# Hold Out

*Devanu Core: 325 points, 4 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)

## 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 inches.

**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.