

Oil Boom!

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for Jihad!
Historicon 08

On a lonely moonlit night somewhere deep in Iraq, at a pumping station junction, factions of the country's current political status meet and interact with each other. Mayhem ensues. A small patrol of US forces is sent out to the station to sort it all out.

This Jihad! scenario will handle between 4 to 6 players and requires the use of a gamemaster (called a 'Jihadmullah', in order to upset the PC).

Hidden Movement:

Some of the factions will use dummy counter hidden movement. These factions will place two counters in their deployment area- one will be faction and the other a dummy counter- and move them independently upon activation. If the dummy counter is revealed, it is placed with its faction counter, shuffled, and then the two move off in different directions upon their next activation.

If the faction counter is revealed due to spotting, the owning player must place his figures around that counter. Any models that are able to move and fire on the current cards may do so.

Both counters are able to spot within their 45° arcs.

Firing at Night

Firing at night counts as firing into medium cover.

Oil pipeline detonation

Gunfire around a crude oil pipeline is dangerous. When the damage gets to a certain point, the pipe detonates, in a Tom Cruise, MI- something manner. While I do not know the exact chemical and physical conditions for this detonation to occur, in the limited research I have done, to prepare this scenario, its close enough.

The Jihadmullah rolls 6D20 and records the total on the cleverly titled 'Oil Pipeline Detonation Tally Sheet' before the start of the game. All damage rolls are to be made in secret during the game. The civilians are already there, at the pipeline, collecting crude. At the end of the first turn they do **D12** worth of damage to the pipeline, to open a tap, and start the collection of crude. Each turn they are collecting crude, they do **a further point** of damage, collectively, as they fill their five-gallon cans. If and when they leave/ flee, this increases to **D12** points per turn.

There is a chance that the pipeline will take damage every time someone shoots at someone near the pipeline, and misses. At the end of each turn, each player that fired a weapon at a target within 2" of the pipeline- and missed- will roll a D20.

On a 1-4, the pipeline takes **2** hits.

On a 5-10, the pipeline takes **1** hit.

On 11-20, the pipeline takes **no** damage.

Record the total hits for each turn of fire on the 'Oil Pipeline Detonation Tally Sheet'. At the end of the turn add the Civilian Damage and Damage From Shooting to get a Cumulative Total, then the Total Pipeline Damage. It's easy to figure out using the sheet.

Grenades, RPGs, TOW's, should not be used within close proximity of a leaking pipeline. This causes an automatic detonation.

The oil pipeline's blast radius is **3" + D12"** on initial detonation, and it occurs first in the turn following the damage total. Anything caught within the initial 9" blast radius is incredibly dead. Any model caught in the blast radius 9" to the end of the initial blast radius is thrown prone and must roll a 1-7 on a D20 or take a wound.

The 50/50 rule comes into play on setting the prone models on fire. A model on fire takes a light wound.

At the start of each of the following turns, the burning radius increases by **1"**.

The 50/50 rule comes into play on setting any models, which may be in the burning radius on fire. A model on fire takes a light wound, and runs D12" in a random direction, in flaming panic. A flaming prone model just rolls around a lot, in agony. It could put itself out. This may set other things on fire. A flaming model may be extinguished with a fire extinguisher, water, or being knocked prone and rolled around in the sand.

IR Goggles and Massive Explosions

If the US forces are using IR goggles and the pipe detonates within their 45° spotting arc the troops are blinded for six card turns. These affected troops will drop prone and will only be able to crawl in a random direction (JM's discretion) until their vision returns on the 7th turn.

The IR equipment is destroyed as well, and these troops will spot D12 only, due to retina damage. Of course, the burning oil pipe lights up the whole area pretty good.

There will be between 4 and 6 factions involved in the game.

Faction 1 Smugglers.

Oil smuggling to Turkey is a commonplace occurrence in today's Iraq and it is profitable if successful. A technician at Quang Tech Petroleum, LLC is conspiring with his second cousin- a truck driver- and four Iraqi policemen who are members of his Shia tribe about making some easy dinars on the black market. They have an empty tanker truck, and plan to tap an out-of-the-way pump station to fill it full of crude oil. The thieves are all armed with AK47s.

