

# 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.