

# *Starter Kit: Kedashi Queenswarm*

*Kedashi Core: 290 points, 2 elites*

## 1 x Young Queen (60 points)

### **Queen**

Movement: **6"**, Attack: **3**, Support: **1**, Save: **5+**, Command Range: **9"**, Stamina: **2**, Size: **Medium**

**Abilities:** Commander (4), Dodge\*, Ranger, Sacrifice, Spawn Frenu\*, Terrain (2, Forests), Trainer (2, Loyalty(Queen))

## 1 x Trebarnii Brute (30 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 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

## 2 x Small Frenu Swarm (40 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

## 12 x Frenu (80 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

**Aggressive (x) [T]:** This model always gets a Combat Action if there are any *Enemy* models within X".

**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.

**Commander (x) [L]:** Activate up to X *Friendly* or *Allied Elites, Troops, or Civilians*.

**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*.

**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 inches 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.

**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*.

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

**Savage [C]:** If all successful casts are Erac then any blows landed on the *Enemy* must

be saved with a -1 modifier.

**Spawn Frenu\* [S]:** Place one Frenu adjacent to the model. You may never have more Frenu on the board than you started the game with, so you may not Spawn Frenu[S] that have been removed through Manipulate Swarm[A].

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

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

**Terrain (x, y) [T]:** After deploying this model you may immediately place X pieces of terrain of type Y within its Command Range. The terrain may not be placed over any models or other terrain features. Note: as a general principle, “within” just means that some part of the model/Template is within the area. “Completely within” means that it must be entirely within the area.

**Trainer (x, y) [T]:** At the start of the game, up to X models in the force may be given the Y ability.

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

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