Sometimes the occupation forces pay the local tribes to guard the pipeline. The police should be able to bribe, flatter, or bully these ignorant peasants, into compliance. Al Qaeda attacks are also a danger, but the payoff is worth the risk.

The technician and the truck driver are treated as Class: Poor/Civilian and are in the tanker truck. The police are Class: Average, and ride in a jeep. The jeep and police use dummy counter movement until revealed.

Nighttime Spotting: This group may see D12+6" each turn.

The jeep moves D20 +6" and it does not have to make a full movement.

The tanker moves D20" and it does not have to make a full movement.

Collecting Crude: If the technician can hook the tanker up to the pump station, it can be filled with crude safely. It will take at five turns to fill it, when so attached. Filling the tanker from the pipeline proper is possible, slower, and more dangerous. The technician has the tools with him to do and it takes ten turns to do this.

Deployment: The oil thieves enter the board on the west edge on the unpaved road.

Driving the tanker onto the board is not going to fool anyone. It becomes a target when it arrives on the board, unless it arrives on its board edge while an active firefight is happening at the other end of the board. If any models in the firefight are facing the tanker, use the 50/50 rule for spotting.

If they use their jeep, but no headlights, the sound will alert any models attempting to spot. It does not increase the spotting distance, but will give a general direction to spot.

Victory Conditions:

Fill the tanker with oil and escape off of the western board edge.

Faction 2 Civilians

Life was better under Sadham. We had electricity, and water, for most of the time and we did not have to steal crude oil to survive. Tapping a pipeline is dangerous, but that's where the oil is. And our tribe needs it. The cursed occupation forces have hired thrice-cursed Sunni's to guard the local pipeline, and the foreigners from Al Qaeda, roam this land, to bring more misery to us.

6) Miscellaneous civilians with jerry cans. With AK47s. Treat these as Class: Poor/Civilian. Civilians use dummy counter movement until revealed.

Nighttime Spotting: This group may see D12+6" each turn.

Collecting Crude: Each civilian with a five-gallon can tapped into the pipeline can fill one gallon per game turn and do nothing else.

Laden Civilian Movement: A laden civilian moves 6" plus a D12 inches. minus number of gallons per inches.

Ex: A civilian is schlepping a full five-gallon can of oil. His card comes up and he rolls for movement on a D20. A 10 is the result, and he is carrying five gallons. $10'' - 5'' = 5''$ of movement.

Note: A laden civilian can always move at least 1" per turn. Ignore negative numbers.

High Speed Portable Drill Assault: A portable drill with a metal cutting bit is used to break into the pipeline. The model carrying the drill may use it as a close combat weapon. It gives the model either +1 to subdue or +1 to attack.

Deployment: The civilians start on the board, in a hidden position, on either pipeline at least 12" away from the pump station, using dummy counter movement. Civilians will always try to steal and run. and will only defend themselves if fired on.

Victory Conditions:

Fill up at least four five-gallon cans, exit through the building ruins.

Faction 3 Al Qaeda sabatours

Osama is good and Osama is great. We fight the Western and Persian devils in Allah's name. It is good that the occupation forces have removed the secular Satan, Sadham, and allowed us a place to train for our renewed attacks on the American homeland. We must train to blow up oil pipelines to deny income to the occupational government. We have traveled far- first by plane from Saudi Arabia, and then, overland past the hapless Syrian border guard into Iraq. Our mission is to use stealth to approach the pipeline and to detonate it using explosives liberated from secured Coalition storerooms. We must avoid Sunni collaborators and roving bands of Persians. And we must escape to fight the enemies of Allah another day.

(4) Al Qaeda operatives are present, and their mission is to blow the pipeline. This group is not a suicide team. Treat them as Class: Veteran. These models have a jeep, and two have C-4, two disposable cell phones to be used as detonators, and are armed with AK47's. The operatives are disguised as Iraqi army, but are Saudis infiltrators. This group arrives late to the party and uses dummy counter movement until revealed.

