Grimblar Death List

Empire Noble: 305 points, 8 elites

1 x Gil Masharl (20 points)

Civilian, Unique

Movement: **6"**, Attack: **1**, Support: **0**, Save: **5+**, Command Range: **6"**, Stamina: **1**, Size: **Small**

Abilities: Beast Handler (2), Confuse*, Travelling Biologist (2)

2 x Grimblar (300 points)

Beast

Movement: **8"**, Attack: **5**, Support: **0**, Save: **3+**, Command Range: **6"**, Stamina: **3**, Size: **Huge**

Abilities: Crunch (3), Terror, Indomitable, Mighty Blow, Pathfinder (0), Unstoppable, Very Powerful, Very Tough*, Wild Animal

1 x PreePree (-20 points)

Elite, Object, Unique

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

Abilities: Proud, Unwieldy

1 x Alideku (-30 points)

Elite, Object, Unique

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

Abilities: Proud, Unwieldy, Critical, Vent*

1 x Martain al Griba (-10 points)

Elite, Unique

Movement: **6"**, Attack: **1**, Support: **0**, Save: **5+**, Command Range: **6"**, Stamina: **0**, Size: **Small**

Abilities: Coward, Proud

1 x Zhontain al Griba (-10 points)

Elite, Unique

Movement: **6"**, Attack: **1**, Support: **0**, Save: **5+**, Command Range: **6"**, Stamina: **0**, Size: **Small**

Abilities: Beast Handler (2), Coward, Proud

1 x Contessa dar Juletta (25 points)

Elite, Unique

Movement: **6"**, Attack: **1**, Support: **1**, Save: **5+**, Command Range: **6"**, Stamina: **0**, Size: **Small**

Abilities: Commander (2), Beast Handler (1), Influential (2), Travelling Biologist (2), Proud

1 x Lady Emarlai (0 points)

Elite, Unique

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

Abilities: Commander (1), Beast Handler (1), Coward, Proud, Loyalty (Contessa dar Juletta)

1 x Samine il Moerasii (10 points)

Elite, Unique

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

Abilities: Commander (4), Falconer (2), Proud

2 x Samine's Hunting Garo (0 points)

Beast

Movement: **10"**, Attack: **1**, Support: **2**, Save: **–**, Command Range: **1"**, Stamina: **0**, Size: **Tiny**

Abilities: Evasive, Flying, Loyalty (Samine il Moerasii), Untrained

1 x Imperial Standard (20 points)

Elite

Movement: **6"**, Attack: **1**, Support: **1**, Save: **5+**, Command Range: **9"**, Stamina: **0**, Size: **Small**

Abilities: Persistent, Standard, Trainer (2, Retinue(Imperial Standard))

Abilities Description

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

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

Confuse* [A]: Select a *Beast* model within this model's Command Range. The model may not use any Combat abilities or Activation abilities for the rest of the Turn.

Coward [T]: If this model is forced to take a Toughness save then it must immediately make an adjacent *Friendly* model take the save on its behalf.

Critical [T]: If this model is killed then the side with this model in cannot achieve a victory.

Crunch (x) [C]: Cast an extra X Erac Combat Stones when attacking (as opposed to being attacked).

Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.

Falconer (x) [T]: This model is equipped with X falcons for free at the start of the game. Those models gain the Loyalty[T] ability for this model.

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.

Influential (x) [S]: This model has X Coins which may be used before or during the game. Before the game you may spend Coins to gain access to fubarnii models that would not normally be available. One Coin allows you to recruit either two *Troop* or one *Elite* model. The models cost their normal points, but are treated as the same culture and theme as the model they are accompanying.
During the game you may spend any remaining Coins as follows:
• Bribery: Spend one Coin when an opponent's Activation Counter is drawn to choose which model they will activate.
• Incentives: Spend one Coin during the model's Activation to let up to three fubarnii models within Command Range gain one Stamina.

Loyalty (x) [T]: Select a *Friendly* X model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.

Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.

Pathfinder (x) [S]: At the start of the game you may choose not to deploy this model and up to X other Small or Medium models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9 inches from

any *Enemy* models. The models may be activated during the Turn.

Persistent [T]: Do not remove this model when disabled, the model continues to gain Stamina.

Proud [T]: This model may only be Activated Directly.

Standard [T]: Adjacent *Friendly* models may use this model's Command Range for their Leadership abilities and may activate twice as many models as usual.

Terror [T]: Any model within this model's Command Range casts one less Combat Stone in combat and when making Ranged Attacks. They must also cast a successful stone before regaining Stamina.

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

Travelling Biologist (x) [T]: This model may be accompanied by up to X *Beast* models selected from any Culture or Theme by paying the usual points cost. The *Beasts* count as *Allies*, but this model treats them as *Friendly*.

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

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

Unwieldy [T]: A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.

Vent* [A]: Place a 3 inches Cloud Template over the model. All models count as *Stunned* while in the Cloud Template. A *Stunned* model loses one Combat Stone and one Support Stone and does not recover Stamina.

Very Powerful [C]: Any blows that are landed by this model must be saved with a -2 modifier.

Very Tough* [S]: Re-roll a failed Toughness save.

Wild Animal [T]: This model treats all models as *Enemies* and will always use its Combat Action to initiate a combat with the nearest model.