

“Mojave Madness”



Camp IBIS, California — August 13th, 1943

For months, the tankers of the 11th Armored Division had been training in the California desert at Camp IBIS. Located in the land of the Mojave Indians, the tankers had been warned to avoid the area near Dead Mountain Wilderness. For the most part the tankers had complied...until a training group became lost on August 13th, 1943. As night set, the group found themselves deep in the Dead Mountain Wilderness. Let by Lt. Ryan O'Connor, the training group finally orientated themselves and made for a mountain pass to their east. Low on fuel, some of the vehicles ran out of gas. Some of the troopers jumped on the available vehicles, while others followed on foot. Then...a long dead...evil began to emerge from nearby caves and move towards the unsuspecting tankers. The Mojave had warned them...

Board Configuration:

	26	27
57		



VICTORY CONDITIONS: The American Player wins immediately upon getting 7 VP (Vehicles are worth 2 VP, each squad is worth 1 VP and Lt. Ryan O'Connor is worth 3 VP) or more through Hex V3 on Board 25. Any other result is a Zombie Victory.

Zombie Player sets up first	1	2	3	4	5	6	
American Player moves first							

(Boards 25, 26, & 27)



11th Armored Division Training Class 801343-A (ELR 4) (SAN 0) (Set up: enter Turn 1 in motion on east edge of Board 27)

			15PP *AAMG T6 -/-/4	37LL 2/4/2	37LL 2/4/2*
		5	5	3	



Skin Walker and Indian Zombies (ELR N/A) (SAN N/A) (Set up: see SRR 8)

10	2	30

- Skin Walkers and Indian Zombies have 5 MF and pay 1 MF for any hex regardless of terrain.
- Skin Walkers and Indian Zombies only attack in the same hex or in Close Combat.
- Skin Walkers as per SSR 17 possess a range weapon which acts exactly as a Panzerfaust.
- Skin Walkers are Heroic and do not break, but instead casualty reduce/wound.
- Indian Zombies do not pin or break. Any KIA or K result eliminates the entire squad otherwise there is no effect.

Special Rules/Notes:

1. EC are moderate with no wind.
2. The American 8-0 represents Lt. Ryan O'Connor.
3. Night Rules are in effect. The initial Base NVR is three hexes with no cloud cover and no moon. Cloaking is N/A and both sides have complete Freedom of Movement.
4. Platoon Movement—the Radios have mysteriously malfunctioned, therefore all vehicles must utilize Platoon Movement (D14.2).
5. Concealment is N/A for both sides.
6. Americans may Rout in any direction and with the normal 6 MF. They may not end Rout Phase adjacent to an Indian Zombie squad. If unable to do so, they are eliminated for failure to rout.
7. Out of Gas—(KGP13) - beginning on Turn2—Prior to each friendly Movement Phase, the American Player must make an Out of Gas roll for each vehicle. A roll of 10 or greater and the vehicle is immobilized and marked with an “Out of Gas” marker. After Turn 5, a +1 is added to this DR for each remaining turn.
8. Skin Walker and Indian Zombie setup. The Zombie Player places the 10 caves on boards 26 and 27 at least 2 hexes away from any other cave. Each cave houses 3 x Indian Zombies. Each Turn—the Zombie Player may choose 3 caves and may move the three Indian Zombie Squads from the chosen caves. This is repeated until all caves are empty. The caves may not be entered by any American Units. The two Skin Walkers set up HIP on Board 25 on hexes numbered 8 or greater. Neither the Skin Walkers or the Indian Zombies may enter hexes numbered 7 or lower on Board 25.
9. Indian Zombies are not affected by NVR and see all units normally.
10. Indian Zombies are subject to all moving in open penalties and also always have an additional -1 for all fire directed at them due to their bunched up swarming movement.
11. Non-Zombie units must pass a Task Check whenever they go into Close Combat with Undead Spirits. Units failing their Task Check are pinned.
12. All close combats with Indian Zombies are conducted as Hand-to-Hand. Ambush rolls are NA against Indian Zombies.
13. Indian Zombies can only attack in the Close Combat Phase.
14. Indian Zombies have 5 MF's and behave as Berserk.
15. Indian Zombies do not pin and do not break. Indian Zombies do not become half-squads, so any casualty reduction results instead eliminate the entire Undead Spirits Unit.
16. Skin Walkers are Heroic and do not break, but casualty reduce.
17. Skin Walkers have a Staff which functions exactly as a Panzerfaust, with a range of 3 Hexes. The Zombie Player must roll for availability of the Staff Blast in the same manner as rolling for a Panzerfaust. Treat this scenario as 1944 for the availability dr. There are no back blast penalties. The Skin Walkers may employ this weapon in any fire phase as long as they successfully roll the PF availability roll. A roll of 6 on the availability dr does not pin a Skin Walker, but the Skin Walker is marked with Prep Fire or Final Fire.
18. Have fun...this scenario is purely for fun.



Aftermath: What happened in the desert night remains classified by US Army Intelligence to the present day. What is known is that a single Stuart Tank and 15 troopers made it back to Camp IBIS. The remaining men were never found and remain listed as MIA. The survivors told wild stories about monsters in the night and of distant Indian Chants and bolts of lightning. Only the Mojave truly know what terrors live in the desert.