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INTRODUCTION

In Somalia, October 3rd is remembered as *Ma-alanti Rangers*, or The Day of the Rangers. Throngs fill the streets to celebrate a battle that led to the withdrawal of American forces from Somalia, a battle which they view as a victory of the same proportion as David's over Goliath.

In America the day goes largely unnoticed. The anger evoked by shocking images of Somalis desecrating the bodies of fallen soldiers faded as American forces were quickly withdrawn from a nation that most Americans believed had bit the hand that sought to feed it.

If Mark Bowden hadn't chosen to make the Battle of the Black Sea (as the Rangers called it) the focus of one of the century's most insightful pieces of military journalism, the words "Irene" and "Super Six-One" would mean nothing to most of us.

But he did, and his book (and the blockbuster movie based upon it) opened the nation's eyes to the sacrifice and valor of America's soldiers and airmen on that fateful day, that Day of the Rangers.

The events that occurred on that dusty October day in '93 have now entered the realm of American military mythology and have become fertile fodder for those of us who like to look at history through the lens of wargaming.

There's a lot there for a wargamer to like: A small, elite force is beleaguered by a numerically superior and fanatical foe and is forced to fight through unfamiliar territory to find its way home. Every kind of action from patrols, to assaults, to last ditch defenses can be found in the battle's historical record. Regular players will find the Somalis a more difficult nut to crack than typical "insurgents." The average Somali gunman

had over a decade's combat experience thanks to the recent war with Ethiopia and the incessant internecine fighting between warlords. As a bonus, from a gamer's point of view, the battle had a post-apocalyptic look that translates well to the gaming table – crumbling buildings, wrecked cars, piles of rubble and burning tires – all of it is a scenery builder's (or collector's) dream.

In this expansion, we're attempting to translate some of those desirable gaming attributes into enjoyable Ambush Alley scenarios – but never by making light of one of the most fiercely contested firefights of the waning days of the 20th century. The designers extend their utmost respect and gratitude to the men and women of several nations who risked their lives in a noble attempt to bring stability to a nation ravaged by famine and civil war, particularly the 28 Pakistani Peacekeepers who lost their lives in a savage ambush and the 10 international and 19 American soldiers who made the ultimate sacrifice to accomplish their mission and stay true to their vow to leave no one behind.

We encourage anyone playing these scenarios who hasn't read the many fine historical treatments of the Day of the Rangers to do so, not so much to increase your enjoyment of the following scenarios, but out of respect to the event and the people for whom it is much more than a story, movie or game.

BACKGROUND BRIEFING

Somalia was plunged into chaos and civil war with the collapse of its military dictatorship in 1991. As rival warlords struggled for control of the stricken nation, its infrastructure collapsed completely, precipitating a famine that attracted the world's attention.

The UN's attempt to ease the privations of Somalia's starving population in 1992 ended in failure. Food deliveries were routinely seized by the militia of one warlord or the other. The resolution authorizing UNOSOM didn't provide the scope of military force necessary to establish sufficient security to deliver humanitarian aid in land caught in the throes of stateless violence.

Appalled by conditions in Somalia, the United States launched its own relief effort, dubbed, imaginatively enough, Operation Provide Relief. The First Marine Expeditionary Force (1st MEF) and various international forces would provide peace-keeping support for this operation.

The initial stage of the operation was an airlift, which seemed doomed to the same fate as similar UN efforts. International law forbade the US from sending in military forces to secure the landing zones, so it was feared that the planes would be looted as they landed – in response to this threat, Quick Reaction Forces (QRFs) composed of US Special Forces would circle the landing fields and be ready to respond instantly to any threats to the relief shipments. A force of over 500 Pakistani light infantry was landed in Mogadishu to keep the peace and support the airlift operations.

Relief flights began in August of '92 and soon scheduled deliveries of humanitarian supplies began pouring into Somalia. Fifty million meals and tens of thousands of tons

of medicine, food, and other aid would be delivered – but, unfortunately, most of it would be seized by warlord militias within hours of leaving the safety of the landing zones.

To make matters worse, Aidid's forces began shelling merchant ships as they came into ports and his "technicals" terrorized dock workers and port facilities. His forces in Mogadishu outnumbered and outgunned the Pakistani peacekeepers, leaving them with few alternatives other than fortifying their positions and watching as Mogadishu descended into savagery around them.

Aidid's efforts effectively closed Somalia to aid from the sea and air, sinking Somalia deeper into a torment of violence, starvation, and pestilence more suited to the Middle Ages than the last decades of the 20th century.

In December of '92, the UN passed Resolution 794, authorizing the United States to establish order in Somalia "as soon as possible" so that humanitarian relief efforts could continue without interference by Somali warlords. The resolution also allowed the US to use whatever force necessary to accomplish its goals. The US responded with Operation Restore Hope.

Faced with a force of 25,000 US Marines with unfettered authority to use their weapons and naval air assets to restore order, the Somali warlords went to ground. Food and medical assistance finally reached the Somali people in credible amounts.

By March of 1993 the death grip of famine and pestilence had been broken in Somalia and America's goals had been met. The 1st MEF was withdrawn, to be replaced by a UN multinational force (UNOSOM II). The US military presence in Somalia, which had peaked at roughly 30,000 servicemen, would be reduced to 1200 by June.

Sensing opportunity, the warlords went back on the offensive. In June, 24 Pakistani peacekeepers are ambushed and slain as they attempt to inspect a weapons cache. Their bodies are mutilated. The UN declares that the party responsible for organizing the attack must be identified and brought to justice. Admiral Howe ordered a \$25,000 bounty placed on Mohamed Farrah Aidid, who responds by going into hiding – and ordering his men to focus their attention on US personnel.

When four US military policemen are killed by a remotely detonated landmine, the president orders the deployment of Task Force Ranger to Somalia. The Rangers launch a series of missions designed to capture Aidid, or, failing that, behead his organization by taking his top aides into custody.

Ranger operations get off to a rocky start as they “capture” a group of UN workers they mistake for Aidid henchmen, but soon their missions are paying off. Many of Aidid’s top men are captured, including his “minister of finance,” but the warlord himself remains just out of reach.

Acting on reliable human intelligence, the Rangers launch a major operation on October 3rd, 1993 aimed at capturing several of Aidid’s captains in one fell swoop. A combined force of Rangers and Delta Force are lifted by the 160th Special Operations Aviation Squadron, known as “The Nightstalkers.” They descend on a target building near the Olympic Hotel, a building on the very edge of the so-called “Black Sea,” a hotbed of support for Aidid and his Habr-Gedir clan. The troops travel light, leaving behind much of their extra gear and rations in the belief that they’ll be back in their barracks in an hour.

Ahead of them is a seventeen hour firefight that will prove to be the Rangers’ final mission in Somalia.

Timeline of Events: Day of the Ranger 3 – 4 October 93

- 14:49 – Twenty of Mohamed Farrah Aidid’s top lieutenants are reported to be holding a meeting in a building across from the Olympic Hotel in the heart of Mogadishu.
- 15:32 – An air assault force of 19 aircraft, 12 ground vehicles, and 160 men are dispatched to capture the Habr-Gedir clan leaders.
- 15:42 – Four chinks of rangers secure the perimeter of the target building, fast-roping into position from Black Hawk helicopters. Delta Operatives are inserted on the building’s roof by Little Birds. Todd Blackburn, a Ranger of Chalk 4, misses his fast rope and falls 60 feet to the street below.
- 16:00 – Armed Somali militia, drawn by burning tires and word of mouth begin to converge on the target building.
- 16:02 – With the Persons of Interest secure, the assault force prepares to withdraw. As the prisoners are being loaded, Blackburn evacuated separately. The three vehicle “convoy” transporting him arrives safely. Hampered by increasing hostile fire, the main convoy is delayed.
- 16:20 – Super Six-One is hit by an RPG and crashes five blocks northeast of the target building. The chopper, also dubbed “Thunderstruck,” is piloted by Chief Warrant Officer Cliff “Elvis” Wolcott.
- 16:22 – Super Six-Four, piloted by Chief Warrant Officer Will Durant, fills the gap in air cover left by Six-One. Below, a crowd of hostile Somalis converge on Six-One’s crash site. The convoy and assault force units rush towards the stricken chopper to rescue any survivors.
- 16:28 – A CSAR (Combat Search and Rescue) team aboard Super Six-Eight

fast ropes into the alley in which Six-One came to rest. Rescue operations begin.

- 16:35 – The convoy moving towards Six-One is delayed by wrong-turns, flaming barricades, and relentless gunfire from all directions. US casualties begin to pile up.
- 16:40 – Super Six-Four is hit by an RPG and crashes roughly a mile southwest of the target building. Again, hostile mobs of Somalis converge on the crash site.
- 16:42 – Appalled by the scene unfolding below them, Delta snipers Randy Shughart and Gary Gordon volunteer to leave the safety of their orbiting Little Bird to protect Six-Four's survivors from the rioting Somalis.
- 16:45 – The convoy gives up its search for Six-One and attempts to return to base. Over half of its personnel have been killed or wounded.
- 17:03 – A second, smaller convoy is sent to the Six-Four crash site. It also encounters roadblocks, fires, and intense armed resistance which slow its progress to a crawl
- 17:35 – Both convoys link up, but are forced to abandon their efforts to reach Super Six-Four. Rangers and Delta operators fight their way to Super Six-One. Casualties are heavy.
- 1740 – Super Six-Four is overrun by Somalis. Delta snipers Shughart and Gordon are killed, as is everyone in the choppers crew except for CWO William Durant, who is viciously beaten and taken hostage.
- 17:45 – Both convoys return to base. The Assault Force is left behind, cut-off and surrounded. Ninety-nine American soldiers are besieged for the night. They are low on food, water, medical supplies and ammunition. These men, drawn from the Army Rangers, Delta Force, USAF PJs and FACs, and Navy Seals are fighting in the greatest land engagement involving US forces since the Viet Nam conflict. Their only support

comes from the daring pilots of the 160th SOAR (the Nightstalkers), who lash the night with a continuous series of Little Bird gun-runs.

- 22:00 – Two Companies from the 10th Mountain Division, the remainder of Task Force Ranger and a force of Pakistani and Malaysian armored vehicles are gathered to rescue the beleaguered Americans in downtown Mogadishu.
- 23:23 – The rescue convoy blasts its way into Mogadishu. The Americans stranded in the city can gauge the rate of its approach by the volume of its gunfire.
- 4Nov93, 01:55 – The rescue convoy reaches the Ranger's positions near Six-One's crash site.
- 03:00 – The efforts continue to free the body of CWO Wolcott from the wreckage of Six-One.
- 05:30 – Wolcott's body is recovered and the convoy is able to withdraw. Finding there isn't enough room in the vehicles for them, the Rangers are forced to extract on foot through heavy gunfire. Their long run home was later called "The Mogadishu Mile."
- 06:30 – The mauled assault force reaches a UN controlled sports stadium large enough for helicopters to land and carry them back to base – along with their wounded and dead. Eighteen Americans soldiers have been killed (the toll will rise to 19 when mortar attack on the barracks later kills one of the Delta operators who survived the raid). Seventy-three are wounded. Initial estimates placed the Somali losses at over a thousand killed and an unknown number wounded. That estimate is later dropped to around 500. The Somalis themselves admit to 350 killed.

The Day of the Ranger is over.

NEW RULES

This section details new rules for Ambush Alley. Rules that are specific to the Somalia theater are identified, while other rules may be used in Ambush Alley games in any setting.

NEW UNIT CHARACTERISTICS

HOPPED UP UNITS

Many Insurgents units fortify themselves with various drugs before entering combat, generally stimulants.

In game terms, there are two types of stimulants, mild and strong.

Mild stimulants, such as cocaine in small amounts or the “khat” chewed by hired gunmen in Mogadishu, boost a unit’s aggression and sense of confidence.

In game terms, insurgent units under the influence of mild stimulants may attempt to interrupt even if they have no leader attached and are not subject to “shrinkage” due to morale checks.

Strong stimulants, such cocaine in large amounts or artificial adrenaline, have all the effects of mild stimulants and also instill a sense of invulnerability and blunt the effects of shock and trauma.

In game terms, insurgent units under the influence of strong stimulants may attempt to interrupt even if they have no leader attached and are not subject to “shrinkage” due to morale checks. They also throw an extra Defense die to represent their ability to shrug off all but the most grievous of injuries, but lose a Firepower die due to their wild and undisciplined fire.

Units under the influence of stimulants are identified in scenario briefs or the insurgent reinforcement table.

KHAT CHEWERS (SOMALIA THEATER)

Many, if not most, Somali militiamen spent the morning chewing a natural stimulant called “khat.” While riding the up-swing of this drug, users feel artificially energetic, alert, and aggressive. On the down-swing, they become depressed, tired, and lethargic.

In game terms, a unit under the influence of khat is more aggressive during daylight scenarios. During the day, khat chewers are not required to make a Quality Check to interrupt, even if they have no leader, nor are they subject to Shrinkage.

At night, khat chewers must make a Quality Check to interrupt even if they have a leader present and their Morale is reduced by one die type.

