

DEVANU TRIBES

DEVANU KOPA *175*
Elite (Unique) *points*

Move: 10 Tough: 5+
Combat: 6 Stamina: 5
Support: 2 Size: Medium

Command Range: 12"

Sprint* [A]: After Moving, move an additional 5".

Leap* [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule.

Assassinate* [A]: Fight a combat against an Adjacent enemy model. Neither side can benefit from support.

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

Dodge* [C]: Force your opponent to turn over one successful Erac.

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

DEVANU SEMPA *125*
Elite *points*

Move: 10 Tough: 5+
Combat: 5 Stamina: 4
Support: 2 Size: Medium

Pack [L]: Activate up to 1 friendly *Beast* with the *Pack* ability.

Command Range: 12"

Sprint* [A]: After Moving, move an additional 5".

Assassinate* [A]: Fight a combat against an Adjacent enemy model. Neither side can benefit from support.

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

Dodge* [C]: Force your opponent to turn over one successful Erac.

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

GRISHAK *25*
Beast *points*

Move: 12 Tough: 4+
Combat: 2 Stamina: 0
Support: 1 Size: Small

Pack [L]: Activate up to 1 friendly *Beast* with the *Pack* ability.

Command Range: 6"

Charge [A]: After Moving, immediately fight a combat against an Adjacent model. Cast two additional Combat Stones. Neither side can benefit from support. This skill cannot be used if the model had to Move Cautiously.

Pack Hunter [C]: Provides one additional Combat Stone if supporting another model with *Pack Hunter*.

Savage [C]: If all successful casts are Erac then any blows landed on the enemy must be saved with a -1 modifier.

ARAK-KATAIN *225*
Kopa - Elite - Unique *points*

Move: 10 Tough: 4+
Combat: 6 Stamina: 6
Support: 0 Size: Medium

Commander [L]: This model may activate up to four friendly *Elites*.

Command Range: 12"

Assassinate* [A]: Fight a combat against an Adjacent enemy model. Neither side can benefit from support.

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

Momentum [C]: Move up to 2" and gain one stamina if this model destroys another model.

Very Tough* [S]: Reroll a failed Tough save.

Agility [T]: The model gains one support stone if it is the target of a Ranged Attack.

MATRIARCH *125*
Sempa - Elite *points*

Move: 10 Tough: 5+
Combat: 5 Stamina: 4
Support: 2 Size: Medium

Matriarch [L]: Activate up to four friendly *Devanu Jenta*.

Command Range: 12"

Sprint* [A]: After Moving, move an additional 5".

Assassinate* [A]: Fight a combat against an Adjacent enemy model. Neither side can benefit from support.

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

Dodge* [C]: Force your opponent to turn over one successful Erac.

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

Agility [T]: The model gains one support stone if it is the target of a Ranged Attack.



DEVANU TRIBES

HUNTER

50

Jenta - Elite

points

Move: 8 Tough: 5+
 Combat: 4 Stamina: 3
 Support: 1 Size: Medium

Command Range: 6"

Leap* [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule.

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

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

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

Sibling [C]: Provides one additional Combat Stone if supporting another model with *Sibling* or *Matriarch*.

Rapid Strike [C]: When initiating an attack this model may elect that neither side may benefit from support.

Agility [T]: The model gains one support stone if it is the target of a Ranged Attack.

SPEAR

50

Jenta - Elite

points

Move: 8 Tough: 5+
 Combat: 4 Stamina: 3
 Support: 1 Size: Medium

Command Range: 6"

Leap* [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule.

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

Throwing Spear [R]: Move up to 8" then make a 2CS Ranged Attack against one target within 8". A spear may be thrown as long as the model is not Engaged, even if it was Engaged earlier in the turn.

Focus* [A]: The next Ranged Attack this model makes this turn can get either an extra 4" of range or an additional Combat Stone for the attack. This ability can only be used once per turn.

Agility [T]: The model gains one support stone if it is the target of a Ranged Attack.

KOSOK

25

Beast

points

Move: 12 Tough: 6+
 Combat: 1 Stamina: 0
 Support: 1 Size: Small

Command Range: 6"

Charge [A]: After Moving, immediately fight a combat against an Adjacent model. Cast two additional Combat Stones. Neither side can benefit from support. This skill cannot be used if the model had to Move Cautiously.

Flit [C]: This model may move up to 3" in place of its combat action.

Evasive [T]: Each successful Oran cast by this model cancels two opposing Erac.

Flying [T]: This model may move over enemy models as long as it has sufficient movement. It may also move at full rate even if forced to Move Cautiously.

HANDLER

50

Jenta - Elite

points

Move: 8 Tough: 5+
 Combat: 4 Stamina: 3
 Support: 1 Size: Medium

Beast Handler [L]: Activate up to two friendly *Beast* models.

Command Range: 6"

Leap* [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule.

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

Pack Hunter [C]: Provides one additional Combat Stone if supporting another model with *Pack Hunter*.

Agility [T]: The model gains one support stone if it is the target of a Ranged Attack.

GRISHAK KOPA

50

Beast - Elite

points

Move: 10 Tough: 3+
 Combat: 3 Stamina: 0
 Support: 1 Size: Medium

Command Range: 6"

Pack [L]

Grishak Trainer (4, Pack Instinct) [T]

Charge (2)[A]

Pack Hunter [C]

Pack Instinct [C]

