

SPECIAL: NATURAL ARMOR, LARGE CREATURE



ASH:

AS PART OF THE MAIN THREE, UNDER GROGS CONTROL, ASH IS THE CUNNING AND TRICKSTER OF THE GROUP. SHE GETS A KICK OUT OF PLAYING WITH HER PREY.

QUOTE:

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<u>DUALFATES</u>

ABILITY DESCRIPTION

SPECIALS

NATURAL ARMOR, ARMOR CAN NOT BE REPAIRED.

LARGE CREATURE - DUE TO THEIR LARGE SIZE, WORGS MAKE EASY

TARGETS. ALL ATTACS AGAINST WORGS ARE MADE AT

Vicious Bitte

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.

POUNCES

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 COMABT 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
SOR 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.

CUNNING FEINTS

ASH CHARGES IN TO MAKE A VICIOUS ATTACK, THEN DODGES BACK AT THE LAST MINUTE, ALLOWING HER PACK TO ATTACK HER FOE'S FLANK. IF SUCCESSFUL, ALL OTHER WORGS CURRENTLY ATTACKING ASH'S TARGET CAN MAKE A FREE ATTACK WITH A 41 BONUS. ASH DOES NOT MAKE AN ATTACK.

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 to 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 to inches of each other the worgs use their activation to get within to inches of each other. Other the other, otherwise, each worg acts on its own.

MINIATURE INFO:

LINE: SUPER CHIBI QUEST

SCALE: 60MM

BASE SIZE: 60MM

Skin: DEFAULT



