



# NIPPON

## TEST - 270 POINTS



270 pts (6.00 %) **0 pts (0.00 %)** 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)     (35 Max)     (40 Max)

### Characters

#### DAIMYO #1

Daimyo - Standard - Infantry - 20x20mm

## 170 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
<b>Daimyo</b>	4	6	4	1	6

#### HATAMOTO #1

Hatamoto - Standard - Infantry - 20x20mm

## 100 POINTS

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Sashimonos, Way of the Warrior	
Defensive	HP	Def	Res	Arm	
	3	5	4	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
<b>Hatamoto</b>	3	5	4	1	5

### Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>H Call of the War God</b>				
<i>Mf</i>	(6+) {8+}	18"	Augment, Focused	Last 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>				

### 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 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.

**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).

**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

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.

Daimyo #1



Hatamoto #1

