



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	4	13	13	10	8	8	13	5	2	12

Classes

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.

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.

Traits

Survival (Scorching Environment). This model is not affected by the Scorching Environment.

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

Skills

Shield Wall. Other allied models in Base Contact with this model gain its Shield ARM bonus against Ranged Attacks.

Inventory

Inventory space: 7

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Battle Axe	1	Weapon	T+2	0	STA	1	—
Slayer's Blade	1	Weapon	T+3	1	1	3	Sweep I, Cleave. If the user has neither a Shield nor another Weapon equipped, it may reroll one Melee Attack Roll.
Great Shield	1	Shield	—	—	—	3	-4 to incoming Melee Attacks to the Front. +4 ARM against incoming Ranged Attacks to the Front.

Cost: 18 Limit: 4