Roll a D12 for arrival: on an 11-12 the operatives arrival on the first turn, on an 8-10 the operatives arrival on the second turn, and the operatives arrive on the third turn on any other result.

Nighttime Spotting: This group may see D12+6" each turn.

Explosives: It takes two full turns of contact with the pipe for an operative to set the charge. While doing so, the model is +2 to be hit. Once the charge and phone are set, detonation is achieved by dialing the cell phone. All of the operatives know the numbers of the detonator cells. Ideally, the operatives want to be far away when they dial in. The operatives must be on the table to detonate the explosives. It's only sporting.

Deployment: Al Qaeda deploy from the **North West** corner of the board. If they use their jeep, but no headlights, the sound will alert any models attempting to spot. It does not increase the spotting distance, but will give a general direction.

The jeep moves D20 +6" and it does not have to make a full movement.

Victory Conditions:

Blow the pipeline and escape off the North edge of the board. If the operatives are discovered, then their mission is a bust, and they must flee off of the North edge. All of the factions want you dead.

Faction 4 Sunni pump station guards

The unbelievers want to give us coin to watch their cursed pipeline; we will guard their cursed pipeline. The Americans will not provide us with weapons, so we will use their petrol-dollars to buy them. We have nothing but time. I bring honour to my tribe by guarding their precious oil. I will watch for the hated Persians and those Wahhabi Al Qaeda sons of impotent camels. You, take first watch!

Pray that you do not wake me

(10) Sunni tribal members (Class: Average) hired by the US Occupational Forces, to guard the pipelines against looters. The tribe is equipped with AK47s. There is one light machine gun in the emplacement on top of the pump station. The tribe has four camels tethered up behind their tent.

Nighttime Spotting: This group may see D12+6" each turn.

Deployment: Two Sunnis are in emplacement with the light machine gun. Place their counter there. One is pulling sentry duty outside of a small tent pitched very near the pump station. Place his counter there. There are two other sentries in the tent. These men should be up and around the station, but they have pulled rank, and are sound asleep. In the other tent, are the Sunni leader and four of his bodyguards. They are, of course, asleep. Sentry duty is below their station.

Nominate one Sunni model, asleep in the big tent, as the leader. He is somewhat fluent in English and is known by the most of the local US forces. If the US troops drive up to the pump station, in the middle of a firefight, it is the leader who can tell the troops the situation.

The two tents and camels are not initially placed on the board, only the two counters that are mentioned above. The tents and the camels are only placed on the board when the shooting starts. If the Sunni camp is spotted before the shooting starts, the JM just tells the spotting player what is seen.

Sentry Actions:

It takes one movement action to move to and wake the sleepers in one tent. Sleepers may also be awakened by distant gunfire. Use the 50/50 rule for each sleeping Sunni model.

The Sunni player will set up a sentry patrol pattern, for each sentry along the pipeline and mark the route on the JM's map. The sentries (using their counters) will follow this pattern until they spot an enemy, or are fired upon, or just decide to activate themselves. Once activated, the models then act using the card decks.

Camels:

Camels are very light sleepers. There is one tethered behind the small tent and three behind the big tent. Camels spot D12+ 9" each turn. When the pack animals become aware of intruders, they become agitated and pull at their tethers. And they honk excitedly. This will wake one of the tribesmen in the tent who will grab a weapon and look outside.

Camels will attack as Class: Poor troops and follow the normal rules for assaults.

Victory Conditions:

Protect the pipeline from all enemies.

Faction 5 Shia Militia

We do not like you. We do not like your family, or your tribe. We do not like the Sunni, foreigners, and American non-believers. We used to like the Al-Madhi army, but we do not like them anymore. We do not like foreigners taking oil from our lands. It is our oil and we have the only right to take it. We like our fellow tribesmen, but we do not like all of them. Allah protect us from those we do not like now, and those that we will dislike, in the future. We really do not like the tribesman who leads the unbelievers who guard our oil pipeline from us. We will capture him and execute him on the Internet as an example to all colaboratours, and others that we do not like.

