Bug Hunt

Devanu Core: 200 points, 1 elite

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)

3 x Grishak (75 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

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.

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.

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

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].

Savage [C]: If all successful casts are Erac then any blows landed on the *Enemy* must be saved with a -1 modifier.

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