Dompaku!

Casanii Core: 290 points, 3 elites

1 x Dompaku (60 points)

Beast

Movement: **6"**, Attack: **5**, Support: **1**, Save: **3+**, Command Range: **6"**, Stamina: **3**, Size: **Huge**

Abilities: Instinctive (1, 3), Proud, Transport (4), Unstoppable, Vehicle (3), Obstructing, Very Tough*

2 x Feral Brave (60 points)

Elite, Troop

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

Abilities: Captain (2), Combat Trained (1), Get 'em!*, Rider

2 x Feral Sling (20 points)

Troop

Movement: **6"**, Attack: **1**, Support: **1**, Save: **6+**, Command Range: **1"**, Stamina: **0**, Size: **Small**

Abilities: Pack (1), Rider

Sling: Movement: **3"**; Range: **8"**; Attack: **2**

4 x Feral Warrior (40 points)

Troop

Movement: **6"**, Attack: **2**, Support: **1**, Save: **6+**, Command Range: **1"**, Stamina: **0**, Size: **Small**

Abilities: Pack (1), Rider

2 x Feral Mutt (30 points)

Beast, Troop

Movement: **10"**, Attack: **2**, Support: **1**, Save: **5+**, Command Range: **1"**, Stamina: **0**, Size: **Small**

Abilities: Combat Trained (1), Pack (0)

1 x Lek'Saa (20 points)

Elite, Unique

Movement: **6"**, Attack: **2**, Support: **1**, Save: **6+**, Command Range: **6"**, Stamina: **1**, Size: **Small**

Abilities: Beast Handler (2), Combat Trained (1), Favoured Allies (Grishak Jenta), Get 'em!*, Pack Hunter, Pathfinder (4)

4 x Grishak Jenta (60 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

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

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

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

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*.

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.

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

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].

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 inches from any *Enemy* models. The models may be activated during the Turn.

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

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