

KAWANAKAJIMA

October 1561
6mm "Killer Katanas 2" Scenario



“Arouse a bee and it will come at you with the force of a dragon.”

--Takeda Shingen



BACKGROUND

From 1553 to 1564, two powerful Japanese daimyo whose home provinces were located in north-central Japan fought five battles on Kawanakajima plain. The fourth of these was fought in October of 1561 and was one of the bloodiest battles of the samurai era.

The battle was precipitated when Uesugi Kenshin, the Dragon of Echigo, marched south across the plain with 13,000 men and took up a position on top of a small mountain – Saijosan – threatening Kaizu Castle, a stronghold belonging to the Tiger of Kai, Takeda Shingen. In Response, Takeda led 20,000 men to Kaizu. There he waited to see what Kenshin might do.

Over a week passed with nothing happening, so one of Shingen’s most trusted generals concocted a plan. “Operation Woodpecker” called for 10,000+ Takeda troops under the general’s command to climb Saijosan under cover of darkness and then mount a surprise dawn attack on the Uesugi forces at its summit. The Uesugi would be driven off the mountain and down onto the plain below, where Shingen would be waiting with his remaining 8,000 men. The Uesugi would be trapped and crushed between the two Takeda forces. But when dawn broke, Kenshin had already left Saijosan and was waiting to surprise Shingen on the plains.

GAME LENGTH

7 to 9 turns. At the end of Turn 6, roll 1d6. On a 1-2, the game ends after Turn 7 when the Woodpecker force arrives. Otherwise, roll after Turn 7. On a 1-4 the game ends after Turn 8. Any other result ends after Turn 9.

The Uesugi win if either Takeda Shingen is slain, or if 2/3 of the Takeda forces have been destroyed or routed. Any other result is a Takeda victory.

TABLETOP

The scenario requires a 6’x4’ tabletop for 6mm figures, with up to 8’x6’ suggested for 15mm+ scales. The Chikuma River may be forded at half movement rate.

DEPLOYMENT

Deploy both armies based on the map. The distance between the lead Uesugi clan group and the Takeda battle line should be equivalent to the distance that a cavalry unit can move during a single turn (note: this does not mean a single activation card – it means a whole turn). This distance will differ depending on what scale of figures/size of base you are using per the Killer Katanas II rules.

SCENARIO NOTES

We did not use base removal during this battle, instead marking off lost unit strength points (SP) on a separate sheet. Those sheets are provided here. If you have enough figures/bases and would prefer to use the actual *Killer Katanas II* base-removal system to mark casualties, the number of individual bases needed will match the SP listed for each unit.

It is suggested that each commander be required to compose a short death poem before the game and choose one daimyo that represents him on the field. If that daimyo is slain in combat, the player must read the poem aloud in suitably dramatic fashion. Failure to do so results in an extra, immediate morale check for all units under his command.

UESUGI BRIEFING

Our chance to crush Takeda is now! We outnumber them on the plains by 3-to-2 and have caught them by surprise. But we must not delay, as more Takeda troops may be arriving on our flank at any time.

Kill or capture Takeda Shingen or eliminate 2/3 of his army before enemy reinforcements arrive!

REINFORCEMENTS

None.

