PYRO CLASTIC FLOW

A Wargame
by
Violet Ballard

RV GAMES

Microgame #3

Objective
The Theocrat player wins when an engineer squad takes control of the Central Crustal. The Soros player wins by eliminating all Theocrat engineers or otherwise making a Theocrat victory impossible.

What's in the Box?
- 1 Hex Map, Central Crustal consists of the shaded hexes
- These instructions
- 2 Color-Coded Player Trackers
- 2 Color-Coded Sets of d100 Percentile Dice
- 2 Dry Erase Markers
- Soros Counters
- Theocrat Counters
- Crustal Counters
- Neutralized Counters

Setup
Place the map in the center of a table. Players select which side they will each play. Give each player a color-coded Player Tracker, a dry erase marker, a color-coded d100 dice set, and their color-coded Unit Counters.

Soros Phase
The Soros place their Crustals on any molten hexes using only the configurations specificied on the back of the Soros Player Tracker. The back of these instructions contain the details about constructing Crustals.

Damage Rating
The damage rating for a Crustal is determined by the number of Hexes it consists of because each Hex can withstand 1 Damage. Mark Damage on the player tracker to leave only the Damage Rating number of squares empty.

Units
The Soros then place their units on the Crustals. They may not be overloaded

Theocrat Phase
The Theocrats place their Attack Platforms on hexes on the outside edge of the map. See the back of these instructions for details about Attack Platform movement.

Units
The Theocrats then place their units on their Attack Platforms.

They may not be overloaded.

Stats
Stats represent the likelihood that a unit will successfully Attack or Defend. To make a successful Combat Check, you must roll your d100 under your Attack Stat, and to make a successful Armor Save, you must roll your d100 under your Defense Stat. Rolling doubles results in a Critical Success or a Critical Failure, and a roll of 90-99 is always a failure.

Unit Stacking
Only one player may control a Hex at any time. Players are able to have multiple units on the same Hex by stacking their Unit Counters.

Stacked Units add their Stats together, so they are more effective offensively and defensively than single units. However, an entire stack at once can be eliminated through Combat. You only need to reveal the top of any stack to your opponent. Unit Stats are printed on their counters and presented on the back of the Player Trackers.

Overload
Crustals and Attack Platforms, excluding the Central Crustal, are vulnerable to damage when they are overloaded with units. If the combined Weight of all of the units on a Hex exceeds 100, a player must make a Crustal Save. See the Crustal Save table on the Player Tracker to interpret this roll, record any damage that has been taken by marking the next damage box on the appropriate row of the Player Tracker.

