

# Big Game Hunters!

Devanu Core: 200 points, 3 elites

## 1 x Jenta Hunter (50 points)

### Elite, Jenta

Movement: **8"**, Attack: **4**, Support: **1**, Save: **5+**, Command Range: **6"**, Stamina: **3**, Size: **Medium**

**Abilities:** Agility, Combat Discipline\*, Feint\*, Ferocity\*, Leap\* (4), Rapid Strike, Sibling

## 1 x Jenta Handler (50 points)

### Elite, Jenta

Movement: **8"**, Attack: **4**, Support: **1**, Save: **5+**, Command Range: **6"**, Stamina: **3**, Size: **Medium**

**Abilities:** Agility, Beast Handler (2), Ferocity\*, Leap\* (4), Pack Hunter

## 1 x Jenta Spear (50 points)

### Elite, Jenta

Movement: **8"**, Attack: **4**, Support: **1**, Save: **5+**, Command Range: **6"**, Stamina: **3**, Size: **Medium**

**Abilities:** Agility, Ferocity\*, Leap\* (4)

**Spear:** Movement: **8"**; Range: **8"**; Attack: **2**; **Abilities:** Focus\*, Light Weapon, Long Range\* (4)

## 2 x Grishak (50 points)

### Beast

Movement: **10"**, Attack: **2**, Support: **1**, Save: **4+**, Command Range: **3"**, Stamina: **0**, Size: **Small**

**Abilities:** Charge (2), Pack (1), Pack Hunter, Savage

## Abilities Description

**Agility [T]:** This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed *Agility Test*.

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

**Charge (x) [A]:** Fight a combat against an adjacent *Enemy* immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts X additional Combat Stones. This ability may not be used if this model had to *Move Cautiously*.

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

**Feint\* [C]:** Force your opponent to recast all their Combat Stones.

**Ferocity\* [C]:** Cast one additional Combat Stone.

**Focus\* [R]:** Use before an attack. Cast an additional Combat Stone against all models targeted by this attack.

**Leap\* (x) [A]:** Leap up to X", ignoring intervening models. This move ignores the *Move Cautiously* rule.

**Light Weapon [R]:** This Ranged ability may be used even if the model is *Engaged*. The model does need to disengage (*Moving Cautiously*) first.

**Long Range\* (x) [R]:** Increase the range of this attack by X".

**Pack (x) [L]:** Activate up to X *Friendly* models with the Pack[L] ability.

**Pack Hunter [C]:** This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].

**Rapid Strike [C]:** Use this model's Combat Action to fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

**Savage [C]:** If all successful casts are Erac then any blows landed on the *Enemy* must be saved with a -1 modifier.

**Sibling [C]:** This model provides one additional Combat Stone if supporting another model with Sibling[C] or Matriarch[L].