

# Who Ordered Take Out?

A experimental scenario for 2 players, 200 to 320 points.

*A Fubarnii troupe is escorting a baruk laden with food to a village for the starving jenta that reside there when they are attacked by a pack of wild grishak.*

## Forces

### Devanu

1 x Grishak Kopa

6 x Grishak

### Empire

2 x Militia Captain

10 x Militia

2 x Knight

1 x Mounted Trader

2 x Baruk

## Set Up

The game is played on a 4 by 4 feet board.

One edge will represent the entrance to the village: this is where the Fubarnii are going.

The Empire player deploys first, as a single group (deploy one model and then all other models within its Command Range) at least 24" from the village edge.

The Devanu player then deploys at least 18" away from the Empire troupe. The Devanu cannot deploy closer to the village than the Empire player is (no blocking the way in!).

Feel free to place terrain as you see fit, however it is assumed that the Fubarnii are following a road in a straight path to the village, so that zone should be clear of terrain (a reasonable width for the road is between 2 and 4" - it is a small village after all).

## Victory Conditions

**Devanu:** The Devanu player wins if he kills the two baruks.

**Empire:** The Empire player wins if at least one baruk reaches the village (leaves the board).

**Notes:** The Devanu player should feel free to go "sqwark!" when charging the Grishak in. Going "rawr!" is also perfectly acceptable.

*Source: <http://forum.worldoftwilight.com/index.php?topic=19.0>*

*Author: Abu "darth tater" Bakr*