

Scouting Kill

Devanu Core: 220 points, 3 elites

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

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.

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.

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*.

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

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.