

Shade

Overview

Role: Shade is the silent executioner of the Warfang Clan. While Ember and Timber overwhelm enemies through direct aggression, Shade stalks the battlefield unseen, striking isolated prey before disappearing back into the chaos. Shade excels at assassination, flanking pressure, and disrupting vulnerable backline targets.

Core Information

Summon Points: 1 (Character)

Alignment: Grey

Affiliation: Warfang Clan

Keywords

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

- **Health:** 6
 - **Armor:** 1
 - **Speed:** 6
 - **Defense:** 7
 - **Dodge:** 9
 - **Willpower:** 4
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Universal Worg Rules

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

Natural Armor

Shade's dark fur and hardened physique provide limited protection during combat.

This Armor:

- cannot be repaired
 - may still be enhanced by abilities or effects
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Shadow Stalker

Shade moves silently across the battlefield, striking from angles few opponents can predict.

If Shade is not engaged in melee combat at the start of its activation:

- Apply Stealthed.

Stealthed is removed immediately after Shade:

- attacks
 - uses a damaging ability
 - becomes engaged in melee combat
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Abilities

Vicious Bite

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

Successful attacks generate:

- 1 Fate Token.

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

- Shade gains +1 Damage.
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Pounce

- **Type:** Free Action (FA) / Interrupt (I)
- **Mechanic:** Fate vs. Dodge
- **Cost:** 1 Fate Token

Trigger:

An opponent attempts to leave melee combat with Shade.

Effect:

Shade immediately attempts to re-engage the fleeing target.

On a success:

- the target remains locked in melee combat.

If Shade exceeds the target's Dodge by 3 or more:

- Shade immediately performs a free Vicious Bite attack against the target.

This attack may occur even if Shade has already attacked this round.

Attack from the Shadows

- **Type:** Melee (M)
- **Mechanic:** Fate vs. Dodge
- **Cost:** 3 Fate Tokens
- **Damage:** Light Damage

Shade seamlessly melds into the gloom before launching a surprise assault.

Shade leaps from the darkness and pins his target in place while aiming directly for the throat.

If Shade exceeds the target's Defense by 3 or more:

- this attack bypasses all Armor and protective effects.

Immediately after resolving the attack:

- Shade may immediately leave melee combat as a Free Action
- Apply Stealthed.

Additionally:

- Shade gains +2 Defense until the start of his next activation.

While this Defense bonus is active:

- Shade cannot use Attack from the Shadows.

Tactics and Strategies

Shade functions as the assassination specialist of the Warfang Clan. Rather than engaging in prolonged frontline combat, Shade thrives by isolating vulnerable targets, striking weakened enemies, and exploiting battlefield chaos created by the rest of the pack.

Shadow Stalker and Attack from the Shadows allow Shade to constantly reposition and pressure enemy backlines while remaining exceptionally difficult to pin down.

Unlike Ember and Timber, Shade relies heavily on positioning, timing, and battlefield awareness rather than sustained aggression. Shade performs best when allied Worgs create engagement pressure elsewhere on the battlefield, allowing Shade to exploit exposed supports, ranged units, and weakened Characters.

Attack from the Shadows perfectly reinforces Shade's battlefield identity as a silent executioner, enabling precise hit-and-fade assaults capable of bypassing even heavily defended opponents before disappearing back into the battlefield shadows.