Starter Kit: Koi-Koi's Children

Devanu Outcasts: 285 points, 4 elites

1 x Koi'Koi (75 points)

Elite, Unique

Movement: **6"**, Attack: **4**, Support: **1**, Save: **5+**, Command Range: **6"**, Stamina: **3**, size: **Medium**

Abilities: Combat Discipline*, Commander (2), Coward, Favoured Allies (Casanii Feral), Inspire, Outcast, Venerated

1 x Jakiin (10 points)

Troop, Unique

Movement: **6"**, Attack: **2**, Support: **1**, Save: **6+**, Command Range: **2"**, Stamina: **0**, size: **Small**

Abilities: Loyalty (Koi'Koi), Pack (1)

1 x Jenta Spear (50 points)

Elite, Jenta

Movement: **8"**, Attack: **4**, Support: **1**, Save: **5+**, Command Range: **6"**, Stamina: **3**, size: **Medium**

Abilities: Agility, Ferocity*, Leap* (4)

Spear: Movement: **8"**; Range: **8"**; Attack: **2**; **Abilities:** Focus*, Light Weapon, Long Range* (4)

1 x Jenta Hunter (50 points)

Elite, Jenta

Movement: **8"**, Attack: **4**, Support: **1**, Save: **5+**, Command Range: **6"**, Stamina: **3**, size: **Medium**

Abilities: Agility, Combat Discipline*, Feint*, Ferocity*, Leap* (4), Rapid Strike, Sibling

1 x Feral Brave (30 points)

Elite, Troop

Movement: **6"**, Attack: **2**, Support: **1**, Save: **6+**, Command Range: **3"**, Stamina: **1**, size: **Small**

Abilities: Captain (2), Combat Trained (1), Get 'em!*, Rider

4 x Feral Warrior (40 points)

Troop

Movement: **6"**, Attack: **2**, Support: **1**, Save: **6+**, Command Range: **1"**, Stamina: **0**, size: **Small**

Abilities: Pack (1), Rider

2 x Feral Mutt (30 points)

Beast, Troop

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

Abilities: Combat Trained (1), Pack (0)

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*.

Captain (x) [L]: Activate up to X *Friendly Troops* or *Civilians*.

Combat Discipline* [C]: Recast any or all Combat Stones.

Combat Trained (x) [C]: Recast up to X failed Combat Stones. Can be used once per combat.

Commander (x) [L]: Activate up to X *Friendly* or *Allied Elites*, *Troops*, or *Civilians*.

Coward [T]: If this model is forced to take a Toughness save then it must immediately make an adjacent *Friendly* model take the save on its behalf.

Favoured Allies (x) [T]: This model allows you to take models of type X as *Allies*. Those models and this model may treat each other as being *Friendly*.

Feint* [C]: Force your opponent to recast all their Combat Stones.

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

Focus* [R]: Use before an attack. Cast an additional Combat Stone against all models targeted by this attack.

Get 'em!* [A]: Select one *Friendly Beast* model within this model's Command Range to initiate a Combat Action. Both sides may benefit from Support.

Inspire [T]: All models directly activated by this model gain one Stamina.

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

Light Weapon [R]: This Ranged ability may be used even if the model is *Engaged*. The model does need to disengage (*Moving Cautiously*) first.

Long Range* (x) [R]: Increase the range of this attack by X".

Loyalty (x) [T]: Select a *Friendly* X model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.

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.

Rapid Strike [C]: Use this model's Combat Action to fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

Rider [T]: This model may be moved by a model with the Transport[A] ability.

Sibling [C]: This model provides one additional Combat Stone if supporting another model with Sibling[C] or Matriarch[L].

Venerated [T]: If this model is killed then permanently discard one of this player's Initiative Counters from the pool.