

GROG (UNMOUNTED)



SUMMON SLOTS:
1
ALIGNMENT: GREY
CHARACTER

DEFENSE: 7 DODGE: 8 WILLPOWER: 5

SPECIAL: MOUNTED, NATURAL ARMOR, LARGE CREATURE

BONE SWORD:

2 vs DEF ⚔️ 🔥

1 WORG TRAINER:

2 vs 6 🌿 FA

3 FORBIDDEN SPEED:

2 + 1 vs 7 🌿 FA

5 BEAST RIDER:

🐾 2 vs DEF ⚔️ 🔥

QUEST
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V0.27

GROG:

GROG DOES NOT LIKE TO FIGHT, HE WOULD PREFER TO SPEND HIS DAYS WITH HIS WORGs, NAMELY TIMBER BUT, WHEN THE TIME COMES HE WILL DO WHAT IS NEEDED AND FIGHT TO PROTECT HIS PEOPLE AND HIS WORGs. THAT TO HIM IS WHAT A WORG MASTER IS,

QUOTE:

"I DO WHAT I MUST, COME TIMBER!"



ABILITY DESCRIPTION

SPECIAL:

RIDER: WHEN GROG IS MOUNTED, USE THE WORG'S HEALTH, ARMOR, SPEED AND DEFENSES. THE WORG CAN STILL USE ANY OF THEIR ABILITIES. IF THE WORG IS SLAIN, GROG BECOMES UNMOUNTED. GROG CAN MOUNT ANY WORG IF HE IS WITHIN **3 INCHES** OF THE WORG AS A **FREE ACTION**. GROG AND HIS WORG BOTH GET ONE ACTION PER ROUND. THEY CAN BOTH ATTACK IN THE SAME ROUND AND MAY CHOSE DIFFRENT TARGETS. GROG COUNTS AS TWO SCORING UNITS. WHEN MOUNTED. GROG MAY START UNMOUNTED.

BONE SWORD:

GROG STRIKES WITH HIS HEAVY BONE SWORD. IF MOUNTED, THE ATTACK CAN BE MADE AS HE MOVES PAST AN OPPONENT WITHOUT BEING LOCKED IN COMBAT. IF GROG MAKES A SUCCESSFUL ATTACK, GAIN A **FATE TOKEN**.

WORG TRAINER:

GROG HAS A FIRM COMMAND OVER THE WORGs WITHIN **10 INCHES**, GIVING THEM A **+1** TO ALL STATS FOR THE REST OF THE ROUND.

FORBIDDEN SPEED:

GROG DRAWS A FORBIDDEN ORCISH RUNE IN THE AIR GRANTING ALL WORGs EXTRA MOBILITY FOR A SHORT TIME, BUT THIS EXTRA SPEED COMES AT A COST. ALL WORGs WITHIN **10 INCHES** OF HIM GAINS AN ADDITIONAL **2D6 INCHES** TO THEIR NEXT MOVEMENT BUT THE FOLLOWING ROUND THEIR SPEED IS REDUCED BY 4.

BEAST RIDER:

A GROG AND THE WORG CHARGE INTO BATTLE, VICIOUSLY ATTACKING THEIR FOE. BOTH GROG AND THE WORG MAKE AN ATTACK, IF ONE OF THE INITIAL ATTACKS DEALS DAMAGE, MOVE GROG & HIS MOUNTED WORG TO ANOTHER OPPONENT WITHIN **3 INCHES** OF THE CURRENT TARGET, ALLOWING BOTH TO MAKE A SECONDARY ATTACK (**M: FATE VS DEF: LIGHT DAMAGE**). IF THIS ATTACK DEALS DAMAGE, GROG AND THE MOUNTED WORG CAN CONTINUE TO MAKE ADDITIONAL ATTACKS TO OTHER TARGETS WITHIN **3 INCHES** FROM HIS ORIGINAL TARGET UNTIL THERE ARE NO TARGETS LEFT OR THEY FAIL AN ATTACK. THIS CAN ONLY BE USED IF GROG IS MOUNTED.

MINIATURE INFO:

MOUNTED:

LINE: SUPER CHIBI QUEST

SCALE: 60MM

BASE SIZE: 60MM

SKIN: DEFAULT

UNMOUNTED:

LINE: SUPER CHIBI QUEST

SCALE: 30MM

BASE SIZE: 25MM

SKIN: DEFAULT

