

# Big Game Hunters!

*Casanii Core: 150 points, 4 elites*

## 1 x Hadera Rider (60 points)

### Elite, Troop

Movement: **10"**, Attack: **4**, Support: **1**, Save: **3+**, Command Range: **6"**, Stamina: **2**, Size: **Medium**

**Abilities:** Charge (2), Combat Trained (1), Transport (2), Unstoppable, Very Tough\*

**Throwing Spear:** Movement: **8"**; Range: **4"**; Attack: **2**; **Abilities:** Bushwack

## 3 x Erillai Rider (90 points)

### Elite, Troop

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

**Abilities:** Charge (1), Combat Trained (1), Leap\* (4), Transport (1)

**Throwing Spear:** Movement: **8"**; Range: **4"**; Attack: **2**; **Abilities:** Bushwack

## Abilities Description

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

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

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

**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.

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