

# Outcasts

*Devanu Outcasts: 350 points, 3 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)

## 2 x Jenta Handler (100 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 Kelahn (100 points)

### Beast

Movement: **8"**, Attack: **6**, Support: **0**, Save: **3+**, Command Range: **6"**, Stamina: **2**, Size: **Large**

**Abilities:** Aggressive (3), Instinctive (4, 2), Pounce (3), Powerful, Untrained, Very Tough\*, Wild Animal

## 3 x Grishak (75 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

**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.

**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.

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

**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.

**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].

**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.

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

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

**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.