

Starter Kit: Kedashi Queenswarm

Kedashi Core: 290 points, 2 elites

1 x Young Queen (60 points)

Queen

Movement: **6"**, Attack: **3**, Support: **1**, Save: **5+**, Command Range: **9"**, Stamina: **2**, Size: **Medium**

Abilities: Commander (4), Dodge*, Ranger, Sacrifice, Spawn Frenu*, Terrain (2, Forests), Trainer (2, Loyalty(Queen))

1 x Trebarnii Brute (30 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

2 x Kaopi (80 points)

Elite

Movement: **10"**, Attack: **4**, Support: **1**, Save: **5+**, Command Range: **6"**, Stamina: **1**, Size: **Medium**

Abilities: Captain (6), Combat Discipline*, Dodge*, Flying, Manipulate Swarm (1), Sacrifice

2 x Small Frenu Swarm (40 points)

Troop

Movement: **10"**, Attack: **3**, Support: **1**, Save: **6+**, Command Range: **3"**, Stamina: **Special**, Size: **Small**

Abilities: Combat Discipline*, Dodge*, Flying, Sacrifice, Swarm (6), Untrained

12 x Frenu (80 points)

Beast, Troop

Movement: **10"**, Attack: **1**, Support: **0**, Save: **—**, Command Range: **1"**, Stamina: **0**, Size: **Tiny**

Abilities: Evasive, Flying, Passive, Swift, Untrained, Weak

Abilities Description

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

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.

Commander (x) [L]: Activate up to X *Friendly* or *Allied Elites, Troops*, or *Civilians*.

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

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

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*.

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 inches 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.

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

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*.

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.

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].

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

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

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.

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

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

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