

# Warrior Monks on the Loose!

## *A Samurai Scenario set in Japan 1600 A.D.*

After the bloody battle of Sekigahara in 1600 the emperor conferred the title of Shogun on the victor Ieyasu, chief of the Tokugawa clan. The new Shogun demanded absolute obedience from his followers and tolerated no opposition from other clans. This asked for further trouble as the proud Toyotomi Clan based at the fortress of Osaka would not accept this.

Foreign influences played a decisive role in provoking an escalation between the two clans. Toyotomi was supported by the Portuguese Jesuits with new firearms and opium from Europe and India respectively. In return Toyotomi, an opium addict, agreed to eliminate the Dutch trade post which was located in a fortified tower close to the summer residence of the Tokugawa clan at Okehazama. The Portuguese considered the Dutch as their greatest rivals and envied them for their influential position with the Shogun. The hate of the Jesuits for the Protestant Dutch was just another reason to have the trade post, commanded by Captain Vince van den Handel, destroyed. Toyotomi ordered the fanatical warrior monks, commanded by his brother Uesugi Kenshin, to plunder and burn down both the Dutch trade post and the Okehazama summer residence of the Tokugawa's.

### **The Game**

See the photos of both the battle field and the units in questions so you can now better visualise the game moves. Lets go through the units quickly:

#### The Main Units

**Dutch** – Vince van den Handel (figure in forefront with writing feather) +1 for combat / 10 Dutch traders well armed. Their position is in/on and around the tower which is the trading post.

**Tokugawas** – Red and Yellow coloured Samurai Unit. Tokugawa himself (+1 point) is mounted and wears the tall yellow hat.

**Warrior Monks** – Bold headed troopers with white head band. Vicious and fanatical against all foreigners lead by Uesugi Kenshin (brother to Toyotomi) on horse (+ 1 point)

#### Auxillary Units (could join any side)

(No. 1) The **Blue Ashigaru** spearman (Samurai and 10 warriors with white spears)

(No. 2) The **Green Ashigaru** arquebusiers (Samurai and 13 warriors with firearms)

(No. 3) The **Ronin** (11 masterless warriors)

(No. 4) The **Ninja** (6 fighters each with +1 point)

## Layout of the Battle Field / Initial Positions

Vince van den Handel and the Dutchies are in/on and around the tower. The Tokugawas are enjoying their summer residence (around Japanese style house with red roof). The Warrior Monks will enter by surprise as of Game Move No. 1 (The game will have 10 moves altogether) from four possible directions which depends on a dice chance throw. Only with numbers 1,2,3 and 4 will there be an entry of the troops. With 5 and 6 there will be no entry. This will also be the same rule for the other units entering later. Should the Warrior Monks player not get a 1,2,3, or 4 in game move No.1 then he has to wait with his attack and try in move no. 2. The number thrown will indicate entry point: No.1 behind tower, No. 2 top right hand corner behind rock, No. 3 behind house, No. 4 bottom left hand corner – open area between forest and hedges of tower.

As of game move No. 2 each player will have the possibility for support to arrive. Step one: throw dice to see if you get a unit: See numbers above for other unit – that means only with 1,2,3,or 4 there is a chance for support. With a 5 and 6 no support in that move sorry. Now you have to get them on the table by throwing a 1,2,3,or 4 and position them on the table, same as above. If you get a 5 and 6 the unit has to wait for another try next move. Same procedure to get support in rest of moves. Please note that only one unit support can enter per move for each player. Therefore you may have two or more support units waiting to get on the battle field. This should be quite interesting to see what happens as not all units might be involved in the battle.

## The Objectives / Winning Factors

Each player has four objectives to achieve and obtain points for these. The player with most points wins (please see below).

### **1. The Warrior Monk Player**

- a. Capture or kill the Dutch devils (10 points for Vince van den Handel / 2 points for each of the other Dutchies)
- b. Loot and burn down Tokogawa summer residence (10 points)
- c. Kill Tokogawa (10 points)
- d. For each enemy captured or killed (1 point per foot / 2 points per mounted)

### **2. The Tokugawa Player**

- a. Protect the Dutch traders (10 points for Vince van den Handel / 2 points for each of the other Dutchies)
- b. Prevent looting and burning down Tokogawa summer residence (10 points)
- c. Kill Uesugi Kenshi (10 points)
- d. For each enemy captured or killed (1 point per foot / 2 points per mounted)

## Victory Conditions:

1. Difference 0 – 10 points (draw)
2. Difference 11-25 points (victory)
3. Difference >25 points (most crushing, devastating and humiliating defeat!)

Enjoy the Game!

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## The Battle at Okehazama



**Photo No. 1** – The scene is set with the Tokugawa summer residence in the background and the Dutch trade post fortified tower commanded by Captain Vince van den Handel.



**Photo No. 2** – Captain Vince van den Handel in the foreground and the Dutch contingent.



**Photo No. 3** – The Tokugawa clan with the Shogun Ieyasu in command (mounted with high yellow hat) determined to defend the Okehazama summer residence and save the Dutch trade post.



**Photo No. 4** – Uesugi Kenshin (mounted) leading the fanatical warrior monks on their mission to destroy the Tokugawa summer residence and the Dutch trade post.



**Photo No. 5** – The Blue Ashigaru (Auxillary unit could join any side)



**Photo No.6** – The Green Ashigaru (Auxillary unit could join any side)



Photo No. 7 – The Ronin (could join any side)



Photo No. 8 – The Ninja (could join any side)



**Photo No. 9** – Game move 1 with the warrior monks having a lucky dice throw and entering the table next to the Dutch tower.



**Photo No. 10** – Game move 2 – The Tokugawas have been alarmed and send troops to the Dutch trade post to ward off the warrior monks. Led by the Shogun himself. Some troops are left behind to guard the summer residence.



**Photo No. 11** – Game move 3 – The warrior monk player gets the Ninjas to launch a surprise attack on the Tokugawas.



**Photo No. 12** – Game move 4 – Another lucky strike for the warrior monks as the Green Ashigarus join them to bombard the Dutch with their arquebus fire power. But the Dutch are well placed behind a strong cover on the tower platform and therefore suffer little casualties.





**Photo No. 13** – Game move 5 – Now it is the turn of the Tokugawas to get support from the Blue Ashigaru unit, which immediately strike the Ninjas.



**Photo No. 14** – Game move 6 – The Blue Ashigarus engage the Ninjas with superior numbers and will force them to retreat from the battle field.



**Photo No. 15** – Game move 7 – The Tokugawa foot engage the Green Ashigaru unit and in the background the warrior monks are preparing to fend off the Tokugawa cavalry. Note the reduced number of warrior monks and Green Ashigaru, who have suffered from the Dutch fire power coming from the tower platform.



**Photo No. 16** – Game move 8 – This is the end for the warrior monks as the Ronin, siding with Tokugawa, enter the table and strike straight at the remaining monks who attempt to break through the tower entrance. The game is decided and the Tokugawas gain a crushing victory.