Nobility

Devanu Core: 350 points, 3 elites

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

2 x Grishak Kopa (100 points)

Beast, Elite

Movement: **10"**, Attack: **3**, Support: **1**, Save: **3+**, Command Range: **6"**, Stamina: **0**, Size: **Small**

Abilities: Charge (2), Grishak Trainer (2, Pack Instinct), Pack (2), Pack Hunter, Pack Instinct, Powerful

8 x Grishak (200 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*.

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*.

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

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.

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

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.

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

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