

Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	4	12	16	10	10	8	13	7	3	17



Classes

Sentinel. In their Reactive role, Sentinels may gain +1 STK when performing an Attack.

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.

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.

Watchful. This model receives a double amount of Activation Points in its Reactive role.

Skills

Impede. When this model declares an Attack of Opportunity with a Melee Attack against a non-**Engaged** model, that model's Movement ends at the point where the Attack of Opportunity is performed. If Attack of Opportunity was a Melee Attack, the target also becomes **Engaged** immediately.

Inventory

Inventory space: 5

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Polearm	1	Weapo n	T+ 3	2	STA -1	3	Two-Handed, Sweep I
Sword	1	Weapo n	T	1	STA	1	—
Piercing Dagger	1	Weapo n	T-2	0	STA	—	Armor-Piercing, +1 STK when used against a model in Crouched state.

Glossary

Armor-Piercing. Attacks with this trait ignore the target's ARM value.

Crouched. State. The model gains +2 DEF against Ranged Attacks but cannot move or make Ranged Attacks.

Knockdown. On hit, the target is knocked to the ground and gains the Crouched State.

Sweep I. The attack hits all models within reach in a 180° arc (Level I).

Two-Handed. This weapon requires two hands. The model cannot use a shield or second weapon.

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.

Stratagems

Break the Offensive (Authority) — Warriors and Soldiers gain +3 DEF.

Close Ranks (Authority) — Each Allied model receives +1 ARM for every other Allied model in Base contact. Warriors and Soldiers gain **Vigilance**.

Overcome Pain (Authority) — Target Warrior not in **Incapacitated** State may regain 1 HP.

Rally Troops (Soga) (Authority) — Models gain **Fearless** and may cancel up to 1 State (Except Dead, Engaged or Incapacitated).

Cost: 23 Limit: 1