MIXED MOBS: CIVILIAN & COMBATANT UNITS

Occasionally a group of insurgents may include unarmed “supporters”. Such Insurgent groups are called “mixed mobs” and will be identified by the scenario description or by the reinforcement table.

When determining the Firepower of a mixed-mob, only count the armed Insurgents. For Defense, the mixed-mob still counts all models.

When a mixed mob takes casualties, the Insurgent player may freely select which model within the mixed-mob will be removed.

HOSTILE MOBS

Sometimes civilian mobs are actively hostile towards regulars but fall short of armed resistance. Instead, they make their

displeasure known by hurling taunts and occasionally stones at regular units. Since rules of engagement disallow firing on unarmed civilians as a general rule, this harassment can sometimes add to a regular unit's stress level. Hostile mobs will also move to purposefully interfere with regular movement and fire.

Hostile mobs are under the control of the insurgent player. They are activated and moved after all Regular units have been activated.

Hostile mobs may move to place themselves in a manner that interferes with regular lines of fire.

A hostile mob may also *taunt* any regular unit within 4". Each mob may only taunt a single regular unit. Taunting raises the regular units stress level – see the rules on combat stress.

STEALTHY UNITS

Some units are extremely proficient at moving unnoticed through enemy territory. These stealthy units rely on darkness and careful movement to infiltrate a target area, fulfill their mission objectives, and if all goes well, exfiltrate without the enemy knowing they were there.

Stealthy units are almost always armed with suppressed weapons and equipped with night vision devices. They are highly trained in infiltration tactics and silent killing techniques.

Night operations are the bread and butter of stealthy units. Most scenarios involving them will be night missions.

Stealthy units are very good at moving without being seen or heard. To represent this, they must be "spotted" before another unit can interrupt or react to their movement.

SPOTTING STEALTHY UNITS

For a unit to spot the movement of a stealthy unit, the stealthy unit must be within the Optimum range of the majority of the spotting unit's figures. If this is the case, a Spotting Check is made.

To make a Spotting Check, both units roll a Quality Die.

If the spotting unit fails to roll a 4+, or if it rolls a 4+ but its roll is also equal to or less than the stealthy unit's roll, the Spotting Check fails and the spotting unit may not interrupt or react to the stealthy unit's movement.

If the spotting unit rolls a 4+ *and* higher than the stealthy unit's die, it has spotted the stealthy unit and may attempt to interrupt or react to it as usual.

A stealthy unit that has been spotted by another unit remains "spotted" by that unit until it moves completely out of sight.

When stealthy units attack in fire combat, they use the Suppressed Weapons rules.

Stealthy units are found in both Regular and Insurgent forces. Stealthy units are identified in scenario briefs and/or the Insurgent Reinforcement table.

Insurgent units usually rely on their intimate familiarity with the local terrain for their stealth – they are usually not equipped with night vision devices or suppressed weapons unless the scenario calls for it. Regular stealthy units are *always* equipped with night vision and suppressed weapons.

FIRE COMBAT

ANGER CLOSE!

"Danger Close" is a term used to describe incoming fire that is likely to cause

casualties among friendlies as well as hostiles. Danger Close fire is usually reserved for situations so dire that the alternative to a few casualties is the loss of an entire unit.

In game terms, the Danger Close rules are applied any time indirect fire or aerial fire is directed at a target within 4" of a friendly unit.

When friendly units are within 4" of indirect or aerial fire, a Danger Close check must be made to determine if those units suffer any casualties. To perform the check, the opposing player will roll a d10 and note the score. The friendly player makes a standard Troop Quality check for the unit from which the Danger Close fire originates (if their Quality isn't specified by the scenario, assume they are Trained/d8). If the Quality Check roll is a 4+ *and* higher than the d10 roll of the opposing player, the friendly unit takes no casualties. If the roll was less than 4 or less than the opposing player's d10 roll, then the results of the friendly fire are determined just as if it were an enemy unit.

Note that the original target of the Danger Close fire is still attacked, meaning that both sides may take casualties if the Danger Close check is failed.

Being on the receiving end of friendly fire is very disheartening. Any unit struck by friendly fire as the result of a Danger Close attack suffers an immediate one level drop in Morale, i.e., from a Morale of d10 to d8.

SUPPRESSED WEAPONS

Suppression reduces a weapon's report and muzzle flash. Suppressed weapons are normally used by stealthy units, including sniper teams. Only small arms may be silenced, including pistols, assault rifles, and sniper rifles. Support weapons may not be silenced.

Since most suppressed weapons use a subsonic round and/or a heavy suppressor on the end of the barrel, their stopping power and accuracy are often decreased. Units equipped with suppressed weapons lose one Firepower die.

A stealthy unit using suppressed fire must have its movement spotted before its fire can be interrupted – and it can only be fired at by the unit(s) that spotted it.

When units with suppressed weapons engage a unit that hasn't spotted them, that unit cannot interrupt – it can only take the fire and hope to fire back. It is difficult to spot the source of suppressed fire, though, so a unit being attacked with suppressed weapons must make a Spotting Check to return fire.

To make a Spotting Check, both units roll a Quality Die.

If the spotting unit fails to roll a 4+, or if it rolls a 4+ but its roll is also equal to or less than the firing unit's roll, the Spotting Check fails and the spotting unit may not interrupt or react to the suppressed fire.

If the spotting unit rolls a 4+ *and* higher than the stealthy unit's die, it has spotted the firing unit and may attempt to interrupt or react to it as usual.

Units may only spot suppressed fire if it originates within their own optimum fire range.

Note that this Spotting Check is not necessary if the unit being fired on has already spotted the stealthy unit's movement or if the unit fired non-suppressed weapons in addition to its suppressed small arms.

MORALE RULES

COMBAT STRESS

Stress, and the individual soldier's reaction to it, is an integral part of the combat experience. The cumulative effect of individual stress may eventually have an effect on a unit's overall combat performance.

Most Ambush Alley scenarios represent short, sharp actions where unit stress is less of an issue, but it might be a deciding factor in a longer engagement. The effects of these stressors are simulated through the Combat Stress rules.

Scenarios using Combat Stress will indicate it in their Special Rules section. Players may also opt to use these rules with whatever scenarios they choose.

BACKGROUND STRESS LEVEL

The background stress level of a game is determined by the scenario. Generally, the background stress level will be 0, but if the scenario involves units that have been out in the field too long with too little rest, are cut off, etc., the background stress level might start at 3. Initially, all Regular units on the table will have the same Stress Level, but as time goes by those Stress Levels will begin to vary.

The following conditions will raise or lower a unit's Stress Level:

STRESS MODIFIERS

- +1 for each turn after the first
- +1 for Dependents/Wounded in the unit
- +1 for each Insurgent objective achieved
- +1 for each turn fired on
- +1 for each turn taunted by mobs
- 1 If unit is in Solid Cover or has no LOS to enemy
- 1 for each regular objective achieved
- 1 for each turn not under fire or taunted
- X for positive leadership within 6"

POSITIVE LEADERSHIP & STRESS

While most leaders, regardless of rank, are functionally competent, some possess the extraordinary ability to inspire their men. In Ambush Alley, we refer to this combination of charisma and moral authority as "Positive Leadership."

Positive Leaders may be of any rank, but most in most Ambush Alley games are squad leaders or platoon leaders.

Each Positive Leader has a Leadership rating ranging from 1 to 3. This equates to the level of stress per turn the leader can alleviate for each Regular unit within 6".

Leaders with Positive Leadership and their leadership rating are noted in Scenario briefs.

STRESS TESTS

At the beginning of each turn after the first, each Regular unit on the table will make a Stress Test. Any negative effects resulting from the Stress Test are applied immediately.

To perform a Stress Test, roll 1 Quality die for each figure in the squad. Roll an extra die if a Positive Leader is within 6" of the testing unit. Compare each die to the current Stress Level of the game. If more

dice are equal to or greater than the current Stress Level, the unit has passed the Stress Test and suffers no effects. If more dice are less than the current Stress Level, the unit has failed the Stress Test and Loses Confidence.

LOSING CONFIDENCE

A unit that loses confidence due to a failed Stress Test loses a Firepower die. If a unit loses all its Firepower dice through repeated loss of confidence, it becomes “combat ineffective” and is removed from the table.

REGAINING CONFIDENCE

Under the right circumstances, units can regain lost confidence. Units may not regain confidence in the same turn that they lose confidence.

Units may regain lost confidence if one or more of the following conditions apply at the beginning of a turn:

Regaining Confidence

Roll for regained Confidence if:

- Unit is within 6” of Positive Leader
- Unit was not fired on in the last turn and is In Cover.
- Unit is not in the LOS of any opposing units.
- Unit received Air Support last turn
- Unit has friendly armored vehicles in sight – APC, IFV, or AFV
- Unit achieved a scenario objective in the last turn

If one of the following conditions applies to a unit at the beginning of a turn, it may roll to regain confidence. This is accomplished by performing a Stress Test. If the unit passes the stress test it will regain a die of Firepower.

VEHICLE RULES

TECHNICALS

Technicals follow the standard vehicle rules with one exception: Optimal range for weapons mounted on technicals is not the width of the table. Instead, a technical's mounted weapons have the normal optimal range for the weapon type and troop quality of the crew manning it.

This exception to normal mounted weapon rules is meant to reflect the haphazard methods by which weapons are mounted on technicals and their often ad hoc crews lack familiarity with the weapon itself.

HELICOPTERS AND HELIBORNE OPERATIONS

FAST ROPE INSERTIONS

Air mobile troops often utilize fast rope insertions to enter the battlespace. A helicopter bears the troops to their drop point and hovers while they slide down ropes to the ground. Once the troops are landed, the helicopter either withdraws or goes into orbit to provide additional perimeter security.

Performed well, this maneuver can be accomplished very quickly – but it does leave the helicopter a motionless target while the troops disembark.

The following rules describe fast rope insertions in game terms:

Place a marker indicating the point that the troops are disembarking from the helicopter. All figures in the fast roping unit must be placed within 4” of this marker. This represents their landing perimeter. If you are using a helicopter model, you can use its flight stand instead of a marker

(helicopter models are not required for play – but they definitely look nice on the table).

Helicopters carrying a single squad may disembark them all in a single turn. Helicopters carrying multiple squads may disembark one squad per turn (note that we are referring to squads here, *not* fireteams).

Units fast roping on to the table may do nothing on their first turn but establish their perimeter. They may not move unless forced to Fall Back. They are treated as being on Overwatch.

On the turn that infantry disembark, their helicopter transport is in jeopardy from ground fire. To resolve ground fire against a helicopter making a fast rope insertion, use the Ground Fire rules.

Note that helicopters that actually *land* disembark their passengers in the same manner, but are susceptible to ground fire on the turn they land their troops and the turn they lift off.

GROUND FIRE

When helicopters are operating low and slow, as during a fast rope insertion or gun run, they're subject to infantry fire from the ground – ground fire. In reality, most troop transport helicopters can be damaged by small arms fire, but for game purposes helicopters can only be damaged or downed by RPGs and weapons specifically designed to serve in an anti-aircraft role.

Helicopters are only subject to ground fire when they are disembarking troops or when they are making a low-level "gun-run."

Ground fire against helicopters is resolved in the same manner as regular anti-vehicle fire, although all fire against aerial targets receives a -1 firepower die penalty. Even hovering in place, a helicopter is a difficult target. Helicopters also have their own damage result chart.

Insurgents with a helicopter in sight may use an interruption to fire at it. Helicopter gun crews may react to ground fire, but it is more difficult for them to locate and engage ground targets while disembarking troops. Reduce the crew's Troop Quality die by one class when reacting to ground fire while disembarking troops (i.e., a Troop Quality of d8 is reduced to a d6).

Helicopters may only engage targets to their sides unless they are equipped with a chin gun. If a gun is mounted on the right side of the helicopter, it may only react to interruptions from the right side and vice versa. Helicopters may not rotate while disembarking troops or making a gun run.

ALTERNATE GROUND FIRE – AMBIENT FIRE

If players want to reflect a more hazardous air-space for helicopter operation, they may opt to use "Ambient Ground Fire" instead of the direct ground fire previously described.

Ambient ground fire simulates a mass of fire being thrown up at aerial targets from all directions – and not simply from units on the table.

Each time a helicopter makes a gun run, performs a fast rope insertion, or lands/lifts off, it is subject to an attack using xD8 firepower. The more overwhelming the ground fire, the larger a number "x" represents.

Here are some guidelines for Ambient Fire:

- Sporadic or random ground fire from mixed small arms: 2d8 Firepower
- Steady, directed ground fire from mixed small arms and shoulder fired rockets: 4d8.
- Overwhelming sheets of small arms and rocket fire or ground troops armed with purpose built ground to air anti-aircraft weapons: 8d8

If Ambient Ground Fire is used, ground units on the table may *not* fire directly at aerial targets – their fire is assumed to have contributed to the Ambient Fire firepower.

The -1 firepower die modification does not apply to Ambient Ground Fire.

Ambient Fire is an optional rule and must be agreed on prior to the start of play.

In extreme circumstances, Ambient Fire could also be applied to any moving regular vehicle – or even moving squads of regular infantry. We don't recommend this, however, as it tends to be quite lethal!

