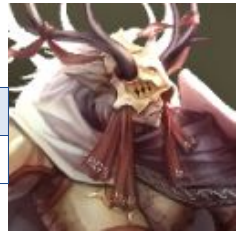
Eonian Runner

· Helian League · Neutral · Eldfall Chronicles



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	6	12	10	14	8	12	13	3	2	12

Classes

Ranger. In the End phase of the Active role, Rangers may perform a Normal Movement (note: this does not provoke Reaction from the Reactive Player).

Skills

Leap. This model can perform the Jump Special Movement as if it were a Normal Movement. While performing Jump, its SPD is not halved.

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.

Tracking. This model gains a +3 Modifier when performing Perceive and Uncover Actions. The user does not suffer the penalty to its INT Stat when it performs the Uncover Action. When performing Perceive, it may reroll a single roll.

Inventory

Inventory space: 7

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Short Sword	1	Weapon	T	0	STA	1	—
Javelin	4	Consumable	T+2	T	2	1	Stun
Light Shield	1	Shield	—	0	—	1	-2 to incoming Melee Attacks to Front, +2 ARM against Ranged Attacks to the Front.

Glossary

Engaged. During the movement step when in the Active role, an Engaged activated model may only declare Idle or Walk. However, if it declares Walk, it can only move directly towards the enemy model that is causing the Engaged state. If a model is Engaged by more than one model, it must choose one of the enemy models causing the Engaged state when declaring the Walk action and it must move directly towards that enemy model. While Engaged, a model may declare only Melee Attack, Assist (targeting itself) or Dodge. A model ceases to be Engaged when it leaves the melee weapon reach of the enemy model, Disengages with a Dodge, or by rendering the enemy model into the Incapacitated, Petrified, Crouched or Dead state. While a model is Engaged, it automatically has LoS to all enemy models that are causing it to be Engaged, but cannot react against models outside of its Awareness.

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).