

Ash

Overview

Role: Ash is the swift tactician and battlefield initiator of the Warfang Clan. Rather than overwhelming enemies through brute force alone, Ash excels at manipulating enemy positioning, drawing opponents into vulnerable engagements, and coordinating devastating pack assaults through superior speed and battlefield awareness.

Core Information

Summon Points: 1 (Character)

Alignment: Grey

Affiliation: Warfang Clan

Keywords

- Worg
 - Large Creature (Balanced)
 - Pack Initiator
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Statistics

- **Health:** 6
 - **Armor:** 1
 - **Speed:** 6
 - **Defense:** 7
 - **Dodge:** 7
 - **Willpower:** 5
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Universal Worg Rules

- Stride
 - Pack Hunter
 - Pounce
 - Pack Unity
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Special Rules

Natural Armor

Ash's dense, protective fur provides inherent defense.

This Armor:

- cannot be repaired once damaged
 - may still be enhanced by external buffs and abilities
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Abilities

Vicious Bite

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

Ash fights with disciplined precision, striking in coordination with the rest of the pack.

Successful attacks generate:

- 1 Fate Token.

If Ash attacks an opponent already engaged by another friendly Worg during the same round:

- Ash gains +1 Damage.
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Pounce

- **Type:** Free Action (FA) / Interrupt (I)
- **Mechanic:** Fate vs. Dodge
- **Cost:** 1 Fate Token

Ash refuses to let prey escape.

If an opponent attempts to leave melee combat with Ash:

- Ash may immediately attempt to re-engage the target.

On a success:

- the target remains locked in melee combat.

If Ash exceeds the target's Dodge by 3 or more:

- Ash immediately performs a free Vicious Bite attack against the target.

This attack may occur even if Ash has already attacked this round.

Pack Tactics

- **Type:** Special Action (SA)
- **Mechanic:** Fate +2 vs. Willpower
- **Cost:** 3 Fate Tokens
- **Range:** 3 inches

Ash darts into combat before suddenly feinting away, exposing her target to the rest of the pack.

Choose one enemy unit within 3 inches.

On a successful roll:

- all other friendly Worg units currently engaged with the chosen target may immediately perform a free attack against that target.

These attacks:

- resolve separately
- may generate Fate Tokens normally
- do not count against the attacking Worgs' normal attack limit for the round

Ash does not perform an attack as part of this ability.

After resolving Pack Tactics:

- Ash may immediately move up to 2 inches without triggering engagement attacks.

Tactics and Strategies

Ash serves as the battlefield initiator and tactical coordinator of the Warfang Clan. Her exceptional mobility and discipline allow her to aggressively pressure objectives, bait enemy positioning mistakes, and rapidly establish favorable engagements for the rest of the pack.

Unlike Ember's direct frontline aggression or Timber's relentless pursuit tactics, Ash thrives by controlling engagement flow and setting traps that allied Worgs can exploit through Pack Hunter and coordinated melee pressure.

Pack Tactics serves as the centerpiece of Ash's battlefield role, allowing her to create devastating coordinated assaults by exposing vulnerable enemies to synchronized pack attacks.

Ash performs best when aggressively repositioning around enemy formations and forcing opponents into difficult movement decisions. Her combination of mobility, discipline, and coordinated combat pressure makes her one of the most tactically flexible Worgs in the Warfang roster.

Although highly mobile and tactically versatile, Ash relies heavily on proper positioning and pack coordination rather than raw durability or overwhelming offensive pressure alone.