

# Totem

*Casanii Core: 285 points, 4 elites*

## 1 x Casanii Warrior Chief (80 points)

### Elite

Movement: **8"**, Attack: **4**, Support: **2**, Save: **5+**, Command Range: **9"**, Stamina: **2**, size: **Small**

**Abilities:** Captain (6), Combat Discipline\*, Combat Trained (2), Coordinated Strike\*, Rider

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

## 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 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 Erillai Rider (60 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

# 1 x Tracker (25 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

**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*.

**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 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.

**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.

**Leap\* (x) [A]:** Leap up to X", ignoring intervening models. This move ignores the *Move Cautiously* rule.

**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.

**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.

**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.