

Timber

Overview

Role: Timber is the relentless pursuit hunter of the Warfang Clan. Where Ember crashes into enemy formations and Shade stalks isolated prey, Timber excels at chasing down fleeing enemies and maintaining constant battlefield pressure. Once Timber locks onto a target, escape becomes nearly impossible.

Core Information

Summon Points: 1 (Character)

Alignment: Grey

Affiliation: Warfang Clan

Keywords

- Worg
 - Large Creature (Balanced)
 - Pursuit Hunter
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Statistics

- **Health:** 6
 - **Armor:** 1
 - **Speed:** 6
 - **Defense:** 7
 - **Dodge:** 7
 - **Willpower:** 4
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Universal Worg Rules

- Stride
- Pack Hunter
- Pounce
- Pack Unity

Special Rules

Pack-Bound

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

Natural Armor

Timber's thick hide and battle-worn body provide natural protection during combat.

This Armor:

- cannot be repaired
 - may still be enhanced by abilities or effects
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Target Tracking

Timber relentlessly hunts wounded prey across the battlefield.

At the start of Timber's activation:

- choose one enemy unit within 8 inches that has lost at least 1 Health.

Until the end of the round:

- Timber gains +1 Fate against the chosen target
- Timber gains +2 inches of movement when moving toward the chosen target. (Can not be used with Stride)

If the chosen target attempts to disengage from Timber:

- Timber may immediately perform a free Pounce without spending Fate Tokens.
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Abilities

Vicious Bite

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

Successful attacks generate:

- 1 Fate Token.

If Timber attacks an opponent already engaged by another friendly Worg during the same round:

- Timber gains +1 Damage.

Tactics and Strategies

Timber serves as the pursuit specialist of the Warfang Clan, excelling at hunting wounded prey and maintaining relentless battlefield pressure.

Unlike Ember's direct shock assaults or Shade's precision ambush tactics, Timber focuses entirely on tracking weakened enemies and preventing escape through aggressive pursuit mechanics.

Target Tracking allows Timber to rapidly close the distance against injured opponents, making him exceptionally dangerous once enemy formations begin collapsing.

Timber performs best when coordinated alongside allied Worgs capable of softening targets before Timber commits to the hunt. Once prey has been wounded, Timber becomes increasingly dangerous as he relentlessly pressures retreat paths and punishes failed escapes through Pounce.

Although aggressive in combat, Timber relies on sustained pursuit pressure and battlefield momentum rather than brute-force durability alone.