

Musha Blademaster · Empire of Soga · Neutral · Eldfall Chronicles

Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	14	12	12	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.

Berserker. Once per turn, if Berserkers would suffer one or more Wounds as a consequence of Damage Roll(s), they may perform a T roll for every Wound they would suffer. If a roll is successful, the corresponding damage is prevented.

Traits

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

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

Inventory

Inventory space: 5

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Sword	1	Weapo n	T	1	STA	1	—
Bow	1	Weapo n	T+ 3	0-24: 0 25-48: -6	STA -1	2	Two-Handed
Dagger	1	Weapo n	T-3	0	STA	0	Throwing. +1 STK when used against a model in Crouched 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. An Item with this trait enables a Ranged Attack with RCH equal to the user's T. The STK value can be up to the Quantity of the Item. Upon use, remove QTY of the item equal to the STK, even if the Attack is unsuccessful. If the Attack incapacitates or kills the target model, you can recover the Item by making Base Contact with the target.

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

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.

Archery — this model is at Level I

Lvl	Effect
I ←	Overdraw: The first RCH interval of the used Ranged Weapon is increased by 6 inches.

Cost: 17 Limit: 2