# 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 Models

**Wild Creature**

1 x Grimblar

**Item**

1 x Cart

6 x Salvage Token

**Marker**

1 x Prey Marker

## Set Up

The game is played on a small (at least 3 x 3 feet) playing area. 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 inches 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 all other models in the force within its Command Range) anywhere on the board at least 8 inches from any Enemy models or Salvage Tokens. Once a player has placed all their models on the board (except those with Pathfinder[S] 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 Tokens left on the table.

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

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

## Special Rules

**The Salvage Tokens:** The Salvage Tokens are treated as Unwieldy[T] Objects. Beasts may carry tokens, but drop them after moving.

**Fleeing:** Any model may escape if it ends its move at least 6 inches away from any Enemy models. If it is more than 18 inches from the centre of the table then it automatically keeps all the Salvage Tokens it is carrying. If closer than 18 inches 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 inches 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 inches towards that numbered Salvage Token (reroll if that 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 inches of the Grimblar.
• If not, the player with initiative chooses one model within Line of Sight and 8 inches of the Grimblar and casts a Combat 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 inches and casts a Combat 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 Combat 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 inches of it can choose to yell at the Grimblar during its Activation: cast a Combat 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.

## Models

**Ancient Grimblar:** Wild Creature; Beast, Unique; Movement: 8", Attack: 6, Support: 0, Toughness: 3+, CR: 9", Stamina: 5, Size: huge (60mm); Abilities: Abject Terror [T], Assassinate* [A], Crunch (3) [C], Indomitable [C], Mighty Blow [C], Pathfinder (0) [S], Unstoppable [T], Very Powerful [C], Very Tough* [S], Wild Animal [T]

**Cart:** Item; Object; Movement: Special, Attack: –, Support: –, Toughness: 4+, CR: –, Stamina: 1, Size: medium (40mm); Abilities: Fuel [T], Cumbersome [T], Sturdy [T], Untrained [T], Very Tough* [S]

**Grimblar:** Wild Creature; Beast; Movement: 8", Attack: 5, Support: 0, Toughness: 3+, CR: 6", Stamina: 3, Size: huge (60mm); Abilities: Crunch (3) [C], Indomitable [C], Mighty Blow [C], Pathfinder (0) [S], Terror [T], Unstoppable [T], Very Powerful [C], Very Tough* [S], Wild Animal [T]

**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

**Abject Terror [T]:** Any model within Command Range is *Stunned*. A *Stunned* model loses one Combat Stone and one Support Stone and does not recover Stamina.

**Assassinate* [A]:** Fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

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

**Cumbersome [T]:** This model may be moved up to 6 inches if pulled by 1 Medium (or larger) model or 2 Small models, or 3 inches if pulled by 1 Small model.

**Fuel [T]:** This model does not recover Stamina during the End Phase.

**Indomitable [C]:** This model does not lose its Combat Action if it is attacked.

**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.

**Sturdy [T]:** This model cannot be targeted by Ranged Attacks.

**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.

**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.

**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.

*Source: The Twilight Traveller - The Kedashi Swarms*

*Author: Mike Thorp*