



980 pts (22.00 %) 2266 pts (50.00 %) 290 pts (6.00 %) 772 pts (17.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**      **Ranged Warfare**      **Will of the Kami**  
 (40 Max)      (25 Least)      (0 NoLimit)      (40 Max)      (40 Max)

Characters

	<b>DAIMYO #1</b> Daimyo - Standard - Cavalry - 25x50	<b>415 POINTS</b> 
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	9	Way of the Warrior		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	6	4	0	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Daimyo</b>	4	6	4	1	6	Kenjutsu, Hand Weapon

	<b>MOUNT WARHORSE</b>
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	14"	C	Vanguard		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	C	C	C	C+1		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Warhorse</b>	1	3	1	0	3	

<b>Options</b>	Sode • Horo Cloak • Mon of the Ashiwara Clan • Warhorse • General • Symbol of Imperial Rule • Nobunaga's Honour
<b>Notes</b>	Equipped with Yumi (2+) Longbow w/ Shots 3

	<b>TAISHO #1</b> Hatamoto - Standard - Infantry - 20x20	<b>190 POINTS</b> 
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	8	Way of the Warrior		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	5	4	0	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Taisho</b>	3	5	4	1	5	Kenjutsu, Hand Weapon

<b>Options</b>	Battle Standard Bearer • Sode • No-Dachi (Great Weapon) • Mon of the Ashiwara Clan
<b>Notes</b>	Yumi (2+) (Longbow) with Shots 3

	<b>SHUGENJA #1</b> Shugenja - Standard - Infantry - 20x20	<b>200 POINTS</b> 
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	8	Wizard Apprentice		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	3	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Shugenja</b>	1	3	3	0	3	Hand Weapon

<b>Options</b>	Wizard Adept
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### KENSAI #1

Kensai - Standard - Infantry - 20x20

175 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Fearless, Not a Leader, Way of the Warrior, Death before Dishonour	
Defensive	HP	Def	Res	Arm	
	3	6	4	0	
Offensive	Att	Off	Str	Ap	Agi
Kensai	4	7	4	1	7

Lethal Strike, Kenjutsu, Iaijutsu, Katana, Hand Weapon

### Core



### SAMURAI WARRIORS #1

Samurai Warriors x20 - Standard - Infantry - 20x20

425 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Scoring, Way of the Warrior, Sashimonos	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Samurai Warrior	1	4	3	0	4

Kenjutsu

**Options** Naginata (Halberd) • Yumi (3+) (Longbow) • Champion • Musician • Standard Bearer • Mon of the Ashiwara Clan



### SAMURAI WARRIORS #2

Samurai Warriors x20 - Standard - Infantry - 20x20

425 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Scoring, Way of the Warrior, Sashimonos	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Samurai Warrior	1	4	3	0	4

Kenjutsu

**Options** Naginata (Halberd) • Yumi (3+) (Longbow) • Champion • Musician • Standard Bearer • Mon of the Ashiwara Clan



### SAMURAI CAVALRY #1

Samurai Cavalry x5 - Standard - Cavalry - 25x50

200 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	14"	8	Scoring, Vanguard, Way of the Warrior, Sashimonos	
Defensive	HP	Def	Res	Arm	
	1	4	3	1	Horo Cloak
Offensive	Att	Off	Str	Ap	Agi
Samurai Cavalry	1	4	3	0	4
Warhorse	1	3	3	0	3

Devastating Charge, Kenjutsu, Yari

Harnessed

**Options** Champion • Musician • Standard Bearer



## SAMURAI CAVALRY #2

Samurai Cavalry x5 - Standard - Cavalry - 25x50

200 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	14"	8	Scoring, Vanguard, Way of the Warrior, Sashimonos		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Horo Cloak	
Offensive	Att	Off	Str	Ap	Agi	
Samurai Cavalry	1	4	3	0	4	Devastating Charge, Kenjutsu, Yari
Warhorse	1	3	3	0	3	Harnessed

