

Bushi Attendant

· Empire of Soga · Eldfall Chronicles



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	12	10	12	10	10	13	4	2	16

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.

Inventory

Inventory space: 6

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Short Bow	1	Weapon	T	0-20: 0 21-40:-6	STA	2	Two-Handed
Short Sword	1	Weapon	T	0	STA	1	—
Dagger	1	Weapon	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.
- 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.