

Mange

Overview

Role: Mange is the corrupted terror of the Warfang Clan, a once-powerful Worg twisted by disease, starvation, and endless battle. Unlike the disciplined aggression of the other Worgs, Mange exists in a constant state of instability, sometimes fighting with savage control and other times descending fully into uncontrollable feral madness.

Core Information

Summon Points: 1 (Character)

Alignment: Grey

Affiliation: Warfang Clan

Keywords

- Worg
 - Corrupted
 - Feral
 - Large Creature (Ranged)
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Statistics

- **Health:** 7
 - **Armor:** 0
 - **Speed:** 6
 - **Defense:** 8
 - **Dodge:** 7
 - **Willpower:** 5
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Universal Worg Rules

- Stride
 - Pack Hunter
 - Pounce
 - Pack Unity
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Special Rules

Rotting Hide

Mange's diseased flesh barely reacts to pain.

Mange:

- cannot gain Armor through abilities or effects
- ignores the first application of Bleeding each round

Mange may only be healed by Aurora or abilities that specifically affect Corrupted units.

Unstable

At the start of each round:

- roll Fate vs. 6 for Mange.

On a failed roll:

- Mange becomes Feral until the end of the round.

While Feral:

- Mange gains +1 Damage
- Mange suffers -2 Defense

Additionally:

- Mange cannot benefit from Alpha's Command while Feral.
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Abilities

Vicious Bite

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

Mange tears into enemies with diseased jaws and violent aggression.

Successful attacks generate:

- 1 Fate Token.

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

- Mange gains +1 Damage.
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Feral Vicious Bite

- **Feral State Only**

Mange ignores all Pack benefits and becomes a whirlwind of claws and teeth.

Instead of his normal Vicious Bite:

- Mange performs 3 separate attacks:
 - 1 Bite attack
 - 2 Claw attacks

Each attack:

- deals Light Damage
- is rolled separately

These attacks may:

- all target the same enemy
or
- be split among up to 3 enemy units currently in melee combat with Mange.

If at least 1 attack successfully deals damage:

- generate 1 Fate Token.
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Feral Fury

- **Type:** Melee (M) Range (6)
- **Mechanic:** Fate vs. Def
- **Cost:** 3 Fate Tokens
- **Damage:** Light Damage / Heavy Damage
- **Feral State Only**

Mange launches himself into a violent frenzy of claws and teeth.

Mange may immediately leap up to 6 inches to engage a target.

This movement:

- may enter melee combat
- ignores engagement restrictions
- may be used even if Mange has already moved this round

Choose one of the following attack modes:

Frenzied Assault

- Perform 4 Light Damage attacks.

OR

Savage Mauling

- Perform 2 Heavy Damage attacks.

If the target has a Shield:

- it may only block one of these attacks.

After using Feral Fury:

- Mange becomes locked in melee combat with the target.

Tactics and Strategies

Mange is the unstable predator of the Warfang Clan, specializing in explosive aggression, corruption pressure, and unpredictable battlefield momentum.

Unlike Ember's disciplined shock assaults or Timber's calculated pursuit tactics, Mange constantly shifts between controlled violence and uncontrollable feral rage through his Unstable rule. This unpredictability creates dangerous power spikes where Mange can suddenly become one of the deadliest units in the faction.

While in his Feral state, Mange abandons coordinated pack behavior entirely, becoming a savage whirlwind of claws and teeth capable of overwhelming multiple nearby enemies at once.

Feral Fury allows Mange to aggressively leap into combat and unleash devastating multi-hit assaults capable of shredding even heavily defended opponents through sheer brutality.

Mange performs best when unleashed into chaotic engagements where allied Worgs have already disrupted enemy formations and locked down escape routes through Pack Hunter and Pounce.