

AKIYOSHI MONOGATARI

"SOBO NO KIRUTO NO HANASHI"

The Tale of the Grandmothers' Quilt



Lady Akiyoshi in her youth.

Lord Akiyoshi's Grandmother retired to a monastery and became a devout nun many years ago.

As part of her meditation she spent seven years sewing a magnificent quilt she has named "Tengoku no kiruto" that depicts the glorious history of the Akiyoshi family.

Personally blessed by the Abbess of her monastery, this quilt is regarded as priceless by the whole clan and an small escort of the finest samurai of the clan was dispatched to collect this special item and return it to be placed in a position of great honour in the clan's castle.

The escort successfully collected the quilt and after much ceremony is on the return journey, travelling on foot and by back roads to avoid drawing the attention of the hated Minatoro Clan, who, being famously underhand might attempt to capture this divine quilt and thereby embarrass the Akiyoshi clan.

The only potential threat on this road would be that of scruffy bandits, whilst sometimes fierce, they only tend to operate in small groups of ten or so, and would be easily discouraged or killed by the escorting Akiyoshi samurai.

THE PARTY CONSISTS OF

[Note this is best played with one player per character. If you have fewer players then deploy fewer characters]. It is suggested you fill up player roles in the order the characters are shown here.

1. AKIYOSHI 'NANI' GOZAI

Leader of the group and the great uncle of the Lord.

Well past his prime as a warrior, Gozai is a little deaf but was sent to collect the quilt as the oldest (and therefore most honoured) senior family member available.

His nickname comes from his tendency to shout 'NANI' (what?) when he doesn't hear what is going on.

Personally +1 with sword. +2 with war fan.

Special rule – cannot use DASH action

1 x follower +3 with Spear.

3 Ashigaru bearers (one of which is carrying the Quilt) +1 sword

2. AKIYOSHI DAIVU

A veteran samurai with a lot of combat experience. Daivu is the second cousin of Akiyoshi Toshimasa. He has always hero-worshipped Akiyoshi Gozai.

Personally +3 with sword or spear

2 x followers, one +2 spear, one +2 sword

3. AKIYOSHI TOSHIMASA

Senior clan samurai and younger brother of the clan General Akiyoshi Harunobu. Toshimasa has a lot of combat experience.

Personally +3 with sword

2 followers, both +2 spear

4. AKIYOSHI HIROAKI

Assistant clan chamberlain (a sort of administrator) who is, like all samurai, skilled with the sword. He is more capable with the pen however, and is a skilled negotiator and diplomat. His poetry is greatly admired. However Hiroaki's primary role on this mission was liaison with the temple authorities. He has little combat experience.

Personally +1 with sword

Special rule – if fighting 1 to 1 can make one attempt to convince opponent they are going to lose.

Score 5+. If successful +3 for that combat.

2 followers, both +2 sword

5. AKIYOSHI HIROFUMI

The youngest son of Clan General Akiyoshi Harunobu. Has only just reached adulthood and this is his first mission. He is keen to prove himself as a true samurai.

Personally +2 with sword

Special rule -if DASHING move 3 hexes instead of 2.

2 x followers, +2 bow and +2 sword

6. WAKATA KYUICHI

A loyal clan samurai of moderate rank. Kyuichi is a very skilled archer.

Personally +4 with bow, +2 with sword

2 x followers, +2 spear

7. KUROKAWA NAGISA



A loyal clan samurai of low rank. Nagisa is a very skilled spearman.

Personally +3 with spear

2 x followers, +2 sword and +2 spear

8. KONUMA JIN

A loyal clan samurai of low rank. Despite his low rank Jin has fought in many battles and is believed to be exceptionally lucky in combat.

Personally +4 with spear

2 x followers, +2 sword and +2 spear

9. USAGI YUICHI

A young ronin who has only recently been adopted into the clan. He shows potential for martial prowess though he is headstrong and perhaps a little over-confident. He is keen to prove himself as a true samurai.

Personally +3 with sword

2 x followers, +2 bow

GAME SETUP : DO NOT SHOW TO PLAYERS**Umpire**

The game is run by an Umpire who represents the attacking bandit gang.

Terrain

A road, with plenty of cover on either side- even the odd building. The players have to get from one end of the road to the other OR kill all the bandits.

Enemy

The party is ambushed by a group of low quality bandits who have been paid by the Minatoro clan to steal the priceless quilt.

As it is an introductory session, the balance of forces and skills should be in the player's favour.

They should outnumber the players strength by odds of 3:2 and be fairly spread out. So if there are only a few players then correspondingly fewer bandits.

The Bandits can be hidden in bushes or buildings at the start and not placed on the table until the players' figures get near (say within 6 hexes). Make a note of their location on a simple sketch map.

