



# NIPPON

## LIST NIPPON #5 - 170 POINTS



0 pts (0.00 %) 170 pts (100.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**      **Ranged Warfare**      **Will of the Kami**  
 (40 Max)      (25 Least)      (0 NoLimit)      (40 Max)      (40 Max)

### Core



#### SAMURAI WARRIORS #1

Samurai Warriors x15 - Standard - Infantry - 20x20mm

170 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            |
| <b>Kenjutsu</b> |     |     |     |   |              |

### Magics

Racial Trait Spell

|   | Casting      | Range | Type | Duration        |
|---|--------------|-------|------|-----------------|
| <b>H Light of the Sun Goddess</b>   |              |       |      |                 |
| Mf  | (5+)<br>{8+} | 24"   |      | Remains in play |
| <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> |              |       |      |                 |

### Model Rules

**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.

**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 if 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.

**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

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.

Samurai Warriors #1

