

# 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" 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.