cav	4/-/2	

KISAWA - Commander

KURODA - E Sub cmdr

Akita	Miitia	7/6/04	
Kino	Ash/arc	8/6/05	sk
Ozima	Yumi	6/5/03	sk
Ashoka	Ash/blade	13/10/7	sk

ANDO - Sub cmdr

Oda	Ash/blade	8/6/04	sk
So	Ash/arc	9/7/05	sk
So	Samurai	7/5/03	
Honshi	Samurai	8/6/04	