

Rock Boar

Overview

Role: Rock Boars are powerful working animals commonly found throughout Dwarven Forge settlements, mines, and workshops. Their immense strength makes them excellent for hauling ore, pulling carts, and performing other heavy labor, while particularly skilled Dwarven handlers sometimes train them as mounts. Rock Boars have a well-earned reputation for being stubborn, ill-tempered, and occasionally downright mean, but generations of Dwarves have discovered that a well-fed Rock Boar is considerably more cooperative. On the battlefield, these hardy creatures use their stone-covered bodies and powerful tusks to crash directly into enemy formations.

Core Information

Summon Points: 1 (*Companion*)

Alignment: Grey

Affiliation: Dwarven Forge

Keywords

- Companion
- Beast
- Rock Boar
- Mount

Statistics

- **Health:** 4
- **Armor:** 2
- **Speed:** 5
- **Defense:** 7
- **Dodge:** 5
- **Willpower:** 3

Special

Beast of Burden

Rock Boars have been domesticated by the Dwarven people for generations. Their immense strength allows them to haul heavy loads through mines and mountain settlements, and trained Rock Boars are occasionally used as mounts.

Special Rules

- A Rock Boar is considered a valid **Mount** for abilities and rules that specifically allow a unit to ride a Rock Boar.
- A unit cannot mount a Rock Boar unless an ability or rule specifically allows it to do so.
- The presence of the **Mount** keyword does not by itself allow another unit to ride the Rock Boar.

Well Fed

Rock Boars are notoriously stubborn and ill-tempered creatures. Dwarves who regularly work with them have discovered that their disposition improves considerably when food is involved.

At the start of the Rock Boar's activation, if it is within **2" of a friendly Dwarven Forge Character**, the Rock Boar becomes **Well Fed until its next activation**.

While Well Fed:

- The Rock Boar gains **+1 Willpower**.
- The Rock Boar gains **+1 to its attack roll when using Rockslide Charge**.

Abilities

Goring Tusks

- **Type:** Melee (M)
- **Mechanic:** Fate vs. Defense
- **Damage:** Light Damage

The Rock Boar lashes out with its powerful tusks, goring anything unfortunate enough to get too close.

Special Rules

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

Rockslide Charge

- **Type:** Melee (M)
- **Cost:** 1 Fate Token
- **Range:** 4"
- **Mechanic:** Fate vs. Defense
- **Damage:** Medium Damage

The Rock Boar lowers its head and barrels toward its target, building momentum before crashing into them with its stone-covered body and powerful tusks.

Special Rules

- The target must be within **4"** when Rockslide Charge is declared.
- The Rock Boar immediately moves directly toward the target and into Melee Combat.
- This movement is part of Rockslide Charge and does not use the Rock Boar's normal movement.
- After completing this movement, make the attack against the target.
- Rockslide Charge is considered a **Melee attack for all rules and effects**, despite having a listed Range.
- If Rockslide Charge deals damage, push the target **2" directly away from the Rock Boar**.
- This movement is considered **forced movement**.
- The target cannot be pushed through Impassable Terrain or off the battlefield.
- If the full 2" movement cannot be completed, move the target as far as legally possible.
- If the Rock Boar is **Well Fed**, it gains **+1 to the attack roll** for Rockslide Charge.

Tactics and Strategies

Rock Boars are aggressive Companions that provide the Dwarven Forge with a combination of mobility and impact that is unusual for the faction. With **Speed 5**, they are faster than most Dwarven units but lack the extreme durability of Rock Golems and other heavily armored members of the faction.

Goring Tusks provides the Rock Boar with a simple Melee attack and a reliable way to generate Fate Tokens. While the attack itself deals only Light Damage, it allows the Boar to remain useful once it has entered Melee Combat.

Rockslide Charge is the Rock Boar's primary offensive tool. Its 4" Range represents the Boar physically charging across the battlefield before making a Melee attack. The combination of Medium Damage and forced movement allows the Rock Boar to hit considerably harder than its basic attack while potentially knocking an enemy away from an important position.

Keeping a Rock Boar near a friendly Dwarven Forge Character activates **Well Fed**, increasing its Willpower and making Rockslide Charge more reliable. Players who intend to use the Boar aggressively should therefore keep it near its Dwarven handlers until the moment comes to send it charging into the enemy.

Rock Boars can also serve as **Mounts**, but only for units with rules or abilities that specifically allow them to ride one. This allows trained riders to take advantage of the creature without turning every Rock Boar into a universal mount.

Rock Boars aren't elegant warhorses, disciplined military beasts, or carefully constructed machines.

They're stubborn, hungry, incredibly strong—and if you point a well-fed one in the right direction, whatever is standing there is about to have a very bad day.