Turn Sequence
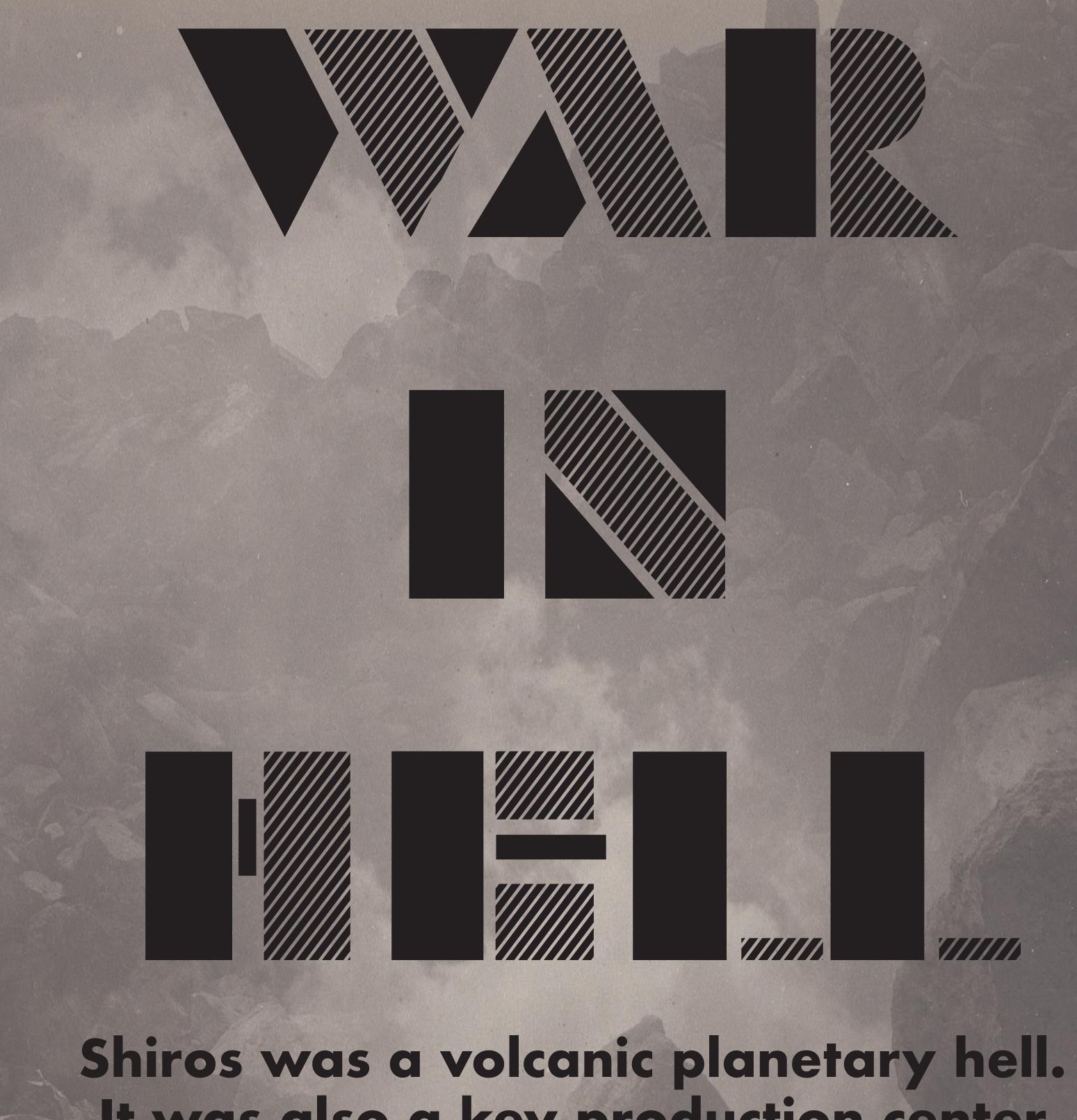Turns are played in a strict sequence consisting of three phases, some of which have sub-phases.

Soros Phase
1. Crustal Movement
2. Regular Movement
3. Combat
4. Second Hovercraft Movement

Theocrat Phase
1. Crustal and Attack Platform Movement
2. Regular Movement
3. Combat
4. Crustal Control

Crustal and Attack Platform Phase

WAR IN HELL

Shiros was a volcanic planetary hell. It was also a key production center that the Theocrat rebels had to capture.

PYROCLASTIC FLOW is a tactical wargame about the Theocrat raid on Shiros. The Soros Corporation maintains fragile, floating platforms called Crustals that can move through molten lava. The Crustals are defended by Infantry and Hovercraft.

The Theocrat attackers are strong, but they must capture Crustals quickly, before their Attack Platforms break up and their units melt into the planet's surface.

Crustal and Attack Platform Movement

Crustals and Attack Platforms may move onto any molten hex on the map. Only one Crustal or Attack Platform may be placed in a hex and any Crustal or Attack Platform that moves entirely off the map is eliminated immediately, including any units on it.

1-Hex Crustal and Attack Platforms

A 1-Hex Crustal or an Attack Platform may move up to 3 hexes.

2-Hex Crustal

A 2-Hex Crustal may move two hexes forward or move forward one hex and and then swing the rear hex into an adjacent space. A 2-Hex Crustal may not move one hex without turning.

