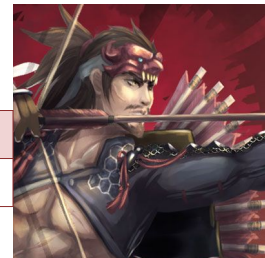


# Musha Bowmaster · Empire of Soga · Eldfall Chronicles



| Size   | STA | SPD | OFF | DEF | ACC | INT | AG | T  | ARM | HP | M  |
|--------|-----|-----|-----|-----|-----|-----|----|----|-----|----|----|
| Medium | 2   | 5   | 12  | 12  | 14  | 10  | 11 | 13 | 2   | 2  | 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.

**Marksman.** If a Marksman declares Idle during their Movement step, it gains +4 ACC until the end of the Activation Sequence.

## 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.

## Combat Arts

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

| Lvl | Effect                                                             |
|-----|--------------------------------------------------------------------|
| I ← | <b>Masterful Parry:</b> Target's Melee Attack suffers -3 Modifier. |

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

| Lvl   | Effect                                                                               |
|-------|--------------------------------------------------------------------------------------|
| I     | Overdraw: The first RCH interval of the used Ranged Weapon is increased by 6 inches. |
| II    | Piercing Shot — This model's Ranged Attack gains Armor-Piercing.                     |
| III ← | <b>Staggering Precision:</b> User's Ranged Attack gains Stagger.                     |

## Inventory

Inventory space: 5

| Item   | Qty | Cat.   | PW  | RCH                  | STK   | WGT | Effect                                                                      |
|--------|-----|--------|-----|----------------------|-------|-----|-----------------------------------------------------------------------------|
| Bow    | 1   | Weapon | T+3 | 0-24: 0<br>25-48: -6 | STA-1 | 2   | <b>Two-Handed</b>                                                           |
| Sword  | 1   | Weapon | T   | 1                    | STA   | 1   | —                                                                           |
| Dagger | 1   | Weapon | T-3 | 0                    | STA   | 0   | <b>Throwing.</b> +1 STK when used against a model in <b>Crouched</b> State. |

## Glossary

**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.

**Stagger.** On hit, the target loses 1 Activation Point (min 0).

**Throwing.** This weapon can be used as a Ranged Attack with RCH equal to its Melee RCH. After use it returns to the model's Inventory.

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