

Kedashi Abilities

Accurate [R]: Recast up to one failed Combat Stone for this attack.

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X”.

Ambush [S]: Do not deploy this model initially, but instead deploy a marker anywhere on the table. If there are any models within 6” of the marker at the start of a Combat Phase then immediately deploy this model so that its base covers the marker.

Beast Handler (x) [L]: Activate up to X *Friendly Beasts*.

Bomb [S]: Whenever a model picks up or Operates this model, and at the start of any Activation where it is carrying or Operating it, it must roll a 2+ Toughness save. If failed, the model is removed as a casualty.

Bomb Carrier [T]: Any Frenu that begin their Activation within this model's Command Range lose Weak[C] and gain the Charge[A] (2) ability for the duration of the Activation.

Bomber [A]: If this model is adjacent to a model with the Bomb Carrier[T] ability then it may take one Ishkarru bomb. It may discard a bomb before making a Ranged Attack to cast an additional Combat Stone.

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*.

Confuse* [A]: Select a *Beast* model within this model's Command Range. The model may not use any Combat abilities or Activation abilities for the rest of the Turn.

Critter (x) [L]: Activate up to X *Friendly* models with the Critter[L] ability.

Crunch (x) [C]: Cast an extra X Erac Combat Stones when attacking (as opposed to being attacked).

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

Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.

Flit [C]: Use this model's Combat Action to move up to 3”.

Flying [T]: This model may move over *Enemy* models as long as it has sufficient movement. It may also move at full rate even if forced to *Move Cautiously*.

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.

Hatch (x) [S]: Roll a die at the start of each Combat Phase. On a 5 or 6 the *Egg* hatches: replace this model with a X. The newly-hatched X can participate in combat.

Impetuous [T]: This model always activates when your first Initiative Counter is drawn each Turn. This is in addition to other models you select to activate.

Indomitable [C]: This model does not lose its Combat Action if it is attacked.

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

Lunge (x) [C]: Use this model's Combat Action to attack a model within X”. These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.

Manipulate Swarm [A]: When manipulating a swarm all the Frenu

and swarms can be removed anywhere within this model's Command Range. When placing a swarm it may be necessary to nudge other models back to make space.

- **Create:** Discard three Frenu and place a Small Frenu Swarm over the location of one of those Frenu. The swarm may not activate this Turn.

- **Disband:** Discard a Small Frenu Swarm/Medium Frenu Swarm and place three/six Frenu within 6” of the swarm's location.

- **Grow:** Discard a Small Frenu Swarm and three Frenu or two Small Frenu Swarms and place a Medium Frenu Swarm over the location of one of the swarms. The swarm may not activate this Turn.

Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.

Nest [S]: At the start of the game you may choose not to deploy this model and up to X identical 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.

Pack (x) [L]: Activate up to X *Friendly* models with the Pack[L] ability.

Passive [T]: This model may not attack as a Combat Action.

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.

Persistent [T]: Do not remove this model when disabled, the model continues to gain Stamina.

Point Blank [R]: Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.

Pounce (x) [C]: Use this model's Combat Action to move up to X” and fight a combat against an adjacent *Enemy* model.

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

Prod (x, y) [A]: Select a *Beast* within X” and move it up to Y” directly away from this model.

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.

Sacrifice [S]: Discard a *Friendly* model from within this model's Command Range to gain a Stamina. This may be done at any time.

Savage [C]: If all successful casts are Erac then any blows landed on the *Enemy* must be saved with a -1 modifier.

Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.

Spawn Frenu* [S]: Place one Frenu adjacent to the model. You may never have more Frenu on the board than you started the game with, so you may not Spawn Frenu[S] that have been removed through Manipulate Swarm[A].

Stun [C]: This attack does no damage, but if any blows are landed then the attacked model is *Stunned*. Roll to remove the effect on a 4+ at the start of the End Phase. A *Stunned* model loses one Combat Stone and one Support Stone and does not recover Stamina.

Surefooted [T]: This model may re-roll a failed *Agility Test*.

Swarm (x) [L]: Activate up to X *Friendly* Frenu.

Swift [T]: This model may be activated any number of times each Turn.

Swim (x) [A]: This model may *Move Cautiously* through both shallow and deep water. It may move up to X” if the move is entirely within water.

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.

Terrain (x, y) [T]: After deploying this model you may immediately place X pieces of terrain of type Y within its Command Range. The terrain may not be placed over any models or other terrain features. Note: as a general principle, “within” just means that some part of the model/Template is within the area. “Completely within” means that it must be entirely within the area.

Terror [T]: Any model within this model's Command Range casts one less Combat Stone in combat and when making Ranged Attacks. They must also cast a successful stone before regaining Stamina.

Trainer (x, y) [T]: At the start of the game, up to X models in the force may be given the Y 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.

Travelling Biologist (x) [T]: This model may be accompanied by up

to X *Beast* models selected from any Culture or Theme by paying the usual points cost. The *Beasts* count as *Allies*, but this model treats them as *Friendly*.

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.

Venerated [T]: If this model is killed then permanently discard one of this player's Initiative Counters from the pool.

Very Powerful [C]: Any blows that are landed by this model must be saved with a -2 modifier.

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

Weak [C]: Blows landed by this model are saved with a +1 modifier.

Whistle [T]: This model may double its Command Range when using Leadership abilities.

Wild Animal [T]: This model treats all models as *Enemies* and will always use its Combat Action to initiate a combat with the nearest model.