Triangular 3-Hex Crustal

A Triangular 3-Hex Crustal may move one hex in any direction or may rotate 120 degrees.

Long 3-Hex Crustal

A Long 3-Hex Crustal may move three hexes forward or may rotate 60 degrees around the center hex of the Crustal.

Collisions

Every Crustal or Attack Platform, including the Central Crustal has a 1-Hex Zone of Contact surrounding it. If a Crustal or Attack Platform enters a Zone of Contact, a collision has occured. If there is no movement, there is no collision.

Number of Collisions

One collision occurs for each Hex inside a Zone of Control that has been entered by the moving Crustal or Attack Platform.

Loss of Motion

As soon as a collision occurs, the Crustal or Attack Platform immediately stops moving, ignoring Crustal Movement restrictions. 2-Hex Crustals may rotate when they move one hex and collide.
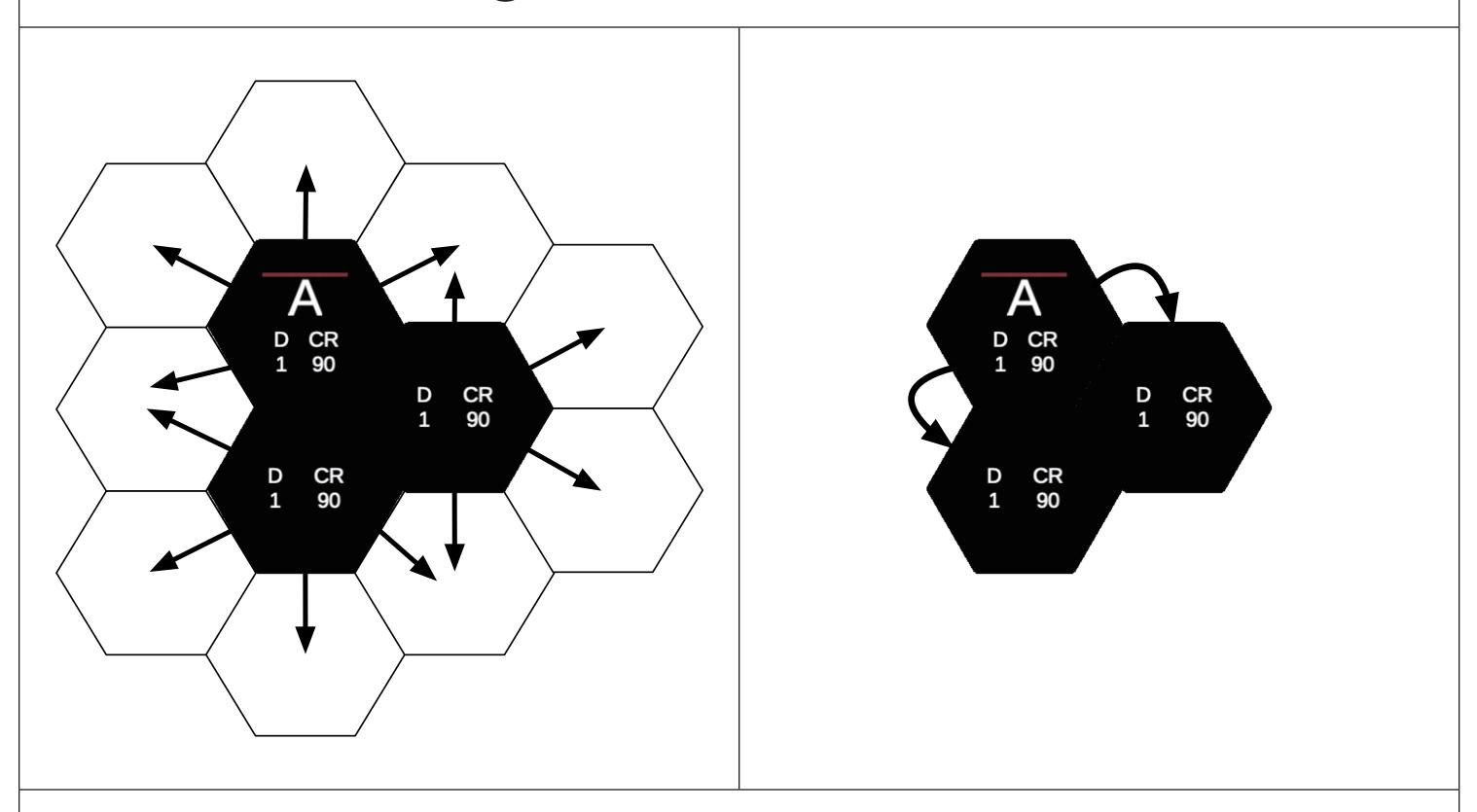
Damage

