

Mog

Overview

Role: Mog is one of the Ash Walkers' most relentless skirmish hunters. While the Worgs crash through enemy lines, Mog stalks the edges of battle, finishing weakened enemies and locking down fleeing prey. Armed with her trusted spear and unmatched agility, she strikes quickly before vanishing back into the chaos.

Core Information

Summon Points: 1 (Character)

Alignment: Grey

Affiliation: Warfang Clan – Ash Walkers

Keywords

- Ash Walker
 - Skirmisher
 - Orc
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Statistics

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

[Universal Orc Rules]

Pack Hunter

Mog excels at attacking distracted prey.

If Mog attacks an opponent currently engaged in melee combat with a friendly Worg:

- Mog gains +1 Fate on attack rolls against that target.
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Abilities

Hunting Spear

- **Type:** Melee (M) or Ranged 6 (R6)
- **Mechanic:** Fate vs. Def or Fate vs. Dodge
- **Damage:** Light Damage

Mog's spear is designed for both brutal close combat and sudden precision throws.

Successful attacks generate:

- 1 Fate Token.

Mog may only generate:

- 1 Fate Token per round through Hunting Spear.
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Predator's Step

- **Type:** Free Action (FA)
- **Cost:** 1 Fate Token

Mog has mastered rapid repositioning during combat.

After successfully damaging an opponent:

- Mog may immediately move up to 3 inches.

This movement:

- may enter melee combat
- may leave melee combat

- ignores engagement restrictions
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Crippling Thrust

- **Type:** Melee (M)
- **Mechanic:** Fate vs. Def
- **Cost:** 3 Fate Tokens
- **Damage:** Light Damage

Mog targets exposed joints and vulnerable weak points with surgical precision.

On a successful attack:

- Apply Frozen.

Units affected by Frozen through this ability:

- cannot perform Run actions.
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Hunting Gale

- **Type:** Ultimate (U) / Free Action (FA)
- **Mechanic:** Fate vs. 6
- **Cost:** 5 Fate Tokens

Using her spear for leverage, Mog launches herself across the battlefield with incredible speed and agility.

On a successful roll:

- Mog may immediately move up to 2d6 inches.

During this movement:

- Mog ignores Hard Terrain
- Mog ignores enemy units
- Mog may leave melee combat freely

After movement:

- Mog may immediately perform Hunting Spear.

This attack may occur:

- even if Mog has already attacked this round.

Hunting Gale may be used during a Run action.

Tactics and Strategies

Mog excels at flanking weakened opponents, pressuring objectives, and supporting Warfang assaults from the edges of combat.

Unlike the Worgs, who rely on overwhelming momentum, Mog functions as a precision cleanup hunter. Her high Dodge and mobility allow her to reposition constantly while exploiting enemies already trapped by allied Worgs.

Predator's Step gives Mog exceptional battlefield flexibility, allowing her to disengage safely, reposition between objectives, or rapidly pressure vulnerable targets after combat.

Hunting Gale makes Mog especially dangerous during late-game objective pressure, where her extreme mobility allows her to bypass terrain and collapsing frontlines to secure key battlefield positions.

While not durable enough for prolonged frontline combat, Mog becomes highly effective in chaotic engagements where enemy formations have already begun to collapse.