

PLAGUE HOUND

Overview

Role: Plague Hounds are the fast-moving hunters of the Plague Bearers. While much of the Undead Court advances slowly or relies upon overwhelming numbers, Plague Hounds race across the Vortex in pursuit of vulnerable prey.

Their speed allows them to rapidly capture ground, hunt isolated enemies, and spread the Plague deep within enemy lines. A single Hound is dangerous, but multiple Hounds become increasingly effective when hunting the same prey.

Core Information

Summon Points: 1 (Companion, x1 per slot)

Alignment: Dark

Affiliation: Plague Bearers (Undead Court)

Keywords

- Companion
- Plague Bearer
- Hound

Statistics

- **Health:** 5
- **Armor:** 1
- **Speed:** 6
- **Defense:** 7
- **Dodge:** 6
- **Willpower:** 6

Universal Rules

This unit gains the following Universal Rule:

- **Plague**

(See Plague Bearer Universal Rules.)

Unit Rules

Natural Armor

The Plague Hound's hardened and diseased hide provides it with natural protection.

The Plague Hound's Armor is considered **Natural Armor**.

Natural Armor cannot be repaired but may be increased or enhanced by other abilities and effects.

Stride

Plague Hounds possess unnatural speed and can rapidly cross the battlefield in pursuit of their prey.

When the Plague Hound performs a **Run Action**, it automatically adds **6 inches** to its movement instead of rolling for additional Run movement.

Pack Instincts

Plague Hounds instinctively become more dangerous when hunting together.

When a Plague Hound attacks an enemy unit that is currently in Melee combat with another friendly Plague Hound, the attacking Plague Hound gains **+1 to its attack roll**.

Plague Hounds are otherwise independent units and are not required to remain within coherency of one another.

Abilities

Plague Bite

Type: Melee (M)

Mechanic: Fate vs. Defense

Damage: Light Damage

The Plague Hound sinks its diseased teeth into its victim, tearing flesh and exposing its prey to the infection carried within its corrupted body.

Special Rules:

- If Plague Bite successfully deals damage, gain **1 Fate Token**.
- Plague Bite may generate a maximum of **1 Fate Token each round**.
- Damage caused by Plague Bite applies the **Plague Universal Rule**.

Feral Launch

Type: Special Ability (SA)

Range: 6"

Mechanic: Fate vs. Dodge

Cost: 1 Fate Token

Damage: Light Damage

The Plague Hound lowers its body before violently launching itself at its prey, slamming the victim to the ground and tearing into it with infected jaws.

Choose an enemy unit within **6 inches**.

On a successful Fate vs. Dodge roll:

- Move the Plague Hound directly into Melee combat with the target.
- The target suffers **Light Damage**.
- The target becomes **Pinned**.
- Feral Launch counts as **Plague Bite** for purposes of applying the Plague Universal Rule.

At the beginning of the Pinned unit's activation, it may attempt to escape as a **Free Action**.

Make a **Fate vs. 6** check.

On Success:

- Remove Pinned.
- The unit may act normally.

On Failure:

- The unit remains Pinned for the remainder of the round.

Tactics and Strategies

Plague Hounds provide the Plague Bearers with something many of their other forces lack: **speed**.

With Speed 6 and **Stride**, a Plague Hound can rapidly cross the Vortex, contest Pillars of Fate, pursue vulnerable enemies, or carry the Plague into areas that slower Plague Bearer units may struggle to reach. This preserves the original unit's role as one of the Undead Court's unusually fast attackers.

Feral Launch allows the Hound to rapidly engage an enemy and attempt to pin it in place. This makes the ability useful for catching ranged attackers, support Characters, or enemy units attempting to reposition.

A single Plague Hound can operate independently, but **Pack Instincts** rewards multiple Hounds for hunting the same prey. Instead of forcing Hounds to remain together, the rule allows the controlling player to decide whether spreading the Hounds across the battlefield or combining them against a single target provides the greater advantage.

The Plague Hound should not be treated as a disposable horde unit like Zombies. Only one Hound is gained for each Summoning Point, making positioning and target selection considerably more important. Its original profile reflects this tradeoff with strong Speed and defensive statistics for a single Companion model.

Used effectively, Plague Hounds can race ahead of the slower Plague Bearer forces, infect enemy units, pin important targets, and create openings for the rest of the faction to exploit.