Options	Champion • Musician • Standard Bearer
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## YARI ASHIGARU #1

Ashigaru x40 - Standard - Infantry - 20x20

270 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	6	Scoring, Sashimonos		
Defensive	HP	Def	Res	Arm		
	1	3	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Yari Ashigaru	1	3	3	0	3	

Options	Champion • Musician • Standard Bearer
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## YARI ASHIGARU #2

Ashigaru x40 - Standard - Infantry - 20x20

270 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	6	Scoring, Sashimonos		
Defensive	HP	Def	Res	Arm		
	1	3	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Yari Ashigaru	1	3	3	0	3	

Options	Champion • Musician • Standard Bearer
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## ASHIGARU BOWMEN #1

Ashigaru Bowmen x18 - Standard - Infantry - 20x20

138 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	6	Scoring, Samurai's Drill		
Defensive	HP	Def	Res	Arm		
	1	2	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Ashigaru Bowman	1	2	3	0	3	Bow (4+, 4+)

Options	Musician
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## ASHIGARU BOWMEN #2

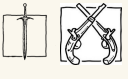
Ashigaru Bowmen x18 - Standard - Infantry - 20x20

138 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	6	Scoring, Samurai's Drill	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Ashigaru Bowman	1	2	3	0	3 Bow (4+, 4+)


Options	Musician
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### MATCHLOCK ASHIGARU #1

Matchlock Ashigaru x18 - Standard - Infantry - 20x20


**200** POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	6	Scoring, Sashimonos	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Matchlock Ashigaru	1	2	3	0	3 Handgun (4+, 4+)

Options	Musician
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## Special



### WARRIOR MONKS #1

Warrior Monks x15 - Standard - Infantry - 20x20

**290** POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	8	Scoring, Fearless, Ritual Meditation	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Warrior Monk	1	4	4	1	4 Fight in Extra Rank, Naginata (Halberd)

Options	Champion • Musician • Standard Bearer • Banner of the Relentless Company
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## Ranged Warfare



### YABUSAME #1

Yabusame x8 - Standard - Cavalry - 25x50

**296** POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	14"	8	Feigned Flight, Vanguard, Light Troops, Way of the Warrior	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	Light Armour, Horo Cloak
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Yabusame	1	4	3	0	4 Kenjutsu, Kyudo, Yumi (Longbow) (3+, 3+)
Warhorse	1	3	3	0	3 Harnessed

Options	Musician • Mon of the Ashiwara Clan
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## Magics

Racial Trait Spell

Casting	Range	Type	Duration

	Casting	Range	Type	Duration
<b>H Light of the Sun Goddess</b>				
Mf	(5+) (8+)	24"		Remains in Play
The target suffers (D6) {2D6} hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks. If at least one Health Point is lost because of this spell, the target additionally suffers -1 Offensive Skill and -1 Defensive Skill, and has its weapons' Aim worsened by 1.				

### Magic items

**Nobunaga's Honour:** The bearer gains +1 Armour and ignores the first unsaved wound it suffers. This can prevent all wounds from an attack with Multiple Wounds. If the bearer suffers several wounds at the same time, choose which one is ignored.

**Symbol of Imperial Rule:** The wearer gains +2 Armour and +1 Resilience.

### Magic banners

**Banner of the Relentless Company:** One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

### Model Rules

#### Bow:

**Death before Dishonour:** If at least half of the models in a unit have Death before Dishonour, any Break Tests taken by the unit are subject to minimise Roll. If the test is failed, the entire unit commits Seppuku (suicide); remove it and every character that joined it from the game. The unit is treated as being wiped out entirely in combat. If less than half of the models in a unit have Death before Dishonour, resolve the Break test as normal; if it is failed, only models with Death before Dishonour commit Seppuku; the remaining models flee as normal (and the enemy can pursue as normal).

