

Hold Out

Devanu Core: 350 points, 4 elites

1 x Devanu Sempa (125 points)

Elite

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

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

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 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

2 x Kosok (50 points)

Beast

Movement: **12"**, Attack: **1**, Support: **3**, Save: **6+**, Command Range: **6"**, Stamina: **0**, size: **Small**

Abilities: Aggressive (3), Charge (2), Evasive, Flit, Flying, Solo

Abilities Description

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X".

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.

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

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

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

Flit [C]: Use this model's Combat Action to move up to 3".

Flying [T]: This model may move over *Enemy* models as long as it has sufficient movement. It may also move at full rate even if forced to *Move Cautiously*.

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].

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].

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

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