TAKEDA BRIEFING

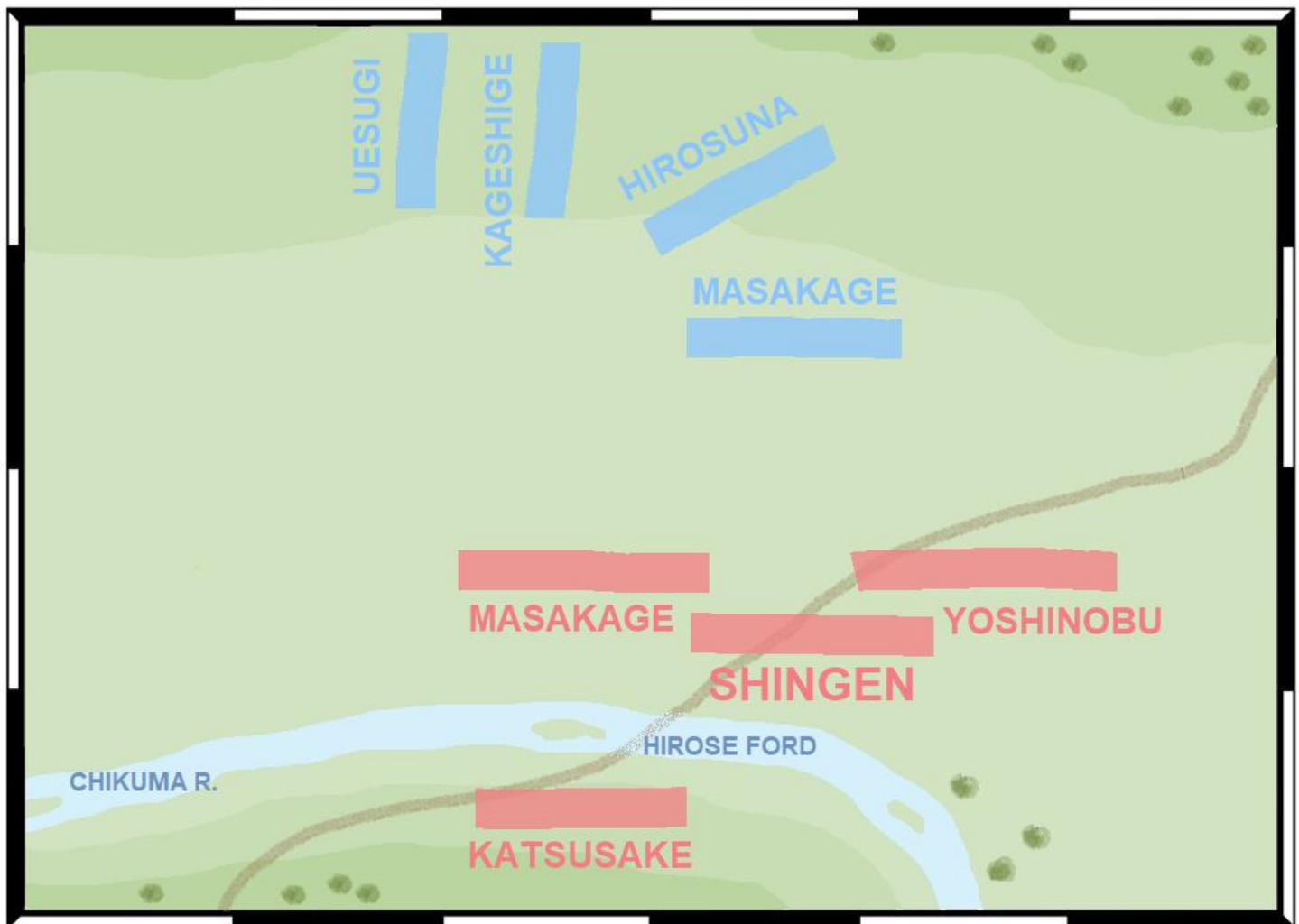
A most curious and surprising morning...Kenshin must have abandoned Saijosan in the darkness, and now our divided army is outnumbered. But there is still great opportunity. If we can hold out on the plains long enough, the Woodpecker force should be able to crash into Uesugi's flank and trap his army.

Survive until the Woodpecker force arrives to win!

REINFORCEMENTS

Woodpecker flanking force per "Game Length" notes.

