




# NIPPON

## GKUYHEGUYIF - 200 POINTS




200 pts (100.00 %) **Characters** (40 Max)  
 0 pts (0.00 %) **Core** (25 Least)  
 0 pts (0.00 %) **Special** (0 NoLimit)  
 0 pts (0.00 %) **Ranged Warfare** (40 Max)  
 0 pts (0.00 %) **Will of the Kami** (40 Max)

### Characters



**JEAN-LUC**  
Daimyo - Standard - Infantry - 20x20

**200 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	Kenjutsu, Hand Weapon

### Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>H Light of the Sun Goddess</b>				
Mf	(5+) {8+}	24"		Remains in Play
<p><i>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.</i></p>				

### Model Rules

**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

**Heavy Armour:** +2 Armor

**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.

**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.).

### Qr codes of your army

Your 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.

jean-luc



