

Oil Boom!

By Phil Tortorici
for Jihad!

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 are if called on to sort things 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 miniatures 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 they are force to flee in their haste they do **D12** points of further damage

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. 50/50 roll for detonation

The oil pipeline's blast radius is **D12" + 3"** on initial detonation. Anything caught within the initial 9" blast radius is incredibly dead. Any model caught beyond 9 inches and within the the initial blast roll is thrown prone and must roll a 1-7 on a D20 or take a wound. 8 -20 takes 1 light wound from fire.

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.

Night vision Goggles and Massive Explosions

If the US forces are using NIGHt ViSION 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 night vision 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.

1 game turn = once thru 12 card deck

Game sequence

Turn Black Card resolve all movement, Check moral for all affected units from last move.

Check for spotting and place all revealed troops.

Turn Red Card resolve fire, remember it is all considered simaltaneous .

Declare targets, roll for hits,

If target is within 2" of pipeline re-role all misses and check chart for damage to pipe line.

Mark wounded with chits.

Roll for moral on all wounded, mark with chit and apply results.

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 Police SUV. The SUV 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 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.

1/4	Police Chief	Veteran	Pistol
2/1	Officer 1 Driver	Average	AK
4/5	Officer 2	Average	AK
6/3	Officer 3	Average	AK
2/1	Technician	Poor	AK
1/4	Truck Driver	Poor	AK

All have Cell Phones and Pistols

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 a dummy counter to move until seen and 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 D12. 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.

4/6 Civilian Poor AK Cell

2/3 Civilian Poor AK/high speed drill

5/1 Civilian Poor AK

1/2 Civilian Poor AK

6/5 Civilian Poor AK

3/4 Civilian Poor AK

Faction 3 ISIS sabatours

We fight the weak Sunni government and will make Iraq a true Muslim stronghold. We have traveled from Syria, 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 American devils. And we must escape to fight the enemies of Allah another day.

(4) ISIS 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 detonator, and are armed with AK47's.

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 6-10 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: ISIS 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.

5/4 Leader	Veteran	AK	cell
1/2 Driver	Veteran	AK	C4
3/2	Veteran	AK	C4
3/6	Veteran	AK	cell

Faction 4 Sunni pump station guards

The Oil companies pay us well to guard the pumping station. Infadils they may be but their coin keeps us in power, for now.

(10) Sunni tribal members (Class: Average) hired by BP, 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 a Pickup and four camels tethered up behind their tent.

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

Deployment: Two Sunni are in emplacement with the light machine gun.

One is pulling sentry duty outside of a small tent pitched near the pump station and 1 man is sleeping in the small tent.

Two other sentries are walking patrol of the exposed pipeline.

The Sunni leader and 3 of his bodyguards are in the large tent sleeping.

The leader 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.

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 melee.

Victory Conditions:

Protect the pipeline from all enemies.

3/3 Leader	Veteran	AK	cell	start in large tent sleeping
1/4 body guard	Veteran	AK	cell	start in large tent sleeping
3/1 body guard	Veteran	AK	cell	start in large tent sleeping
4/5 body guard	Veteran	AK	cell	start in large tent sleeping
4/4 -	Average	AK	cell	start in small tent sleeping
4/3 -	Average	LMG	cell	start in pumping station
3/6 -	Average	AK	cell	start in pumping station
1/2 -	Average	AK	cell	Patrol pipeline
2/5 -	Average	AK	cell	Patrol pipeline
4/2 -	Average	AK	cell	small tent guard

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 unbeliever's 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.

5/4 Leader	Veteran	AK	cell	move as 1 counter until spotted
1/6 body guard	Veteran	RPG	-	
4/2 -	Average	AK	-	
1/1 -	Average	AK	-	
5/3 -	Average	LMG	-	
6/1 -	Average	AK	-	
1/4 -	Average	AK	-	
5/4 -	Average	AK	-	
5/6 -	Average	AK	-	
4/5 -	Average	AK	-	

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 Sunni 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 whacked each other into 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 6-12 the US forces arrival on the first turn, on an 1-5 the US forces arrival on the second turn.

Nighttime Spotting: This group may see D20x2" each turn, using NIgHT ViSION 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.

