

Salute Demo Force: Frenu

Kedashi Core: 200 points, 2 elites

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

3 x Small Frenu Swarm (60 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

Medium Frenu Swarm

Troop

Movement: **8"**, Attack: **5**, Support: **2**, Save: **6+**, Command Range: **3"**, Stamina: **Special**, size: **Medium**

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

9 x Frenu (60 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

Captain (x) [L]: Activate up to X *Friendly Troops* or *Civilians*.

Combat Discipline* [C]: Recast any or all Combat Stones.

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*.

Indomitable [C]: This model does not lose its Combat Action if it is attacked.

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" 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.

Sacrifice [S]: Discard a *Friendly* model from within this model's Command Range to gain a Stamina. This may be done at any time.

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

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

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

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