

Rumble

Overview

Role: Rumble is a furious Rock Elemental whose constantly shifting body allows him to crash through the battlefield like a living landslide. Unlike the constructed stone creatures used throughout the Dwarven Forge, Rumble is a living elemental being with a personality—and most of that personality appears to be anger. He uses his immense strength to batter enemies, reshape himself into defensive barriers, and send devastating shockwaves through the earth. Despite his temper, Rumble has become a powerful ally of the Dwarven Forge and can even engulf a friendly warrior within his body before carrying them rapidly across the battlefield.

Core Information

Summon Points: 1 (*Character*)

Alignment: Dark

Affiliation: Dwarven Forge

Keywords

- Character
- Rock Elemental
- Elemental

Statistics

- **Health:** 3
- **Armor:** 5
- **Speed:** 4
- **Defense:** 8
- **Dodge:** 5
- **Willpower:** 5

Special Rules

Natural Armor

Rumble's body is composed of dense, living stone that naturally protects the elemental from incoming attacks.

Special Rules

- Rumble's **Armor 5** is considered Natural Armor.

- Rumble's Natural Armor **cannot be repaired through normal Repair abilities or effects.**
- Rumble's Armor may still be augmented by abilities or effects that grant additional Armor.

Mound

Rumble does not move like a normal creature. His ever-shifting elemental body can collapse and flow across the battlefield like a living landslide before reforming.

Special Rules

- Rumble may move through **Impassable Terrain** as though it were normal terrain.
- Rumble may end his movement on Impassable Terrain if there is sufficient space for his model.
- Rumble is **never locked in Melee Combat.**
- Rumble may freely leave Melee Combat when he moves.

Abilities

Seismic Punch

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

Fueled by rage and brute strength, Rumble winds up and delivers a crushing stone fist directly into his opponent. Particularly powerful blows tend to be followed immediately by another.

Special Rules

- If the attack roll exceeds the target's Defense by **3 or more**, Rumble immediately makes a second attack against the same target.
- The second attack deals **Light Damage.**
- If Seismic Punch deals damage, gain **1 Fate Token.**
- This unit may generate a maximum of **1 Fate Token each round** from Seismic Punch.

Living Wall

- **Type:** Special Ability (SA)
- **Cost:** 1 Fate Token
- **Effect:** Transform into a 2" × 3" Stone Wall

Rumble reshapes his shifting elemental body into a massive barrier of solid stone, physically placing himself between his allies and incoming danger.

Special Rules

- Rumble transforms into a **2" × 3" wall** at his current location.
- The wall blocks **Line of Sight**.
- Rumble gains **5 Wall Armor**, tracked separately from his normal Armor.
- Damage suffered while in wall form is applied to Wall Armor before Rumble's normal Armor.
- Rumble **cannot move, attack, or perform other Actions** while in wall form.
- If Rumble's Wall Armor reaches **0**, he immediately returns to his normal form.
- Damage that depletes the final point of Wall Armor does not carry over to Rumble's normal Armor.
- Rumble may voluntarily return to his normal form during his activation.
- Each time Rumble uses Living Wall, his Wall Armor begins at **5**.

Ground and Pound

- **Type:** Ranged (R)
- **Cost:** 3 Fate Tokens
- **Range:** 10"
- **Mechanic:** Fate vs. Dodge
- **Damage:** Medium Damage

Rumble slams his fists into the earth with tremendous force, sending a violent shockwave racing through the ground. When the shockwave reaches its target, jagged stone erupts beneath them and hurls them backward.

Special Rules

- If this attack deals damage, push the target **3" directly away from Rumble**.
- This movement is **forced movement**.
- The target cannot be pushed through Impassable Terrain or off the battlefield.
- If the full 3" movement cannot be completed, move the target as far as legally possible.

Let's Move!

- **Type:** Ultimate
- **Cost:** 5 Fate Tokens
- **Range:** 6"
- **Mechanic:** Fate vs. 6

Rumble collapses into a surging mass of living stone and engulfs a nearby ally within his elemental body. With the warrior safely protected inside him, Rumble tears across the battlefield like a landslide before reforming and releasing his passenger.

Special Rules

- Choose **one friendly Dwarven Forge Character within 6"**.
- On a successful roll, Rumble absorbs that Character into his elemental body.
- Rumble may then immediately move up to **10"**.
- Rumble may use the movement benefits of **Mound** during this movement.
- The absorbed Character is removed from the battlefield while being transported and moves with Rumble.
- While absorbed, the Character **cannot be targeted or affected by attacks, abilities, or other effects**.
- At the end of Rumble's movement, place the absorbed Character in base contact with Rumble.
- If the released Character has not yet activated this round, it may **activate normally** afterward.

Tactics and Strategies

Rumble is an aggressive frontline Character whose unusual elemental body gives him mobility and battlefield-control options not normally available to the slow-moving Dwarven Forge.

Seismic Punch makes Rumble dangerous in Melee Combat. Its Medium Damage already makes a successful attack threatening, while an exceptionally strong attack can immediately trigger a second Light Damage strike.

Mound allows Rumble to take unconventional routes across the battlefield. Terrain that would normally block another Character can instead become a path for Rumble, while his inability to become locked in Melee Combat makes it difficult for opponents to prevent him from reaching another location.

Living Wall gives Rumble a completely different use when brute force is not the answer. By physically transforming into terrain, Rumble can block Line of Sight, protect friendly units, and create a temporary defensive position. Doing so sacrifices his ability to act, so choosing when to transform is important.

Ground and Pound gives Rumble a powerful method of attacking enemies before reaching Melee Combat. Its forced movement can also push enemies away from important positions or create space for the rest of the Dwarven Forge.

Let's Move! provides the normally slow Dwarven Forge with an explosive repositioning option. Rumble can transport an important Character across the battlefield, move through terrain using Mound, and release the Character at the destination. Because a Character that has not yet activated may still take its normal activation afterward, careful activation order can allow Rumble to deliver one of the Dwarven Forge's powerful warriors directly where they are needed most.

Rumble isn't a wizard, a construct, or a carefully engineered Dwarven war machine.

He's an angry living landslide—and sometimes the Dwarves are lucky enough to convince him to landslide in the right direction.