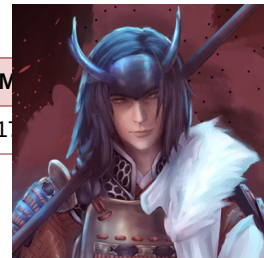


# Clan Champion

· Empire of Soga · Eldfall Chronicles

| Size   | Classes              | STA | SPD | OFF | DEF | ACC | INT | AG | T  | ARM | HP | M |
|--------|----------------------|-----|-----|-----|-----|-----|-----|----|----|-----|----|---|
| Medium | Warrior / Armsmaster | 2   | 5   | 16  | 12  | 12  | 13  | 10 | 13 | 5   | 3  | 1 |



## Classes

**Warrior.** During their Strategic phase, a Warrior may shift to a Defensive Stance; the player indicates this by placing a Defensive Stance token next to the model. A Warrior in Defensive Stance has STK of 1 in its Active role and retains the default STK in its Reactive role (the same as if in Active role). The Defensive Stance lasts until the Warrior's next Strategic phase unless specified otherwise.

**Armsmaster.** In the Active role, Armsmasters may gain +1 STK when performing a Melee Attack.

## Traits

**Vigilance.** This model is immune to the Surprise Attack Trait. This model's Front arc extends to 360°. This model does not have a Back arc.

**Resourceful.** A model with this Trait may receive 1 additional Upgrade.

## Skills

**Dash.** When this model performs a Run Special Movement, it may declare an unmodified Strike 1 Melee Attack in its Action Step.

## Combat Arts

**Fencing** — this model is at Level IV

| Lvl  | Effect                                                                           |
|------|----------------------------------------------------------------------------------|
| I    | Masterful Parry: Target's Melee Attack suffers -3 Modifier.                      |
| II   | Harsh Riposte: Target's Melee Attack suffers -1 STK (cannot be reduced below 1). |
| III  | Second Wind: User's Melee Attack gains +1 STK.                                   |
| IV ← | <b>Grapple &amp; Thrash: User's Melee Attack gains Knockdown.</b>                |

## Inventory

Inventory space: 4

| Item            | Qty | Cat.   | PW  | RCH | STK | WGT | Effect                                                                             |
|-----------------|-----|--------|-----|-----|-----|-----|------------------------------------------------------------------------------------|
| Spear           | 1   | Weapon | T   | 2   | STA | 2   | Throwing                                                                           |
| Sword           | 1   | Weapon | T   | 1   | STA | 1   | —                                                                                  |
| Piercing Dagger | 1   | Weapon | T-2 | 0   | STA | —   | <b>Armor-Piercing</b> , +1 STK when used against a model in <b>Crouched</b> state. |

## Stratagems

**Advance!** (Authority) — All models gain +1 SPD

**Evasion Tactics** (Authority) — All models gain +2 AG

**Back to Back** (Authority) — All models gain **Vigilance**

**Brazen Assault** (Authority) — Warriors gain **Dash** and **Fearless**