

# Elina

Captain of the Royal Guard

Body Points: 12      Height: 4

Tactics Points: 9      Attacks: 1

Luck Points: 5



	Move Name	Page	X	Mod	+
Iron Claws	Scratch Face	O	36	50	+3
	Down Swing	O	24	50	+2
Side Swing Spear	Strong	O	28	64	+1
	High	R	10	64	0
	Low	B	2	64	0
Thrust Spear	High	R	32	54	+2
	Low	B	14	54	+2
Fake	High	R	42	64	0
	Low	B	12	64	0
Spear Skill	Block and Sideswing	B	48	56	+1
	Spin and Trip	B	22	60	+1
Physical Skill	Whisper Evil Word	O	44	56	+3
	Leap and Attack	R	6	56	+3
Special	Kick	B	34	56	+1
	Wild Swing	Y	40	64	+3
	Dislodge Weapon	B	30	64	-3
	Retrieve Weapon	G	46	56	-6
Trap	Wire	G	4	56	*
		G			
Jump	Up	G	18	52	-6
	Dodge	Y	8	52	-4
	Duck	G	20	52	-5
	Away	Y	16	62	-6
Extended Range	Charge	W	50		+3
	Swing	K	64		-6
	Thrust	K	58		+2
	Leap and Attack	W	54		+2
	Wire	W	60		*
	Block and Close	N	56		-4
	Dodge	N	52		-6
Jump Back	N	62		-6	

Color Key: Orange, Red, Blue, Green, Yellow, White, black, brown

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Gear: Spear, Claws, 3 General Items

**Wire Attacks:** The Wire is built into your spear. If you do not have your spear, you may do no Wire attacks. Wire attacks do no damage but severely limit the opponent's maneuverability for the next two turns.

**Iron Claws:** Your claws may not be disarmed.

**Character Design:** Elina is a near-duplicate of *Felina the Tiger Lady*.

**Gear:** The Gear list is unofficial. It's drawn from her counterpart's, with changes (if any) based on the differences in art.

# Elina

## Restrictions

- 01 **Jumping Away:** "Add +1 if you Score next turn."
- 03 **Swinging High:** "Do no Thrust Spear next turn, but add +1 to any Skill that scores next turn."
- 05 **Swinging Low:** "Do no Thrust Spear next turn, but add +1 to any Skill that scores next turn."
- 07 **Dazed:** "Do only Jumps next turn.  
If scoring 11 or more, then include Critical restriction.  
CRITICAL: Do no Skill for the rest of the combat."
- 09 **Thrusting Spear:** "Do no Side Swing Spear or Skill next turn."
- 11 **Leap and Attack:** "No restrictions next turn. If on a Score page direct me to do only Jumps next turn."
- 13 **Leg Wound:** "Do no Red or Orange next turn.  
If scoring 7 or more, then include Critical restriction.  
CRITICAL: Do no Blue for the rest of the combat."
- 15 **Iron Claws:** "Do no Orange next turn."
- 17 **Block and Sideswing:** "Do no Down Swing or Thrust Spear next turn, but add +1 to any Skill that scores next turn."
- 19 **Struck Off Balance:** "Do only Green or Yellow next turn."
- 21 **Turned Around:** "Do only Yellow next turn."
- 23 **Behind You:** "No restrictions next turn."
- 25 **Kicking:** "Do no Blue or Yellow next turn."
- 27 **Weapon Dislodged:** "Do no Spear or Wire attacks until weapon has been retrieved."
- 29 **Ducking:** "Do no Orange next turn, but add +1 to any Blue that scores next turn."
- 31 **Arm Wound:** "Do no Red or Orange next turn.  
If scoring 7 or more, then include Critical restriction.  
CRITICAL: Do no Orange for the rest of the combat."
- 33 **Dodging:** "Add +2 to any Orange or Skill that scores next turn."
- 35 **Extended Range Body Wound:** "Do only Brown next turn.  
If scoring 10 or more, then include Critical restriction.  
CRITICAL: Do no Skill for the rest of the combat."
- 37 **Jumping Up:** "Do no Blue next turn, but add +3 to any Orange that scores next turn."
- 39 **Charging:** "Do no Green or Yellow next turn."
- 41 **Knocked Down:** "Do only Jumps or Orange next turn.  
If scoring 4 or more, then include Critical restriction.  
CRITICAL: Do no Red for the rest of the combat."
- 43 **Retrieving Weapons:** "May use weapon again.  
No restrictions next turn."
- 45 **Parrying High:** "No restrictions next turn."
- 47 **Whisper Evil Word:** "Do no Blue next turn. If on the Dazed page, include the CRITICAL Restriction."
- 49 **Spin and Trip:** "Do no Orange or Red next turn. If on a Score page, turn to page 41."
- 51 **Extended Range Thrust:** "Do only White or Brown next turn."
- 53 **Body Wound:** "Do only Green or Yellow next turn.  
If scoring 10 or more, then include Critical restriction.  
CRITICAL: Do no Skill for the rest of the combat."
- 55 **Extended Range Back and Eat:** "Regain one Body Point. Do only Extended Range next turn."
- 57 **Extended Range Leaping:** "Do only Extended Range next turn."
- 59 **Extended Range Trap with Wire:** "Do only Extended Range next turn. If you are on a Score page direct me to do only Jumps for two turns. (?)"
- 61 **Extended Range Dodging:** "Do only Extended Range next turn, but add +1 if you score next turn."
- 63 **Trap with the Wire:** "If you are on a Score page direct me to do only Jumps for two turns."



### Credits

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