MAP



TAKEDA ARMY (1 of 2)

TAKEDA SHINGEN +3

CLAN	UNIT	WEAPON	ARMOR	FACTORS	SP	LEADER	REPLACEMENT
Shingen	Mtd. Yumi	Bow	Hvy.	6m/4r	00000000	+2	+1
Shingen	Mtd. Yari	Spear	Hvy.	6	00000000	+2	+1
Shingen	Yari Samurai	Spear	Hvy.	4	00000000	+1	-
Shingen	Yumi Ashigaru	Bow	Med.	3	00000000	-	-
Shingen	Yari Ashigaru	Spear	Med.	3	00000000	-	-
Nobushige	Yari Samuari	Spear	Hvy.	4	00000000	+1	-
Nobushige	Yari Ashigaru	Spear	Med.	3	00000000	-	-
Naito	Mtd. Yari	Spear	Hvy.	6	00000000	+1	-
Naito	Yari Samurai	Spear	Hvy.	4	00000000	+1	-
Naito	Yari Ashigaru	Spear	Med.	3	00000000	-	-

TAKEDA YOSHINOBU +1

CLAN	UNIT	WEAPON	ARMOR	FACTORS	SP	LEADER	REPLACEMENT
Yoshinobu	Mtd. Yari	Spear	Hvy.	6	00000000	+2	+1
Yoshinobu	Yumi Samurai	Bow	Hvy.	4	00000000	+1	-
Yoshinobu	Yari Samurai	Spear	Hvy.	4	00000000	+1	-
Yoshinobu	Teppo Ashigaru	Arquebus	Med.	3	00000000	-	-
Yoshinobu	Yari Ashigaru	Spear	Med.	3	00000000	-	-
Hari	Yari Samuari	Spear	Hvy.	4	00000000	+1	-
Hari	Yari Ashigaru	Spear	Med.	3	00000000	-	-

TAKEDA ARMY (2 of 2)

ATOBE KATSUSUKE +2

CLAN	UNIT	WEAPON	ARMOR	FACTORS	SP	LEADER	REPLACEMENT
Atobe	Mtd. Yumi	Bow	Hvy.	6m/4r	00000000	+1	-
Atobe	Mtd. Yari	Spear	Hvy.	6	00000000	+1	-
Atobe	Yari Samurai	Spear	Hvy.	4	00000000	+1	-
Atobe	Yumi Ashigaru	Bow	Med.	3	00000000	-	-
Atobe	Yari Ashigaru	Spear	Med.	3	00000000	-	-
Atobe	Yari Ashigaru	Spear	Med.	3	00000000	-	-
Nobukado	Yumi Samurai	Bow	Hvy.	4	00000000	+1	-
Nobukado	Yari Samurai	Spear	Hvy.	4	00000000	+1	-
Nobukado	Yari Ashigaru	Spear	Med.	3	00000000	-	-

YAMAGATA MASAKAGE +2

CLAN	UNIT	WEAPON	ARMOR	FACTORS	SP	LEADER	REPLACEMENT
Yamagata	Mtd. Yari	Spear	Hvy.	6	00000000	+1	-
Yamagata	Yari Samurai	Spear	Hvy.	4	00000000	+1	-
Yamagata	Yari Ashigaru	Spear	Med.	3	00000000	-	-
Anayama	Yumi Samurai	Bow	Hvy.	4	00000000	+1	-
Anayama	Yari Samuuri	Spear	Hvy.	4	00000000	+1	-
Anayama	Yari Ashigaru	Spear	Med.	3	00000000	-	-

UESUGI ARMY (1 of 2)

UESUGI KENSHIN +3

CLAN	UNIT	WEAPON	ARMOR	FACTORS	SP	LEADER	REPLACEMENT
Uesugi	Mtd. Yumi	Bow	Hvy.	6m/4r	00000000	+1	-
Uesugi	Mtd. Yari	Spear	Hvy.	6	00000000	+1	-
Uesugi	Yumi Samurai	Bow	Hvy.	4	00000000	+1	-
Uesugi	Yari Samurai	Spear	Hvy.	4	00000000	+1	-
Uesugi	Yari Samurai	Spear	Hvy.	4	00000000	+1	-
Uesugi	Yari Ashigaru	Spear	Med.	4	00000000	-	-
Uesugi	Yari Ashigaru	Spear	Med.	4	00000000	-	-
Uesugi	Yari Ashigaru	Spear	Med.	4	00000000	-	-
Uesugi	Yari Ashigaru	Spear	Med.	4	00000000	-	-
Uesugi	Yari Ashigaru	Spear	Med.	4	00000000	-	-

