

# A chance to shine

*Dhogu Core: 200 points, 2 elites*

## 1 x Dhogu Captain (40 points)

### Elite

Movement: **6"**, Attack: **3**, Support: **2**, Save: **5+**, Command Range: **6"**, Stamina: **1**, size: **Small**

**Abilities:** Captain (6), Combat Discipline\*, Combat Trained (1), Ranger

## 4 x Dhogu Spear (60 points)

### Troop

Movement: **6"**, Attack: **2**, Support: **1**, Save: **5+**, Command Range: **6"**, Stamina: **0**, size: **Small**

**Abilities:** Combat Trained (1), Ranger

## 2 x Dhogu Bow (30 points)

### Troop

Movement: **6"**, Attack: **2**, Support: **1**, Save: **5+**, Command Range: **6"**, Stamina: **0**, size: **Small**

**Abilities:** Ranger

**Bow:** Movement: **3"**; Range: **9"**; Attack: **2**; **Abilities:** Accurate

## 1 x Dhogu Trapper (40 points)

### Elite

Movement: **6"**, Attack: **3**, Support: **1**, Save: **5+**, Command Range: **6"**, Stamina: **1**, size: **Small**

**Abilities:** Beast Handler (6), Combat Trained (2), Coordinated Strike\*, Pathfinder (6), Ranger, Solo

**Bow:** Movement: **3"**; Range: **9"**; Attack: **2**; **Abilities:** Accurate

## 4 x Setir Skerrat (30 points)

### Beast, Troop

Movement: **10"**, Attack: **1**, Support: **1**, Save: **6+**, Command Range: **6"**, Stamina: **0**, size: **Small**

**Abilities:** Evasive, Ranger

## Abilities Description

**Accurate [R]:** Recast up to one failed Combat Stone for this attack.

**Beast Handler (x) [L]:** Activate up to X *Friendly Beasts*.

**Captain (x) [L]:** Activate up to X *Friendly Troops* or *Civilians*.

**Combat Discipline\* [C]:** Recast any or all Combat Stones.

**Combat Trained (x) [C]:** Recast up to X failed Combat Stones. Can be used once per combat.

**Coordinated Strike\* [A]:** Fight a combat against an adjacent *Enemy* model. Both sides may benefit from Support.

**Evasive [C]:** Each successful Oran cast by this model cancels two opposing Erac.

**Pathfinder (x) [S]:** At the start of the game you may choose not to deploy this model and up to X other Small or Medium models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9" from any

*Enemy* models. The models may be activated during the Turn.

**Ranger [T]:** This model may move over difficult terrain without *Moving Cautiously*.

**Solo [T]:** If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.