# 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.