

PUFF THE MAGIC DRAGON

**11th Guards Tank Company Repair Depot, on outskirts of Collective Farm 37.
Collective Colony IX, 'Xiberia' system, The Komarov Cluster, Neo-Soviet Socialist Republic
11:07 Hrs Xiberia Time**

With a resounding clang the engineer slammed the engine covers shut. As her three comrades walked away she wiped her oil stained hands on a rag tucked into her belt.

"That's it, all done, Comrades. We've replaced the cracked drive shaft, changed the filter and rewired the whole damned system. How in Great Lenin's name did you manage to drive this far – with all that damage the engine should be dead!"

Kuragin wiped his slicked back hair with one hand and gestured to the short, dark haired woman dressed in tankers overalls stood next to him.

"Don't ask me, it was our Irina here – she's the best driver in the whole of the 11th – if it wasn't for her Puff wouldn't have got here at all"

"Puff?" The engineers brow creased as she tried to identify the names origin.

"Puff the Magic Dragon – that's what we call him – we see any Insurgents, one 'Puff' and they're gone ..."

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11:42 Hrs Xiberia Time, 11 Km west of the depot, on Highway 144 and approaching Yubliana ...

The dull gray skies overhead held the promise of rain later. Standing up in his turret cupola Kuragin could faintly see the line of low Morhz trees – Yubliana was a mile or so further beyond them. Looking around, then down, he could just about see the fresh white paint on the side of the turret – "PUFF". Even as he smiled, the intercom crackled in his ear and Kuragin heard Irina say "That was nice of her, Sergie, she didn't have to paint the name on like that!"

"Agreed." Kuragin looked further up the road ahead – a straggling line of men dressed in the olive green of the Red Army was steadily marching along the 144 towards Yubliana. Even over the throaty rumble of the engines Kuragin could faintly hear them singing 'Kalinka'.

As Kuragin and his crew drew alongside the marching men the Irina slowed the tank and the soldiers stepped off the road, turning round to look up at him. Kuragin laughed and thumbed the intercom switch again. "Irina, Yuri – it's Zhadanov!"

Kuragin shouted at the corporal leading the soldiers "Zhadanov – HEY! Zhadanov – where are you going?"

Grinning broadly, the corporal waved at the tank. "Back to Vanyagrad, worse luck – any chance of a ride?"

"Of course, glad of the company!" As Kuragin laughed again 'Puff' slowed to a halt.

Once the soldiers had clambered up onto the engine deck behind the turret and seated themselves, Irina engaged the drive and with a jerk the tank started off down the road leading to Yubliana and Vanyagrad beyond.

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12:20 Hrs. In the ruined church dome, 'Dutch' hefted his magnocular & watched as the Reds tank drew closer ...

Even from 3 miles away Dutch could see the tank clearly – an IS-90 Heavy Tank. The Reds had named them 'Zveroboi', meaning 'Beast Killer'. Despite being a rather old fashioned design – I mean, who used tracks these days, when you could use hover or even gravitics – Dutch knew that the tank would be a formidable force to face in battle. But that was in an OPEN battle – out in the fields and on the steppes of Colony IX the IS-90 was powerful, but in an urban battle, unable to use its big gun at long range, and vulnerable to a well placed petrol bomb ...

Dutch pressed the button on his combox. "Get ready, they'll be here in about 15 minutes. Blaine, Hawkins – keep an eye on those infantry. Yelena – all your people gotta do is get close and burn 'em with the Molotovs"

Releasing the button, Dutch raised the magnoculars again. By squinting he could just make out a word painted on the side of the tanks massive turret – 'Puff'.

