Inferno (campaign game)

Devanu Core: 250 points, 4 elites

1 x Alpha Outcast (75 points)

Elite, Jenta

Movement: **8"**, Attack: **4**, Support: **1**, Save: **5+**, Command Range: **6"**, Stamina: **4**, size: **Medium**

Abilities: Agility, Alpha, Charge (2), Combat Discipline*, Dodge*, Ferocity*, Leap* (4), Outcast, Packmaster (4)

1 x Jenta Spear (50 points)

Elite, Jenta

Movement: **8"**, Attack: **4**, Support: **1**, Save: **5+**, Command Range: **6"**, Stamina: **3**, size: **Medium**

Abilities: Agility, Ferocity*, Leap* (4)

Spear: Movement: **8"**; Range: **8"**; Attack: **2**; **Abilities:** Focus*, Light Weapon, Long Range* (4)

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 Jenta Hunter (50 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 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

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*.

Alpha [T]: You may only have one model with the Alpha[T] trait in a Force.

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.

Ferocity* [C]: Cast one additional Combat Stone.

Focus* [R]: Use before an attack. Cast an additional Combat Stone against all models targeted by this attack.

Leap* (x) [A]: Leap up to X", ignoring intervening models. This move ignores the *Move Cautiously* rule.

Light Weapon [R]: This Ranged ability may be used even if the model is *Engaged*. The model does need to disengage (*Moving Cautiously*) first.

Long Range* (x) [R]: Increase the range of this attack by X".

Outcast [T]: This model may be not be used in a force that contains a Devanu Kopa or a Devanu Sempa.

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].

Packmaster (x) [L]: Activate up to X *Friendly Elites*.

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].