

# **RUNNING HOT!**



**A SULPHUR SCENARIO**

# RUNNING HOT!

A vehicle has broken down on a recent battlefield amidst the ruins of Sulphur City. Its engine has been damaged and it is low on fuel. The pilot have managed to get the vehicle started again - but this is only a temporary fix, it will not last long enough to get it back to base.

The vehicle is escorted by a small infantry force, they must try and protect the vehicle until it can return to safety. Players can choose which sort of infantry squads they wish to use and whether to include Heroes. This side will be known as "the defenders".

The Attackers (the opposing side) can have a mixed force of vehicles, infantry and a Hero (if the player wishes to include one). The choice of vehicle or infantry is up to the player in command. There is however a sample force list presented at the rear of the scenario if players prefer to use that.

## FORCE COST

The forces that play this scenario will not be equal. The defenders force will be twelve points, the attackers force will be eight.

## THE VEHICLE

The vehicle that is the focus of this scenario can be a tracked/wheeled/walker vehicle with a points cost of between five and six points. The vehicle can have one main weapon plus a number of smaller attached weapons (a vehicle design is provided at the rear of the scenario).

## THE TERRAIN

This scenario can be fought on a six by four foot table (or one of similar size). Across the playing area should be quite a dense pattern of ruined buildings, piles of rubble, craters and other obstructions.

## DEPLOYMENT

The defenders will deploy their force within six inches of the table edge as shown on the map. The damaged vehicle will be placed directly on to the table - the defenders other forces will be represented by movement counters.

Initially the attackers will have one squad on the table. After that, one squad/Hero/vehicle can be brought on each turn. To do this, the player will select a unit, roll 1d10 and try and score equal to or less than the squads Initiative Number. If this

die roll fails, the attackers will not bring anything on that turn.

The attackers starting force can be deployed anywhere on the table provided that they are no closer than fifteen inches from the defenders.

The attackers that are brought on in later turns can be deployed onto any table edge, even the one that the defenders are using - but they cannot deploy closer than fifteen inches to the defenders.

When troops are brought onto the battlefield later in the game, they will appear as figures and not movement counters. They will be able to fire at the defenders as if they had them in full view at the start of the turn (i.e. Aimed Fire is permissible in the turn that this new unit appears).



# THE SCENARIO

## THE OBJECTIVES

The objective for the defenders is to move their damaged vehicle from its starting position - across the table and then exit from the opposite table edge. The vehicle is a vital military asset and the defenders faction cannot afford to lose it - or worse still - let it fall into the hands of the enemy.

The attackers objective is to defeat the defenders and capture the damaged vehicle. If the attackers prevent the vehicle from leaving the table and defeat the defenders (the vehicle has no fuel and the attackers have one unit or Hero in contact with the vehicle for a complete turn) they have won. If the defenders manage to remove the vehicle from the area - they have won (even if the body count is quite high). If the damaged vehicle becomes totally immobilised but the defenders have prevented enemy forces making contact with the vehicle - the battle will be a draw.

## RUNNING HOT!

This vehicles engine has developed a major fault, it is chewing-up fuel cells at an unbelievable rate. Each action spent moving the vehicle will require one fuel cell and currently - the vehicle has only two left! Fortunately it is known that a supply of fuel cells are scattered about this battlefield - in fact that was what initially brought these two factions together in conflict - a fight to grab the fuel!

To get the vehicle to the other side of the battlefield (and safely off it), the defenders will have to find these extra fuel cells and bring them to the vehicle in order to power it across the table. And of course the attackers will have to try and prevent this.

The fuel cells will be represented as Terrain Markers. When one is discovered (by moving into contact with it) the defending Hero or squad must then move into contact with the vehicle and spend one action transferring the fuel to the vehicle.

