

BONE WARRIOR



Undead Court

SUMMON SLOTS:
X2 = 1
ALIGNMENT: DARK
COMPANION

DEFENSE: 6 DODGE: 4 WILLPOWER: 4

SPECIAL: UNDEAD, ONLY BONES

RUSRY SWORD:



1 RISE AGAIN:



CONTROLLED UNIT:



QUEST
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V027

BONE WARRIOR:

THE HORDES OF THE UNDEAD COURT ARE FILLED WITH THE BONES OF FALLEN WARRIORS WHO STOOD AGAINST THEM. THE BONES CAN AND ARE RAISED TO SERVER THE VAMPIRE QUEEN IN HER ARMY...

QUOTE:

RATTLE



ABILITY DESCRIPTION

SPECIAL:

UNDEAD: A BONE WARRIOR IS UNDEAD AND THUS TAKES A **+1** VS HOLY DAMAGE

ONLY BONES: A BONE WARRIOR IS MADE OF ONLY BONE, THEY CAN NOT RUN.

RUSTY SWORD:

IT MAY NOT BE MUCH BUT THE BONE WARRIOR JUST KEEP SWINGING THEIR RUSTY OLD SWORD. IF THE BONE WARRIOR DOES DAMAGE GAINS ONE **FATE TOKEN**. MAY ONLY GENERATE A MAX OF TWO TOKENS PER 2 BONE WARRIOR.

RISE AGAIN:

THE BONE WARRIOR SPENDS THEIR TURN REFORMING. AT THE END OF THE ROUND IF ANY BONE WARRIOR, EVEN IF THE SQUAD IS TOTALLY DESTROYED, MAY BE RETURNED TO PLAY WHERE IT WAS LAST DEFEATED. **1 FATE TOKEN** IS USED PER TWO BONE WARRIOR THAT ARE RETURNED. IF NO BONE WARRIOR RETURN THEN THE SQUAD IS REMOVED FROM PLAY.

CONTROLLED UNIT:

THE BONE WARRIOR ARE UNDER A SPELL THAT RESTRICTS THEIR MOVEMENT. UNITS OF BONES WARRIORS ARE CONTROLLED AND MUST REMAIN CLOSE TO EACH OTHER, WITHIN A **2-INCH** RADIUS, AND PERFORM THE SAME ACTION. THEY ACT AS A SINGLE UNIT AND ARE SCORING. EACH UNIT WITHIN THE PACK IS COUNTED AS A SEPARATE ENTITY FOR SCORING PURPOSES. IF SUMMONED BY ANOTHER CHARACTER, THE BONE WARRIOR MUST STAY WITHIN **4 INCHES** OF THE CHARACTER, OR THEY WILL DISINTEGRATE. HOWEVER, WHEN THEIR CONTROLLER RETURNS WITHIN **4 INCHES**, THEY CAN BE REANIMATED OR USE THE RISE AGAIN ABILITY IF THEY ARE NOT YET DEAD. IF THE SUMMONING CHARACTER DIES, THE SUMMONED BONE ARCHERS ARE REMOVED FROM THE GAME.

MINIATURE INFO:

LINE: SUPER CHIBI QUEST

SCALE: 30MM

BASE SIZE: 25MM

SKIN: DEFAULT

