

Universal Worg Rules

These rules apply to all units with the **Worg** keyword unless otherwise stated.

Stride

Worgs possess an effortless, loping gait that allows them to rapidly traverse the battlefield.

When performing a Run action:

- Worgs automatically add 6 inches to their movement without requiring a Fate roll.
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Pack Hunter

Worgs are deadly coordinated predators that excel at overwhelming isolated prey.

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

- the attacking Worg gains +1 Damage.
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Pounce

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

Worgs refuse to allow prey to escape the hunt.

If an opponent attempts to leave melee combat with a Worg:

- the Worg may immediately attempt to re-engage the fleeing target.

On a success:

- the target remains locked in melee combat.

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

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

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

Pack Unity

- **Type:** Special Action (SA) / Free Action (FA)

Worgs fight and move as a coordinated hunting pack.

During activation:

- all Worgs within 6 inches of one another may activate together as a single activation.

While using Pack Unity:

- each Worg may still choose separate targets and actions normally.

If Worgs become separated by more than 6 inches:

- they must use their next activation to regroup within 6 inches of another friendly Worg using Pack Unity.