

# The Trebarnii Bross Twins

*Kedashi Core: 300 points, 2 elites*

## 2 x Trebarnii Bross (80 points)

### Beast, Elite

Movement: **6"**, Attack: **4**, Support: **1**, Save: **3+**, Command Range: **6"**, Stamina: **0**, size: **Medium**

**Abilities:** Beast Handler (3), Trainer (2, Beast Handler), Aggressive (3), Combat Trained (2), Charge (2), Pounce (3), Ranger, Savage

## 4 x Trebarnii Brute (120 points)

### Beast, Troop

Movement: **6"**, Attack: **4**, Support: **1**, Save: **3+**, Command Range: **2"**, Stamina: **0**, size: **Medium**

**Abilities:** Aggressive (3), Charge (2), Pounce (3), Ranger, Savage

## 5 x Hunting Akitiin (100 points)

### Beast

Movement: **6"**, Attack: **3**, Support: **1**, Save: **5+**, Command Range: **1"**, Stamina: **0**, size: **Small**

**Abilities:** Pack (1), Ranger

**Spit Acid:** Movement: **6"**; Range: **blast**; Attack: **3**; **Abilities:** Point Blank, Stun

## Abilities Description

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

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

**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.

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

**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.

**Ranger [T]:** This model may move over difficult terrain without *Moving Cautiously*.

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

**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.

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