

Pebble

Overview

Role: Pebbles are the beloved animal companions of Dwarven Forge culture. Often compared to dogs, these small Rock Constructs can be found throughout Dwarven homes, workshops, mines, and settlements. They are energetic, affectionate, fiercely loyal, and frequently form strong bonds with individual Dwarves. While Pebbles are not bred or constructed specifically for warfare, many refuse to remain behind when their companions march into danger. On the battlefield, Pebbles are fast protective Companions that dart around the battlefield, harass enemies from range, and instinctively protect friendly Dwarves by wrapping their stone bodies around them.

Core Information

Summon Points: 1 (*Companion XI*)

Alignment: Light

Affiliation: Dwarven Forge

Keywords

- Companion
- Rock Construct
- Pebble

Statistics

- **Health:** 2
- **Armor:** 5
- **Speed:** 6
- **Defense:** 7
- **Dodge:** 6
- **Willpower:** 3

Special Rules

Rock Construct

Pebbles are magically animated creatures formed from stone rather than flesh. Although considerably smaller and more energetic than Rock Golems, their unusual bodies share many of the same properties.

Special Rules

- Pebbles **cannot be healed by normal means**.
- Abilities or effects that specifically state they can **heal Rock Constructs, stone creatures, or Pebbles** may heal them normally.
- A Pebble's natural Armor **cannot be repaired by normal Repair abilities or effects**.
- Its Armor may still be augmented by abilities or effects that grant additional Armor.

Pebble Roll

Pebbles move by tucking their small bodies inward and rolling rapidly across the ground, allowing them to keep pace with creatures considerably larger than themselves.

Special Rules

- When a Pebble performs a **Run Action**, it does not roll Fate for additional movement.
- Instead, it automatically gains **+4" of movement** for that Run Action.
- After using Pebble Roll, the Pebble gains **+2 Dodge until its next activation**.

No Melee Engagement

Pebbles are small, fast-moving creatures that are exceptionally difficult to keep pinned down in close combat.

Special Rules

- A Pebble may be targeted by attacks while in Melee Combat.
- A Pebble is **never locked in Melee Combat**.
- A Pebble may freely leave Melee Combat when it moves.
- Pebbles cannot perform Melee attacks.

Loyal Companion

Pebbles form powerful bonds with the Dwarven people and rarely venture far from the Dwarves they consider family.

Special Rules

- A team must include at least **one Dwarven Forge Character** to include a Pebble.

Abilities

Stone Spit

- **Type:** Ranged (R)
- **Range:** 10"
- **Mechanic:** Fate vs. Dodge

- **Damage:** Light Damage

Pebble spits a small stone projectile toward an enemy with surprising speed and force. While hardly comparable to the devastating weapons carried by Dwarven warriors, an angry Pebble can still deliver a painful hit.

Special Rules

- If this attack deals damage, gain **1 Fate Token**.
- This unit may generate a maximum of **1 Fate Token each round** from Stone Spit.

Rock Cuddle

- **Type:** Special Ability (SA)
- **Cost:** 1 Fate Token
- **Range:** 2"
- **Target:** Friendly Dwarven Forge Character

When someone Pebble cares about is threatened, its protective instincts take over. Pebble leaps onto its companion and wraps its stone body around them, placing itself between its friend and incoming danger.

Special Rules

- Choose one friendly **Dwarven Forge Character within 2"**.
- Place Pebble in contact with the target Character.
- While Rock Cuddle is active, Pebble is considered **attached** to that Character.
- Any damage the Character would suffer is applied to **Pebble's Armor first**.
- Damage continues to reduce Pebble's Armor until its Armor reaches 0.
- Once Pebble's Armor reaches 0, any remaining damage from that attack is applied normally to the protected Character.
- While attached, Pebble moves with the protected Character and does not perform movement independently.
- Pebble cannot use **Stone Spit** while attached.
- Pebble may voluntarily end Rock Cuddle during its activation and is placed in base contact with the protected Character.
- The protected Character may also end Rock Cuddle during its activation, placing Pebble in base contact with itself.
- If Pebble becomes Incapacitated or Destroyed, Rock Cuddle immediately ends.

Tactics and Strategies

Pebbles are fast protective Companions that behave very differently from the larger Rock Constructs used by the Dwarven Forge. Their **Speed 6** and Pebble Roll allow them to move rapidly across the battlefield despite the generally slow nature of the faction.

Stone Spit allows Pebble to harass enemies from a distance while generating Fate for the team. Pebbles are not dedicated attackers, however, and their greatest value comes from remaining near the Dwarves they are protecting.

No Melee Engagement allows Pebble to escape enemies attempting to pin it down, making it easier for the Companion to return to a threatened friendly Character.

Rock Cuddle represents Pebble's natural protective instincts. Rather than simply granting additional Armor to another unit, Pebble physically places its own stone body between its companion and incoming attacks. This effectively allows the protected Character to use Pebble's remaining Armor as an additional layer of protection.

Because Pebble's Armor cannot be repaired through normal means, using Rock Cuddle involves sacrificing some of Pebble's own durability to protect an important Character. Players must decide whether to preserve Pebble or allow the loyal creature to continue absorbing attacks intended for its friend.

Pebbles are not soldiers, war machines, or disposable constructs.

They accompany the Dwarven Forge into battle for a much simpler reason:

Their Dwarf is going, so they are going too.