



NIPPON

SAMURAI - 4 495 POINTS



1340 pts (30.00 %) 1192 pts (26.00 %) 803 pts (18.00 %) 0 pts (0.00 %) 1160 pts (26.00 %)
Characters **Core** **Special** **Ranged Warfare** **Will of the Kami**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (40 Max)

Characters

HAMAZURA HOJO
Daimyo - Standard - Infantry - 20x20

440 POINTS

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	9	Way of the Warrior	
Defensive	HP	Def	Res	Arm	
	3	6	4	0 Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi
Daimyo	4	6	4	1	6 Hand Weapon, Kenjutsu (3)

Options | Sode • Horo Cloak • Yari • Mon of the Daimatzu Clan • General • Mempo of Honour • Mempo of Blood • Symbol of Imperial Rule • The River's Blessing • Black Demon Essence

MAOOO
Yamabushi - Standard - Infantry - 20x20

180 POINTS

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Channel (1), Fearless, Ritual Meditation, Blessing of the Crescent Moon , Prayers of the Kami	
Defensive	HP	Def	Res	Arm	
	3	5	4	0 Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi
Yamabushi	2	5	4	1	4 Hand Weapon, Naginata

Options | Mon of the Horumi Clan

MAOOO
Yamabushi - Standard - Infantry - 20x20

180 POINTS

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Channel (1), Fearless, Ritual Meditation, Blessing of the Crescent Moon , Prayers of the Kami	
Defensive	HP	Def	Res	Arm	
	3	5	4	0 Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi
Yamabushi	2	5	4	1	4 Hand Weapon, Naginata

Options | Mon of the Horumi Clan

RIGHT HAND
Hatamoto - Standard - Infantry - 20x20


280 POINTS

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Sashimonos, Way of the Warrior	

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
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<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>	
Hatamoto	3	5	4	1	5	Hand Weapon, Kenjutsu (3)



Options	Battle Standard Bearer • Katana • Mon of the Daimatzu Clan • Essence of Mithril • Dance of the Cherry Blossoms
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	HEALING HANDS Shugenja - Standard - Infantry - 20x20	260 POINTS	
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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>	
Shugenja	1	3	3	0	3	Hand Weapon



Options	Wizard Adept • Druidism • Crystal Ball
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Core

	SAMURAI WARRIORS #1 Samurai Warriors x20 - Standard - Infantry - 20x20	340 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	8	Scoring, Sashimonos, Way of the Warrior		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	0	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Samurai Warrior	1	4	3	0	4	Kenjutsu (3)

Options	Champion • Musician • Standard Bearer • Katana • Mon of the Daimatzu Clan • Rending Banner
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	SAMURAI WARRIORS #1 Samurai Warriors x20 - Standard - Infantry - 20x20	340 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	8	Scoring, Sashimonos, Way of the Warrior		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	0	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Samurai Warrior	1	4	3	0	4	Kenjutsu (3)

Options	Champion • Musician • Standard Bearer • Katana • Mon of the Daimatzu Clan • Rending Banner
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	SAMURAI CAVALRY #1 Samurai Cavalry x8 - Standard - Cavalry - 25x50	256 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	8	Scoring, Vanguard (6"), Sashimonos, Way of the Warrior	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Samurai Cavalry	1	4	3	0	4	Devastating Charge (+1 At), Kenjutsu (3), Yari
Warhorse	1	3	3	0	3	Harnessed

Options	Champion • Musician • Standard Bearer • Heavy Armour and Sode
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SAMURAI CAVALRY #1

Samurai Cavalry x8 - Standard - Cavalry - 25x50

256 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	8"	16"	8	Scoring, Vanguard (6"), Sashimonos, Way of the Warrior

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Samurai Cavalry	1	4	3	0	4	Devastating Charge (+1 At), Kenjutsu (3), Yari
Warhorse	1	3	3	0	3	Harnessed

Options	Champion • Musician • Standard Bearer • Heavy Armour and Sode
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Special



WARRIOR MONKS #1

Warrior Monks x15 - Standard - Infantry - 20x20

300 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	4"	8"	8	Fearless, Scoring, 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


Options	Champion • Musician • Standard Bearer • Mon of the Horumi Clan
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RED DEVILS #1

Red Devils x8 - Standard - Cavalry - 25x50

324 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	8"	16"	8	Fearless, Scoring, Vanguard (6"), Sashimonos, Way of the Warrior

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	Heavy Armour, Horo Cloak, Sode

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Red Devil	2	5	4	1	4	Kenjutsu (3), Yari

Warhorse	1	3	3	0	3	Harnessed
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Options	Champion • Musician • Standard Bearer
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KABUKI DOLLS #1

Kabuki Dolls x13 - Standard - Infantry - 20x20

179 POINTS





<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	8	Light Troops, Kabuki Dance

