

Where's Gil Mashar!?

A experimental scenario for 2 players, 200 to 300 points.

Gil awoke, dazed and confused, cold and hungry as she remembered the horrors of the night before. The caravan she was travelling with was ambushed by a Devanu and slaughtered. After suffering a clout round the head, she managed to crawl away to her hiding spot where she passed out. Voices! She hears voices. Not knowing whether they be friend or foe, Gil curled up into a ball, hoping that whoever was looking for her would pass her by...

Set Up

Place several pieces of terrain on a 4 by 4 feet board (Gil will hide in one of them). Place one piece in the centre of the table and the other ones 8 to 12" from each other and no closer than 12" from any table edge. You can place other terrain around the edge, but this cannot be used as the possible hiding place.

Place 6 tokens in the terrain pieces.

Draw an Initiative Counter to select a player, she can choose the table edge to start from and deploy within 6" of it. The other player deploys in the same way along the opposite edge.

Victory Conditions

A player who gets Gil off any table edge apart from their deployment edge wins the game.

A player will also win if they are in possession of Gil and the opposing side has lost all their elites.

If a player loses all their elites but Gil has not yet been found, she is considered to have left the board and hidden someplace else: the game is a draw.

Special Rules

Finding Gil: Any model that ends its movement on a terrain piece with a token on it, and is not in base contact with an enemy, and has moved cautiously (or not at all), may search for Gil: remove the token and cast one stone for each model searching that piece of terrain, up to a maximum of four stones. If three or more successes are cast then Gil has been found (place her miniature there - you could also reuse the token). If only one token remains and Gil has not yet been found, then she is at that location.

Moving Gil: Once Gil has been found she may be activated at the same time as any model in base contact with her. She can only be activated once per turn and has a Move of 5". She cannot be targeted or hurt by any form of attack.

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