

Grog

Overview

Role: Grog is the reckless mounted pack master of the Warfang Clan, driving nearby Worgs into devastating bursts of supernatural speed and coordinated aggression. Fighting from the frontlines atop massive Worgs, Grog leads the pack through explosive assaults that overwhelm enemy formations through pure momentum and brutality.

Core Information

Summon Points: 1 (Character)

Alignment: Grey

Affiliation: Warfang Clan

Keywords

- Orc
 - Mounted
 - Worg Rider
 - Packmaster
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Statistics

- **Health:** 6
 - **Armor:** 2
 - **Speed:** 5
 - **Defense:** 7
 - **Dodge:** 6
 - **Willpower:** 5
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Special Rules

Universal Orc Rules

Pack-Bound

Grog may only be included on a Team if Timber is also included.

Beast Rider

Grog may deploy:

- mounted on Timber
- or
- unmounted beside Timber.

While mounted:

- all damage dealt to Grog is applied to the mounted Worg first
- Grog cannot be directly targeted unless the mounted Worg is defeated
- Grog uses the mounted Worg's movement while mounted

As a Free Action (FA):

- if Grog is within 3 inches of a friendly Worg, he may mount that Worg
- Grog may voluntarily dismount at any time

When Grog dismounts:

- place him within 1 inch of the mounted Worg.

Grog is not considered a Worg unit and does not gain Universal Worg Rules while mounted.

Grog follows all Universal Mounted Rules.

Abilities

Bone Sword

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

Grog's brutal weapon is forged from the remains of massive beasts hunted by the Warfang Clan.

Successful attacks generate:

- 1 Fate Token.

Grog may only generate:

- 1 Fate Token per round through Bone Sword.
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Alpha's Command

- **Type:** Free Action (FA)
- **Cost:** 1 Fate Token
- **Range:** 6-inch radius

Grog unleashes a savage command that drives nearby Worgs into coordinated aggression.

Choose one of the following:

- Defense
- Dodge
- Willpower

Friendly Worg units within 6 inches of Grog gain:

- +1 to the chosen stat until the end of the round.

Additionally:

- affected Worg units may reroll failed Pounce rolls until the end of the round.
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Forbidden Speed

- **Type:** Special Action (SA) / Free Action (FA)
- **Mechanic:** Fate vs. 7
- **Cost:** 3 Fate Tokens
- **Range:** 6-inch radius

Grog carves an ancient rune into the air, forcing nearby Worgs into a burst of supernatural speed.

On a successful roll:

- all friendly Worg units within 6 inches of Grog gain +2d6 inches to their next movement during this activation.

This bonus movement:

- may be used with a Run action
- uses the affected Worg's Fate dice for the 2d6 roll
- only applies to the affected Worg's next movement

Forbidden Speed does not affect Grog.

After an affected Worg uses this bonus movement:

- reduce that Worg's Speed by 4 during its following activation as exhaustion overtakes the beast.

Huntmaster's Fury

- **Type:** Ultimate (U)
- **Cost:** 5 Fate Tokens

Grog and his mounted Worg become a blurring engine of destruction, tearing through nearby enemies with unstoppable momentum.

This ability may only be used while Grog is mounted.

When activated:

- Grog performs Bone Sword
- the mounted Worg performs Vicious Bite

Both attacks resolve simultaneously against the same target.

If either attack deals damage:

- Grog and the mounted Worg may immediately move to another opponent within 3 inches and repeat the assault.

This chain continues:

- until neither attack deals damage
or
- there are no additional eligible targets within 3 inches.

Alternatively:

- Grog and the mounted Worg may use this ability against multiple opponents already engaged in melee combat without moving between attacks.

Each repeated assault:

- counts as part of the same Ultimate
- may generate Fate Tokens normally unless otherwise stated.

Tactics and Strategies

Grog functions as the battlefield momentum engine of the Warfang Clan, enabling devastating coordinated assaults through aggressive positioning and explosive speed enhancement.

Forbidden Speed is the defining ability of Grog's battlefield role, allowing nearby Worgs to rapidly collapse objectives, overwhelm exposed targets, and create sudden engagement pressure across the battlefield.

Alpha's Command gives Grog flexible battlefield utility, allowing him to adapt the pack's defensive posture based on the current engagement while reinforcing coordinated Worg aggression.

Huntmaster's Fury transforms Grog and his mounted Worg into a chain-attacking predator duo capable of collapsing clustered enemy formations through relentless momentum. The ability rewards aggressive positioning, target chaining, and battlefield awareness while perfectly reinforcing the faction's identity as relentless pack hunters.

Although capable in direct combat, Grog performs best when positioned near multiple Worg units capable of capitalizing on sudden momentum swings through coordinated pack aggression.