Starter Kit: Casanii Hunting Party

Casanii Core: 270 points, 3 elites

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*

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 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

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.

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.

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.

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.