

# Salute Demo Force: Trebarnii

*Kedashi Core: 200 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

## 4 x Trebarnii Warrior (40 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

## 2 x Trebarnii Howler (30 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 Abrok (30 points)

## Beast

Movement: **8"**, Attack: **3**, Support: **1**, Save: **5+**, Command Range: **2"**, Stamina: **0**, size: **Small**

**Abilities:** Pack (1), Transport (1), Untrained

## Abilities Description

**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*.

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

**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.

**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.

**Flit [C]:** Use this model's Combat Action to move up to 3".

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

**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*.

**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.

**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.