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	0	Hard Target (1), Light Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Kabuki Doll	1	4	3	1	5	Poison Attacks, War Fan



Will of the Kami

	GREAT GUARD #1 Great Guard x3 - Large - Cavalry - 50x75	340 POINTS				
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	8	Fear, Scoring, Strider (waterterrain), Sashimonos, Way of the Warrior		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	5	4	1	Heavy Armour, Horo Cloak, Sode	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Great Guard	2	5	4	1	5	Devastating Charge (+1 At), Kenjutsu (3), Naginata
Tatsu	2	5	5	2	4	Harnessed, Magical Attacks

Options	Champion • Musician • Standard Bearer
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	KITSUNE #1 Kitsune - Large - Beast - 40x40	140 POINTS				
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	9"	18"	7	Ghost Step, Fox Fire		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	4	0	Aegis (5+)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Kitsune	3	4	4	1	5	Magical Attacks

	KITSUNE #1 Kitsune - Large - Beast - 40x40	140 POINTS				
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	9"	18"	7	Ghost Step, Fox Fire		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	4	0	Aegis (5+)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Kitsune	3	4	4	1	5	Magical Attacks

	MIKOSHI SHRINE #1 Mikoshi Shrine - Large - Construct - 50x100	200 POINTS				
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	8	Channel (1), Fearless, Towering Presence, Ritual Meditation, Blessings of the Kami		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	4	4	2	Aegis (5+)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Mikoshi Shrine	6	4	4	1	4	



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	8	Strider (waterterrain)	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	5	6	4	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Mizuchi	5	5	5	2	3

Breath Attack (St 4, AP 1, flamingattacks), Magical Attacks

Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
H Call of the War God				
<i>Mf</i>	(6+) {8+}	18"	Translation missing: en.magic_spell.type_target.Augment, Translation missing: en.magic_spell.type_target.Focused	One Turn
<p><i>This spell can only target Champions and Characters without War Platform. Model parts with Harnessed are not affected. Choose two different non-global characteristics. The target gets +1 to each of the chosen characteristics.</i></p> <p><i>[Your opponent cannot refuse Duels issued by the target.]</i></p>				



Druidism

Nature's Call: All Wizards that know at least one Druidism spell (excluding Bound Spells) know the Learned Spell The Oaken Throne in addition to their other spells.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
5	Stone Skin	10+ <<9+>>	12"	Augment	One Turn	The Range of this spell can be measured from the Caster or from any Hill Terrain Feature on the board. The target gains +2 {+3} Resilience.
3	Entwining Roots	<6+> <<5+>>	12"	Hex	One Turn	The Range of this spell can be measured from the Caster or from any Forest Terrain Feature on the board. The target suffers <-1> <<-2>> Offensive Skill, <-1> <<-2>> Defensive Skill, and <-1> <<-2>> to hit with Shooting Attacks.
4	Summer Growth	11+ <<10+>>	24"	Augment	Instant	This spell has different effects depending on the target: Standard Infantry/Beast **: Raise 4 {6} Health Points. Towering Presence ***: Raise 1 {1} Health Point. Anything else ****: Raise 2 {3} Health Points. * More than half of the models in the unit are both Standard Height and either Type Infantry or Beast Type. ** More than half of the models in the unit have Towering Presence. *** Use this if neither of the above is applies.
6	Spirits of the Wood	7+ {6+}	12"	Augment {Universal}	One Turn	<If the target is an enemy unit Engaged in Combat, the spell has no effect. Otherwise,> place a Forest Terrain Feature underneath the target (this can be substituted by placing a marker or the spell card next to the unit). This Forest always extends to the edges of the target's Unit Boundary (even if the unit moves or changes formation). If the target is a friendly unit, it gains Strider (Forest).
1	Healing Waters	7+ <<6+>>	18"	Augment	One Turn	The Range of this spell can be measured from the Caster or from any Water Terrain Feature on the board. The target gains Fortitude (5+) {(4+)}.
A	Fountain of Youth		12"	Augment Focused	Instant	The target or its unit Recovers {Raises} 1 Health Point. This spell can only be cast once per phase.
0	The Oaken Throne	4+	Caster	Caster	Permanent	If any friendly Caster is affected by The Oaken Throne, certain spells are cast with an amplified version. Use any text marked with {} and ignore any red text . The Oaken Throne must already be in play when a spell is cast in order to use the {amplified} Attribute. This spell is ended if any friendly Caster attempts to cast The Oaken Throne again, or if the opponent removes a dice from their Magic Dice pool at the end of step 3 of any Magic Phase sequence (after Siphon the Veil).
2	Master of Earth	6+ <<5+>>	18"	Hex Damage Direct	Instant	The range of this spell can be measured from the Caster or from any Impassable Terrain Terrain Feature on the board. The target suffers 1D6 hits with Strength <4> <<5>>, Armour Penetration <1> <<2>> and Magical Attacks .

