Entering The Forest

Kedashi Core: 205 points, 1 elite

1 x Trebarnii Boss (40 points)

Elite

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

Abilities: Beast Handler (1), Captain (6), Combat Discipline*, Combat Trained (2), Ranger

3 x Trebarnii Warrior (30 points)

Troop

Movement: **6"**, Attack: **2**, Support: **1**, Save: **5+**, Command Range: **6"**, Stamina: **0**, size: **Small**

Abilities: Beast Handler (1), Ranger

2 x Trebarnii Brute (60 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

1 x Trebarnii Goader (15 points)

Troop

Movement: **6"**, Attack: **2**, Support: **1**, Save: **5+**, Command Range: **6"**, Stamina: **0**, size: **Small**

Abilities: Beast Handler (3), Prod (1, 3), Ranger

3 x Hunting Akitiin (60 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*.

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.

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.

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*.

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.