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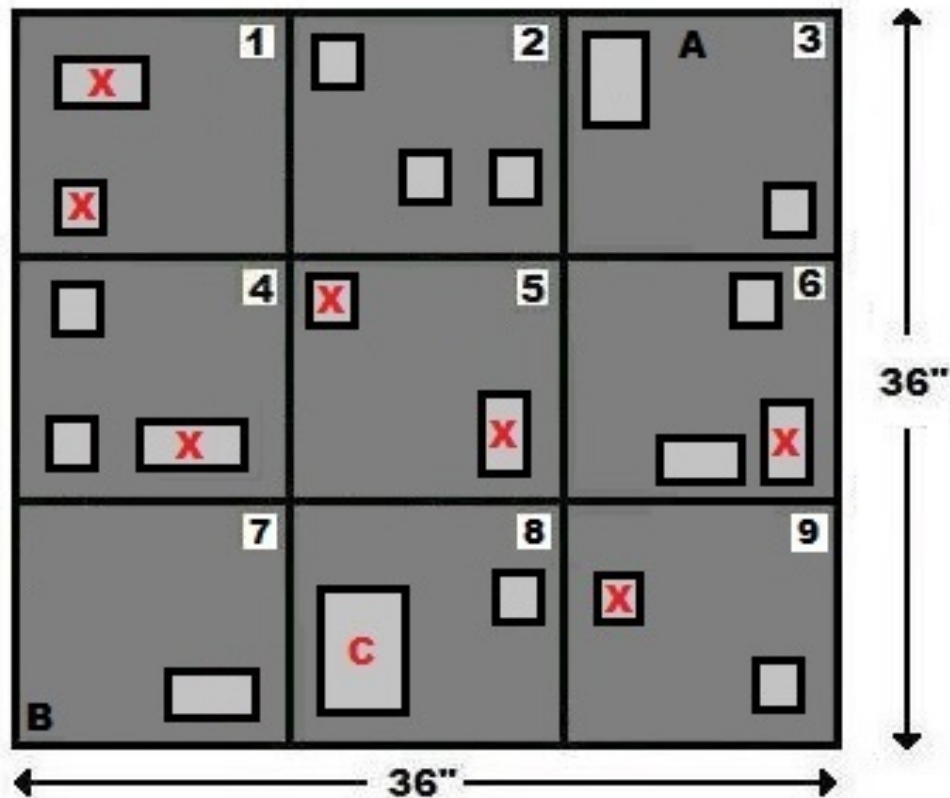
Outskirts, Yubliana ...

Kuragin rubbed his eyes and looked through the master sight again – he could've sworn he'd seen furtive movements on the edge of the village ahead. Yubliana looked quiet – just a little too quiet ...

"Irina, stop. Yuri, load high explosive. Zhadanov, you'd better get your men down – somethings not right here ..."

PUFF THE MAGIC DRAGON

Welcome to Puff the Magic Dragon, a small two player game of USE ME 15mm Sci-Fi. In this small game a Neo-Soviet IS-90 heavy tank accompanied by a squad of infantry is returning to the front line after repairs & when it is ambushed by Insurgents in a small village ...



Set-Up: 'Puff' & Corporal Zhadanovs' squad set up within 3" of point A on the map. The Insurgent troops may set up INSIDE any of the buildings marked with a red 'X', 'Dutch' sets-up in the dome of the ruined church, and the 'Technical' may set-up anywhere on map squares 1, 4, 5, 7, 8 or 9 as long as it is out of line of sight from the Neo-Soviet force at the start of the game.

Special Rules:

- 1). **TERRAIN:** All Terrain is normal terrain. The light grey areas on the map are buildings, which count as Difficult terrain. Vehicle characters may not enter the buildings. Building C is the disused church.
- 2). Players should not use squad activation's - each character should be activated individually in this game.
- 3). **Molotov:** All Insurgent characters with this special action are armed with Molotov Cocktail improvised incendiary bombs. This allows them to gain the 'Anti-Vehicle Specialisation' special action (see below) which is usable in melee combat only. However, should any Character with the Molotov special rule be hit by ANY ranged fire, roll 1d6 after the ranged attack has been resolved – on a roll of 4-6 increase the characters Wound state by 1 level (from OK to Winged, from Winged to Struck etc) as their Molotov Cocktail explodes. Killed characters (obviously) can't be hurt further.
- 4). **Anti-Vehicle Specialisation:** In play any Character with this special action may add +1 to all their rolls in Melee.
- 5). A number of USE ME Modern rules will be needed to play this scenario – make sure you have a copy of UM004 USE ME Modern Rules available from Alternative Armies Online.