For every collision, players make a Crustal Save for each of their hexes involved. The Central Crustal does not sustain damage.
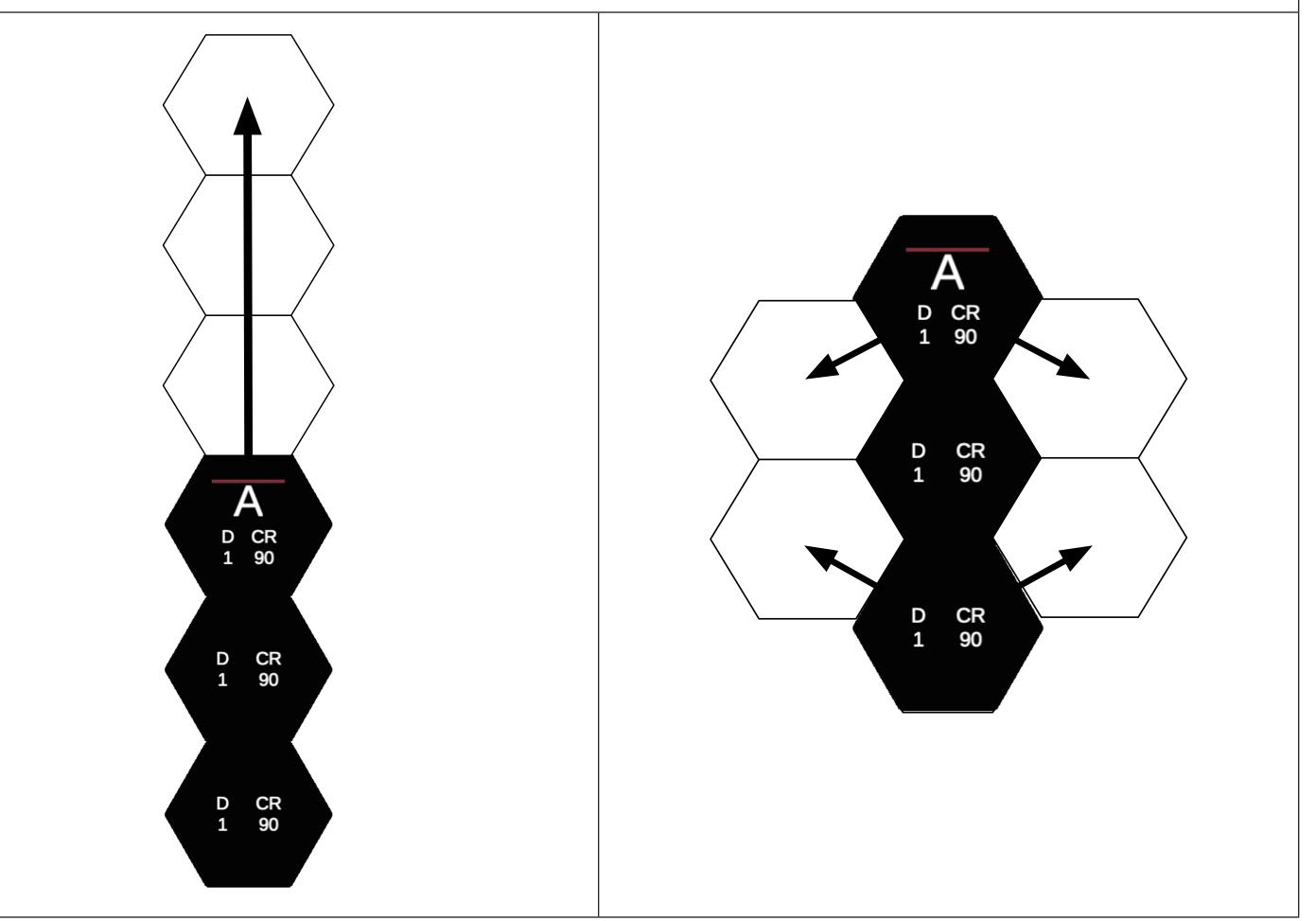
Attack Platforms