#### Devastating Charge: Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

**Fearless:** If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

**Feigned Flight:** A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

#### Fight in Extra Rank:

**Hand Weapon:** All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

**Handgun:** Range 24", Shots 1, Str 4, AP 2, Unwieldy

**Harnessed:** Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with at least one model part with Harnessed is considered to be mounted.

**Heavy Armour:** +2 Armor

**Horo Cloak:** Models equipped with Hori Cloaks gain +1 Resilience against Ranged Attacks. This has no effect on Flaming Attacks or Toxic Attacks.

#### Iaijutsu: Attack Attribute.

At step 5 of the Round of Combat Sequence, a model must use one of the following fighting techniques and apply its effects until the end of the Round of Combat. The model cannot choose this technique again until either the model is no longer Engaged in Combat or the model has chosen a different technique.

- Ritual of Steel: +1 Strength and +1 Armour Penetration.
- Feather in the Wind: Aegis (4+).
- A single Moment: +1 Attack Value and Attacks ignore Parry.

#### Katana: Close Combat Weapon

Attacks made with this weapon gain +1 Strength and +1 Offensive Skill. Katanas can be enchanted as if they were Hand Weapons.

#### Kenjutsu: Attack Attribute – Close Combat

For every X successful to-hit rolls against the same Health Pool, an additional hit is caused. Count separately for each Character and each Initiative Step. While fighting in a Duel, the model part gains Kenjutsu (2) until the Duel ends. If a model has multiple instances of Kenjutsu (X), use the one with the lowest value for X.

#### Kyudo: Attack Attribute – Shooting.

The Shooting Attack gains Shots 2.

Additionally, when shooting from Short Range, the attack gains +1 Armour Penetration.

**Lethal Strike:** If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

**Light Armour:** Armor +1

**Light Troops:** Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.  
If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

**Naginata (Halberd):**

**Not a Leader:** The model cannot be the General.

**Ritual Meditation:** Dispelling rolls from your opponent against any spell targeting models with this rule suffer a -1 modifier. This also affects a Yamabushi's Prayers of the Kami Bound Spells and the Bound Spell from the Mikoshi Shrine, but no other Bound Spells.  
This rule only takes effect if the total number of affected models with Ritual Meditation is higher than the number of affected models without this rule (this is also true for Aura spells).

**Samurai's Drill:** Attack Attribute.

Units of Ashigaru Bowmen and Matchlock Ashigarumay use Shooting Attacks from the 3rd rank (in addition to the 1st and 2nd).

**Sashimonos:** If there are either at least 3 models with Standard Size or 2 models with Large Size in a unit equipped with Sashimonos, the unit counts as having one more Rank than normal. Note that the maximum Rank bonus for the Combat Score is +3. If at least half of the models of a unit have Light Troops, the unit adds +1 to its Combat Score instead.

**Sashimonos:** A unit with one or more models with Sashimonos adds +1 to its Combat Score.

**Scoring:** Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:  
Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

**Vanguard:** After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

**Way of the Warrior:** You cannot refuse a Duel if a model with Way of the Warrior could accept it. Models with this rule must re-roll failed Panic tests. If at least half of the models in a unit have this rule, any Break Tests taken by the unit are subject to Minimised Roll. Any unit or Character with this rule that fails a Break Test during the game commits Seppuku (suicide) at the end of the game. It counts as a Destroyed Unit when determining Victory Points (including extra points for Defeated General and Defeated Battle Standard Bearer). This does not interact with the Secondary Objective (i.e. the unit can still score Secondary Objectives, does not count as destroyed for Capture the Flags, etc.).

**Wizard Apprentice:** - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.
- The Wizard selects its spells as described in Spell Selection

**Yari:** Close Combat Weapon.

When used by infantry models, Yari count as Spears.

Mounted model parts using a Yari gain +1 Armour Penetration and have their Strength set to 5 for as long as they are charging.

**Yumi (Longbow):**

### Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

