

# Looking for Aipadan

A experimental scenario for 2 players, 300 points.

*In your endless search for the ultimate performance boat, you have come across the name of Aipadan. Quite adept at customising and improving any vehicle, she is also well known for her lengthy walks through the low hills that surround her home - after all, that's where she gets her best ideas. Which is why you find yourself traipsing through the rocky ground, looking for the elusive engineer. It appears however that you're not the only one...*

## Forces

### any culture

Pick a 300 points any culture force (use the player's list, excluding their boat (if they have selected one)).

## Set Up

The game is played on a medium (4 x 4 feet) playing area. Place several pieces of terrain on the board (the engineer will hide in one of them). Place one piece in the centre of the board and the other ones 8 to 12 inches from each other and no closer than 12 inches from any board edge. You can place other terrain around the edge, but this cannot be used as the possible hiding place.

Place 6 markers in the terrain pieces.

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

## Victory Conditions

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

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

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

**Boons:** The winner gains one Boon (D2 then D6), to be rolled on the Boons table before the final game.

## Special Rules

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

**Moving the engineer:** Once the engineer 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 Movement of 6 inches. She cannot be targeted or hurt by any form of attack.

*Source: Twilight Day Summer 2022*

*Author: Frédéric Fiquet, adapted from an original scenario by David "Hithero" Smith*