



NIPPON

LIST NIPPON #2 - 1 375 POINTS



230 pts (17.00 %) 1145 pts (83.00 %) 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)

Characters



DAIMYO #1

Daimyo - Standard - Cavalry - 25x50mm

230 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 WARHORSE

Global	Adv	Mar	Dis	Model Rules	
	8"	14"	C	Vanguard	
Defensive	HP	Def	Res	Arm	
	C	C	C	C+1	
Offensive	Att	Off	Str	Ap	Agi
Warhorse	1	3	1	0	3

Options

Katana • Warhorse

Core



SAMURAI WARRIORS #1

Samurai Warriors x20 - Standard - Infantry - 20x20mm

245 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	, Way of the Scoring 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

Kenjutsu

Options

Champion • Musician • Standard Bearer



SAMURAI CAVALRY #1

Samurai Cavalry x10 - Standard - Cavalry - 25x50mm

300 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	14"	8	, Way of the Scoring, Vanguard 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	1	Horo Cloak
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Samurai Cavalry	1	4	3	0	4
Warhorse	1	3	3	0	3

Options	Champion • Musician • Standard Bearer
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SAMURAI CAVALRY #2

Samurai Cavalry x10 - Standard - Cavalry - 25x50mm


300 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	8"	14"	8	, Way of the Scoring, Vanguard Warrior, Sashimonos

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	Horo Cloak
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Samurai Cavalry	1	4	3	0	4
Warhorse	1	3	3	0	3

Options	Champion • Musician • Standard Bearer
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YARI ASHIGARU #1

Ashigaru x20 - Standard - Infantry - 20x20mm

150 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	4"	8"	6	Scoring, Sashimonos

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Yari Ashigaru	1	3	3	0	3

Options	Champion • Musician • Standard Bearer
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YARI ASHIGARU #2

Ashigaru x20 - Standard - Infantry - 20x20mm

150 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	4"	8"	6	Scoring, Sashimonos

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Yari Ashigaru	1	3	3	0	3

Options	Champion • Musician • Standard Bearer
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Light of the Sun Goddess				
Mf	(5+) [8+]	24"		Remains in play

Casting

Range

Type

Duration

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.

Model Rules

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.

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

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: Models equipped with Horo Cloaks gain +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) 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

Sashimonos: A unit with one or more models with Sashimonos adds +1 to its Combat Score.

Sashimonos: If there are either at least 3 models with Standard Size or 2 models with Large Size in a unit equipped with Sashimonos, the unit counts as having one more Rank than normal. Note that the maximum Rank bonus for the Combat Score is +3. If at least half of the models of a unit have Light Troops, the unit adds +1 to its Combat Score instead.

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.

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.

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.).

Yari: Close Combat Weapon.

When used by infantry models, Yari count as Spears.

Mounted model parts using a Yari gain +1 Armour Penetration and have their Strength set to 5 for as long as they are charging.

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



Samurai Warriors #1



Samurai Cavalry #1



Samurai Cavalry #2



Yari Ashigaru #1



Yari Ashigaru #2