

SULPHUR STORM

Sulphur is the all pervading fear that haunts dreams and waking life. When the Sulphur becomes tangible, its effects can be immediate, chaotic and frequently deadly. This scenario describes just such an encounter with this hated and mysterious force.

A Sulphur Point has erupted rapidly and dramatically and has thrown all those nearby into chaos and confusion.

Two enemy forces have found themselves the victims of this outbreak. Now they must fight to escape this peril before it is too late.

The forces of both sides find themselves scattered, disorientated and thrown into confusion (even the players don't know where they are!). The random deployment required for this game ensures a surprising and exciting encounter each time it is played.

FORCE COST

Both sides will have equal forces. Eight to twelve points each side will be sufficient for an entertaining and challenging game.

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

This scenario requires an utterly random deployment. Movement Counters from both sides will be placed face down on the table

in a way that neither side has any idea where their forces are placed or where the enemy is placed. Counters will be placed face down in a random but even spread across the playing area. Counters must not be placed closer than six inches from the table edge or six inches from the Sulphur Marker. Both sides should start the game without a clue where their forces are located.



THE SCENARIO

TERRAIN MARKERS

Players can use Terrain Markers in this scenario, six or eight will probably be sufficient. These will be evenly placed around the battlefield. If a Sulphur Marker is revealed, this will have the effect of adding one to the die roll that determines the effect of the Sulphur Storm that turn (players can add +1 per Sulphur Marker revealed).

THE SULPHUR

No forces can voluntarily move into contact with the Sulphur Point in the middle of the table. Troops may be compelled to contact it due to random movement. If this occurs, the subject loses one to five actions the next time it is activated.

SULPHUR STORM!

The large Sulphur Marker in the centre of the table will create random effects each turn. At the start of each turn 1d10 is rolled and the table below is referred to. The effects will last until the following turn (when the table is consulted again). The effects will be applied to any squad, Hero or vehicle that is appropriate, there is no range limit to the effects of Sulphur as there usually is.

As time goes on the effects of the Sulphur Storm increases. At the start of turn two, one is added to the d10 die roll. At the start of turn three, two is added to the die roll, and three is added in turn four etc (adding an extra one each turn).

THE FIRST TURN

When the terrain has been laid out, the Terrain Markers placed and the Movement Counters positioned evenly across the battle area - the game can begin. Both sides roll 1d10, the highest scorer goes first. The effects of the Sulphur Storm are tested for and then the player selects one Movement Counter and then turns it over. After this the opposing player selects a Movement Counter and then reveals that. This will be the end of the first turn.

In turn two, the effects of the Sulphur Storm are tested for, then players roll for the initiative of any deployed troops. These can then be activated. After the deployed forces have been activated, both sides then take it in turns to reveal one additional Movement Counter.

In turn three, the effects of the Sulphur Storm are tested for, then players roll for the initiative of any deployed troops. These can then be activated. After the deployed forces have been activated, both sides then take it in turns to reveal one additional Movement Counter. This sequence continues until all Movement Counters have been revealed.

OBSERVING MOVEMENT COUNTERS

Movement Counters can be observed in the usual way in this scenario. Any counters that reveal troops will bring those forces to the table - these can then be activated in the usual way in the following turn. Because of the density of the terrain, automatic observation range is likely to be down to ten inches - there will be plenty of cover around.

Die Roll	Sulphur	Effect of Sulphur Storm
1 - 3	Nil	There are no effects felt this turn
4	Flux	Randomly move one Move Counter from each side (using 1d10 for distance & direction)
5	Unease	One randomly selected deployed unit cannot move this turn
6	Doubt	One randomly selected squad makes one random move (using 1d10 for distance & direction)
7	Nerves	Two is deducted from all die rolls testing to hit this turn
8	Lost	No troops can exit the table this turn
9	Crash	The vehicle that was last activated must make an immediate crash test
10	Misfire	The next missed shot means that the subject cannot fire again this turn
11	Fear	The two enemy squads (vehicles/Hero) that are nearest move back 4" from each other
12	Rage	The first squad to charge into contact this turn gains +1 to Combat and Strength factors
13	Outburst	One randomly selected vehicle will suffer a +4 hit to its engine
14	Despair	1d10 is rolled for the next squad to be activated, if the score exceeds the Initiative Number, one figure in the squad will kill themselves with immediate effect.
15	Fury	One randomly selected squad, vehicle or Hero will spend all of its actions firing at the nearest friendly target.
16	Craze	One squad or Hero will attack the nearest friendly squad or Hero in close combat in a fight to the death.

SAMPLE FORCE



Players can create their own forces to participate in this scenario or they can simply use the forces shown here. The Flaming Skulls and The Hit Squad both start the game with twelve points each.

THE FLAMING SKULLS

The Flaming Skulls (using the red Movement Counters) force is composed of a buggy armed with a Heavy Flamer and HMG and a number of infantry.

Vehicle Location	Bolted On	Surface	Damage
1 Pilot	A A A		
2 Engine	HMG + A A		
3 Left Wheels			
4 Right Wheels			
5 Hvy Flamer			

The infantry element consists of the following units. This brings the total points cost of this force to twelve.

- Hero
- Small Vehicle (Quad, Chopper etc)
- Splinter Squad
- Marauder Squad
- Slugger Squad

HIT SQUAD

The Hit Squads (using the blue Movement Counters) force is composed of a tracked vehicle armed with a Plasma Cannon and HMG and a number of infantry.

