

Starter Kit: Wild Grishak

Devanu Core: 325 points, 2 elites

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

6 x Grishak (150 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

5 x Grishak Jenta (75 points)

Beast

Movement: 10", Attack: 2, Support: 1, Save: 5+, Command Range: 1", Stamina: 0, size: Small

Abilities: Pack (1), Pack Hunter, Untrained

Abilities Description

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*.

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.

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.

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