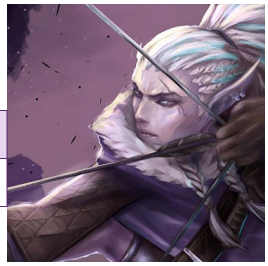
Rangers-Guild Hunter · *Coalition of Thenion · Eldfall Chronicles*



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	6	13	8	14	10	13	10	2	1	10

Classes

Assassin. Assassins score a Critical Hit on roll results of 1, 2, 3.

Ranger. In the End phase of the Active role, Rangers may perform a Normal Movement (note: this does not provoke Reaction from the Reactive Player).

Traits

Survival (Forest, Difficult Environment). This model is not affected by the Forest, Difficult Environment.

Advantage (Beast). Once per Activation Sequence, the model with this Trait may reroll any number of dice (once) during an Attack Action against a target with (Beast) characteristic (Size, Class, Trait, etc.).

Skills

Stealth II. You may deploy this model in the Shrouded state. If no enemy model has LoS towards the User, this model may re-enter the Shrouded state during its Strategic phase.

Infiltration. You may deploy this model up to the middle line of the field (on your half of the field).

Climbing. This model can perform the Climb Special Movement as if it were a Normal Movement, ignoring "A model cannot perform any other Action while on a vertical surface". While performing Climb, its SPD is not halved.

Tracking. This model gains a +3 Modifier when performing Perceive and Uncover Actions. The user does not suffer the penalty to its INT Stat when it performs the Uncover Action. When performing Perceive, it may reroll a single roll.

Combat Arts

Assassination — this model is at Level **I**

Lvl	Effect
I ←	**Aiming for the Vitals: User's Attack gains +6 PW.**

Inventory

Inventory space: 5

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Short Bow	1	Weapon	T	0-20: 0 21-40:-6	STA	2	Two-Handed
Short Sword	1	Weapon	T	0	STA	1	—
Dagger	1	Weapon	T-3	0	STA	0	Throwing. +1 STK when used against a model in Crouched State.

Glossary

Crouched. The Hitbox of a Crouched model becomes the size and volume of its base. While in this state, the model's Speed and Armor value is halved and its Attack Strike value becomes 1. Crouched models cannot make other models Engaged (state). During the movement step, a model in this state may only declare Walk or Idle. In the Active role, this state may be voluntarily canceled during the model's movement step. This state may also be canceled with a Dodge.

Shrouded. While a model is in this state, it is represented on the field by a Shrouded token. A model in this state cannot be a target of Actions other than Perceive (note that Dodge Action does not have a target, so it is a valid Reaction). The Shrouded state is automatically canceled if the model declares a Normal action (other than Nothing) or Special Action. Performing an Attack in this state reveals the model, but grants the Surprise Attack trait to its Attack. The model and its profile that are being concealed by the Shrouded token are considered secret information. The player who controls the model is not obliged to disclose the model's identity and its profile to other players as long as the model remains in this state. Note: Shrouded models retain all of their Skills, Traits, Size, etc.; however, this information is not publicly disclosed. The model has 360° Line of Sight (LoS).

Throwing. An Item with this trait enables a Ranged Attack with RCH equal to the user's T. The STK value can be up to the Quantity of the Item. Upon use, remove QTY of the item equal to the STK, even if the Attack is unsuccessful. If the Attack incapacitates or kills the target model, you can recover the Item by making Base Contact with the target.

Two-Handed. A weapon with this Trait cannot be used in combination with an equipped Shield or another equipped Weapon.