

# Hot Day (Vietnam, AD 1965)

This is a narrative “what if” scenario inspired by the war in Vietnam. The Defender has put something valuable (such as a field HQ) within range of the Attacker.

## Special Rules

Number the table quarters 1, 2, 3, 4.

The Attacker places an objective within 8” of the table center, then deploys up to half his force, excluding battlegroups, within 8” of the objective. The rest of his force is in reserve.

The Defender chooses a corner and places an objective 8” from both table edges, then deploys one battlegroup completely within 6” of the objective. The rest of his force is in Dispersed Reserve.

The Attacker chooses a deployment edge adjacent to the corner opposite the corner the Defender chose. For example, if the Defender chose Corner 1, the Attacker’s deployment edge can be the edge between Corner 2 and Corner 3, or it can be between Corner 3 and Corner 4.

The Attacker has the first turn.

A player who ends his turn in control of his opponent’s objective gains 1 control point.

The game lasts 6 rounds.

**Reserves:** Units in reserve are not deployed at the start of the game. During the Control Phase you roll 1d6 for each unit you have in reserve and on 5+ that unit can deploy. If no rolls succeed, the final unit rolled for automatically succeeds. For these purposes the word “unit” can mean a unit, a battlegroup, a solo, or a ‘jack marshal solo with a warjack.

**Attacker Reserves:** Starting in round 2, the Attacker rolls for his reserves. Units that succeed can deploy completely within 6” of his deployment edge.

**Defender Dispersed Reserves:** Starting in Round 1, the Defender rolls for his reserves. For each success, the Defender rolls 1d6 and deploys the unit completely within 8” of the indicated corner. On a roll of 5 or 6 the Defender chooses which corner to deploy in.

## Victory Conditions

- 1) The player controlling the last surviving warcaster(s) wins the game.
- 2) If both players still have warcasters, the player who controls his opponent’s objective at the end of the game wins.
- 3) Failing that, the player with more control points at the end of the game wins.