HELICOPTER DAMAGE EFFECTS

If a helicopter fails its reliability test due to ground fire, consult the following damage tables:

HELICOPTER MOBILITY BREAKDOWNS

- The helicopter becomes less stable. Crews attempting to react to ground fire have their Troop Quality die reduced by an additional level. If this takes them below D6, they *cannot* react to ground fire – they're too busy holding on for dear life.
- The helicopter limps away and crashes. Assume that any disembarking troops make it to the ground safely. Unless the scenario dictates otherwise, the helicopter crashes off the table.

HELICOPTER ARMAMENT BREAKDOWNS

- The first Armament breakdown a helicopter suffers reduces its Firepower dice by -1.
- The second Armament breakdown a helicopter suffers destroys its offensive capabilities in other words it has NO Firepower. In addition, make a 4+

Quality check to avoid losing 1 random crew member as a casualty (assume that disembarking troops make it to the ground safely). If both pilot and co-pilot are lost, the helicopter crashes as described under Mobility Breakdowns. Again, assume that all disembarking troops make it to the ground safely.

HELICOPTER RELIABILITY BREAKDOWNS

- Reliability breakdowns reduce the "die-type" used for Reliability checks by one level. In addition, make a 4+ Quality check to avoid losing 1 random crew member as a casualty. Assume that disembarking troops make it to the ground safely.
- When a vehicle's reliability is reduced below d6 it is completely destroyed. The helicopter crashes as described under Mobility Breakdowns. Assume that disembarking troops make it to the ground safely.

HELICOPTER GUN RUNS

Due to their relative stability as a gun platform, helicopters are capable of making devastatingly accurate strafing runs against ground targets. They are also capable of performing relatively slow orbits around a target while hammering it with their side-mounted weaponry. Gun runs are as inspiring to regulars as they are disheartening to insurgents.

Gun runs may occur when certain Fog of War cards are drawn or if the Regular player has helicopter Asset Cards.

There are two types of gun runs: Linear and Orbital. Linear gun runs are slashing attacks across the table, while orbital gun runs involve the helicopter circling a given point on the table and engaging all nearby units.

Linear gun runs are most often executed by actual “gunships,” while orbital gun runs are generally used by transport helicopters with side-mounted door guns.

EXECUTING A LINEAR GUN RUN

To represent a linear gun run on the table, nominate an entry point along one of the table edges and exit point on any other table edge. The gun run will engage all enemy units within 4” of the line connecting the exit and entry points.

The gun run may be interrupted by friendly units. Helicopters will not fire on enemy units that are within 4” of a Regular unit unless the Regular player voluntarily risks his own units to fire on Insurgents in close proximity – see “Danger Close.”

Helicopters executing a linear gun run receive an additional Defense die. Remember, too, that units firing an aerial unit lose one Firepower die.

All Insurgent units engaged by a linear gun run must make a Morale Check regardless of whether they suffered casualties or have a leader present. Insurgent units that *did* take casualties make their Morale Check with their Morale die reduced by one level, i.e., if their Morale die is usually a d10, it is reduced one level to d8.

Following a linear gun-run, all regular forces take any Morale checks for the rest of the turn with their Morale die raised by one level, i.e., if their Morale die is usually a d8, it is a d10 for the rest of the turn.

EXECUTING AN ORBITAL GUN RUN

To represent an orbital gun run, nominate a spot on the table to be the center of the gun run orbit. All Insurgent units within 8” of this point may be engaged by the circling helicopter.

The helicopter may not fire within 4” of Regular troops, unless the Regular player volunteers to risk his troops to friendly fire – see “Danger Close.”

Helicopters performing an orbital gun run do not receive any extra Defense dice, but ground units firing at them still lose one Firepower die.

ORBATS

The following ORBATs (Orders of Battle) represent common units found on the battlefields represented by *Day of the Ranger*.

These ORBATs are not exhaustive. They are tailored to reflect the assets and manpower that would be applied to a typical *Day of the Ranger* mission, so they cut off at the Platoon (or equivalent) level.

ORBATS are organized from the bottom up, starting with the Fireteam and working up to the Platoon.

UNITED STATES OF AMERICA

USMC (REGULARS)

The basic building block of the United States Marine Corps is the Fireteam. Three fireteams under a Squad Leader form a Squad. Three Squads under a Platoon Leader form a Platoon.

Troop Quality of USMC units range from Trained to Veteran.

USMC Morale defaults to D10, but scenarios may indicate higher or lower value.

The following ORBAT is for a regular Marine Rifle Platoon.

USMC FIRETEAM

1x Fireteam Leader w/M-16
1x Grenadier w/M-203 (RGL, Lt. Support)
1x Gunner w/M-249 (SAW, Lt. Support)
1x Assistant Gunner w/M-16

USMC SQUAD

1x Squad Leader w/M-16
3x USMC Fireteams

USMC PLATOON

1x Platoon Leader w/M-16
1x Platoon Sgt. w/M-16
1x Navy Corpsman w/M-16
3x USMC Squads

USAR RANGERS (REGULARS)

The basic building block of the US Army Rangers is the Fireteam. Two Fireteams under a Squad Leader make up a Squad. Four Squads plus Platoon HQ personnel make up a Platoon.

Troop Quality of USAR Ranger units range from Trained to Veteran.

USAR Ranger Morale defaults to D8, but scenarios may indicate a higher or lower value.

The following ORBAT is for a generic USAR Ranger Platoon.

USAR RANGER RIFLE FIRETEAM

1x Fireteam Leader w/M-16 or CAR-15
1x Grenadier w/M-203 (RGL, Lt. Support)
1x Gunner w/M-249 (SAW, Lt. Support)
1x Assistant Gunner w/M-16 or CAR-15

USAR RANGER RIFLE SQUAD

1x Squad Leader w/M-16 or CAR-15
2x USAR Rifle Fireteam

USAR RANGER MACHINE GUN SQUAD

1x Squad Leader w/M-16 or CAR-15
3x Gunners w/M249 (SAW, Lt. Support)
3x Assistant Gunners w/M-16 or CAR-15
3x Ammo Bearers w/M-16 or CAR-15

USAR RANGER PLATOON

1x Platoon Leader w/M-16 or CAR-15
1x Platoon Sgt. w/M-16 or CAR-15
1x Radio Operator w/M-16 or CAR-15
3x USAR Rifle Squads
1x USAR Ranger Machine Gun Squad

VEHICLE PROFILES

HELICOPTERS

MH60 BLACK HAWK

The Black Hawk replaced the venerable Huey as the primary troop transport and lift helicopter for US forces. This workhorse aircraft is usually crewed by three or four and can lift an eleven man squad into combat under nearly any weather or lighting conditions. During deployment in Somalia it was not unusual for the Black Hawk to carry up to fifteen soldiers into combat.

Firepower:

2 x M136 Miniguns: Med. Support/ 4d

Defense: Class 2 / 3d8

Survivability: 4+ / 1d8

Crew: 3 or 4 + 11 to 15

AH6 LITTLE BIRD

The Little Bird is a small, agile helicopter that can be used for limited transport, usually to insert or extract special operations teams, or as a fast attack gunship. In Mogadishu the Little Birds ruled the night and if not for their courageous air support, ground units stranded in the city overnight may have been overrun.

Firepower:

7.62mm Gatling Gun: Med. Support / 4d

Rocket Pod: Hvy. Support / 4d

Defense: Class 2 / 2d8

Survivability: 4+ / 1d8

Crew: 2 + 4

SCENARIOS

There are a few special rules to bear in mind when playing the following scenarios:

1. Unless otherwise noted, the Somali player automatically receives reinforcements at the end of each turn. Some scenarios may call for multiple rolls on the reinforcement table.
2. For the purpose of Civilian interaction, all scenarios are Insurgency Level 5 unless otherwise noted.

A NOTE ON SOMALI TROOP QUALITY & MORALE

The average Somali gunman in the pay of one of the Warlords had at least seven years of combat experience. These khat chewing veterans of the war with Ethiopia and the civil war that followed are not the normal armed rabble found in many Ambush Alley scenarios.

Most Somali gunmen will have a Troop Quality of D8 and a Morale of D10. Exceptional units, such as Warlord bodyguards may have Troop Qualities as high as D10. No Somali gunmen attain Elite status, so none will have a Troop Quality higher than D10.

Not all armed Somalis swarming around the Rangers or their crashed helos were professional gunmen, however. When rolling for random reinforcements, roll a d6 to determine whether each mob consists of hired gunmen (Troop Quality D8, Morale D10) or armed rabble (Troop Quality D6, Morale D10):

- 1-2: Armed Rabble
- 3-6: Professional Gunmen

Assume starting units in all scenarios are professional gunmen unless otherwise stated in the scenario brief.

HISTORICAL, HYPOTHETICAL, AND CINEMATIC SCENARIOS

Some of the included scenarios included in Day of the Ranger are historical and are based as accurately as possible on first-hand accounts and accepted historical descriptions of actual events. Others are hypothetical “what if?” scenarios that are based on historical situations, but involve non-historical elements. Finally, some scenarios are “cinematic” scenarios. Cinematic scenarios have little historical foundation and are included simply to provide a fun scenario against a historical background – their focus is more on action than realism.

The title of each scenario indicates whether it is historical, hypothetical, or cinematic.

All the scenarios are ready to play, but they’re also offered as jumping off spots for your own games. Dozens of variations are possible based on the situations presented. Feel free to free to tweak them as you wish!

A Note on Victory Points

Since **Ambush Alley** doesn’t use point balanced armies, the typical “let’s beat each other up and whoever has the most toys left standing wins” approach to matches really doesn’t apply.

As stated previously, **Ambush Alley** is a scenario driven game. As such, the winner or loser of a match is determined by the victory conditions of the scenario they are playing. Towards this end, each **Ambush Alley** scenario includes a list of objectives or accomplishments that will garner one side or the other “victory points.”

At the end of a game, victory points are totaled for both sides and the difference between those totals is used to determine who (if anyone) won and by how wide a margin:

Margin of Victory Table

Difference of 0-4 points = Indecisive
Difference of 5 to 9 points = Marginal
Difference of 10 to 14 points = Decisive
Difference of 15+ points = Total

based on their relative importance in scenarios you write yourself.

SUGGESTED VICTORY POINT VALUES

Victory points are listed for individual scenarios, but the following list can be used as a general guideline for creating victory points for your own scenarios.

Regular Victory Points

Major Objective Completed = 5 pts
Minor Objective Completed = 2 pts
Per Hot Spot Neutralized = 3 pts
No Regular POWs at Game End = 5 pts
Per POW Captured = 1 pt
Per Insurgent Unit Broken = 1 pt

Insurgent Victory Points

Major Objective Completed = 5 pts
Minor Objective Completed = 2 pts
Per Regular Killed = 1 pt
Per POW Captured = 1 pt
Per Civilian Killed by Regulars = 1 pt
Per Regular Vehicle Destroyed = 5 pts

These victory point values are only suggestions. Some scenarios may give the same victory conditions completely different point values. You may decide that victory point values should be adjusted up or down

SCENARIO 1: SHARKS IN THE BLACK SEA

(CINEMATIC)

A Marine Recon team must infiltrate the Black Sea at night to snipe a POI and then exfiltrate through enemy territory. (Night Rules, Stealth Rules).

Mission Brief

The location of a POI identified as a dangerous and poorly controlled militia leader has been established. The POI is believed to be planning a terroristic act to disrupt aid distribution and must be neutralized. Two Marine sniper teams operating cooperatively will perform the mission. The teams are to infiltrate the POI's neighborhood and take him down as he takes his nightly smoke. The teams will then withdraw undetected, if possible.

Regular Mission Objective

The sniper teams must infiltrate the neighborhood, together or separately, and find a location from which they can take a shot at the target. The POI will not appear on the table until the beginning of the second turn and will be removed from the board at the end of the fourth turn. Once removed from the table, he cannot be killed (he went inside and the snipers have no chance of hitting him).

The POI is a leader who can be designated as a casualty by a sniper team that causes casualties in a unit that includes him.

Once the target has been hit, the sniper teams must exfiltrate the area as stealthily as possible and avoid capture or death.

Somali Mission Objective

Raise the alarm before the snipers can reach the POI or exact vengeance upon them after the POI is attacked.

Table Set-Up (2'x2' 15mm, 4'x4' 25mm)



X: Position of POI on turns 2 thru 4.

A: 4xGunmen w/Small Arms; 1xSAW, 1xLeader

B: 4xGunmen w/Small Arms; 1xSAW, 1xLeader

C: 4xGunmen w/Small Arms; 1xSAW, 1xLeader

IN/OUT: Entry/Exit point for Marine Sniper Teams

Insurgency Level

The Insurgency Level is 5 for the purpose of any related tests, but new reinforcements automatically arrive at the end of each turn after the POI is engaged. No die roll is required.

