

SHADE



WARFANG CLAN

SUMMON SLOTS:

1

ALIGNMENT: GREY

CHARACTER

DEFENSE: 7 DODGE: 8 WILLPOWER: 4

SPECIAL: NATURAL ARMOR, LARGE CREATURE

VICIOUS BITE:

2 vs DEF

1 POUNCE:

2 vs DOD FA

3 ATTACK FROM SHADOWS:

2 + 1 vs DOD

PACK MATES:

FA

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SHADE:

AS HIS NAME APPLIES HE'S A LITTLE SHADY AND DARK. SHADE IS ONE THAT YOU HAVE TO KEEP YOU EYE ON AT ALL TIMES AS HE WILL DO HIS OWN THING. THIS MAKE HIM HARD TO CONTROL AT TIMES BUT IN THE END HE ALWAYS COMES AROUND.

QUOTE:

"..."



ABILITY DESCRIPTION

SPECIAL:

NATURAL ARMOR, ARMOR CAN NOT BE REPAIRED.
 LARGE CREATURE - DUE TO THEIR LARGE SIZE, WORGs MAKE EASY TARGETS. ALL ATTACKS AGAINST WORGs ARE MADE AT **M1**.

VICIOUS BITE:

DIRE WORGs HUNT IN PACKS AND HAVE A VICIOUS BITE. THEY OFTEN ATTACK IN PACKS. IF TWO OR MORE WORGs ATTACKS THE SAME OPPONENT IN THE SAME ROUND AND CAUSE DAMAGE, THEY GAIN A **FATE TOKEN**.

POUNCE:

IF AN OPPONENT LEAVES MELEE COMBAT, THE DIRE WORG WILL PURSUE THEM TO KEEP THEM LOCKED IN COMBAT. AS THE OPPONENT RETREATS, THE DIRE WORG POUNCES FORWARD TO REENGAGE IN COMBAT. ROLL **FATE VS DOD** TO REENGAGE, IF SUCCESSFUL THEY REMAIN IN MELEE COMBAT WITH THE WORG AFTER THE MOVMENT, PLACE THE WORG NEXT TO ITS OPPONENT, IF THE DIRE WORG'S FATE ROLL BEATS ITS OPPONENT'S DODGE BY **3 OR MORE**, IT CAN MAKE AN IMMEDIATE ATTACK (**M: FATE VS DEF: LIGHT DAMAG**). THIS ABILITY CAN BE USED EVEN IF THE WORG HAS MADE AN ATTACK ALREADY THIS ROUND.

ATTACK FROM SHADOWS:

SHADE SLIPS INTO THE SHADOWS BEFORE MAKING A SURPRISE ATTACK. HE LEAPS FROM THE SHADOWS, PINNING HIS OPPONENT AND GOING FOR HIS OPPONENT'S THROAT. IF THIS ATTACK EXCEEDS HIS OPPONENT'S DEFENSE BY **3 OR MORE**, THIS ATTACK BYPASSES ARMOR. FOLLOWING THE ATTACK, SHADE DISAPPEARS BACK INTO THE SHADOWS, DISENGAGING FROM MELEE COMBAT AND GAINING A **M1** TO HIS DEFENSE FOR THE NEXT ROUND.

PACK MATES:

IF UNMOUNTED EMBER MAY ACT ON THE SAME ACTIVATION EACH ROUND AS ANY OTHER WORG, WHICH COUNTS AS A SINGLE ACTIVATION. AS PACK MATES, THEY MUST STAY WITHIN **10 INCHES** OF EACH OTHER AT ALL TIMES. THEY DO NOT HAVE TO ATTACK THE SAME TARGET BUT MUST BE NEAR EACH OTHER. IF FOR ANY REASON THEY ARE NOT WITHIN **10 INCHES** OF EACH OTHER THE WORGs USE THEIR ACTIVATION TO GET WITHIN **10 INCHES** OF EACH OTHER. OTHERWISE, EACH WORG ACTS ON ITS OWN.

MINIATURE INFO:

MOUNTED:

LINE: SUPER CHIBI QUEST

SCALE: 60MM

BASE SIZE: 60MM

SKIN: DEFAULT

