



NIPPON

123 - 160 POINTS



160 pts (4.00 %) 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

160 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|-------------|--------------|--------------|
| | 4" | 8" | 9 | | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 6 | 4 | 0 | Heavy Armour | |
| Offensive | Att | Off | Str | Ap | Agj | |
| Daimyo | 4 | 6 | 4 | 1 | 6 | Kenjutsu (3) |

Magics

Racial Trait Spell

| | Casting | Range | Type | Duration |
|---|--------------|-------|------------------|---------------|
| Call of the War God | | | | |
| Mf | (6+) {8+} | 18" | Augment, Focused | Last one Turn |
| <p><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></p> <p><i>{Your opponent cannot refuse Duels issued by the target.}</i></p> | | | | |

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

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

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



