

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 be 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.