

Tilda

Overview

Role: Tilda is a pure support Character who brings a little piece of the Dwarven tavern onto the battlefield. A seasoned bar wench accustomed to serving rough crowds, breaking up fights, hauling heavy kegs, and occasionally taking a punch herself, Tilda is considerably tougher than her lack of armor suggests. Rather than fighting enemies directly, she keeps her companions going with carefully selected Dwarven brews while hurling less pleasant drinks at anyone foolish enough to threaten her customers.

Core Information

Summon Points: 1 (*Character*)

Alignment: Grey

Affiliation: Dwarven Forge

Keywords

- Character
- Dwarf
- Support

Statistics

- **Health:** 5
- **Armor:** 0
- **Speed:** 4
- **Defense:** 6
- **Dodge:** 6
- **Willpower:** 7

Special Rules

Tavern's Finest

Tilda carries a carefully selected assortment of Dwarven brews onto the battlefield. Whenever one of Tilda's abilities allows a friendly unit to receive a **Dwarven Brew**, choose from one of the following:

Forge Ale

The fires of the forge have nothing on this stuff.

- The target gains **+1 to its next attack roll**.
- Once the bonus has been used, Forge Ale ends.

Stone Stout

A thick Dwarven stout capable of putting a little extra courage—or stubbornness—into anyone.

- When served, choose **Defense, Dodge, or Willpower**.
- The target gains **+1 to the chosen statistic until the end of its next activation**.

Runner's Lager

A surprisingly light Dwarven lager that puts a little extra energy into the drinker.

- The target gains **+1 Speed during its next activation**.
- Runner's Lager cannot increase a unit above **Speed 6**.

Special Rules

- A unit cannot benefit from multiple copies of the **same Dwarven Brew** at the same time.
- Different Dwarven Brews may affect the same unit simultaneously.
- Dwarven Brew bonuses **do not stack with themselves**.

Abilities

Catch!

- **Type:** Special Ability (SA)
- **Range:** 6"
- **Mechanic:** Fate vs. 6

Tilda grabs a drink and sends it flying across the battlefield with the accuracy developed through years of serving impatient Dwarves from the other side of a crowded tavern.

Choose one friendly **Dwarven Forge unit within 6"**.

On a successful roll, choose one **Dwarven Brew** from Tavern's Finest. The target immediately receives the chosen brew.

Special Rules

- If Catch! is successful, gain **1 Fate Token**.
- Tilda may generate a maximum of **1 Fate Token each round** from Catch!.

Last Call!

- **Type:** Ranged (R)
- **Cost:** 1 Fate Token
- **Range:** 6"
- **Mechanic:** Fate vs. Dodge
- **Damage:** None

Not every drink Tilda carries is meant for her friends. Sometimes an enemy simply needs a mug of particularly foul Dwarven rotgut thrown directly into their face.

On a successful attack, the target suffers:

-1 Defense and -1 Dodge until the end of the round.

Special Rules

- Last Call! deals **no damage**.
- Last Call! cannot reduce Defense or Dodge below **1**.
- Multiple uses of Last Call! against the same target **do not stack**.

Double Round!

- **Type:** Special Ability (SA)
- **Cost:** 3 Fate Tokens
- **Range:** 6"

Sometimes one drink simply isn't enough.

Choose up to **two friendly Dwarven Forge units within 6"**.

Each selected unit receives **one Dwarven Brew** from Tavern's Finest.

Special Rules

- Each target may receive a **different Dwarven Brew**.
- The same brew may be given to both targets.
- All normal rules and restrictions for Tavern's Finest apply.
- A unit already benefiting from a particular brew cannot gain a second copy of that same brew.

Drinks on the House!

- **Type:** Ultimate
- **Cost:** 5 Fate Tokens
- **Range:** 10"

Tilda decides that if the Dwarven Forge is going to fight, they're going to fight properly hydrated. Mugs begin flying across the battlefield as she serves the good stuff to everyone who needs it.

Choose up to **three friendly Dwarven Forge units within 10"**.

Each selected unit receives **two different Dwarven Brews** from Tavern's Finest.

Special Rules

- The two brews given to a unit must be **different**.
- Each selected unit may receive a different combination of brews.
- All normal rules and restrictions for Tavern's Finest apply.

Tactics and Strategies

Tilda is a pure support Character whose value comes from adapting her brews to whatever the Dwarven Forge needs at that moment. Unlike many members of the faction, she possesses **no Armor**, making positioning and protection particularly important. Her **Health 5**, however, reflects years spent dealing with rough Dwarven tavern crowds and allows her to take more punishment than her appearance might suggest.

Catch! is Tilda's primary support tool and Fate generator. Forge Ale can improve an important attack, Stone Stout can reinforce whichever defensive statistic is most important against the current opponent, and Runner's Lager can help compensate for the Dwarven Forge's naturally low Speed.

Last Call! allows Tilda to support the faction offensively without becoming a damage dealer herself. Reducing an enemy's Defense and Dodge can create an opening for the Dwarven Forge's much heavier hitters to exploit.

Double Round! expands Tilda's support across multiple units. Because each target can receive a different brew, Tilda can simultaneously prepare two Dwarves for completely different battlefield roles.

Drinks on the House! dramatically increases Tilda's influence over the battlefield. Up to three friendly units can each receive two different brews, allowing the Dwarven player to prepare several units for an important offensive push or reinforce a position that absolutely must be held.

Tilda doesn't repair Armor, command troops, channel magic, or swing an enormous Dwarven weapon.

She does what she's always done:

Keep the drinks flowing, keep the Dwarves standing, and throw something at anyone causing trouble.

