

# 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" away.

**Concentrated Fire\* [A]:** Place a Target Marker in Line of Sight at least 4" away from any *Friendly* models. Any *Friendly* Ranged Attacks against a model within 2" 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".

**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".

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

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

**Outcast [T]:** This model may 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" of X. While within 3" 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.

**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.