Victory: The Neo-Soviet force wins if 'Puff' and at least a half of Corporal Zhadanovs' squad escapes off the table via point B on the map. The Insurgents win if they destroy 'Puff' and kill at least half of Corporal Zhadanovs' infantry squad. Any other result is a draw.

PUFF THE MAGIC DRAGON

NEO-SOVIET	Puff the Magic Dragon (IS-90 Heavy Tank) & Corporal Zhadanovs' Infantry Squad							
TROOPS	1 IS-90 Heavy Tank, 1 Corporal, 1 Private with Heavy Weapon, 6 Privates							
DEPLOYMENT	As per instructions above							
Id	Name	Descrptn	Type	Elan	MV	Weapons	Armr	Notes
	Puff the Magic Dragon	IS-90	HV VHCL	5	6"	HVC, 2 VAW	Y	Reactive Armour
1	Cpl. Zhadanov	Leader	Infantry	5	4"	Std Rfl, Gren	N	
2	Pvt. Orlov		Infantry	4	4"	Hvy Wpn	N	
3	Pvt. Butov		Infantry	4	4"	Std Rfl, Gren	N	
4	Pvt. Rostakov		Infantry	4	4"	Std Rfl, Gren	N	
5	Pvt. Kupenin		Infantry	4	4"	Std Rfl, Gren	N	
6	Pvt. Dhabinsky		Infantry	4	4"	Std Rfl, Gren	N	
7	Pvt. Ulyanov		Infantry	4	4"	Std Rfl, Gren	N	
8	Pvt. Sokolov		Infantry	4	4"	Std Rfl, Gren	N	

XIBERIA INSURGENTS	FSR 'Advisers' Dutch, Blaine, Hawkins & Yelenas' Insurgent Group							
TROOPS	3 Imported Insurgents, 1 Insurgent Leader, 2 Insurgent Fanatics, 12 Insurgent Civilians & 1 Insurgent Technical							
DEPLOYMENT	As per instructions above							
Id	Name	Descrptn	Type	Elan	MV	Weapons	Armr	Notes
1	Dutch		Infantry	5	4"	Hvy Wpn, Gren	Y	Imported Insurgent, Sniper
2	Blaine		Infantry	4	4"	Sup Rfl, Gren	Y	Imported Insurgent
3	Hawkins		Infantry	4	4"	Sup Rfl, Gren	Y	Imported Insurgent
4	Yelena	Leader	Infantry	4	6"	Sd Arm, Gren	N	
5	Insurgent Fanatic		Infantry	3	6"	Sd Arm, Gren	N	Suicide Bomber
6	Insurgent Fanatic		Infantry	3	4"	Sd Arm, Gren	N	Suicide Bomber
7	Insurgent Civilian		Infantry	2	4"	Sd Arm	N	
8	Insurgent Civilian		Infantry	2	4"	Sd Arm	N	
9	Insurgent Civilian		Infantry	2	4"	Sd Arm	N	
10	Insurgent Civilian		Infantry	2	4"	Sd Arm	N	
11	Insurgent Civilian		Infantry	1	4"		N	Molotov
12	Insurgent Civilian		Infantry	1	4"		N	Molotov
13	Insurgent Civilian		Infantry	1	4"		N	Molotov
14	Insurgent Civilian		Infantry	1	4"		N	Molotov
15	Insurgent Civilian		Infantry	1	4"		N	Molotov
16	Insurgent Civilian		Infantry	1	4"		N	Molotov
17	Insurgent Civilian		Infantry	1	4"		N	Molotov
18	Insurgent Civilian		Infantry	1	4"		N	Molotov
19	Insurgent Technical		LT VHCL	1	12"	VAW	N	Suicide Bomber