

FENRIR COLONY

WYRM OF THE STARLESS SKY

ING : WARNING : W

MAX
VITALITY
120+6D6

MAX SHIELDS
-

>> UNIT ABILITIES

PASSIVE	SHIFTING PELT - Regenerate d6 VT at start of Enemy Phase : Shifting Pelt is Deactivated when Fenrir is [Freezing] : [*] When Shifting Pelt is inactive Soak is 2
CLASH	DREAD SLASH - Range All-Side : Deal 8 SD of (M) DMG : Triple Applies [Stuck]
CLASH	DREAD HOWL - Range All of Field : Deal 6 SD of (M) DMG : Apply [Stuck] [[REQUIRES : Shifting Pelt]] : Max Once Per Enemy Phase
CLASH	BILE BLAST - Range Any Past 8 : Deal 4 Direct DMG : Apply [Stuck] : [[BURN 2 TENSION]] : Max Once Per Enemy
CHARGE	MOLD WAVE - Range 5x5 - Side : Deal 10 SD of (M) DMG : Apply [Stuck] : Each 6 Restores 1 VT to Fenrir
CHARGE	MOLD FLOOD - Range All on the Floor of Field : Roll 1 SD of (M) DMG for every 10 VT Fenrir has remaining (Ensure there are ample safe spaces for MECs to stand)
COUNTER	SWALLOW THE SUN - IF: [Burning] is Applied to Fenrir it loses 5 VT then immediately removes it : Apply [Burning] to all within 3 Range from the detonation
PASSIVE	CLEVER WOLF - Fenrir gets 1 Free Shift Action each Phase : This Shift Action can be Split on the Allied Phase

3X3
SIZE

SPEED

10

SOAK

5*

ACTIONS

3

4 PAA

IMMUNE : CORRODING // STUCK

A towering figure of a wolf, made up of a sloshing dripping pitch. In reality Fenrir isn't one Wyrms but a whole colony of oozing molding symbiotes that combine into this dangerous nocturnal predator. Due to its aversion to sunlight and UV rays, this Wyrms prefers the damp warmth of cave systems or metal rich scrap yards. Sometimes an infestation even leaks into the walls of active industrial facilities.

PREFERRED BIOME :
INDUSTRIAL // CAVE

PREFERRED DIET :
TOTAL OMNIVORE



DRAUGR

VITAL
15
SPEED
3
SOAK
3

A shambling molded MEC, not yet fully consumed by the oozing pulsing black mass that envelopes its dissolving frame.

CLASH	FEL BEAM - Range 10 : Deal 4 SD of (M) [Overload] DMG
CLASH	PUTRID SLASH - Range Side : Deal d6 Direct DMG : Apply [Stuck]
COUNTER	MOLD BURN - IF : A Unit ATKs Draugr at Side Range AND deals DMG past Shields - Apply [Corroding] onto ATKer
PASSIVE	EMERGENCY SHIELDS - Unit Regenerates 10 Shields at the start of each Allied Phase
PASSIVE	CRYOPHOBIA - All other Passives and Counters are negated if Unit is [Freezing] - Unit cannot remove [Freezing] with an Action



DREAD OOZE

VITAL
10
SPEED
2
SOAK
20

A shifting cube of inky blackness. These molding oozes form from a pitch that pours out from the walls and drips from the ceilings.

CLASH	CONSUME - Range Side : Deal d6 Direct DMG : Apply [Stuck] : Target is now inside Ooze and takes DMG for it until it moves out
CHARGE	FLOOD - Range 7x7 - Self (Ground Only) : Deal 6 SD of (M) DMG : Apply [Stuck] : Each 6 Restores 1 VT to the Ooze
COUNTER	COMBUSTIVE - [Burning] is Applied it loses 5 VT then immediately removes it : Apply [Burning] to all within Side Range
COUNTER	GELATINOUS - IF : A Unit ATKs Draugr at Side Range - After DMG is Dealt Ooze can use [Consume] instantly as the ATKer sinks in.
PASSIVE	SHATTER - While Unit is [Freezing] Soak is reduced to 0 - It can also not use [Consume] - [Freezing] can't be removed with an Action

INEVITABLE - This Unit is Immune to [Stuck] and [Corroding]

THE DREAD MOLD

Fenrir spores are distinct for their musty odor; Somewhere between a still pond and wet dog. The thermophilic colonies thrive around heating pipes and underneath machine boards. Once the colony grows large enough it'll burst from the walls or oozes out from machinery, looking for larger organic life to consume.

Prolonged exposure to the Dread Mold can lead to a Fenral Lung Infection. While treatable, it can cause horrific nightmares paired with coughing up more of Fenrir Spores. Risk of seizures skyrockets when an infection is left untreated.

COOLANT PODS

BASIS	POD - 1x1 Unit starts with 1 INT : It can't Act : MECs can pick up and throw the Pod Spaces equal to their TOR (Dealing 1 DMG)
SPAWN	CONVENIENT - Spawn d6 Coolant Pods in each Zone containing Draugr and Dread Oozes. Spawn d6+4 Pods in Fenrir's Lair.
COUNTER	CRYO FLUIDS - When the Coolant Pod is destroyed apply [Freezing] in a 5x5 AoE with the Pod as its center.
PASSIVE	CONDENSER - Units adjacent to Coolant Pods are Immune to [Freezing] from the intense heat the pods give off.
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