The Cost Of Defiance

Dhogu Core: 250 points, 1 elite

1 x Tak Sirahn (60 points)

Elite, Unique

Movement: 6", Attack: 3, Support: 0, Save: 4+, Command Range: 12", Stamina: 3, Size: Small

Abilities: Beast Handler (8), Combat Trained (1), Favoured Allies (Yartain), Ranger, Storm Summoner*, Terrain (2, Snowdrifts)

4 x Setir Skerrat (30 points)

Beast, Troop

Movement: 10", Attack: 1, Support: 1, Save: 6+, Command Range: 6", Stamina: 0, Size: Small

Abilities: Evasive, Ranger

2 x Yartain (160 points)

Beast

Movement: 6", Attack: 5, Support: 2, Save: 3+, Command Range: 6", Stamina: 2, Size: Large

Abilities: Blitz (3), Overdrive*, Powerful, Ranger, Very Tough*

Abilities Description

Beast Handler (x) [L]: Activate up to X Friendly Beasts.

Blitz (x) [C]: If this model casts X or more successful Erac in combat then you may immediately discard one of your opponent's Combat Stones for the duration of the combat.

Combat Trained (x) [C]: Recast up to X failed Combat Stones. Can be used once per combat.

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

Favoured Allies (x) [T]: This model allows you to take models of type X as *Allies*. Those models and this model may treat each other as being *Friendly*.

Overdrive* [C]: Use before combat. Cast one additional Combat Stone.

Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.

Ranger [T]: This model may move over difficult terrain without Moving Cautiously.

Storm Summoner* [A]: Place a 3 inches Smoke Template within this model's Command Range.

Terrain (x, y) **[T]:** After deploying this model you may immediately place X pieces of terrain of type Y within its Command Range. The terrain may not be placed over any models or other terrain features. Note: as a general principle, "within" just means that some part of the model/Template is within the area. "Completely within" means that it must be entirely within the area.

Very Tough* [S]: Re-roll a failed Toughness save.