

The Grimblar!

An official scenario for 2 or more players, 300 points.

A local trader was last seen on the outskirts of the Naralon forests a few weeks ago, but she and her small caravan were lost without trace. Rumours have spread that she was smuggling small packets of precious seeds within her luggage, so several parties have set off into the forests to try and find her, or at least to recover her goods in the hope of finding the valuables. As your party follows her trail you realise you are not her only pursuers and quicken your pace. You finally catch sight of the remains of her caravan, with a huge and terrifying creature picking its way through the wreckage and realise this might not be as easy as you had hoped...

Extra Miniatures

Wild Creature

1 x Grimblar

Item

1 x Cart

6 x Salvage Token

Marker

1 x Prey Marker

Set Up

Place the broken cart at the centre of the board, with the grimblar next to it. Place the salvage tokens (numbered 1 to 6), roughly equidistant, all within 3" of the cart.

The players draw Initiative Counters to deploy. When their counter is drawn a player may place a single group of their models (deploy one model and then as many other models as you like within its Command Range) anywhere on the table at least 8" from any enemy models or salvage tokens. Once a player has placed all their models on the table (except those with Pathfinder and the models accompanying them) they can use subsequent counters to activate their models as normal.

The grimblar can activate even if not all models have deployed.

Victory Conditions

End Game: The game ends once all models have fled. If a player kills the grimblar and has any models remaining on the board then the other players immediately flee with all their models. The player who killed the grimblar gains an extra 6D6 valuables and if they have any models remaining they can claim any salvage left on the table.

Salvage: Each token taken off the board is worth 1D6 valuables.

Victory: The player with the most valuables wins the game.

Special Rules

The tokens: The tokens are treated as unwieldy objects. Beasts may carry tokens, but drop them after moving.

Fleeing: Any model may escape if it ends its move at least 6" away from any enemy models. If it is more than 18" from the centre of the table then it automatically keeps all the tokens it is carrying. If closer than 18" then cast one combat stone per token: it keeps the token on a success, otherwise the token is left on the table. Players cannot be forced to flee.

Activating the grimblar: The grimblar activates at the start of each Combat Phase. Its movement is controlled by the player who currently has priority (i.e. whose Initiative Counter was drawn last).

Step 1: Move the Grimblar

- If there is a model marked as prey, the grimblar will move 8" towards it. It will move through small models but stop if it contacts a medium or larger one. The model that stopped the grimblar takes the prey marker.
- If no models have the prey marker, and there is at least one salvage token on the board, roll a D6. The grimblar will move 8" towards that numbered salvage token (reroll if the salvage token has been removed from the board). The grimblar will stop if it contacts any small or larger model - that model takes the prey marker.

Step 2: Confirm Prey

- End the activation if the model with the prey marker is in line of sight and within 8" of the grimblar.
- If not, the player with initiative chooses one model within line of sight and 8" of the grimblar and casts a stone. If a success then that model gets the prey marker. If a failure, the next player in the activation order chooses a different model within line of sight and 8" and casts a stone. This continues until either a success is cast, or there are no more potential targets.

The grimblar in combat: Either player may use a Combat Activation to use the grimblar's Combat Action. If it is engaged with its prey then it must attack it. If not, the activating player may choose who to attack.

Getting the grimblar's attention: Any model that attacks the grimblar risks catching its attention, but there are times when a foolish individual may deliberately try to distract it:

- Cast a stone for any model attacking the grimblar (whether in close or ranged combat). On a success that model immediately takes the prey marker.
- Any unengaged model within 12" of it can choose to yell at the grimblar during its activation: cast a stone, on a success the model takes the prey marker.

Variations

Loot the Elites: If an Elite is killed, replace it with a salvage token (you will need extra salvage tokens for this). These tokens are included when rolling to determine where the grimblar goes next.

Ancient grimblar: If you are feeling very brave, replace the grimblar with an ancient grimblar.

Special Models

Prey Marker: Marker; Movement: —, Attack: —, Support: —, Toughness: —, CR: —, Size: tiny (15mm)

Salvage Token: Item; Object; Movement: —, Attack: —, Support: —, Toughness: —, CR: —, Size: tiny (15mm); Abilities: Untrained [T], Unwieldy [T]

Abilities

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.

Source: The Twilight Traveller - The Kedashi Swarms

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