Attack Platforms do not collide with other Attack Platforms.

2-Hex Crustal

Triangular 3-Hex Crustal

Long 3-Hex Crustal

Regular Movement

All units may move as many hexes as the Movement Allowance listed on their Unit Counter. Units are only able to move on top of Crustals, including the Central Crustal, and Attack Platforms.

Units do not have to move or take their entire Movement Allowance and are unable to save movement for use later.

With two exceptions, units are unable to move through hexes occupied by opposing units.

Overruns

Theocrat Crawlers and Heavy Beamers may move through Soros occupied spaces.

Close Assault

Soros units in the overrun hex may attempt to make a Combat Check. There can be negative consequences to this as with all Combat Checks.

Overload

Once you have finished moving all of your units, check each of your occupied hexes to see if they are Overloaded and take damage following the rules on the other side of these instructions.

Combat

Like Crustals and Attack Platforms, all units are surrounded by a one hex Zone of Control. Each unit may attack once per turn, and units may attack any unit within their Zone of Control.

The attacker makes a Combat Check for the units in their hex, and the defender makes an Armor Save for the units in their hex. Read the results from the table on the Player Trackers.

Claiming a Hex

If an attacking unit defeats all units on the defending hex, they may move one hex into the defeated area.

Second Hovercraft Movement

After the Soros Combat Phase, they are able to move their Hovercraft a second time up to its maximum Movement Allowance.

Overload

Check if the hexes occupied by Hovercraft after their second movement have become overloaded and make a Crustal Save if appropriate.

Crustal Control

Theocrat Engineers have an Engineering Stat used to make Control Checks instead of an Attack Stat and a Defense Save. Only 1 Control Check can be made by each stack containing an Engineer each turn.

Control Check

By succeeding a Control Check, Theocrat Engineers may take control of Crustals not occupied by Soros. With a second successful Control Check Engineers may Neutralize a Crustal, making it unable to move. Use a Neutralized counter to indicate this.

Revealing Damage

When someone takes over a Crustal, the owner must share the current Damage with the new owner. Otherwise, Crustal and Attack Platform Damage is secret information.

Regaining Control

Soros regain control of a Crustal if there are no Theocrat Engineers on a Crustal.

Crustal and Attack Platform Phase

All units on hexes that break up are eliminated.

Partially Off the Map

Remove any Crustals that are partially off the map.

Attack Platform Damage

Deal 1 Damage to every Attack Platform.

Break Up

Remove any Crustals or Attack Platforms that have taken more damage than their Damage Rating. An Attack Platform with a Damage Rating of 5 can take 5 Damage before breaking up. This means it will not break up it takes six damage or more. Track this damage using the Player Tracker.

Credits

Writing and Layout by Violet Ballard, inspired by *Hot Spot* published by Metagaming (Armintrout, 1979)

Art from the collection of the Metropolitan Museum of Art

Pyroclastic Flow is ©2023 RV Games. All rights reserved.

Built With the Disrupter Open Source Wargaming System