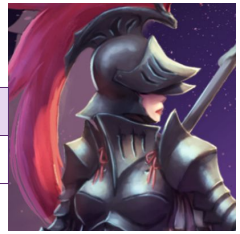
Slayer Dragoon

· Coalition of Thenion · Neutral · Eldfall Chronicles



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	6	17	8	8	10	12	12	5	2	15

Classes

Assassin. Assassins score a Critical Hit on roll results of 1, 2, 3.

Rider. A Rider can ride a Mount. They will have the name of the Mount they can ride specified on the back of their profile card. When mounted, the profile card of the Mount and the Rider connect and influence each other. See Mounts - Advanced Rules for details.

Traits

Advantage (Large, Huge, Colossal). Once per Activation Sequence, the model with this Trait may reroll any number of dice (once) during an Attack Action against a target with (Large, Huge, Colossal) characteristic (Size, Class, Trait, etc.).

Skills

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

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

Inventory

Inventory space: 4

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Slayer's Lance	1	Weapon	T+3	2	1	3	Two-Handed, Unwieldy, Cleave, Knockback 1.
Short Sword	1	Weapon	T	0	STA	1	—

Glossary

Cleave. If a model suffers at least one Wound with this Trait, it automatically suffers another Wound.

Knockback (X). A model Hit with this Trait is moved from the point where its Movement ended during the Movement step. It is moved for X inches away from the attacker at the end of the Resolution step (exact direction is the attacker's choosing). 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.

Unwieldy. When used by a Size: Medium or a smaller model, STK of this item can never exceed 1. When performing an Attack with this item while not Mounted, the model may re-roll 1 Attack roll once.

Combat Arts

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

Lvl	Effect
I ←	**Aiming for the Vitals: User's Attack gains +6 PW.**