Great Guard *· Empire of Soga · Eldfall Chronicles*

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	Weapon	T+3	2	STA-1	3	Two-Handed, Sweep I
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.

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.

Engaged. During the movement step when in the Active role, an Engaged activated model may only declare Idle or Walk. However, if it declares Walk, it can only move directly towards the enemy model that is causing the Engaged state. If a model is Engaged by more than one model, it must choose one of the enemy models causing the Engaged state when declaring the Walk action and it must move directly towards that enemy model. While Engaged, a model may declare only Melee Attack, Assist (targeting itself) or Dodge. A model ceases to be Engaged when it leaves the melee weapon reach of the enemy model, Disengages with a Dodge, or by rendering the enemy model into the Incapacitated, Petrified, Crouched or Dead state. While a model is Engaged, it automatically has LoS to all enemy models that are causing it to be Engaged, but cannot react against models outside of its Awareness.

Fearless. This model cannot become Panicked (State).

Incapacitated. When a model's HP reaches 0, it becomes Incapacitated and immediately enters the Crouched State. The model retains all other States. An Incapacitated model cannot receive Activation Points and cannot perform Activations nor Reactions. (Note: If it had remaining Activation Points at the time when it became Incapacitated, it keeps them until the End Phase of that turn). This State is canceled if the model regains at least 1 HP. If a model enters the Incapacitated State due to an effect but has more than 0 HP, the State is canceled during the model's next Strategic Phase. When canceled, the model may voluntarily cancel Crouched. An incapacitated Leader cannot use Stratagems. An already Incapacitated model that would suffer another Wound automatically becomes Dead. Unless stated otherwise, it cannot use or benefit from any Skills, Traits, Upgrades, Items, etc., and is ignored for all impacts such as scoring in Quests and Ranged Friendly Fire. They are still hit by Attacks, like AoEs or Sweep Attacks.

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.

Sweep. On a successful Attack roll, all models within this model's LoS and Melee Reach suffer a Hit.

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