Bladebrethren Elite *· Coalition of Thenion · Eldfall Chronicles*



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	6	16	13	11	11	14	12	3	2	12

Classes

Rogue. Once per Activation, on at least one successful Hit against the target, a Rogue may perform one AG roll. If successful, the Rogue's Hit gains Knockdown.

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

Duelist. The target of this model's Attack Action cannot use its Combat Arts of level III or less.

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

Skills

Dual-Wield. A model with this skill can equip a 2nd (Melee) Weapon in place of a Shield. Both weapons must have a RCH of 1 or less and must not have the Two-Handed trait. This skill allows the model to re-roll a single Melee Attack roll. This model must decide which weapon's PW and Strike values to apply during an Attack action. The model may apply effects of both Weapons if applicable.

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

Follow Up. If an enemy model disengages from this model, this model may move up to its halved SPD value towards the disengaged model.

Stealth. When this model activates it does not provoke a Reaction from enemy models that do not have LoS to it, regardless of whether this model is within an enemy model's Awareness or not.

Combat Arts

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

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.**

Inventory

Inventory space: 4

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Mastercrafted Sword	1	Weapon	T	1	STA	1	Once per Activation or Reaction, the user may reroll 1 Attack roll.
Parrying Dagger	1	Weapon	T-2	0	STA	0	The target's Melee Attacks suffer a -2 mod. When used against a model in Crouched State, gain +1 STK.

Stratagems

Dishearten (Subterfuge) — Target 1 enemy in LoS, it must perform a halved M roll. On fail, it loses 1 Activation Point every turn, until your next Strategic Phase.

Guerrilla Tactics (Authority) — Assassins and Rogues gain the Hit and Retreat and Backstab skills.

Vicious Opportunism (Authority) — Attacks by friendly models against Crouched models may reroll 1 Attack roll, gain +6PW and Cleave.

Special

When declaring a Melee Attack as a Reaction, you may perform a M roll. On success, regain the AP spent on this Reaction.

Glossary

Backstab. During an Attack Action against a Target that lacks Line of Sight (LoS) to this model, this model's Hits gain +3 PW for that attack, and one of this model's Strikes automatically becomes a Hit (resolve any remaining Strikes normally). This automatic Hit is ignored for Confrontation rolls. If this model loses the Confrontation roll, both models may score successful Hits.

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.

Hit and Retreat. During its Movement step, this model may cancel the Engaged state without any roll required. If it declares an Attack in its Activation, it may perform Walk during the end of Resolution step.

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.

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