Devanu Abilities

Accurate [R]: Recast up to one failed Combat Stone for this attack.

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X".

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.

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*.

Captain (x) [L]: Activate up to X *Friendly Troops* or *Civilians*.

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.

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

Commander (x) [L]: Activate up to X *Friendly* or *Allied Elites*, *Troops*, or *Civilians*.

Concealed [T]: This model may not be targeted by Ranged Attacks from more than 6 inches away.

Concentrated Fire* [A]: Place a Target Marker in Line of Sight at least 4 inches away from any *Friendly* models. Any *Friendly* Ranged Attacks against a model within 2 inches of the marker may recast one failed Combat Stone. Remove the Target Marker at the end of the next Combat Phase.

Coordinated Strike* [A]: Fight a combat against an adjacent *Enemy* model. Both sides may benefit from Support.

Coward [T]: If this model is forced to take a Toughness save then it must immediately make an adjacent *Friendly* model take the save on its behalf.

Defender [S]: If an adjacent *Friendly* model becomes *Engaged* during the Activation Phase then this model may immediately move to engage the *Enemy* model, but must maintain contact with the *Friendly* model at all times during the movement.

Dodge* [C]: Force your opponent to turn over one successful Erac.

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*.

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

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

Flit [C]: Use this model's Combat Action to move up to 3 inches.

Flying [T]: This model may move over *Enemy* models as long as it has sufficient movement. It may also move at full rate even if forced to *Move Cautiously*.

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

Grishak Trainer (x, y) [T]: At the start of the game, up to X Grishak(s) in the force may be given the Y ability.

Inspire [T]: All models directly activated by this model gain one Stamina.

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

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".

Maternal [C]: Use before a Melee Combat. Cast one additional Combat Stone if there are any *Friendly Eggs* within 12 inches.

Matriarch (x) [L]: Activate up to X *Friendly Jenta*.

Momentum [S]: Gain one Stamina and move up to 2 inches if this model destroys another model.

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].

Pack Instinct [C]: Recast up to one failed Combat Stone for each model with Pack Instinct[C] that is supporting.

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

Pounce (x) [C]: Use this model's Combat Action to move up to X" and fight a combat against an adjacent *Enemy* model.

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

Quick Shot* [R]: Make an additional Ranged Attack.

Rapid Strike [C]: Use this model's Combat Action to fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

Retinue (x) [T]: This model starts with one Stamina if deployed within 3 inches of X. While within 3 inches of X this model gains one Stamina during the End Phase.

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].

Slaver (x) [T]: This model may be accompanied by up to X Slaves. Those models gain the Loyalty[T] ability for this model.

Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.

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

Trainer (x, y) [T]: At the start of the game, up to X models in the force may be given the Y ability.

Uncommitted [T]: If this model is not within Command Range of a model with Slaver[T] then it uses its movement to move as far away as possible from all models in the same force that do not possess the Uncommitted[T] ability. If this movement takes it beyond the borders of the board, it is removed from play.

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

Untrained [T]: This model may not be Activated Directly.

Unwieldy [T]: A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.

Venerated [T]: If this model is killed then permanently discard one of this player's Initiative Counters from the pool.

Vengeance (x) [T]: If a *Friendly* X model within this model's Command Range is killed by an *Enemy* then gain one Stamina.

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

Wild Animal [T]: This model treats all models as *Enemies* and will always use its Combat Action to initiate a combat with the nearest model.