

# Punishment

*Casanii Core: 320 points, 3 elites*

## 1 x Telani Deyath (100 points)

**Elite, Unique**

Movement: **8"**, Attack: **4**, Support: **2**, Save: **4+**, Command Range: **9"**, Stamina: **3**, Size: **Medium**

**Abilities:** Captain (6), Combat Discipline\*, Combat Trained (2), Commander (4), Coordinated Strike\*, Powerful, Very Tough\*

**Koiba:** Movement: **8"**; Range: **4"**; Attack: **3**; **Abilities:** Bushwack, Light Weapon

## 4 x Casanii Warrior (80 points)

**Troop**

Movement: **8"**, Attack: **3**, Support: **1**, Save: **5+**, Command Range: **6"**, Stamina: **0**, Size: **Small**

**Abilities:** Combat Trained (1), Rider

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

## 1 x On'Saa (50 points)

**Elite**

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

**Abilities:** Agility, Assassinate\*, Combat Trained (2), Dodge\*, Ferocity\*, Ranger, Rider, Solo, Sprint\* (4)

## 1 x Shaman (40 points)

**Elite, Unique**

Movement: **8"**, Attack: **3**, Support: **1**, Save: **6+**, Command Range: **6"**, Stamina: **2**, Size: **Medium**

**Abilities:** Commander (2), Inspire, Rider, Tactician\*\*

## 2 x Tracker (50 points)

### Troop

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

**Abilities:** Ranger, Rider, Solo

**Longbow:** Movement: **3"**; Range: **18"**; Attack: **2**; **Abilities:** Focus\*, Quick Shot\*

## Abilities Description

**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.

**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*.

**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.

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

**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.

**Inspire [T]:** All models directly activated by this model gain one Stamina.

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

**Powerful [C]:** Any blows that are landed by this model must be saved with a -1 modifier.

**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.

**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.

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