MATSUMOTO KAGESHIGE +0

CLAN	UNIT	WEAPON	ARMOR	FACTORS	SP	LEADER	REPLACEMENT
Matsumoto	Mtd. Yari	Spear	Hvy.	6	00000000	+1	-
Matsumoto	Yumi Samurai	Bow	Hvy.	4	00000000	+1	-
Matsumoto	Yari Samuuri	Spear	Hvy.	4	00000000	+1	-
Matsumoto	Yari Samuuri	Spear	Hvy.	4	00000000	+1	-
Matsumoto	Yari Ashigaru	Spear	Med.	3	00000000	-	-
Matsumoto	Yari Ashigaru	Spear	Med.	3	00000000	-	-
Matsumoto	Yari Ashigaru	Spear	Med.	3	00000000	-	-
Suibara	Yari Samuuri	Spear	Hvy.	4	00000000	+1	-
Suibara	Teppo Ashigaru	Arquebus	Med.	3	00000000	-	-
Suibara	Yari Ashigaru	Spear	Med.	3	00000000	-	-
Suibara	Yari Ashigaru	Spear	Med.	3	00000000	-	-

UESUGI ARMY (2 of 2)

TAKEMATA HIROSUNA +1

CLAN	UNIT	WEAPON	ARMOR	FACTORS	SP	LEADER	REPLACEMENT
Takemata	Yari Samurai	Spear	Hvy.	4	OOOOOOOO	+1	-
Takemata	Yumi Ashigaru	Bow	Med.	3	OOOOOOOO	-	-
Takemata	Yari Ashigaru	Spear	Med.	3	OOOOOOOO	-	-
Takemata	Yari Ashigaru	Spear	Med.	3	OOOOOOOO	-	-
Katizaki	Mtd. Yari	Spear	Hvy.	6	OOOOOOOO	+1	-
Katizaki	Yumi Samurai	Bow	Hvy.	4	OOOOOOOO	+1	-
Katizaki	Yari Samurai	Spear	Hvy.	4	OOOOOOOO	+1	-
Katizaki	Yari Samurai	Spear	Hvy.	4	OOOOOOOO	+1	-
Katizaki	Yari Ashigaru	Spear	Med.	3	OOOOOOOO	-	-
Katizaki	Yari Ashigaru	Spear	Med.	3	OOOOOOOO	-	-
Katizaki	Yari Ashigaru	Spear	Med.	3	OOOOOOOO	-	-

YAMAGATA MASAKAGE +2

CLAN	UNIT	WEAPON	ARMOR	FACTORS	SP	LEADER	REPLACEMENT
Suda	Yari Samurai	Spear	Hvy.	4	OOOOOOOO	+1	-
Suda	Yumi Ashigaru	Bow	Med.	3	OOOOOOOO	-	-
Suda	Yari Ashigaru	Spear	Med.	3	OOOOOOOO	-	-
Suda	Yari Ashigaru	Spear	Med.	3	OOOOOOOO	-	-
Yasuda	Yari Samurai	Spear	Hvy.	4	OOOOOOOO	+1	-
Yasuda	Yumi Ashigaru	Bow	Med.	3	OOOOOOOO	-	-
Yasuda	Yari Ashigaru	Spear	Med.	3	OOOOOOOO	-	-
Yasuda	Yari Ashigaru	Spear	Med.	3	OOOOOOOO	-	-