

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.