

Bone Archer

Overview

Role: Bone Archers provide ranged support for the Bone Horde, slowly wearing down enemy forces while remaining safely behind the front line. Though their ancient bows lack the precision of living archers, their relentless volleys and ability to return from destruction make them a persistent threat throughout the battle.

Core Information

Summon Points: 1 (*Companion, x2 per slot*)

Alignment: Dark

Affiliation: Bone Horde (Undead Court)

Keywords

- Companion
 - Undead
 - Bone Horde
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Statistics

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

Old Arrow

- **Type:** Ranged (R10)
- **Mechanic:** Fate vs. Dodge
- **Damage:** Light Damage

Despite their crude craftsmanship, Bone Archers relentlessly rain bone-tipped arrows upon their enemies.

Special Rules

- Bone Archers suffer a -1 penalty to their Fate roll when making this attack.
 - If this attack deals damage, gain **1 Fate Token**.
 - This unit may generate a maximum of **1 Fate Token** each round from **Old Arrow**.
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Pinning Volley

- **Type:** Special Ability (SA)
- **Cost:** 1 Fate Token
- **Range:** 10"

Instead of focusing on dealing damage, the Bone Archers unleash a volley intended to slow their prey. Both archers in the unit perform this ability at the same time.

Choose a target within range.

Make a **Fate vs. Dodge** roll.

If successful:

- The target gains **Frozen**.

No damage is dealt.

Tactics and Strategies

Bone Archers are not designed to eliminate enemy units through raw damage. Instead, they excel at supporting the Bone Horde by softening enemy units, controlling movement, and steadily generating Fate Tokens from a safe distance.

Position Bone Archers behind your frontline where they can continuously pressure key enemy units. **Pinning Volley** is particularly effective against fast-moving enemies attempting to reach objectives or escape combat, allowing the slower Bone Horde to close the distance.

Although individually fragile, Bone Archers become increasingly valuable over the course of a battle thanks to **Rise Again**, forcing opponents to repeatedly dedicate resources to eliminate them.