



# NIPPON

## LIST NIPPON (v2.2.2) #1 - 2 115 POINTS




570 pts (25.00 %) 595 pts (26.00 %) 0 pts (0.00 %) 375 pts (17.00 %) 785 pts (35.00 %)

**Characters**      **Core**      **Special**      **Ranged Warfare**      **Will of the Kami**

(40 Max)      (25 Least)      (0 NoLimit)      (40 Max)      (40 Max)


### Characters



**DAIMYO #1**

Daimyo - Large - Cavalry - 50x50mm

**360 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



**MOUNT KIRIN**

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	C	Fly (8",16",8",16"), Light Troops		
	8"	16"				
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	Ap	Agi	
Kirin	2	4	4	1	4	


**Options** | Sode • Yumi (2+) (Longbow) • Katana • Kirin • General • Change Base to 50x50mm • Kimono of the Flowing Waters • Basalt Infusion • Potion of Strength



**KENSAI #1**

Kensai - Standard - Infantry - 20x20mm


**210 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Fearless, Not a Leader, Way of the Warrior		
Defensive	HP	Def	Res	Arm		
	3	6	4	0		
Offensive	Att	Off	Str	Ap	Agi	
Kensai	4	7	4	1	7	Kenjutsu, Iaijutsu, Katana, Hand Weapon

**Options** | Kimono of the Flowing Waters


### Core



**SAMURAI WARRIORS #1**

Samurai Warriors x30 - Standard - Infantry - 20x20mm


**385 POINTS**



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Scoring, Way of the Warrior, Sashimonos	
Defensive	HP	Def	Res	Arm	


<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	0	<b>Heavy Armour</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Samurai Warrior</b>	1	4	3	0	4 <b>Kenjutsu</b>

<b>Options</b>	Katana • Champion • Standard Bearer • Legion Standard
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**MATCHLOCK ASHIGARU #1**  
Matchlock Ashigaru x20 - Standard - Infantry - 20x20mm

**210 POINTS**




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	6	<b>Scoring, Sashimonos</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	0	<b>Light Armour</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Matchlock Ashigaru</b>	1	2	3	0	3 <b>Handgun (4+, 4+)</b>

## Ranged Warfare



**WAR MACHINE #1**  
War Machine - Standard - Construct - 60mm round


**165 POINTS**



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


<b>Options</b>	Mangonel (4+)
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## Will of the Kami



**GREAT GUARD #1**  
Great Guard x6 - Large - Cavalry - 50x75mm

**650 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	14"	8	<b>Strider, Fear, Scoring, Way of the Warrior, Sashimonos</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	5	4	1	<b>Heavy Armour, Horo Cloak, Sode</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Great Guard</b>	2	5	4	1	5 <b>Kenjutsu, Naginata (Halberd)</b>
<b>Tatsu</b>	2	4	5	2	4 <b>Harnessed, Magical Attacks</b>

<b>Options</b>	Champion • Standard Bearer • Mirumoto's Battle Standard
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## KITSUNE #1

Kitsune - Large - Beast - 40x40mm

135 POINTS



Global	Adv	Mar	Dis	Model Rules	
	9"	18"	7	Ghost Step, Fox Fire	
Defensive	HP	Def	Res	Arm	
	3	4	3	0	Aegis
Offensive	Att	Off	Str	Ap	Agi
Kitsune	3	4	4	1	5

**Magical Attacks**

## Magics

Racial Trait Spell

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

## Magic items

**Basalt Infusion:** The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

**Kimono of the Flowing Waters:** The bearer gains +2 Defensive Skill.

**Potion of Strength:** One use only. May be activated at the start of any phase or Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.

## Magic banners

**Legion Standard:** A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

**Mirumoto's Battle Standard:** Natural to-hit rolls of '1' from all Close Combat Attacks of model parts in the bearer's unit must be re-rolled.

## Model Rules

**Aegis:**

**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.

**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

**Handgun:** Range 24", Shots 1, Str 4, AP 2, Unwieldy

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

**Heavy Armour:** +2 Armor

**Horo Cloak:** Models equipped with Horo Cloaks gain +1 Resilience against Ranged Attacks. This has no effect on Flaming Attacks or Toxic Attacks.

**laijutsu:** Attack Attribute.

At step 5 of the Round of Combat Sequence, a the model must use one of the following fighting techniques and apply its effects until the end of the Round of Combat. The model cannot choose this technique again until either the model is no longer Engaged in Combat or the model has chosen a different technique.

- Ritual of Steel: +1 Strength and +1 Armour Penetration.
- Feather in the Wind: Aegis (4+).
- A single Moment: +1 Attack Value and Attacks ignore Parry.

**Katana:** Close Combat Weapon

Attacks made with this weapon gain +1 Strength and +1 Offensive Skill. Katanas can be enchanted as if they were Hand Weapons.

**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.

**Light Armour:** Armor +1

**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).

**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.

**Naginata (Halberd):**

**Not a Leader:** The model cannot be the General.

**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 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.

**Set Ablaze:** Attack Attribute – Shooting.

Before shooting, the model may choose to gain Flaming Attacks for its Shooting Attack. The effect lasts for the duration of the phase.

**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.

**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. 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.

Daimyo #1



Kensai #1



Samurai Warriors #1



Matchlock Ashigaru #1



War Machine #1



Great Guard #1



Kitsune #1

