

Bone Boys

Overview

Role: Bone Boys are the backbone of the Bone Horde. Individually they are weak and expendable, but together they form an endless tide of skeletal warriors that slowly wear down the enemy through relentless persistence. Their greatest strength lies not in their combat prowess, but in their ability to return to the battlefield again and again.

Core Information

Summon Points: 1 (*Companion, x4 per slot*)

Alignment: Dark

Affiliation: Bone Horde (The Undead Court)

Keywords

- Companion
 - Undead
 - Bone Horde
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Statistics

- **Health:** 3
 - **Armor:** 0
 - **Speed:** 4
 - **Defense:** 5
 - **Dodge:** 4
 - **Willpower:** 4
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Universal Rules

This unit gains the following Universal Rules:

- **Undead**
- **Only Bones**
- **Rise Again**
- **Bound Servants**
- **Controlled Unit**

(See Universal Rules.)

Abilities

Rusty Sword

Type: Melee (M)

Mechanic: Fate vs. Defense

Damage: Light Damage

The Bone Boys relentlessly hack away with rusted blades, caring little for finesse. Though individually unimpressive, their constant attacks slowly wear down even the toughest opponents.

If this attack successfully deals damage:

- Gain **1 Fate Token**.

Restrictions

- Each unit of Bone Boys may generate a maximum of **2 Fate Tokens** each round.
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Tactics and Strategies

Bone Boys are not designed to win battles through superior combat ability. Instead, they excel at controlling space, contesting objectives, and exhausting enemy resources through sheer persistence.

While their individual attacks are weak, opponents who ignore them will quickly find themselves overwhelmed by an enemy that refuses to remain dead. Use Bone Boys to shield your more valuable units, occupy Pillars of Fate, and slowly wear down your opponent while stronger members of the Bone Horde advance behind them.