

# 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" 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.