

Bone Reaver

Overview

Role: Bone Reavers are the uncontrollable shock troops of the Bone Horde. Driven by an unnatural frenzy, they abandon the slow, disciplined advance of their skeletal brethren and hurl themselves directly at the nearest enemy. They cannot capture objectives, cannot be relied upon to hold ground, and care for nothing except reaching the enemy and tearing them apart.

Core Information

Summon Points: 1 (Companion, x2 per slot)

Alignment: Dark

Affiliation: Bone Horde (Undead Court)

Keywords

- Companion
- Undead
- Bone Horde

Statistics

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

Universal Rules

This unit gains the following Universal Rules:

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

(See Universal Rules.)

Unit Rules

Frenzy

Bone Reavers are consumed by an unnatural blood frenzy that overrides the magic normally restricting the movement of the Bone Horde.

Bone Reavers:

- **May Run despite the Only Bones Universal Rule.**
- Must Run toward the **nearest enemy unit they can reach** during their activation.
- If their Run brings them into Melee with an enemy unit, they may immediately perform **Bone Claws** against that enemy.
- Are **not scoring units** and cannot capture or control Pillars of Fate.

If the Bone Reavers cannot reach an enemy with their Run, they must move as close as possible toward the nearest enemy unit.

If two or more enemy units are equally close, the controlling player chooses which enemy unit the Bone Reavers pursue.

Abilities

Bone Claws

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

Bone Reavers tear into their victims with long, sharpened bone claws, relentlessly ripping at anything unfortunate enough to stand in their path.

Special Rules:

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

Tactics and Strategies

Bone Reavers are aggressive shock troops designed to disrupt enemy formations rather than capture objectives. Their increased Speed and ability to Run allow them to reach enemies significantly faster than most units in the Bone Horde.

Their greatest strength is also their greatest weakness. **Frenzy** gives the controlling player limited control over where the Bone Reavers go. An opponent who understands their behavior may attempt to lure them away from valuable targets or important areas of the battlefield.

Use Bone Reavers to pressure vulnerable enemy units, disrupt ranged attackers and support characters, or force opponents to deal with them while the rest of the Bone Horde advances toward the Pillars of Fate.

Because Bone Reavers cannot score, sacrificing them to disrupt the enemy can be worthwhile. Their access to **Rise Again** also means destroying them does not necessarily end the threat, allowing the Reavers to return and resume their relentless pursuit.