

# Casani Abilities

**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*.

**Assassinate\* [A]:** Fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

**Barreling Charge [T]:** If this model ends its move more than 4” from its starting position during its Turn it gains Very Powerful[C] (any blows that are landed by this model must be saved with a -2 modifier) until the end of the next Combat Phase.

**Beast Handler (x) [L]:** Activate up to X *Friendly Beasts*.

**Blitz (x) [C]:** If this model casts X or more successful Erac in combat then you may immediately discard one of your opponent’s Combat Stones for the duration of the combat.

**Bushwack [R]:** This model may make its Ranged Attack at any point during its move.

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

**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.

**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*.

**Coordinated Strike\* [A]:** Fight a combat against an adjacent *Enemy* model. Both sides may benefit from Support.

**Diplomat (x) [T]:** This model may be taken as *Allies* in a force from the X Culture, accompanied by up to 100 points of *Friendly Troops* and/or *Elites*. These models count as an *Allies*.

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

**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*.

**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.

**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.

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

**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.

**Obstructing [T]:** Models on this model count as *Obstructed* if targeted by Ranged Attacks.

**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*.

**Pathfinder (x) [S]:** At the start of the game you may choose not to deploy this model and up to X other Small or Medium models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9” from any *Enemy* models. The models may be activated during the Turn.

**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.

**Powerful Charge [T]:** If this model ends its move more than 4” from its starting position during its Turn it gains Powerful[C] (any blows that are landed by this model must be saved with a -1 modifier) until the end of the next Combat Phase.

**Proud [T]:** This model may only be Activated Directly.

**Quick Shot\* [R]:** Make an additional Ranged Attack.

**Ranger [T]:** This model may move over difficult terrain without *Moving Cautiously*.

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

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

**Solo [T]:** If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.

**Sprint\* (x) [A]:** Move up to X”. This ability may only be used after this model has performed a Basic Movement.

**Tactician\*\* [S]:** Use immediately after an Activation Counter has been drawn to return it to the bag and draw another counter. This ability costs two Stamina to use.

**Trainer (x, y) [T]:** At the start of the game, up to X models in the force may be given the Y ability.

**Transport (x) [A]:** Immediately after this model’s Basic Movement, select up to X *Friendly* or *Allied* models with Rider[T] that were contacted by this model during that movement. Place the Rider[T] models adjacent to this model.

**Unstoppable [T]:** This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

**Untrained [T]:** This model may not be Activated Directly.

**Vehicle (x) [T]:** This model may carry up to X Small *Friendly* models as Crew.

**Very Tough\* [S]:** Re-roll a failed Toughness save.