

# Cornered

*Devanu Core: 470 points, 6 elites*

## 1 x Devanu Kopa (175 points)

### Elite

Movement: **10"**, Attack: **6**, Support: **2**, Save: **5+**, Command Range: **12"**, Stamina: **6**, size: **Medium**

**Abilities:** Agility, Alpha, Assassinate\*, Combat Discipline\*, Dodge\*, Feint\*, Leap\* (4), Packmaster (4), Sprint\* (5)

## 1 x Devanu Matriarch (120 points)

### Elite

Movement: **10"**, Attack: **5**, Support: **2**, Save: **5+**, Command Range: **12"**, Stamina: **4**, size: **Medium**

**Abilities:** Agility, Assassinate\*, Combat Discipline\*, Dodge\*, Feint\*, Maternal, Matriarch (4), Sprint\* (5)

## 2 x Jenta Hunter (100 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

## 2 x Devanu Hatchling (40 points)

### Jenta

Movement: **8"**, Attack: **2**, Support: **1**, Save: **5+**, Command Range: **3"**, Stamina: **1**, size: **Small**

**Abilities:** Agility, Ferocity\*, Sibling

## 2 x Devanu Eggstick (10 points)

### Egg, Elite, Object

Movement: **–**, Attack: **–**, Support: **–**, Save: **4+**, Command Range: **0"**, Stamina: **0**, size: **Small**

**Abilities:** Concealed, Untrained, Unwieldy

## 1 x Grishak (25 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*.

**Alpha [T]:** You may only have one model with the Alpha[T] trait in a Force.

**Assassinate\* [A]:** Fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

**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.

**Concealed [T]:** This model may not be targeted by Ranged Attacks from more than 6" away.

**Dodge\* [C]:** Force your opponent to turn over one successful Erac.

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

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

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

**Maternal [C]:** Use before a Melee Combat. Cast one additional Combat Stone if there are any *Friendly Eggs* within 12".

**Matriarch (x) [L]:** Activate up to X *Friendly Jenta*.

**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].

**Packmaster (x) [L]:** Activate up to X *Friendly Elites*.

**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].

**Sprint\* (x) [A]:** Move up to X". This ability may only be used after this model has performed a Basic Movement.

**Untrained [T]:** This model may not be Activated Directly.

**Unwieldy [T]:** A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.