

Starter Kit: Swarmcaller Retinue

Kedashi Core: 245 points, 2 elites

1 x Trebarnii Swarmcaller (30 points)

Elite

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

Abilities: Beast Handler (1), Captain (6), Dodge*, Manipulate Swarm (1), Ranger, Sacrifice

1 x Small Frenu Swarm (20 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

6 x Frenu (40 points)

Beast, Troop

Movement: **10"**, Attack: **1**, Support: **0**, Save: **—**, Command Range: **1"**, Stamina: **0**, Size: **Tiny**

Abilities: Evasive, Flying, Passive, Swift, Untrained, Weak

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

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

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

1 x Tohkarri Bomb Carrier (30 points)

Beast

Movement: **6"**, Attack: **2**, Support: **0**, Save: **4+**, Command Range: **1"**, Stamina: **0**, Size: **Medium**

Abilities: Bomb Carrier, Instinctive (0, 1), Untrained

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*.

Bomb Carrier [T]: Any Frenu that begin their Activation within this model's Command Range lose Weak[C] and gain the Charge[A] (2) ability for the duration of the Activation.

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.

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*.

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

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.

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*.

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.

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.