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 inches.

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.