

# Egg Hunters

*Devanu Core: 225 points, 2 elites*

## 1 x Devanu Sempa (100 points)

### Elite

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

**Abilities:** Agility, Assassinate\*, Beast Handler (2), Combat Discipline\*, Dodge\*, Feint\*, Sprint\* (5)

## 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

## 3 x Grishak (75 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*.

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

**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.

**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.

**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].

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

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