To determine what sort of "reinforcements" arrive, roll 2d6 and consult the table below:

Die Roll	Somali Unit
2	1d6 w/Small Arms + 1w/L Support Mixed w/1d6 Civilians
3	1 w/RPG (M Support)
4	1d6 w/Small Arms & ROLL AGAIN
5	1 w/RPG (M Support)
6	1d6+2 w/Small Arms (Khat Chewers)
7	1d6 w/Small Arms +Leader +1 L Support
8	1d6+2 w/Small Arms (Khat Chewers)
9	1d6 w/Small Arms & ROLL AGAIN
10	1 w/L Support
11	1d6 w/Small Arms +Leader +1 M Support Mixed w/1d6 Civilians
12	2d6 w/Small Arms

Roll for Leaders: Roll 1d6 for Somali units that do not have a leader. On a roll of 1, replace one of their figures with a leader. Otherwise they come on the board leaderless.

Roll for Khat Chewers: Roll 1d6 for each reinforcement unit. On a 1 or a 2, the unit is under the influence of Khat. Since this is a night mission, the negative Khat effects will be in effect.

Roll for Hot Spots: Roll to see which Hot Spot each reinforcement unit arrives from. If a roll on the table results in the arrival of multiple units, roll Hot Spots separately for each unit.

Marine Sniper Team Force Composition

The Regular player has two sniper teams consisting of one sniper and a spotter. Both teams have a Troop Quality of Veteran (d10) and D10 Morale.

Somali Force Composition

Other than the units in place at the beginning of the turn, Somali forces are determined randomly. All Somalis in this scenario have a Troop Quality of 1d8 and Morale of 1d8.

Fog of War

The Regular player draws one Fog of War card at the beginning of the game and others are drawn according to the standard rules.

Regular Victory Conditions

- Sniper teams reach target area without being engaged: 5 pts.
- POI is killed: 5 pts.
- Sniper teams exfiltrate without being engaged: 5 pts.
- No Regular POWs/KIAs: 2 pts.

Somali Victory Conditions

- Marines are engaged: 5 pts.
- Per Marine Wounded: 1 pt.
- Per Marine killed: 3 pts.
- Per POW held at end of game: 5 pts.
- POI survives: 10 pts.

Special Rules

- Night Fighting
- Sniper teams are Stealthy
- Sniper teams have Night Vision, Somalis do not
- Sniper teams have Suppressed Weapons

Optional Rules

Marines must clear buildings before using them as firing positions.

SCENARIO 2: FOOD FOR GUNS (HYPOTHETICAL)

Mission Brief

In an effort to peaceably disarm some of the citizens of Mogadishu, the UN sponsors a food for guns exchange program. Citizens of Mogadishu may bring weapons to designated collection points and receive food rations in exchange.

The exchange points make juicy targets for the warring clans or local gangs as both weapons and food could be seized in one fell swoop. Marines must provide security at the exchange points and try to discriminate between armed men there to trade their weapons for food and those who wish to use them to seize the food.

Regular Mission Objective

In case of an attack a nearby QRF unit will be alerted and respond with overwhelming, pre-orchestrated force. Until the QRF arrives, however, the Marines must protect the truck loaded with food and weapons turned in by the locals. They must also safeguard the UN aid workers and the crowd of innocent civilians.

A news team is on hand to cover the exchange, so look sharp!

Somali Mission Objective

Seize or destroy the truck. Seize the truck by having at least one Somali figure in contact with it for one complete turn and drive it off the table. Destroy the truck by firing on it.

Capture UN aid workers to hold for ransom. UN aid workers who are not in cohesion with a Marine unit may be captured by moving into cohesion with them. Those that are already in cohesion must be captured by close assault or otherwise rendering the Marine unit defenseless. Killing UN aid

workers is not as profitable, but is still desirable.

Embarrass the US by putting them in the position to injure or kill unarmed civilians under the unblinking eye of the news team's video camera.

Kill or capture US Marines.

Table Set-Up (2'x2' 15mm, 4'x4' 25mm)



UN: UN Food Truck and Workers

P: Press Crew

1: Civilian Mob

2: Civilian Mob

3: Civilian Mob

4: Civilian Mob

5: 1xSomali w/RPG (Med. Support)

M1: Marine LT & Fireteam

M2: Marine Fireteam

M3: Marine Fireteam

Green Zones: Somali strike team units may set up anywhere in the green zones marked on the map. They may begin play hidden.

Insurgency Level

The Insurgency Level is 3 for the purpose of any related tests, but the Somali player does not receive random reinforcements. Instead, he must make do with the "strike team" sent to attack the food exchange and any civilian mobs he can incite to violence.

Marine Force Composition

The regular player has a full Marine rifle squad. The Marines have a Troop Quality of Trained (d8) and d10 Morale.

Marine Rifle Squad

1 x Squad Leader
3 x Marine Fireteams

Marine Fireteam

1 x Fireteam Leader w/M16
1 x SAW Gunner w/SAW (Lt. Support)
1 x Assistant SAW Gunner w/M16
1 x Grenadier w/M203 RGL (Lt. Support)

UN Civilian Elements

1 x 5 ton truck (UN food truck)
4 x UN Aid workers

Civilian News Crew

1 x Reporter
1 x Sound Man
1 x Camera Man

Non-Combatant Civilian Mobs

4 x civilian mobs

Somali Force Composition

A large "strike team" of hired gunmen has been assembled to take down the UN food for guns exchange point. Unlike normal scenarios, the Somali side will receive no random reinforcements. The strike team is on its own – unless it can convince some of the civilian mobs present to turn their arms against the UN workers and their protectors.

The strike team is led by a well known combat leader, who, unfortunately, is also one of the Marines' "Persons of Interest." While his presence in the strike team will do wonders for its morale, his death or capture would be a propaganda victory for the US. See Special Rules for details on the strike team leader's effect on the Somali force.

The strike team begins play set up anywhere within 6" of the south edge of the board.

The strike team consists of:

Strike Team Leader and Personal Guard

1 x strike team leader w/AK
1 x machine gunner w/MG (Lt. Support)
1 x RPG gunner w/RPG (Med. Support)
5 x riflemen w/AK

The strike team leader and his personal guard all have a troop quality of Trained (d8) and d10 Morale.

The Strike Team

3 x respected gunmen (Leaders) w/AKs
1 x machine gunner w/MG (Lt. Support)
2 x RPG gunners w/RPG (Med. Support)
12 x riflemen w/AK

The strike team members may be divided among the three leaders in any way the Somali player desires. The respected gunmen have a Troop Quality of Trained (d8) and d10 Morale. The other gunmen (including the RPG and MG gunners) have a troop quality of Untrained (d6) and Morale of d8.

Fog of War

The Regular player draws one Fog of War card at the beginning of the game and others are drawn according to the standard rules.

GAME DURATION: 6 TURNS

Regular Victory Conditions

- Truck is not captured: 5 pts.
- Truck is not destroyed: 5 pts.
- Per UN worker that is neither killed nor captured: 2 pts.
- Somali "strike team" leader captured: 5 pts.
- Somali "strike team" leader killed: 5 pts.

- Any member of news crew killed or injured by US fire: REGULARS LOSE!

Somali Victory Conditions

- UN Truck captured: 5 pts.
- UN Truck destroyed: 3 pts.
- Per UN worker captured: 5 pts.
- Per UN worker killed: 3 pt.
- Per civilian non-combatant killed or injured: 3 pts.

Special Rules

- Strike Team Leader:** The Somali strike team leader is a very respected and admired warrior. All Somali units within LOS of the strike team leader will be inspired by his presence and will do everything they can to impress him. As a result, raise their Morale will be raised one die type and they are not prone to shrinkage. This morale hike is already in effect for the strike team leader's personal guard, so do not adjust their morale (they are still immune to shrinkage, of course).

Should the strike team leader die or be captured, news will spread like wildfire through the strike team. The entire strike team's morale will be reduced to d6 (including his personal guard) and shrinkage will occur on a Morale roll of 1 or 2.

- Civilian Mobs:** Use the standard civilian mob rules with these exceptions:
 - If civilian mobs are converted to an armed mob, roll 1d6 + 4 to determine its size regardless of the number of figures in the unit that converted it.
 - The panicked mobs are moved randomly at the end of each turn. Each mob will move 1d8 inches in a random direction as determined by a die roll:

1-2: Bottom Edge
3-4: Left Edge
5-6: Right Edge
7-8: Top Edge

If a mob moves off the edge of the table, remove it from play.

- News Team:** Treat the News Team as a civilian mob for purposes of fire. They will hunker down behind their vehicle and attempt to film the action. They will stubbornly refuse to move, even if surrounded by Somalis. The news team cannot be influenced, incited or dispersed by the Somali or regular players.

SCENARIO 3: CLOSING SHOP (HYPOTHETICAL)

Mission Brief

A significant arms cache belonging to one of the warlords' militias has been located and marked for destruction. The neighborhood in which the cache is located is fiercely loyal to the warlord and is home to many of his most loyal gunmen. Attempting to destroy the weapons cache with an airstrike would result in unacceptable civilian casualties and further alienate the locals, so it is decided to send in a Marine squad to destroy the cache in place.

Regular Mission Objective

The squad must reach the weapon cache, plant demolition charges, and then exfiltrate. The operation must be executed quickly to deny the defenders time to significantly reinforce.

Somali Mission Objective

Protect the cache. Kill or capture as many Marines as possible.

Table Set-Up (2'x2' 15mm, 4'x4' 25mm)



A: Somali Guards (1xLeader, 1xSAW, 2xAKs)

B: Somali Guards (1xLeader, 1xSAW, 1xRPG, 3xAKs)

C: Somali Guards (1xLeader, 1xSAW, 1xRPG, 3xAKs)

1: Marine Fireteam Starting Position

2: Marine Fireteam Starting Position

3: Marine Fireteam Starting Position

LT: Marine Squad Leader Starting Position

Insurgency Level

The Insurgency Level is 5 for the purpose of any related tests, but new reinforcements automatically arrive at the end of each turn.

To determine what sort of "reinforcements" arrive, roll 2d6 and consult the table below:

Die Roll	Somali Unit
2	1d6 w/Small Arms + 1w/L Support Mixed w/1d6 Civilians
3	1 w/RPG (M Support)
4	1d6 w/Small Arms & ROLL AGAIN
5	1 w/RPG (M Support)
6	1d6+2 w/Small Arms (Khat Chewers)
7	1d6 w/Small Arms +Leader +1 L Support
8	1d6+2 w/Small Arms (Khat Chewers)
9	1d6 w/Small Arms & ROLL AGAIN
10	1 w/L Support
11	1d6 w/Small Arms +Leader +1 M Support Mixed w/1d6 Civilians
12	2d6 w/Small Arms

Roll for Leaders: Roll 1d6 for Somali units that do not have a leader. On a roll of 1, replace one of their figures with a leader. Otherwise they come on the board leaderless.

Roll for Khat Chewers: Roll 1d6 for each reinforcement unit. On a 1 or a 2, the unit is under the influence of Khat. This is a daytime mission so the positive effects of Khat apply.

Roll for Hot Spots: Roll to see which Hot Spot each reinforcement unit arrives from. If a roll on the table results in the arrival of

multiple units, roll Hot Spots separately for each unit.

Marine Force Composition

Marine Rifle Squad

1 x Squad Leader
3 x Marine Fireteams

Marine Fireteam

1 x Fireteam Leader w/M16
1 x SAW Gunner w/SAW (Lt. Support)
1 x Assistant SAW Gunner w/M16
1 x Grenadier w/M203 RGL (Lt. Support)

Somali Force Composition

Other than the units in place at the beginning of the turn, Somali forces are determined randomly. All Somalis in this scenario have a Troop Quality of 1d8 and Morale of 1d10.

All four units that start on the table are Khat Chewers.

Fog of War

The American player draws one card at the beginning of the game. Other cards are drawn based on Reaction Test rolls, as normal.

Scenario Length: 6 Turns

Regular Victory Conditions

- Destroy the Cache: 5 pts.
- Exit the board by end of turn 4: 6 pts.
- Exit the board by end of turn 5: 4 pts.
- Exit the board by the end of turn 6: 2 pts

Somali Victory Conditions

- Prevent destruction of Cache: 5 pts.
- For each Marine killed: 3 pts.
- For each Marine captured: 5 pts.
- For each civilian killed by the Marines: 1 pts.

Special Rules

- Planting Charges: To destroy the cache, a Marine fireteam must spend a turn doing nothing but planting charges. When the unit moves away, the cache is destroyed.

Optional Rules

- Try this scenario at night and treat the marines as Stealthy and armed with Suppressed weapons.

SCENARIO 4: FATAL ERROR (HYPOTHETICAL)

Mission Brief

A Black Hawk carrying a Ranger chalk is orbiting nearby when a food distribution point is attacked by a pair of technicals and a large number of gunmen on foot. One of the militiamen on the ground panics and fires an RPG at the Black Hawk as it approaches for a closer look.

Regular Mission Objective

Engage the gunmen and secure the food distribution point.

Rangers fast rope onto the table at the beginning of turn one at a point no closer than 6" from a Somali unit.

Somali Mission Objective

Seize the food truck! Drive off the Rangers! Kill or capture them!

Table Set-Up (2'x2' 15mm, 4'x4' 25mm)



UN: UN Food Truck and Workers
C1: Civilian Mob
C2: Civilian Mob
C3: Civilian Mob
T1: Technical
T2: Technical

A: Somali Gunmen – 6xgunmen w/Small Arms, 1xRPG, 1xLeader

B: Somali Gunmen – 6xgunmen w/Small Arms, 1xSAW, 1xLeader

C: Somali Gunmen – 6xgunmen w/Small Arms, 2xRPGs, 1xLeader

D: Somali Gunmen – 6xgunmen w/Small Arms, 1xSAW, 1xLeader

Rangers: Rangers may Fast Rope in at any point on the map, as long as it is more than 6" from a placed Somali unit.