Magic items

Black Demon Essence: Attacks made with this weapon gain +1 Strength and +1 Armour Penetration and become **Magical Attacks**. If the wielder causes one or more unsaved wounds with this weapon while charging, all models in the target unit suffer -1 to-hit until the end of the Round of Combat.

Mempo of Blood: The bearer gains **Fear** and enemy units cannot choose Stand and Shoot as a Charge Reaction when reacting to Charges made by the bearer's unit.

Mempo of Honour: Duels issued by the bearer **must** always be accepted. The bearer's model can score up to +4 Overkill Combat Score instead of +3.

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

The River's Blessing: The bearer gains +2 Defensive Skill.

Dance of the Cherry Blossoms: Attacks made with this weapon become **Magical Attacks**, and gain +1 Armour Penetration. Additionally, the bearer gains **Kenjutsu (2)**.

Essence of Mithril: The wearer's Armour is set to 5 and can never be improved beyond this.

Crystal Ball: The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield. When using a single Magic Dice for this Dispelling Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Dispelling Attempt, regardless of any modifiers.

Magic banners

Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

Model Rules

Aegis:

Blessing of the Crescent Moon: Universal Rule.

All models in a unit containing one or more models with this rule gain +1 Agility.

Blessings of the Kami: Universal Rule.

Friendly units in 6" gain Aegis (5+, against Ranged Attacks).

Additionally, the model may cast Ancestral Aid (Evocation) as a Bound Spell with Power Level (4/8).

Breath Attack:

Channel: During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to the owner's Veil Token Pool.

This Universal Rule is cumulative, adding X Veil Tokens of each independent instance of Channel to the model's total Channel value (so e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)).

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.

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

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.

Fight in Extra Rank:

Fox Fire: Universal Rule.

Enemy models in units in Base Contact with one or more Kitsune suffer -1 Offensive Skill and -1 Defensive Skill.

Ghost Step: The model treats all Terrain Features as Open Terrain for movement purposes, but must abide by the Unit Spacing rule upon the completion of its moves.

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

Hard Target:

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 with at least one model part with Harnessed is considered to be mounted.

Heavy Armour: +2 Armor

Horo Cloak: Armour Equipment

The bearer gains +1 Resilience against Ranged Attacks. This has no effect on Flaming Attacks or Toxic Attacks.

Kabuki Dance: Universal Rule.

The model must choose one of the two dances to perform at step 2 of the Round of Combat Sequence and apply its effects until the end of the Round of Combat. All Kabuki Dolls in the unit must choose the same dance:

- Jidaimono: +1 Armour Penetration. The War Fan counts as Paired Weapons with this dance.
- Sewamono: Distracting. The War Fan counts as a Shield with this dance.

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 decreases the value of X by 1 until the Duel ends (up to a minimum of 1). If a model has multiple instances of Kenjutsu (X), use the one with the lowest value for X.

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.

Magical Attacks: The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

Naginata:

Poison Attacks: If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

Prayers of the Kami: Universal Rule.

The model can cast the following Spells from Cosmology as Bound Spells with Power Level (4/8). These spells can only target the Yamabushi's unit or enemy units in base contact with the Yamabushi.

- Altered Sight
- Perception of Strength
- Unity in Divergence

Ritual Meditation: If more than half of the models in a unit have this rule, dispelling rolls from your opponent against any spell targeting models with this rule suffer a -1 modifier. This also affects Bound Spells.

Sashimonos: Each side with 5 or more models with Sashimonos adds +1 to its Combat Score. Large models with Sashimonos count as 2 models for this purpose. These models do not have to be in the same unit. In addition, a character with Sashimonos may take a single additional Banner Enchantment (using the Special Item allowance as normal).

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.

Sode: Armour Equipment

Sode grant +1 Armour and can be enchanted with Shield Enchantments from the Common Special Equipment section

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

Towering Presence: The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

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.

War Fan: Close Combat Weapon.

The War Fan always counts as a Shield against Ranged Attacks (and can be used differently depending on the chosen Dance, see Kabuki Dance).

Way of the Warrior: You cannot refuse a Duel if a model with Way of the Warrior could accept it. If at least half of the models in a unit have this rule, the first Break Test taken by the unit in each Close Combat is subject to Minimised Roll. A unit or Character with this rule that fails a Break Test during the game counts as a Shattered Unit, unless it is already a Destroyed Unit, when determining Victory Points.

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

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Yari:

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.

Hamazura Hojo	maooo	maooo	Right Hand	Healing hands	Samurai Warriors #1	Samurai Warriors #1	Samurai Cavalry #1	Samurai Cavalry #1	Warrior Monks #1	Red Devils #1	Kabuki Dolls #1	Great Guard #1	Kitsune #1	Kitsune #1	Mikoshi Shrine #1	Mizuchi #1