The vehicle can move into contact with these counters and the pilot can attempt to get the fuel if no other friendly forces are near enough to help out. It will require one successful Piloting Test for the pilot to get out of the vehicle and move into contact with the Terrain Marker, it will require another successful Piloting Test for the pilot to install the fuel and get back into the vehicle. The Terrain

Marker must be within two inches of the vehicle for this to occur. If the attacking player moves into contact with a fuel cell, these will be placed with the vehicle/Hero/squad that discovered it. If this attacking unit is destroyed/killed, the defending side can move into contact with the defeated attacker - and claim the fuel for themselves.

## TERRAIN MARKERS

The Terrain Markers that players will need for this game are provided at the end of this scenario. These will be distributed evenly around the battlefield (and will obviously be placed face down so that neither side knows their true identity).

## FUEL CELLS

As we have seen, the fuel cells will enable the damaged vehicle to spend actions on movement. However, they can also be used to give a bonus move to any vehicles that the attackers have. If a vehicle controlled by the attackers moves into contact with a fuel cell - this can be used to give the vehicle a bonus of plus one inch (per number on the counter) that turn. For example, a move four vehicle has uncovered a Fuel Cell: 2 counter and spends three actions on movement - it will now be able to move fourteen inches rather than twelve. If the attackers infantry or Heroes discover fuel cells - they will can hand them over to any vehicles on their side.



# SAMPLE FORCE

Players can create their own forces to participate in this scenario or they can simply use the forces shown here. Rudolf's Raiders (the Attackers) has a force cost of eight points, Eli's Exterminators (the Defenders) has a force cost of twelve points.

## ELI'S EXTERMINATORS

Eli's force includes the damaged vehicle. This is a Buggy armed with an auto cannon and various lighter weapons. The vehicles move is eight and it starts the battle with two fuel cells (two actions worth of movement). Players can dice up their own pilots profile for this vehicle.

Vehicle Location	Bolted On	Surface	Damage
1 Pilot	A A		
2 Engine	Mini-Gun		
3 Left Wheels	HMG		
4 Right Wheels			
5 Auto Cannon			

The rest of the detachment is composed of the following units. It brings the total points cost of this force to twelve.

- Hero: Big Momma
- Splinter Squad
- Splinter Squad
- Marauder Squad
- Marauder Squad
- Slugger Squad

## RUDOLF'S RAIDERS

The attackers force is composed of the following units of Rudolf's Raider. These can be deployed (brought onto the battlefield) in whichever order the player wishes.

- Hero: Og
- Small Vehicle: Mini Quad
- Small Vehicle: Assault Quad
- Marauder Squad
- Marauder Squad
- Splinter Squad
- Slugger Squad

This detachment of Rudolf's Raiders represents a force of eight points. This is definitely a smaller force than the opposition but the Raiders do have the advantage of terrain - and none of their vehicles will be starting the battle in an already damaged state.

## BIGGER BATTLES

Players can modify the force sizes if they wish but they must keep the proportions between the two armies the same (in other words, the defenders should have a force that is 50% larger than the attackers). For example, if the players wanted a slightly smaller game - the Defenders could have nine points and the Attackers could have six. Or the Attackers could have ten points and the Defenders fifteen.

## TACTICS

The Defenders must ensure that their supporting infantry get to as many Terrain Markers as possible while still remaining close to their damaged vehicle. The Defenders will have to be aware that their opponents could launch an attack from any direction - even to their rear.

The Attackers must direct their efforts mainly to the enemy infantry who will be trying to gather as much fuel as possible. Without its infantry support, the Defenders cannot win. And although damaged, the enemy vehicle is still powerful and all of its weapons are in full working order - so beware!



# TERRAIN MARKERS

Rat Run	Medi-Pack	Toxic Bomb	Grenade	RPG	Hazard	Unstable Ground	Unstable Ground
Fuel Cell <b>One</b> Move	Fuel Cell <b>One</b> Move	Fuel Cell <b>Two</b> Moves	Fuel Cell <b>Two</b> Moves	Fuel Cell <b>Two</b> Moves	Fuel Cell <b>Two</b> Moves	Fuel Cell <b>Three</b> Moves	Fuel Cell <b>Three</b> Moves



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