Insurgency Level

The Insurgency Level is 5 for the purpose of any related tests, but new reinforcements automatically arrive at the end of each turn.

To determine what sort of “reinforcements” arrive, roll 2d6 and consult the table below:

Die Roll	Somali Unit
2	1d6 w/Small Arms + 1w/L Support Mixed w/1d6 Civilians
3	1 w/RPG (M Support)
4	1d6 w/Small Arms & ROLL AGAIN
5	1 w/RPG (M Support)
6	1d6+2 w/Small Arms (Khat Chewers)
7	1d6 w/Small Arms +Leader +1 L Support
8	1d6+2 w/Small Arms (Khat Chewers)
9	1d6 w/Small Arms & ROLL AGAIN
10	1 w/L Support
11	1d6 w/Small Arms +Leader +1 M Support Mixed w/1d6 Civilians
12	2d6 w/Small Arms

Roll for Leaders: Roll 1d6 for Somali units that do not have a leader. On a roll of 1, replace one of their figures with a leader. Otherwise they come on the board leaderless.

Roll for Khat Chewers: Roll 1d6 for each reinforcement unit. On a 1 or a 2, the unit is under the influence of Khat. This is a daytime mission so the positive effects of Khat apply.

Roll for Hot Spots: Roll to see which Hot Spot each reinforcement unit arrives from. If a roll on the table results in the arrival of

multiple units, roll Hot Spots separately for each unit.

Ranger Chalk Force Composition

The Ranger Chalk is composed of:

1x Ranger Chalk Leader w/CAR15
2x Ranger Teams
1x M60 MG Team

Ranger Team:

1x Team Leader w/M16 or CAR15
2x Rifleman w/M16
1x SAW Gunner (Lt. Support)
1x M203 Grenadier (Lt. Support)

M60 MG Team (*Weapons Team):

1x M60 Machine Gunner (Lt. Support*)
1x Assistant Gunner w/M16

Somali Force Composition

Other than the units in place at the beginning of the turn, Somali forces are determined randomly. All Somalis in this scenario have a Troop Quality of 1d8 and Morale of 1d10.

Fog of War

The American player draws one card at the beginning of the game. Other cards are drawn based on Reaction Test rolls, as normal.

Scenario Length: 5 Turns

Regular Victory Conditions

- No Somalis within 4" of the food truck by end of game: 5 pts.
- For each technical destroyed: 3 pts.
- For each Civilian Mob dispersed: 2 pts.
- For each UN worker alive at the end of the game: 1 pt.

Somali Victory Conditions

- No Rangers within 4" of the food truck by the end of game: 5 pts.
- Black Hawk shot down: 5 pts.
- For each Ranger killed: 1 pt.
- For each Ranger captured: 3 pts.
- For each UN worker killed or captured: 1 pt.
- For each civilian killed by Ranger fire: 1 pt.
- For each civilian mob converted to an armed mob: 1 pt.

Special Rules

- Remember to use the Weapon Team rules for the M60 MG team.

Optional Rules

- Use Combat Stress rules

SCENARIO 5: HOLDING THE CORNERS

DOWN (HISTORICAL)

Mission Brief

A reliable HUMINT source indicates that Aidid is meeting with twenty of his top lieutenants in a building across the street from the Olympic Hotel. Delta will take the building down and capture Aidid and his staff. Rangers are tasked with providing security for the take down. One chalk will be deployed by helicopter at each corner of the block. The Rangers will maintain a perimeter until the ground convoy arrives and will exfiltrate with Delta and their captives aboard the convoy.

While the target building is on the edge of the so-called “Black Sea,” a hotbed of support for Aidid, little resistance is expected and the operation’s duration is estimated at 45 minutes.

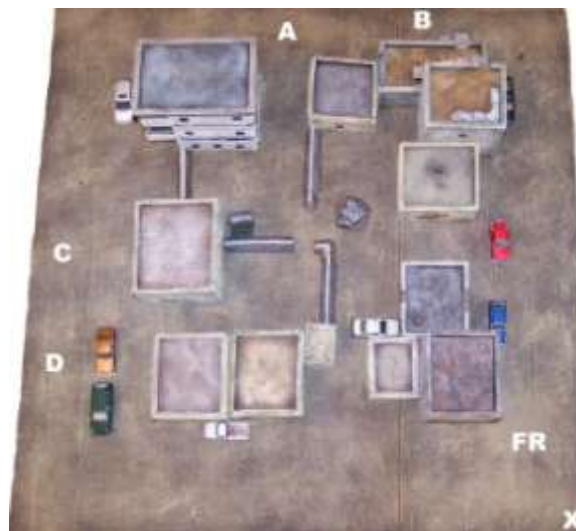
Regular Mission Objective

Prevent Somalis from penetrating the perimeter and hold position until the ground convoy arrives to transport the captives and Air Assault Force back to base.

Somali Mission Objective

Drive off the Rangers! Kill or capture them!

Table Set-Up (2'x2' 15mm, 4'x4' 25mm)



X: Corner of target block.

FR: Fast Rope insertion point for chalk

A: 4x Civilians, 6x gunmen w/Small Arms, 1x Leader

B: 4x Civilians, 4xgunmen w/small arms, 1x RPG, 1x Leader

C: 4 x Civilians, 4x gunmen w/small arms, 1x RPG

D: 6xgunmen w/Small Arms, 1x RPG, 1x Leader

Insurgency Level

The Insurgency Level is 5 for the purpose of any related tests, but new reinforcements automatically arrive at the end of each turn.

To determine what sort of “reinforcements” arrive, roll 2d6 and consult the table below:

Die Roll	Somali Unit
2	1d6 w/Small Arms + 1w/L Support Mixed w/1d6 Civilians
3	1 w/RPG (M Support)
4	1d6 w/Small Arms & ROLL AGAIN
5	1 w/RPG (M Support)
6	1d6+2 w/Small Arms (Khat Chewers)
7	1d6 w/Small Arms +Leader +1 L Support
8	1d6+2 w/Small Arms (Khat Chewers)
9	1d6 w/Small Arms & ROLL AGAIN
10	1 w/L Support
11	1d6 w/Small Arms +Leader +1 M Support Mixed w/1d6 Civilians
12	2d6 w/Small Arms

Roll for Leaders: Roll 1d6 for Somali units that do not have a leader. On a roll of 1, replace one of their figures with a leader. Otherwise they come on the board leaderless.

Roll for Khat Chewers: Roll 1d6 for each reinforcement unit. On a 1 or a 2, the unit is under the influence of Khat. This is a daytime mission so the positive effects of Khat apply.

Roll for Hot Spots: Roll to see which Hot Spot each reinforcement unit arrives from. If a roll on the table results in the arrival of multiple units, roll Hot Spots separately for each unit.

Ranger Chalk Force Composition

The Ranger Chalk is composed of:

1x Ranger Chalk Leader w/CAR15
2x Ranger Teams
1x M60 MG Team

Ranger Team:

1x Team Leader w/M16 or CAR15
2x Rifleman w/M16
1x SAW Gunner (Lt. Support)
1x M203 Grenadier (Lt. Support)

M60 MG Team (*Weapons Team):

1x M60 Machine Gunner (Lt. Support*)
1x Assistant Gunner w/M16

Somali Force Composition

Other than the units in place at the beginning of the turn, Somali forces are determined randomly. All Somalis in this scenario have a Troop Quality of 1d8 and Morale of 1d10.

Fog of War

The American player draws one card at the beginning of the game. Other cards are

drawn based on Reaction Test rolls, as normal.

Scenario Length: 5 Turns

Regular Victory Conditions

- For each turn the perimeter is preserved: 3 pts
- No Somalis inside the perimeter by end of game: 5 pts.

Somali Victory Conditions

- For each Somali inside the perimeter at the end of the game: 3 pts
- For each Ranger killed or captured: 3 pts

Special Rules

- Preserving the Perimeter – In order to preserve the perimeter, the Ranger player must prevent any Somali figures spending one full turn within 6" of the board corner representing the edge of Delta's target zone. Note that a full turn begins with the activation of the first Regular unit and ends with the activation of the last Somali unit.
- Somalis may not use Out of Contact movement
- Remember to use the Weapon Team rules for the M60 MG team.

Optional Rules

- Use Combat Stress rules

SCENARIO 6: FALLING SHORT (HISTORICAL)

Mission Brief

When Super Six-Seven approaches the insertion point for Ranger Chalk 4, blowing dust and debris couple with ground fire to make the location untenable for a landing. Chalk 4 is forced to fast-rope in some distance away and makes its way on foot to its corner of the perimeter.

To make matters worse, the assistant M60 gunner misses his hold on the fast rope and plummets to the ground below. If he is not evacuated immediately, his injuries may prove fatal.

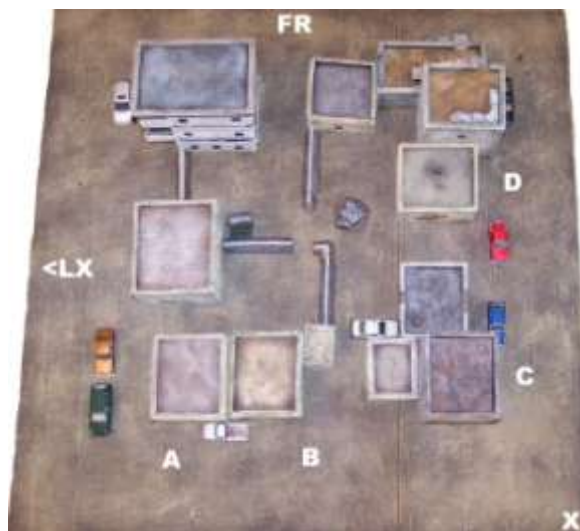
Regular Mission Objective

The Rangers must reach their corner of the perimeter. The injured Ranger must be evacuated on a litter, requiring at least two other men to bear him.

Somali Mission Objective

Drive off the Rangers! Kill or capture them!

Table Set-Up (2'x2' 15mm, 4'x4' 25mm)



X: Corner of target block.

FR: Fast Rope insertion point for chalk

LX: Exit point for litter team

A: 4x Civilians, 6x gunmen w/Small Arms, 1x Leader

B: 4x Civilians, 4xgunmen w/small arms, 1x RPG, 1x Leader

C: 4 x Civilians, 4x gunmen w/small arms, 1x RPG

D: 6xgunmen w/Small Arms, 1x RPG, 1x Leader

Insurgency Level

The Insurgency Level is 5 for the purpose of any related tests, but new reinforcements automatically arrive at the end of each turn.

To determine what sort of "reinforcements" arrive, roll 2d6 and consult the table below:

Die Roll	Somali Unit
2	1d6 w/Small Arms + 1w/L Support Mixed w/1d6 Civilians
3	1 w/RPG (M Support)
4	1d6 w/Small Arms & ROLL AGAIN
5	1 w/RPG (M Support)
6	1d6+2 w/Small Arms (Khat Chewers)
7	1d6 w/Small Arms +Leader +1 L Support
8	1d6+2 w/Small Arms (Khat Chewers)
9	1d6 w/Small Arms & ROLL AGAIN
10	1 w/L Support
11	1d6 w/Small Arms +Leader +1 M Support Mixed w/1d6 Civilians
12	2d6 w/Small Arms

Roll for Leaders: Roll 1d6 for Somali units that do not have a leader. On a roll of 1, replace one of their figures with a leader. Otherwise they come on the board leaderless.

Roll for Khat Chewers: Roll 1d6 for each reinforcement unit. On a 1 or a 2, the unit is under the influence of Khat. This is a daytime mission so the positive effects of Khat apply.

Roll for Hot Spots: Roll to see which Hot Spot each reinforcement unit arrives from. If a roll on the table results in the arrival of multiple units, roll Hot Spots separately for each unit.

Ranger Chalk Four Force Composition

The Ranger Chalk is composed of:

1x Ranger Chalk Leader
2x Ranger Teams
1x M60 MG Team

Ranger Team:

1x Team Leader w/M16 or CAR15
2x Rifleman w/M16
1x SAW Gunner
1x M203 Grenadier

M60 MG Team:

1x M60 Machine Gunner
1x Assistant Gunner w/M16

The M60 Assistant Gunner is a litter casualty and cannot participate in combat. He must be evacuated by at least two other Rangers who will be treated as having Dependents.

Somali Force Composition

Other than the units in place at the beginning of the turn, Somali forces are determined randomly. All Somalis in this scenario have a Troop Quality of 1d8 and Morale of 1d10.

Fog of War

The American player draws one card at the beginning of the game. Other cards are drawn based on Reaction Test rolls, as normal.

Regular Victory Conditions

- At least 6 Rangers are within 6" of Chalk 4's corner by the end of turn 4: 10 pts.
- Injured A-Gunner is escorted off the board by at least two rangers: 5 pts.

