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.