Humvee 1

1/6 Officer	Veteran	M4, Pistol, night vision
1/4 Cpl	Veteran	M16, Radio
1/5 Pvt	Veteran	SAW
1/3 Pvt	Veteran	M16

Humvee 2

5/6 Sgt	Veteran	M4, Pistol, night vision
5/2 Cpl	Veteran	M16, Radio
5/5 Pvt	Veteran	SAW
5/3 Pvt	Veteran	M16

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

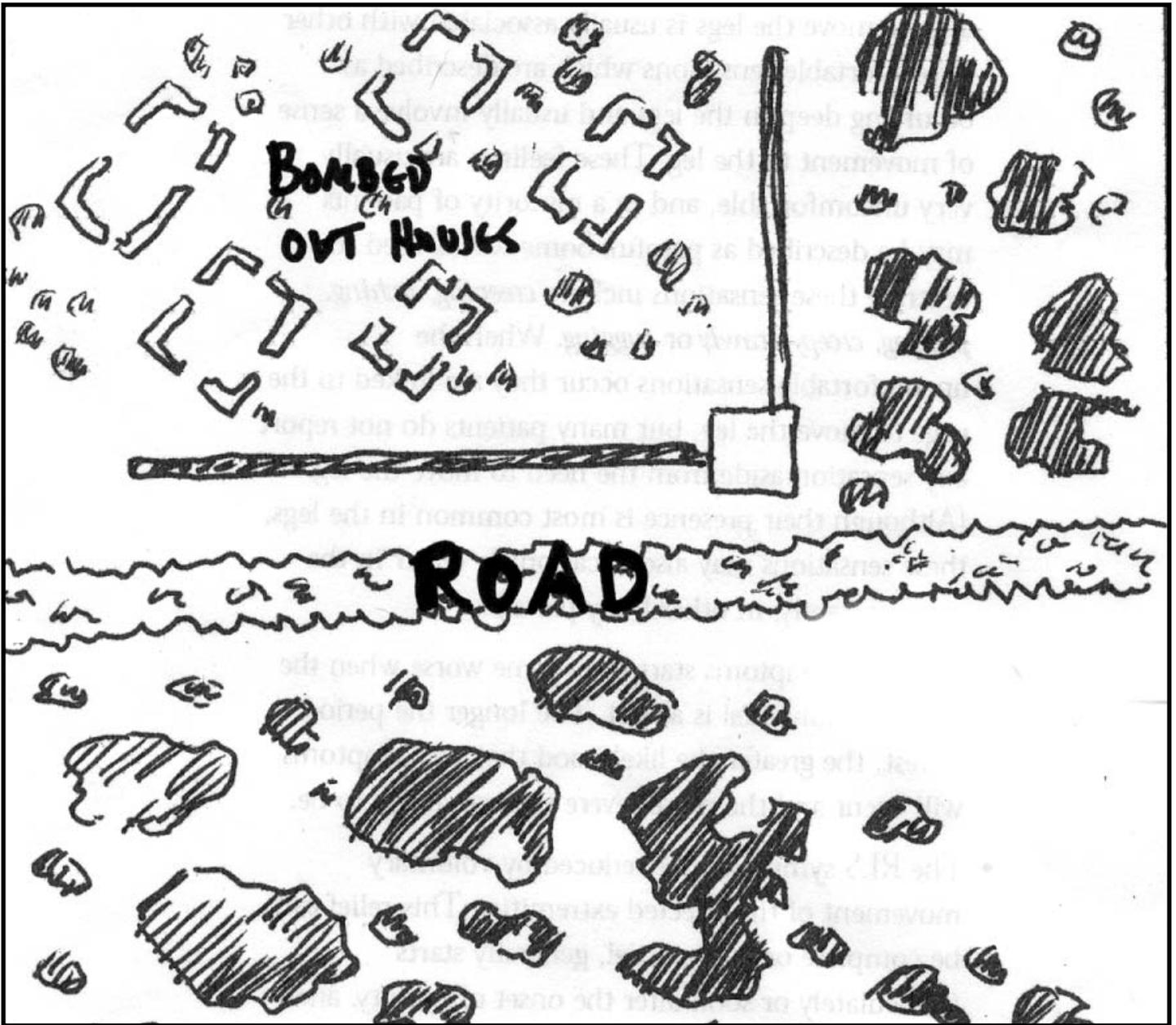


Table size 4' north to south, 5' east to west
Road is unpaved
Rocky areas are rocks with sparse vegetation
Bombed out houses are mostly rubble