Somali Victory Conditions

- Prevent Rangers from reaching their assigned corner by the end of Turn 4: 3 pts
- Prevent Rangers from reaching their assigned corner by the end of the game: 5 pts.
- Prevent Ranger litter team from leaving the table: 5 pts
- Each Ranger killed or captured: 3 pts

Special Rules

- Use Combat Stress. Starting Stress Level is 2.
- Rangers have support from a Black Hawk, but the Black Hawk vulnerable to Ground Fire during gun runs.

SCENARIO 7: EIGHT SOULS ON BOARD

(HISTORICAL)

Mission Brief

Super Six-One has been downed by an RPG. The Black Hawk has crash landed in an alley less than six blocks from the target building. Super Six-Eight, a CSAR chopper carrying PJs and a Combat Air Controller from the USAF as well as seven Rangers and five Special Forces operators, is sent in to recover the Six-One's crew and passengers. The CSAR team and any survivors from the crash will be evacuated via ground transport.

Regular Mission Objective

The CSAR team must secure Six-One's casualties and destroy any sensitive equipment or material aboard her. This will require a minimum of two turns and require the team to remain within 3" of the downed chopper.

Roll a d10 at the beginning of each turn after the second. On a roll of 4+, casualties have been recovered. Roll 1d3 to determine how many. There were 8 men aboard Six-One, 7 of whom must be recovered (the pilot died during the crash and his body is pinned in the wreckage – it will require special equipment to free). None of the recovered casualties are in any condition to aid in their own defense. They are all treated as Dependants.

The CSAR may also opt to spend a turn "sanitizing" Six-One by destroying sensitive technologies and removing or disabling any weapons left aboard. Casualties may not be recovered during this turn.

Once all seven casualties are recovered, the CSAR team may evacuate the alley in which the Six-One crashed and establish a more secure defensive point to await evacuation. This requires the CSAR team

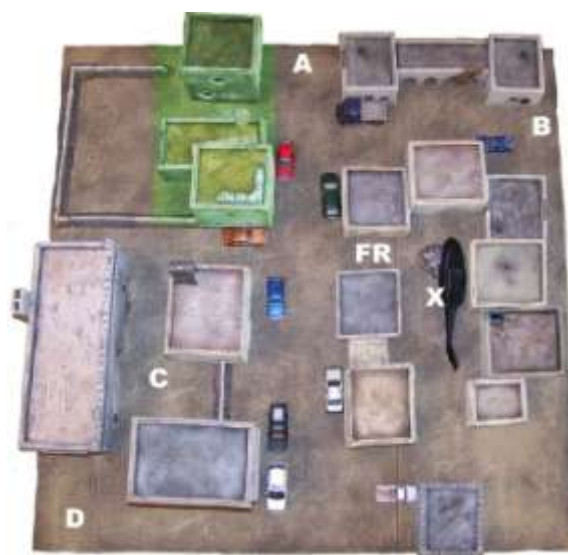
and its dependants to evacuate the exposed alley and take up defensive positions in one or more buildings. If multiple buildings are occupied, they must be adjacent to one another.

A Casualty Collection Point (CCP) can be established once the CSAR is in their defensive position, but both PJs must be assigned to it.

Somali Mission Objective

Overwhelm the Americans! Drive them away from the downed helicopter before they can collect their wounded or destroy evidence of their criminal activities (or carry away valuable loot).

Table Set-Up (2'x2' 15mm, 4'x4' 25mm)



X: Crash Site

FR: Position CSAR inserts by Fast Rope

Green Area: Position to be secured by CSAR

A: 4x Civilians, 6x gunmen w/Small Arms, 1x Leader

B: 4x Civilians, 4xgunmen w/small arms, 1x Leader

C: 4 x Civilians, 4x gunmen w/small arms, 1x RPG

D: 6xgunmen w/Small Arms, 1x RPG, 1x Leader

Insurgency Level

The Insurgency Level is 5 for the purpose of any related tests, but new reinforcements automatically arrive at the end of each turn.

To determine what sort of “reinforcements” arrive, roll 2d6 and consult the table below:

Die Roll	Somali Unit
2	1d6 w/Small Arms + 1w/L Support Mixed w/1d6 Civilians
3	1 w/RPG (M Support)
4	1d6 w/Small Arms & ROLL AGAIN
5	1 w/RPG (M Support)
6	1d6+2 w/Small Arms (Khat Chewers)
7	1d6 w/Small Arms +Leader +1 L Support
8	1d6+2 w/Small Arms (Khat Chewers)
9	1d6 w/Small Arms & ROLL AGAIN
10	1 w/L Support
11	1d6 w/Small Arms +Leader +1 M Support Mixed w/1d6 Civilians
12	2d6 w/Small Arms

Roll for Leaders: Roll 1d6 for Somali units that do not have a leader. On a roll of 1, replace one of their figures with a leader. Otherwise they come on the board leaderless.

Roll for Khat Chewers: Roll 1d6 for each reinforcement unit. On a 1 or a 2, the unit is under the influence of Khat. This is a daytime mission, so the positive effects of Khat apply.

Roll for Hot Spots: Roll to see which Hot Spot each reinforcement unit arrives from. If a roll on the table results in the arrival of multiple units, roll Hot Spots separately for each unit.

CSAR Force Composition

The Regular player has a CSAR (Combat Search & Rescue) team at his disposal. This 15 man team consists of specially selected Rangers to provide security and support for three USAF special operators: two Pararescue Jumpers (PJs) and a

Combat Controller (CCT). On this mission, the Rangers are bolstered by the presence of five Delta Force operators, one of whom is a highly skilled medic.

2 x USAF PJs w/CAR15
 1 x USAF CCT w/CAR15
 1 x Delta Medic w/CAR15
 4 x Delta Operatives w/CAR 15
 1 x Ranger Squad Leader w/M16
 1 x Ranger SAW Gunner (Lt. Support)
 1 x Ranger M203 Grenadier (Lt. Support)
 4 x Rangers w/M16

The Rangers on the CSAR team have a Troop Quality of Veteran (d10) and Morale of d10.

The Delta Ops have a Troop Quality of Elite (d12) and Morale of d12.

The PJs have a Troop Quality of Veteran (d10) and Morale of d12.

The CSAR troops may be organized as the Regular player desires.

A Little Bird Gunship is available as a Combat Asset. See Special Rules.

Somali Force Composition

Other than the units in place at the beginning of the turn, Somali forces are determined randomly. All Somalis in this scenario have a Troop Quality of 1d8 and Morale of 1d10.

Fog of War

The Regular player draws one Fog of War card at the beginning of the game and others are drawn according to the standard rules.

Scenario Length: 6 Turns

Regular Victory Conditions

- Per Casualty recovered and alive at end of game: 1 pt.
- Sanitization of Six-One: 3 pts.
- Establish defensive position and CCP: 3 pts.
- At least 6 CSAR members are combat effective by the end of turn 6: 5 pts.

Somali Victory Conditions

- Per "Ranger" Wounded: 1 pt.
- Per "Ranger" killed: 2 pts.
- Per captive held at end of game: 5 pts.
- Overwhelm the CSAR before they can free all 7 casualties from Super Six-One: Victory

Special Rules

- **CSAR Medic Rolls:** USAF PJs and Delta medic are exceptionally skilled medics and the troops assigned to support them tend to have a higher degree of buddy care skill. Use the Special Forces/Medic table for all casualty rolls.
- **Radio Interference:** Six-One's powerful locator beacon interferes with local radio broadcast and reception. The Combat Air Controller must pass a successful Troop Quality test before each attempt to call in a Little Bird gun-run. The interference is too intense for anyone but the Air Controller to attempt to coordinate air support, so the Little Bird asset is lost if the Air Controller becomes a casualty.
- No Hot Spots may be set up within 6" of the downed helicopter.

Optional Rules

Use Combat Stress rules with a Baseline Stress of 3.

SCENARIO 8: LAST STAND AT SUPER SIX-FOUR (HISTORICAL)

Mission Brief

Super Six-Four has been downed by an RPG. After repeated requests, permission is given to Super Six-Two to set down near the crash site in order to off-load the Delta sniper team aboard. The snipers have volunteered to make their way to the downed helicopter and provide what protection they can for her crew, despite the fact that it is doubtful that ground support will arrive before Six-Four is overrun. The crash site has become the center of an ever expanding mob of rioting Somali.

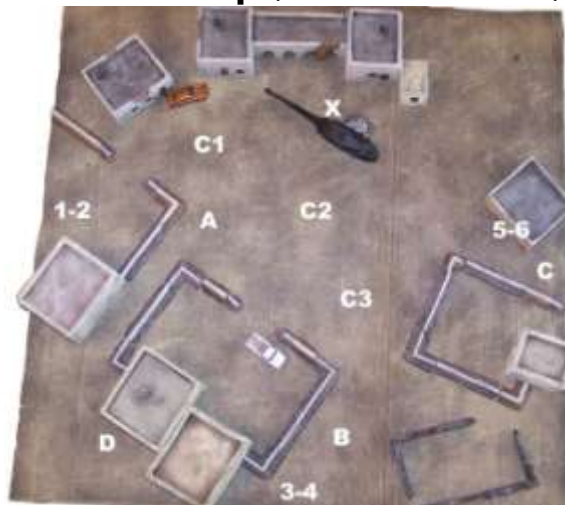
Regular Mission Objective

The Delta Team must fight their way to the crash site and attempt to hold off the Somalis as long as possible. The only crew-member of Six-Four able to assist them is the pilot, who may not fire on the Somalis until the Delta team arrives and removes him from the helicopter.

Somali Mission Objective

Overrun the crash site and kill or capture the Americans!

Table Set-Up (2'x2' 15mm, 4'x4' 25mm)



X: Super Six-Four
D: Delta sniper entry point
A: 3xGunmen w/AKs
B & C: 4xGunmen w/AKs
1-2: Board edge 1
3-4: Board edge 2
5-6: Board edge 3

Insurgency Level

The Insurgency Level is 5 for the purpose of any related tests, but new reinforcements automatically arrive at the end of each turn.

Roll twice for reinforcements on each turn after the first.

To determine what sort of "reinforcements" arrive, roll 2d6 and consult the table below:

Die Roll	Somali Unit
2	1d6 w/Small Arms + 1w/L Support Mixed w/1d6 Civilians
3	1 w/RPG (M Support)
4	1d6 w/Small Arms & ROLL AGAIN
5	1 w/RPG (M Support)
6	1d6+2 w/Small Arms (Khat Chewers)
7	1d6 w/Small Arms +Leader +1 L Support
8	1d6+2 w/Small Arms (Khat Chewers)
9	1d6 w/Small Arms & ROLL AGAIN
10	1 w/L Support
11	1d6 w/Small Arms +Leader +1 M Support Mixed w/1d6 Civilians
12	2d6 w/Small Arms

Roll for Leaders: Roll 1d6 for Somali units that do not have a leader. On a roll of 1, replace one of their figures with a leader. Otherwise they come on the board leaderless.

Roll for Khat Chewers: Roll 1d6 for each reinforcement unit. On a 1 or a 2, the unit is under the influence of Khat. This is a daytime mission, so the positive effects of Khat apply.

Roll for Hot Spots: This scenario doesn't use Hot Spots. Instead, Somali reinforcements will arrive from the center of one of three randomly determined board edges. Two determine what edge Somalis enter from, roll 1d6:

- 1-2: Edge 1
- 3-4: Edge 2
- 5-6: Edge 3

Roll to determine what edge from which each group of Somalis arrives.

American Force Composition

There are only three figures in the American force: The downed pilot and the two Delta snipers. The snipers may be organized together as a team or one sniper may act independently while the other teams with the down pilot or all three figures may be formed into a single unit.

2 x Delta snipers with sniper rifles
1 x Pilot with MP5 SMG

The Delta operators are Elite Troop Quality (d12) and d12 Morale.

The pilot has a Trained Troop Quality (d8) and d8 Morale.

Somali Force Composition

The Somali player begins the game with the units indicated and receives reinforcements every turn.

The Somali units have a Troop Quality of Untrained (d6) and d10 Morale unless otherwise stated.

Fog of War

No Fog of War cards are used in this scenario.

Scenario Length: 5 Turns

Regular Victory Conditions

- At least one Delta sniper reaches the crash site: 5 pts.
- Each Turn that the pilot and/or at least one of the pilots remain alive and uncaptured: 3 pts.

Somali Victory Conditions

- Delta snipers prevented from reaching crash site: Victory.
- For the death or capture of each American: 5 pts

Special Rules

- The Somalis may not use Out of Contact Movement in this scenario. The Somalis may not fire on the pilot or approach within 6" of the chopper until turn three.
- The pilot of Six-Four may not fire until the Delta operators reach the chopper and place him in a firing position. The pilot figure must be placed within 3" of the downed chopper. Once placed, the pilot cannot move. The snipers must stay within 3" of the pilot.
- Delta snipers are Stealthy.

Optional Rules

- Try the scenario using the “Pass the Ammo” Fog of War card for the American side.
- Use Combat Stress with a starting Stress Level of 2.

SCENARIO 9: RALLY! RALLY! (HISTORICAL)

Mission Brief

In their effort to reach the two Black Hawk crash sites, ground forces have become separated. Now, as the afternoon shadows lengthen, small groups of Rangers must locate their comrades and set up a firm point before nightfall. Somali gunmen on all sides are intent on picking these stragglers off before they can rejoin their units.