Vehicle Location	Bolted On	Surface	Damage
1 Pilot	A A		
2 Engine	HMG + A		
3 Left Tracks	A		
4 Right Tracks	A		
5 Plasma			

- Hero
- Small Vehicle (Quad, Chopper etc)
- Marauder Squad
- Skinner Squad
- Splinter Squad



SCENARIO OUTCOMES

THE OBJECTIVES

Both sides find themselves suffering the nightmare of a full-blown Sulphur outbreak. They must try and escape as quickly as possible - but will they find their path home in time?

The map shows a number of blue arrows - these represent the possible exit point which will lead the combatants back to the relative safety of their own districts. At the start of the game, both sides will know where all of the possible exit points are. What players will not know is which of these exit points is the one that will allow them to escape.

To determine whether an exit point is the exit point, the player must allocate one to three actions from a squad, vehicle or Hero, indicate which exit point they are checking and roll 1d10. If the score is equal to or less than the number of actions allocated to the task - the selected exit point is in fact the exit point that will lead the force to safety. If the score is higher than the number of actions allocated, the selected exit point is not the one that will lead them to safety.

When an exit point is revealed as being the escape for one side, this automatically negates it from being the escape route for the other side. In other words, an exit point can only provide an escape for one side - the side that discovers it first.

If a force fails to find any escape routes out of the area it has become totally disorientated and will now be exposed to the full horrors of the Sulphur Storm.

- Game over Man!

VICTORY & DEFEAT

The side that gains the most Victory Points (VPs) will be declared the winner of this scenario. One VP will be allocated when each of the following situations occur:

- The side that first extracts one squad, vehicle or Hero from the area
- Each squad, Hero or vehicle extracted
- The side that suffers the least point loss during the scenario

If a side fails to find the exit point it will automatically lose the scenario.

TACTICS

This is a highly chaotic and dangerous scenario that produces random and unsafe troop deployment. Enemies are likely to appear uncomfortably close to each other in vulnerable positions where the risk of rapid annihilation is ever present. There is also the uncertainty about the exit points which can lead to the expenditure of a lot of actions without the guarantee of finding a way out. Added to this is the growing risk from the Sulphur Point which all adds up to make for a highly perilous scenario. The biggest factor in this particular encounter is likely to be luck. If you are lucky you might get some of your forces out alive, if not - total self-destruction awaits!

DE-BRIEF

Because of the chaotic and unpredictable nature of this scenario, each time the encounter is played there are likely to be very different outcomes. So players should be able to enjoy several attempts at this battle, even using the same forces.

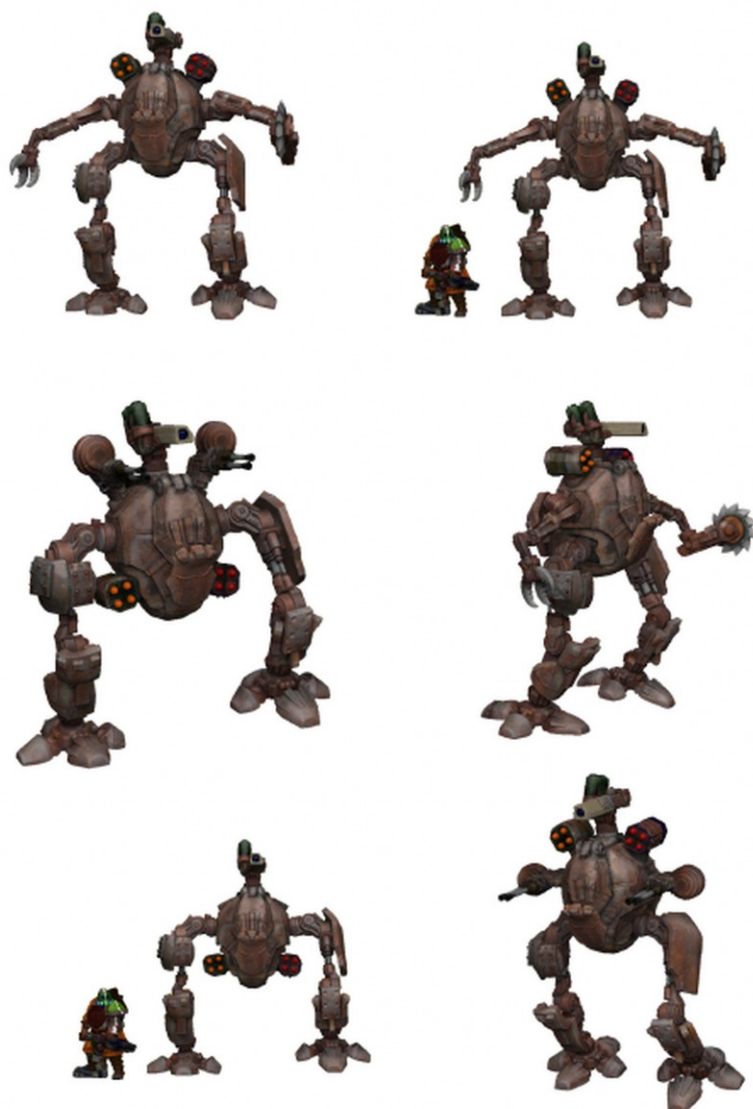


MOVEMENT COUNTERS

Splinter Squad	Marauder Squad	Sluggo Squad	Hero Figure	Small Vehicle	Wheeled Vehicle	No Troops	No Troops
Splinter Squad	Marauder Squad	Skinner Squad	Hero Figure	Small Vehicle	Tracked Vehicle	No Troops	No Troops

These Movement Counters can be used to represent both sides forces in Sulphur Storm. One side will be identified as the "red team" and the other side the "blue team". This means that players will easily be able to easily identify which sides forces have been revealed during the battle.

Post apocalyptic
walker anyone?



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