

WHIRLWIND SCENARIO ONE, OCTOBER 2001

Scenario 1: Escaped

Lightning flickered, and thunder rolled in the darkening skies.

"My lady," stammered the lieutenant, "wh ... what are your orders?"

For an instant, the Matriarch considered simply executing the man standing in front of her. In her rage, an incantation sprang to her mind and she began unconsciously flexing the muscles in her body in the precise sequence needed to channel the destructive magical energies. But just as quickly as the anger overtook the Matriarch's body, reason calmed her. Instead of killing the Bond Maker, Khell directed her rage at the map table to her right, the force of her balled fist splintering the wood and overturning cups.

The lieutenant stood tensely in front of Khell, braced for the killing blast that would not come. "Bah!" Khell spat. "You can stand at ease, Augora. I am not going to kill you. This ... this *inconvenience* is not your fault." Khell shook her head. *Of all the times for nature to remind me of her superiority. We were so close ...* "How is Relek?"

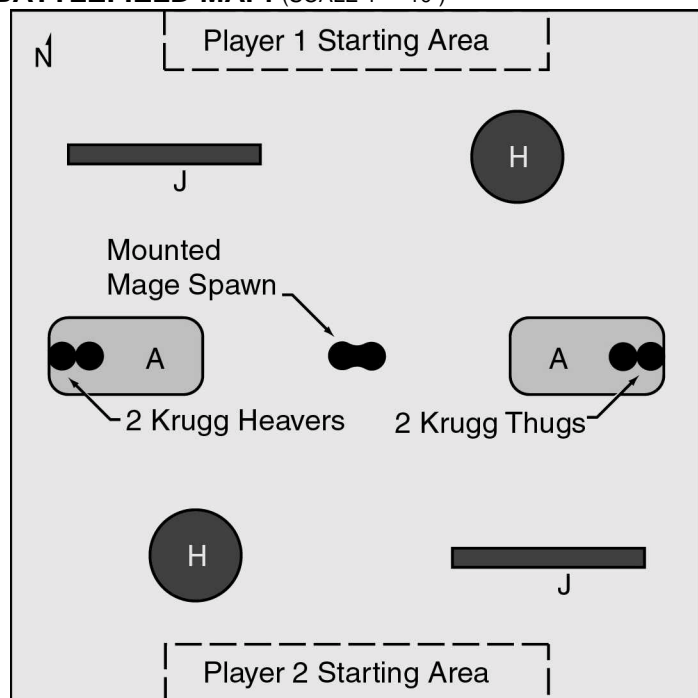
"The Heart Shaper will live," the lieutenant reported. "The lightning bolt that burst the Mage Spawn's prison struck as he was preparing the first beast. However, the healer tells me he will not be conscious for some time yet."

Khell's thoughts raced. The beasts' minds had already been blanked, and Relek was just about ready to bond with the first when the lightning bolt struck the small cabin. But the same thunderstorm that had set the Mage Spawn free should also slow their escape. *With luck, we may yet be able to retrieve them and complete the bonding.* "We must act quickly," she announced. "Our enemy has spies in our camp, just as we do in theirs. We *must* retrieve the beasts before our foe can capture them. Organize a raiding party. Quickly!"

"Will we be able to track them without Relek?" the lieutenant asked cautiously.

"We are *Shyft!*" snarled the Matriarch. "We *will* succeed!"

BATTLEFIELD MAP: (SCALE 1" = 10")



BACKGROUND: Armies converge on the ruins where the five escaped Mage Spawn were last seen. Rumors indicate the presence of a new race of warrior capable of manipulating the wild Mage Spawn.

OBJECTIVE: Capture or eliminate the enemy forces. Recruit or eliminate the escaped Mage Spawn.

TIME LIMIT: 50 minutes.

ARMY SIZE: Two-player game, 200 points per player.

SETTING THE SCENE: Place the five escaped Mage Spawn on the battlefield as shown. Ideally, use Standard versions of the warriors, but other ranks may be substituted as necessary. Select any Whirlwind mounted Mage Spawn for the center figure.

SPECIAL RULES

1. The five escaped Mage are initially opposing figures to both players. If you bring a Shyft warrior into base contact with any of these Mage Spawn, that figure is "recruited" and becomes a friendly figure of yours for the rest of the game.

2. The escaped Mage Spawn remain inactive on the battlefield until they are "activated", either when attacked by a ranged combat action, or when a non-Shyft warrior comes into base contact with them. Activated Mage Spawn either return fire

(for figures with a ranged attack) or move to engage the warrior that activated them in close combat. Activated Mage Spawn pursue the figure (or primary attacker if a formation attack) which activated them until either the Mage Spawn is eliminated or recruited, or the activating figure is eliminated or captured.

3. Escaped Mage Spawn, whether inactive or activated, may not be the target of a capture attempt.

4. Turn sequence is as follows: Player 1, Player 2, activated Mage Spawn. Activated Mage Spawn actions are performed by the opponent of the player who activated that Mage Spawn. Each activated Mage Spawn receives one action per turn, and accumulates actions tokens as normal.

5. No player may withdraw.

VICTORY CONDITIONS

The winner of the scenario is the player with the highest Victory Point total at the end of the game.

Victory Point total =

Eliminated opposing figure points

+ Captured opposing figure points x 2, *but only if they are in your starting area*

+ Friendly *non-captured* figure points that have survived the entire game. If all of a player's figures are either captured and/or demoralized, add 0 points.