

Skull Splitters

Overview

Role: In the Warfang hierarchy, the Worgs are the teeth, but the Skull Splitters are the spine. Recognizing that mobility requires a stable anchor, the clan fields these brutal frontline specialists to dictate the flow of the battlefield. Primarily made up of the clan's fiercest women warriors, the Skull Splitters excel at binding enemies in place and holding ground through sheer stubborn brutality.

They do not simply fight for objectives — they own them. The Skull Splitters are often the last thing an enemy sees before the Worgs arrive and the only thing left standing when they leave.

Core Information

Summon Points: 1 (Companion, x2 per slot)

Alignment: Grey

Affiliation: Warfang Clan – Ash Walkers

Keywords

- Orc
 - Ash Walkers
 - Companion
 - Frontline
 - Objective Anchor
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Statistics

- **Health:** 4
 - **Armor:** 1
 - **Speed:** 5
 - **Defense:** 6
 - **Dodge:** 5
 - **Willpower:** 5
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Special Rules

[Universal Orc Rules]

Controlled Unit

- **Type:** Special Action (SA)

The Skull Splitters function as a tightly coordinated combat unit.

The unit:

- must remain within 2 inches of one another
- must perform the same actions during activation
- counts as separate scoring units while maintaining formation

If summoned by another Character:

- the Skull Splitters must remain within 4 inches of the summoning Character or be removed from play.

When reduced to 0 Health:

- leave the unit on the battlefield as Incapacitated.

If healed before the end of the round:

- the unit returns to play normally.

If not healed by the end of the round:

- remove the unit from play.

Abilities

Axe Chop

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

The Skull Splitters fight with brutal precision, hacking enemies apart while creating openings for the rest of the pack.

If Axe Chop successfully deals damage:

- generate 1 Fate Token.

Skull Splitters may only generate:

- a maximum of 1 Fate Token per round from Axe Chop.
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The Vanguard Hitch

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

The Skull Splitters use allied Worgs as aggressive battlefield transports and living shields.

Mounting

The entire unit may mount a single unriden friendly Worg within 3 inches.

While mounted:

- the Worg gains +1 Armor
- the Worg gains +2 Health

All incoming damage is applied to these bonus values first.

While mounted:

- the Skull Splitters may not attack.
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Tactical Disembark

At any point during the Worg's movement:

- the Skull Splitters may immediately disembark.

Because this is a Free Action:

- the Skull Splitters may still Activate normally during their turn.

Forced Dismount

If the mounted Worg loses the bonus Armor and bonus Health granted by The Vanguard Hitch:

- the Skull Splitters are violently thrown from the Worg.

Each Skull Splitter suffers:

- 1 damage.

If reduced to 0 Health:

- the unit becomes Incapacitated normally.
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Tactics and Strategies

The Skull Splitters are the objective-holding backbone of the Warfang Clan. While the Worgs specialize in speed, flanking, and aggressive pressure, the Skull Splitters are built to seize territory and refuse to surrender it.

Their Tough Skin and Controlled Unit mechanics make them exceptionally difficult to fully remove from the battlefield, especially when supported by Aurora's healing abilities.

The Vanguard Hitch serves as the centerpiece of their battlefield role, allowing the Skull Splitters to rapidly deploy alongside the pack while simultaneously reinforcing allied Worgs during their initial assault.

Unlike the highly mobile Worg units, the Skull Splitters thrive in prolonged engagements where their durability, battlefield presence, and reliable Fate Token generation can slowly overwhelm enemy formations through attrition and coordinated pack support.

Although not individually overwhelming fighters, the Skull Splitters become extremely dangerous when properly supported by nearby Worgs and Ash Walker leadership.