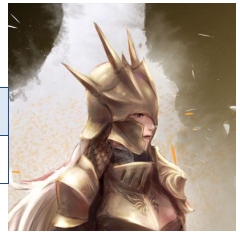
Citadel Guard · *Helian League · Eldfall Chronicles*



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	4	12	16	8	12	10	12	6	2	14

Classes

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

Soldier. Soldiers receive +1 OFF, +1 DEF, +1 ACC, +1 INT and +1 M for each other Soldier in their Awareness from the same Party, not in the Incapacitated or Dead State, up to a maximum of +3.

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.

Resistance (Sorcery, Enchantment) II. Hits and related Effects dealt to this model by an Attack with the (Sorcery, Enchantment) Type or Trait are negated.

Skills

Protector. This skill may only be used in the Reactive Role. When an allied model within 1/2 SPD distance is targeted in an Attack in this model's Reactive Role, this model can spend an Activation Point to move into Base Contact with the ally. (While moving, it cannot pass through objects taller than its Hitbox.) By doing this, the model becomes the new target of the Attack Action.

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

Inventory

Inventory space: 7

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Small Bludgeon	1	Weapon	T+3	0	STA-1	2	Armor-Piercing, Stun.
Short Sword	1	Weapon	T	0	STA	1	—
Shield	1	Shield	T	0	1	2	-3 to incoming Melee Attacks to the Front, +3 ARM against Ranged Attacks to the Front.

Glossary

Armor-Piercing. When making a Damage Roll for a Hit with this Trait you only add halved ARM value.

Stun. A model that suffers at least one Wound with this Trait must perform a Toughness roll. If failed, the model loses all Activation Points (until the end of the turn).

Combat Arts

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

Lvl	Effect
I ←	**Masterful Parry: Target's Melee Attack suffers -3 Modifier.**