10) Shia militia, treated as Class: Average, who have followed the Sunni tribesmen out to the pipeline, but do not know exactly where they are. They are out to capture the Sunni leader who has been cooperating with the white devils. The militia is armed with AK47s, and one light machine gun and an RPG with three rounds.

Nighttime Spotting: This group may see D12+6" each turn.

Deployment: The Shia deploy on the **South West** corner of the board edge and use dummy counter movement until revealed.

Victory Conditions:

Capture the Sunni tribe leader and leave no witnesses.

Faction 6 US troops

Not tonight; not again. Just heard from command; it's getting sporty by Quang Tech pump station 31. Don't we have some Sunnis guarding that thing? Well, we are not getting our money's worth from them. Those hajis are not up to defending their own butts, never mind anything of real value. We'll wait a few. With any luck, the lot of them will have wacked each other to paradise, before we get there. What? Crap. Time to pull their asses out of it again. Let's ride.

Two US teams have been called in to help to clean up the mess. There are (8) US Regular Army (Class: Veteran) soldiers, and are armed as Regular Army. Arriving in two Hum-vee's, they appear in up to **three turns** after the shooting starts.

Roll a D12 for arrival: on an 11-12 the US forces arrival on the first turn, on an 8-10 the US forces arrival on the second turn, and the US forces arrive on the third turn on any other result.

Nighttime Spotting: This group may see D20x2" each turn, using IR gear.

Deployment: The US teams are deployed on the east side of the board, up to 12" on either side of the unpaved road.

Victory Conditions:

Get any hajis away from the pipeline before they do any real damage. Do not shoot any of the Sunni allies. Capture any militants for questioning.

Oil Pipeline Detonation Tally Sheet

Total Needed for Oil Pipeline Detonation (6D20) _____

			Damage From Shooting	=	Cumulative Damage	=	Total Pipeline Damage
Initial Civilian Damage (D12)	_____						_____ +
Turn 1	Civilian Damage _____	+	_____	=	_____	=	_____ +
Turn 2	Civilian Damage _____	+	_____	=	_____	=	_____ +
Turn 3	Civilian Damage _____	+	_____	=	_____	=	_____ +
Turn 4	Civilian Damage _____	+	_____	=	_____	=	_____ +
Turn 5	Civilian Damage _____	+	_____	=	_____	=	_____ +
Turn 6	Civilian Damage _____	+	_____	=	_____	=	_____ +
Turn 7	Civilian Damage _____	+	_____	=	_____	=	_____ +
Turn 8	Civilian Damage _____	+	_____	=	_____	=	_____ +
Turn 9	Civilian Damage _____	+	_____	=	_____	=	_____ +
Turn 10	Civilian Damage _____	+	_____	=	_____	=	_____ +
Turn 11	_____	+	_____	=	_____	=	_____ +
Turn 12	_____	+	_____	=	_____	=	_____ +
Turn 13	_____	+	_____	=	_____	=	_____ +
Turn 14	_____	+	_____	=	_____	=	_____ +
Turn 15	_____	+	_____	=	_____	=	_____ +
Turn 16	_____	+	_____	=	_____	=	_____ +
Turn 17	_____	+	_____	=	_____	=	_____ +
Turn 18	_____	+	_____	=	_____	=	_____ +
Turn 19	_____	+	_____	=	_____	=	_____ +
Turn 20	_____	+	_____	=	_____	=	_____ +
Turn 21	_____	+	_____	=	_____	=	_____ +
Turn 22	_____	+	_____	=	_____	=	_____ +
Turn 23	_____	+	_____	=	_____	=	_____ +
Turn 24	_____	+	_____	=	_____	=	_____ +
Turn 25	_____	+	_____	=	_____	=	_____ +
Turn 26	_____	+	_____	=	_____	=	_____ +
Turn 27	_____	+	_____	=	_____	=	_____ +
Turn 28	_____	+	_____	=	_____	=	_____ +
Turn 29	_____	+	_____	=	_____	=	_____ +
Turn 30	_____	+	_____	=	_____	=	_____

OPTIONAL

The Cell Phone rings among the _____ faction, model number _____ on Turn (5-15) _____

