

BONE ARCHER



Undead Court



SUMMON SLOTS:
X3 = 1
ALIGNMENT: DARK
COMPANION

DEFENSE: 4 DODGE: 5 WILLPOWER: 4

SPECIAL: UNDEAD, ONLY BONES

OLD ARROW:



1 RISE AGAIN:



CONTROLLED UNIT:



QUEST
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V0.27

BONE ARCHER:

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 ARCHER IS UNDEAD AND THUS TAKES A **41** VS HOLY DAMAGE

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

OLD ARROW:

IT MAY NOT BE MUCH BUT THE BONE ARCHERS DO HAVE A SHORT BOW. ITS SAID THAT THEY ONLY USE THEIR OWN BONES FOR THE TIPS OF THE ARROWS BUT, NO ONE KNOWS. IF THE BONE ARCHER DOES DAMAGE GAINS ONE **FATE TOKEN**. MAY ONLY GENERATE A MAX OF TWO TOKENS PER 3 ARCHERS.

RISE AGAIN:

THE BONE ARCHER SPEND THEIR TURN REFORMING. AT THE END OF THE ROUND IF ANY BONE ARCHERS, 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 ARCHER THAT ARE RETURNED. IF NO BONE ARCHER RETURN THEN THE SQUAD IS REMOVED FROM PLAY.

CONTROLLED UNIT:

THE BONE ARCHERS ARE UNDER A SPELL THAT RESTRICTS THEIR MOVEMENT. UNITS OF BONES ARCHERS 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 ARCHERS 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