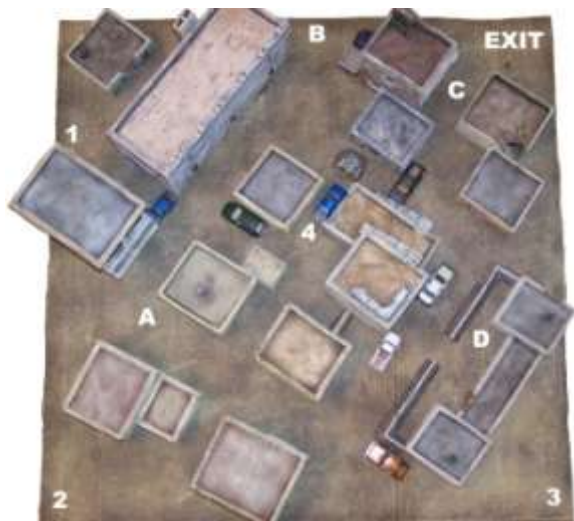
Regular Mission Objective

Regular units must transit the board to reach the strongpoint just off its edge. Their sole objective is to survive and reach safety as quickly as possible.

Somali Mission Objective

Kill or capture the Americans.

Table Set-Up (2'x2' 15mm, 4'x4' 25mm)



EXIT: Exit to Firm Point

C: Contractors and wrecked SUV

1: Regular Group 1

2: Regular Group 2

3: Regular Group 3

4: Regular Group 4

A: 3xSomali gunmen w/Small Arms, 1xSomali w/RPG (Med. Support) – Khat Chewers

B: 6xSomalis w/Small Arms- Khat Chewers

C: 2xSomali Leaders, 3x Somalis w/Small Arms, 1xSomali w/SAW (Lt. Support)

D: 1xSomali Leader, 3x Somali Gunmen w/Small Arms, 1xSomali w/RPG (Med. Support)

E: 1xSomali Leader, 2xSomali w/RPG (Med. Support)

Insurgency Level

The Insurgency Level is 5 for the purpose of any related tests, but new reinforcements automatically arrive at the end of each turn.

To determine what sort of “reinforcements” arrive, roll 2d6 and consult the table below:

Die Roll	Somali Unit
2	1d6 w/Small Arms + 1w/L Support Mixed w/1d6 Civilians
3	1 w/RPG (M Support)
4	1d6 w/Small Arms & ROLL AGAIN
5	1 w/RPG (M Support)
6	1d6+2 w/Small Arms (Khat Chewers)
7	1d6 w/Small Arms +Leader +1 L Support
8	1d6+2 w/Small Arms (Khat Chewers)
9	1d6 w/Small Arms & ROLL AGAIN
10	1 w/L Support
11	1d6 w/Small Arms +Leader +1 M Support Mixed w/1d6 Civilians
12	2d6 w/Small Arms

Roll for Leaders: Roll 1d6 for Somali units that do not have a leader. On a roll of 1, replace one of their figures with a leader. Otherwise they come on the board leaderless.

Roll for Khat Chewers: Roll 1d6 for each reinforcement unit. On a 1 or a 2, the unit is under the influence of Khat. This is a daytime mission, so the positive effects of Khat apply.

Roll for Hot Spots: Roll to see which Hot Spot each reinforcement unit arrives from. If a roll on the table results in the arrival of multiple units, roll Hot Spots separately for each unit.

American Force Composition

American forces are scattered throughout the neighborhood in small groups. Each group is considered a unit and groups may freely merge to form larger units.

Group 1 (Rangers, Troop Quality D8, Morale D8)

1xSAW Gunner

1xM249 Machine Gunner

Group 2 (Rangers, Troop Quality D8, Morale D8)

1xM203 Grenadier

2xRangers w/M16

Group 3 (Rangers, Troop Quality D8, Morale D8)

3xRangers w/M16

Group 4 (Delta, Troop Quality D12, Morale D10)

2xDelta Operators w/CAR-15

Somali Force Composition

Other than the units in place at the beginning of the turn, Somali forces are determined randomly. All Somalis in this scenario have a Troop Quality of 1d8 and Morale of 1d10.

Fog of War

The American player draws one card at the beginning of the game. Other cards are drawn based on Reaction Test rolls, as normal.

Regular Victory Conditions

- For each American figure that exits the board at the specified point: 2 pts.

Somali Victory Conditions

- For each American killed/captured: 2 pts.

Special Rules

- Use Combat Stress. Base Stress Level is 4.
- Delta Operators are Stealthy.

Optional Rules

Play the same scenario at night. Only the Delta Operators have Night Vision.

SCENARIO 10: DARKEST BEFORE THE DAWN (HISTORICAL)

Mission Brief

Mixed elements of Rangers and Delta Force are pinned down in the heart of Mogadishu, awaiting the arrival of a ground convoy of UN armored vehicles. Little Birds buzz relentlessly over head, pouring fire into the Somali horde that seeks to obliterate their beleaguered comrades below. The convoy draws nearer, but the Americans are low on ammunition, medical supplies and water. Somali militiamen continue to brave death from above to come to grips with the Rangers, hoping that one more push might shatter their resolve . . .

This scenario represents the defense of one corner of the Rangers' perimeter around Super Six-Four.

Regular Mission Objective

American forces must hold out till dawn, when a joint convoy should gain their position and escort them to the safety of a sports stadium. The Somalis must be thrown back or the defenses will be overrun despite the efforts of the Little Birds.

Somali Mission Objective

Crush the Americans. Break their resolve and destroy them for good!

Table Set-Up (2'x2' 15mm, 4'x4' 25mm)



Green Zone: Ranger Strongpoint

- A:** 6xSomalis w/Small Arms, 1xLeader w Small Arms
- B:** 4xSomali Leaders, 4xSomalis w/Small Arms, 1xRPG (Med. Support)
- C:** 1xLeader, 4xSomalis w/Small Arms, 2xSomali w/RPG (Med. Support)
- D:** 1xSomali Leader, 3x Somali w/Small Arms, 1xRPD (Lt. Support), 1xRPG (Med. Support)
- E:** 2xSomali w/RPG (Med. Support), 1xRPD (Lt. Support)
- F:** 2xSomali Leaders, 4xSomalis w/Small Arms, 1xRPG (Med. Support), 1xRPD (Lt. Support)

Insurgency Level

The Insurgency Level is 5 for the purpose of any related tests, but new reinforcements automatically arrive at the end of each turn.

No Hot Spots are used in this scenario. All Somali reinforcements enter from the marked board edge.

To determine what sort of “reinforcements” arrive, roll 2d6 **twice** and consult the table below:

Die Roll	Somali Unit
2	1d6 w/Small Arms + 1w/L Support Mixed w/1d6 Civilians
3	1 w/RPG (M Support)
4	1d6 w/Small Arms & ROLL AGAIN
5	1 w/RPG (M Support)
6	1d6+2 w/Small Arms (Khat Chewers)
7	1d6 w/Small Arms +Leader +1 L Support
8	1d6+2 w/Small Arms (Khat Chewers)
9	1d6 w/Small Arms & ROLL AGAIN
10	1 w/L Support
11	1d6 w/Small Arms +Leader +1 M Support Mixed w/1d6 Civilians
12	2d6 w/Small Arms

Roll for Leaders: Roll 1d6 for Somali units that do not have a leader. On a roll of 1, replace one of their figures with a leader. Otherwise they come on the board leaderless.

Roll for Khat Chewers: Roll 1d6 for each reinforcement unit. On a 1 or a 2, the unit is under the influence of Khat. This is a night mission, so the negative effects of Khat apply.

American Force Composition

The Ranger Chalk is composed of:

1x Ranger Chalk Leader w/CAR15
2x Ranger Teams
1x M60 MG Team

Ranger Team:

1x Team Leader w/M16 or CAR15
2x Rifleman w/M16
1x SAW Gunner
1x M203 Grenadier

M60 MG Team:

1x M60 Machine Gunner
1x Assistant Gunner w/M16

Delta Fireteam:

1x Fireteam Leader w/CAR15
1x Delta Op w/CAR15
1x Delta Op w/SAW (Lt. Support)
1x Delta Op w/M203 (Lt. Support)

All Rangers have a Troop Quality of Veteran (d10) and Morale of d8.

Delta operators have a Troop Quality of Elite (d12) and Morale of d10.

Somali Force Composition

Other than the units in place at the beginning of the turn, Somali forces are determined randomly. All Somalis in this scenario have a Troop Quality of 1d8 and Morale of 1d10.

Fog of War

The American player draws one card at the beginning of the game. Other cards are drawn based on Reaction Test rolls, as normal.

Scenario Length: 6 Turns

Regular Victory Conditions

- Keep at least half of your force alive till the end of the game: Victory

Somali Victory Conditions

- Kill or capture over half of the American force by the end of the game: Victory

Special Rules

- Use Combat Stress. Base Stress Level is 3
- Ranger Chalk Leader and Delta Fireteam Leaders have a Positive Leadership Value of 1.
- Night Fighting – Delta troops have night vision. Rangers and Somalis do not
- US forces are subject to Pass the Ammunition Fog of War card

FOG OF WAR AND ASSET CARDS

Fog of War cards must be played immediately after they're drawn, unless otherwise noted.

Asset Cards may be drawn or assigned according to the scenario being played. Some Fog of War cards will call for Asset Cards to be drawn or discarded.

**FOG OF
WAR**

AMBUSH ALLEY!
DAY OF THE RANGER

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WAR**

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<i>An Excellent Position (Somali)</i> A Somali unit has found an excellent position that offers them unexpected protection from Regular fire! The Somali player may designate one of his units as being in an excellent defensive position. As long as the unit stays in that position, it receives an additional Defense die over and above any Cover, Armor, or In Cover dice. Once it moves, it loses this advantage and no other unit moving into the position later will receive a bonus to their Defense.	<i>An Excellent Position (Regular)</i> A Regular unit has found an excellent position that offers them unexpected protection from Insurgent fire! The Regular player may designate one of his units as being in an excellent defensive position. As long as the unit stays in that position, it receives an additional Defense die over and above any Cover, Armor, or In Cover dice. Once it moves, it loses this advantage and no other unit moving into the position later will receive a bonus to their Defense.	<i>What's this Wall Made of? Swiss Cheese? (Somali)</i> A position that seemed to provide decent cover turns out to be a bad spot due to poor construction or weird lines of sight. The Regular player may play this card on one building, wall, or other terrain piece that offers Solid Cover. For the duration of the game, that terrain piece no longer counts as cover.	<i>What's this Wall Made of? Swiss Cheese? (Regular)</i> A position that seemed to provide decent cover turns out to be a bad spot due to poor construction or weird lines of sight. The Somali player may play this card on one building, wall, or other terrain piece that offers Solid Cover. For the duration of the game, that terrain piece no longer counts as cover.	<i>Fire! Fire! (Regular)</i> Regular rounds strike something flammable and set a structure ablaze! The Regular player may designate any building in their line of sight (or any building on the table if they have offensive air assets) and declare that it is burning. Any figures in the building must immediately evacuate to a point at least 4" from the building. They can be fired on by units that are in Overwatch or that still have interruptions available. The building is impassable for the duration of the game.
<i>Fire! Fire! (Somali)</i> Somali rounds strike something flammable and set a structure ablaze! The Somali player may designate any building in their line of sight (or any building on the table if they have offensive air assets) and declare that it is burning. Any figures in the building must immediately evacuate to a point at least 4" from the building. They can be fired on by units that are in Overwatch or that still have interruptions available. The building is impassable for the duration of the game.	<i>The Bell Tolls</i> The Regular forces hear over radio chatter that one of their favorite NCOs has been injured or killed in another engagement. Roll a d6 to determine how the news effects them: 1 – 3: The Regular force becomes despondent and demoralized! Lower the Morale of Regulars by 1 die type. I.E., if the Regulars have a Morale die of d8, lower it to d6. Morale cannot be lower than d6. 4-6: The Regular force is fired up and hungry for a pay-back! Raise the Morale of Regulars by 1 die type. I.E., if the Regulars have a Morale die of d8, it is raised to d10. Morale cannot be higher than d12.	<i>Road Block!</i> The Somali Player may place a Road Block on any street section that the Regular Force has not yet traversed. Wheeled vehicles may not pass through the road block. Tracked vehicles may attempt to roll over it, but must roll a Quality Check to avoid a Mobility Hit. If no vehicles are in play on the Regular side, place 1d6+2 Somalis w/Small Arms behind the barricade. Treat them as In Cover.	<i>Road Block!</i> The Somali Player may place a Road Block on any street section that the Regular Force has not yet traversed. Wheeled vehicles may not pass through the road block. Tracked vehicles may attempt to roll over it, but must roll a Quality Check to avoid a Mobility Hit. If no vehicles are in play on the Regular side, place 1d6+2 Somalis w/Small Arms behind the barricade. Treat them as In Cover.	<i>Dirty Fighting</i> A dust storm kicks up that reduces the Optimum Range of all units on the table by 1 band, i.e., a unit with a 10" Optimum Range would be reduced to 8", while one with an 8" Optimum Range would be reduced to 6". No unit's range will be reduced below 6".

