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 inches.

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 inches 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.