



# NIPPON

## YOBOYA-CLAN - 2 200 POINTS



0 pts (0.00 %) 1135 pts (25.00 %) 315 pts (7.00 %) 1557 pts (35.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**      **Ranged Warfare**      **Will of the Kami**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)      (40 Max)

### Core



#### SAMURAI CAVALRY #1

Samurai Cavalry x10 - Standard - Cavalry - 25x50

328 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Samurai Cavalry	1	4	3	0	4	Sode, Light Lance, Devastating Charge (+1 At)
Warhorse	1	3	3	0	3	Sode, Harnessed

**Options** | Champion • Musician • Standard Bearer • Flaming Standard



#### SAMURAI WARRIORS #1

Samurai Warriors x18 - Standard - Infantry - 20x20

269 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Scoring		
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 (3), Longbow

**Options** | Longbow • Katana • Champion • Standard Bearer



#### SAMURAI WARRIORS #1

Samurai Warriors x18 - Standard - Infantry - 20x20

269 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Scoring		
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 (3), Longbow

**Options** | Longbow • Katana • Champion • Standard Bearer



**SAMURAI WARRIORS #1**  
Samurai Warriors x18 - Standard - Infantry - 20x20

269 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Scoring		
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 (3), Longbow

Options Longbow • Katana • Champion • Standard Bearer

Special



**RED DEVILS #1**  
Red Devils x10 - Standard - Cavalry - 25x50

315 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Scoring, Vanguard		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Red Devil	2	5	4	1	4	Sode, Light Lance
Warhorse	1	3	3	0	3	Sode, Harnessed

Options Champion

Ranged Warfare



**YABUSAME #2**  
Yabusame x10 - Standard - Cavalry - 25x50

290 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Feigned Flight, Vanguard, Light Troops		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Horo Cloak, Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Yabusame	1	4	3	0	4	Kenjutsu (3), Kyudo, Longbow (3+)
Warhorse	1	3	3	0	3	Harnessed

Options Champion • Musician



**YABUSAME #1**  
Yabusame x10 - Standard - Cavalry - 25x50

290 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Feigned Flight, Vanguard, Light Troops	
Defensive	HP	Def	Res	Arm	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	Horo Cloak, Light Armour
<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 (3), Kyudo, Longbow (3+)
Warhorse	1	3	3	0	3 Harnessed

<b>Options</b>	Champion • Musician
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### WAR MACHINE #1

War Machine - Standard - Construct - 60

## 170 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	4"	7	War Machine	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	4	0 Light Armour, Flammable	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew	3	2	3	0	3 Fire Arrow, Move or Fire

<b>Options</b>	Fire Arrow (4+)
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## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>Call of the War God</b>				
<i>Mf</i>	(6+) {8+}	18"	Translation missing: en.magic_spell.type_target.Augment, Translation missing: en.magic_spell.type_target.Focused	One Turn
<i>This spell may only target Characters, Champions, and single model units. Choose a Model Part and a non-global characteristic (except Armour) of the target. Then repeat this process. Choose these characteristics prior to making a Casting Attempt. Each chosen model part gets +1 to each of its chosen characteristic up to a maximum of +1.</i> <i>{Your opponent cannot refuse Duels issued by the target.}</i>				

### Magic banners

**Flaming Standard:** One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit. The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

### Model Rules

**Ritual Meditation:** Dispelling rolls from your opponent against Augment Spells suffer a -1 modifier if more than half of the models affected by the Spell have this rule. This also affects Bound Spells.

**Sashimonos:** Each side with one or more units with Sashimonos and at least one Full Rank adds +1 to its Combat Score.

**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

**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.

**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.

**Fire Arrow:** Artillery Weapon.

Cannon. Range 48", Shots 1, Str 3 [7], AP 0 [10], Area Attack (1x5) [Multiple Wounds (D3)], Flaming Attacks.

**Flammable:**

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

**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). If a model has multiple instances of Kenjutsu (X), use the one with the lowest value for X.

**Kyudo:** Kyudo: Attack Attribute – Shooting.

The Shooting Attack gains Shots 2.

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

**Light Armour:** Armor +1

**Light Lance:**

**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.

**Longbow:** Portée 30", tir 1, Force 3, PA 0, Tir précis , Tir rapide

**Move or Fire:** The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

**Sashimonos:** Each side with one or more units with Sashimonos and at least one Full Rank 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.

**Sode:** The wearer gains +1 Armour.

**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 Machine:** The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

**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

## 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.

Yabusame #2	Yabusame #1	War Machine #1	Red Devils #1	Samurai Cavalry #1	Samurai Warriors #1	Samurai Warriors #1	Samurai Warriors #1
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