

# Beneath the Howling Canopy

*Kedashi Core: 240 points, 3 elites*

## 1 x Trebarnii Howler Bristleback (60 points)

### Elite

Movement: **6"**, Attack: **2**, Support: **1**, Save: **6+**, Command Range: **12"**, Stamina: **1**, size: **Small**

**Abilities:** Surefooted, Combat Trained (1), Dodge\*, Pack (2), Pathfinder (7), Ranger, Rider

**Throw Stones:** Movement: **6"**; Range: **6"**; Attack: **2**; **Abilities:** Accurate

## 4 x Trebarnii Howler (60 points)

### Troop

Movement: **6"**, Attack: **1**, Support: **1**, Save: **6+**, Command Range: **12"**, Stamina: **0**, size: **Small**

**Abilities:** Surefooted, Aggressive (3), Bomber, Flit, Pack (1), Ranger, Rider

**Throw Stones:** Movement: **6"**; Range: **6"**; Attack: **2**

## 2 x Seldoath (120 points)

### Beast, Elite

Movement: **8"**, Attack: **4**, Support: **1**, Save: **4+**, Command Range: **12"**, Stamina: **2**, size: **Medium**

**Abilities:** Aggressive (3), Charge (2), Combat Trained (1), Dodge\*, Lunge (2), Pack (1), Ranger, Savage, Transport (1)

## 1 x Barge (0 points)

### Boat, Object

Movement: **Special**, Attack: **-**, Support: **-**, Save: **4+**, Command Range: **-**, Stamina: **3**, size: **Colossal**

**Abilities:** Untrained, Sturdy, Very Tough\*

## Abilities Description

**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".

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

**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.

**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 Trained (x) [C]:** Recast up to X failed Combat Stones. Can be used once per combat.

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

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

**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.

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

**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.

**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.

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

**Sturdy [T]:** This model cannot be targeted by Ranged Attacks.

**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.

**Untrained [T]:** This model may not be Activated Directly.

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