

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.