Clan Champion *· Empire of Soga · Eldfall Chronicles*



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	16	12	12	13	10	13	5	3	17

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 ←	**Grapple & Thrash: User's Melee Attack gains Knockdown.**

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	—	Armor-Piercing, +1 STK when used against a model in Crouched 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

Glossary

Armor-Piercing. When making a Damage Roll for a Hit with this Trait you only add halved ARM value.

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.

Fearless. This model cannot become Panicked (State).

Knockdown. A model that suffers a Hit with this Trait becomes Crouched (State). This trait does not affect models two or more Sizes larger than the attacker.

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.