NORTH

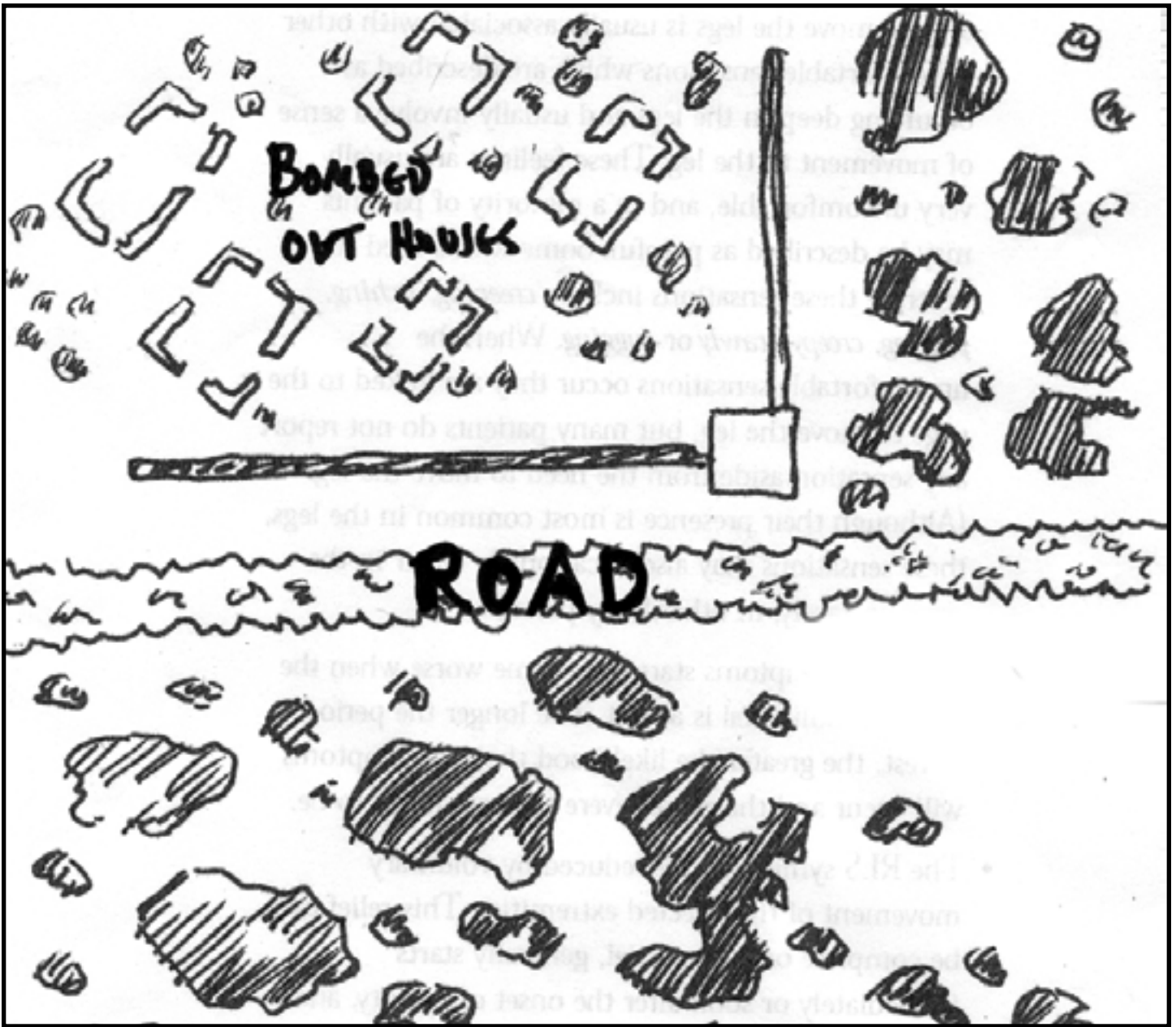


Table size 4' north to south, 5' east to west
Road is unpaved
Rocky areas are rocks with sparse vegetation
Bombed out houses are mostly rubble