<i>Tougher than They Look!</i> Intel isn't always 100% and this is one of those occasions – the opponent force is more highly skilled and motivated than reports indicated. This may be more of a stand-up fight than anticipated! Bump the Somali force's Troop Quality and Morale up by one die, neither to exceed D10.	<i>Tougher than They Look!</i> Intel isn't always 100% and this is one of those occasions – the opponent force is more highly skilled and motivated than reports indicated. This may be more of a stand-up fight than anticipated! Bump the Somali force's Troop Quality and Morale up by one die, neither to exceed D10.	<i>POI!</i> A Person of Interest has been spotted among the Somali forces! Taking him down becomes a new mission priority! Dice to determine which Somali Unit contains the POI. Immediately place an extra leader figure with that unit to represent the POI. The Regular Player can only obtain a Complete Victory if they fulfill all the scenario card's victory conditions <i>and</i> kill or capture the POI. Killing/capturing the POI will always constitute a marginal victory for the Regular side.	<i>Where'd THEY Come From!?</i> The sound of gunfire has brought the bad guys running! The Somali player receives an extra unit at the beginning of the next turn. Roll on the normal reinforcement table to determine the composition of the extra unit	<i>Where'd THEY Come From!?</i> The sound of gunfire has brought the bad guys running! The Somali player receives an extra unit at the beginning of the next turn. The unit includes 1 leader and 1 SAW in addition to whatever the reinforcement roll indicates.
<i>Unexpected Help! (Regular)</i> Unexpected assets become available to the Regular Player. They may or may not be useful, but they're available! Regular player draws an ASSET CARD.	<i>Unexpected Help! (Regular)</i> Unexpected assets become available to the Regular Player. They may or may not be useful, but they're available! Regular player draws an ASSET CARD.	<i>Praise the Lord and Pass the Ammunition!</i> Changing mission conditions have left your units low on ammo. They'll need to use a lot of fire discipline to make it through the rest of the day! All your units throw one die lower Quality die in their Firepower Pool – if they'd normally throw a d10, they throw a d8. No unit's Firepower Quality die can be reduced below a D6	<i>Road Block!</i> The Somali Player may place a Road Block on any street section that the Regular Force has not yet traversed. Wheeled vehicles may not pass through the road block. Tracked vehicles may attempt to roll over it, but must roll a Quality Check to avoid a Mobility Hit. If no vehicles are in play on the Regular side, place 1d6+2 Somalis w/Small Arms behind the barricade. Treat them as In Cover.	<i>Road Block!</i> The Somali Player may place a Road Block on any street section that the Regular Force has not yet traversed. Wheeled vehicles may not pass through the road block. Tracked vehicles may attempt to roll over it, but must roll a Quality Check to avoid a Mobility Hit. If no vehicles are in play on the Regular side, place 1d6+2 Somalis w/Small Arms behind the barricade. Treat them as In Cover.

<i>Contact!</i> A group of 1d6 Somalis armed with Small Arms round a corner or step out of a building and blunder directly into one of the Regulars. The Somalis are shocked and surprised! Roll 1d6 and consult the table below to see how they react to the sudden encounter: 1 – 3: Somalis fire on the Regulars. Treat as an interruption. 4 – 5: Somalis charge to initiate an Infantry Close Assault! Treat as an interruption. 6: Somalis try to run away! Treat as an interruption.	<i>Contact!</i> A group of 1d6 Somalis armed with Small Arms round a corner or step out of a building and blunder directly into one of the Regulars. The Somalis are shocked and surprised! Roll 1d6 and consult the table below to see how they react to the sudden encounter: 1 – 3: Somalis fire on the Regulars. Treat as an interruption. 4 – 5: Somalis charge to initiate an Infantry Close Assault! Treat as an interruption. 6: Somalis try to run away! Treat as an interruption.	<i>My House! My Car!</i> The local populace has grown sick of the militia's antics and support for their activities has decreased. Lower the Insurgency Level for the scenario by one level!	<i>My House! My Car!</i> The local populace has grown sick of the militia's antics and support for their activities has decreased. Lower the Insurgency Level for the scenario by one level!	<i>Die, Ranger, Die!</i> The local populace resents the Regular force's presence and is actively supporting Militia activity in their area. Raise the Insurgency Level for the scenario by one level!
<i>Die, Ranger, Die!</i> The local populace resents the Regular force's presence and is actively supporting Militia activity in their area. Raise the Insurgency Level for the scenario by one level!	<i>Smile for the Camera!</i> A press crew appears in the middle of the chaos. Place the crew within 4" of a random Regular unit. The crew will follow the unit for the rest of the game and stay within 4" of it. If there are not already Civilian mobs on the table, place three now (Regular and Somali Players alternate placing mobs at least 6" from a Regular unit – Somali places a mob first). If the Regular force kills any civilians within 12" of the camera crew, the tragedy will be caught on video. Three such deaths result in automatic loss of the game, regardless of any other victory conditions that may have been met.	<i>Wait, the Colonel Said WHAT?!</i> Radio communications is on the fritz and the Regular Force has just received garbled orders that contradict its mission brief. All Regulars must remain in place for the next turn until the orders are sorted out. Units in the open may move into cover, no other movement is allowed.	<i>Wait, the Colonel Said WHAT?!</i> Radio communications is on the fritz and the Regular Force has just received garbled orders that contradict its mission brief. All Regulars must remain in place for the next turn until the orders are sorted out. Units in the open may move into cover, no other movement is allowed.	<i>There's Nothing Friendly About it!</i> One random Regular unit is erroneously engaged by a friendly aircraft. Each figure in the unit must roll a 4+ on a Troop Quality Die to survive. If the Regular force had air assets (other than a UAV), they are grounded and lost for the rest of the game.

<i>Phantom Donkey Cart</i> A random Regular unit is confronted with an odd and somehow disturbing spectacle – the same donkey and cart repeatedly wandering unscathed through an intense firefight, an old woman carrying water home despite the carnage around her, a youngster smiling and waving from behind a line of hostile gunmen . . . whatever the sight, the unit must immediately take a Combat Stress test. If Combat Stress is not yet in play, the unit rolls one less Firepower die for the duration of the turn.	<i>Phantom Donkey Cart</i> A random Regular unit is confronted with an odd and somehow disturbing spectacle – the same donkey and cart repeatedly wandering unscathed through an intense firefight, an old woman carrying water home despite the carnage around her, a youngster smiling and waving from behind a line of hostile gunmen . . . whatever the sight, the unit must immediately take a Combat Stress test. If Combat Stress is not yet in play, the unit rolls one less Firepower die for the duration of the turn.	<i>Dragunov!</i> The Somali player gains a single sniper figure that can be placed anywhere within 12” of a Regular unit. The sniper is “In Cover” upon placement and may immediately begin interrupting on the turn he is placed. The sniper has a Firepower of 2d8 and Morale of 1d10. The sniper is treated as a unit with a leader for activation and morale checks.	<i>Since You’re Already in the Area . . .</i> The Regular Force receives a radio message that a kidnap victim is being held in a building within 6” of a randomly determined Regular unit. The Somali player may designate the building. The Regulars may attempt to rescue the hostage by clearing the building using the Building Clearing rules. If the Regulars succeed in rescuing the hostage, they may raise a Draw to a Marginal Victory and a Marginal Victory to a Complete Victory. If they fail (or don’t attempt the rescue), their victory level will be reduced by one (Draw to Marginal Somali victory, etc.)	<i>Technical Trouble</i> A group of 1d3 technicals appear on the field. Each technical is considered to be a unit with a leader. The technicals are armed with a Medium Support Weapon (an MG), and have a Troop Quality of Untrained (d6). They have a d8 Morale Die.
<i>Technical Trouble</i> A group of 1d3 technicals appear on the field. Each technical is considered to be a unit with a leader. The technicals are armed with a Medium Support Weapon (an MG), and have a Troop Quality of Untrained (d6). They have a d8 Morale Die.	<i>What is This? A Parade?</i> Mobs of civilians throng to the streets to watch the fighting. Some of the mobs are hostile and they’re <i>all</i> damned inconvenient. The Somali player may place 1d3 civilian mobs anywhere on the table, but no closer than 8 inches from a Regular unit. Roll a d6 for each mob. On a 4+, the mob is hostile and will move towards the nearest US unit and begin Taunting it.	<i>What is This? A Parade?</i> Mobs of civilians throng to the streets to watch the fighting. Some of the mobs are hostile and they’re <i>all</i> damned inconvenient. The Somali player may place 1d3 civilian mobs anywhere on the table, but no closer than 8 inches from a Regular unit. Roll a d6 for each mob. On a 4+, the mob is hostile and will move towards the nearest US unit and begin Taunting it.	<i>Dishkuh!</i> The Somali player may place a two man DSShK (a Russian MG, Support Weapon M) team on the table at least 12” from the nearest Regular unit. The team begins play In Cover and is treated as having a leader attached. The MG is also Emplaced. This is a Special Weapon Team with a Troop Quality of Trained and 1d10 Morale.	<i>Eye in the Sky</i> The Regular force gains the use of a Little Bird with a Delta sniper aboard. The Little Bird is not carrying any other weaponry. The Delta sniper has a Troop Quality of Elite (D12) and Morale of D12. Treat him as part of a Weapon Team.

**ASSET
CARD**

AMBUSH ALLEY!
DAY OF THE RANGER

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<i>Attached Sniper Team</i> A two man Sniper Team is attached to your force. The team's Troop Quality and Morale may be set by the scenario. If not, roll a d6 to determine their value: 1 – 5: Troop Quality and Morale are equal to that of the highest Quality/Morale unit in the Regular Player's Force. 6: Troop Quality and Morale are one level higher than that of the highest Quality/Morale unit in the Regular Player's Force. Sniper Teams are Special Weapon Teams and utilize the special Sniper rules.	<i>Off-Board Sniper Team</i> Your force's mission is supported by one or more sniper teams who are located off the table. On each turn, the Regular player may pick one Somali unit for the off board sniper team to engage. Roll 1d6 to determine if the sniper team is in position to effectively engage the Somali unit: 1 : Sniper team can't engage the Somali unit 2-3: Sniper team can engage with a Firepower of 5d10 but cannot designate Leaders as casualties. 4-5 : As above, but MAY designate Leaders as casualties. 6: Sniper asset is recalled. Discard card.	<i>Attached LMG Team</i> A two man Machine Gun Team is attached to your force. It is armed with a Light Support Weapon. The team's Troop Quality and Morale may be set by the scenario. If not, roll a d6 to determine their value: 1 – 5: Troop Quality and Morale are equal to that of the highest Quality/Morale unit in the Regular Player's Force. 6: Troop Quality and Morale are one level higher than that of the highest Quality/Morale unit in the Regular Player's Force. Machine Gun Teams are Special Weapon Teams	<i>Attached LMG Team</i> A two man Machine Gun Team is attached to your force. It is armed with a Light Support Weapon. The team's Troop Quality and Morale may be set by the scenario. If not, roll a d6 to determine their value: 1 – 5: Troop Quality and Morale are equal to that of the highest Quality/Morale unit in the Regular Player's Force. 6: Troop Quality and Morale are one level higher than that of the highest Quality/Morale unit in the Regular Player's Force. Machine Gun Teams are Special Weapon Teams	<i>Attached MG Team</i> A two man Machine Gun Team is attached to your force. It is armed with a Medium Support Weapon. The team's Troop Quality and Morale may be set by the scenario. If not, roll a d6 to determine their value: 1 – 5: Troop Quality and Morale are equal to that of the highest Quality/Morale unit in the Regular Player's Force. 6: Troop Quality and Morale are one level higher than that of the highest Quality/Morale unit in the Regular Player's Force. Machine Gun Teams are Special Weapon Teams
<i>Attached MG Team</i> A two man Machine Gun Team is attached to your force. It is armed with a Medium Support Weapon. The team's Troop Quality and Morale may be set by the scenario. If not, roll a d6 to determine their value: 1 – 5: Troop Quality and Morale are equal to that of the highest Quality/Morale unit in the Regular Player's Force. 6: Troop Quality and Morale are one level higher than that of the highest Quality/Morale unit in the Regular Player's Force. Machine Gun Teams are Special Weapon Teams	<i>Attached Gun Truck</i> Your force has a Humvee gun truck attached. The Gun truck mounts a Light Support Weapon. The Humvee may be used for both fire support and troop transport. The truck's crew is the same Troop Quality and Morale value as the majority of the Regular force.	<i>Attached Gun Truck</i> Your force has a Humvee gun truck attached. The Gun truck mounts a Light Support Weapon. The Humvee may be used for both fire support and troop transport. The truck's crew is the same Troop Quality and Morale value as the majority of the Regular force.	<i>Attached Gun Truck</i> Your force has a Humvee gun truck attached. The Gun truck mounts a Light Support Weapon. The Humvee may be used for both fire support and troop transport. The truck's crew is the same Troop Quality and Morale value as the majority of the Regular force.	<i>Attached Gun Truck</i> Your force has a Humvee gun truck attached. The Gun truck mounts a Light Support Weapon. The Humvee may be used for both fire support and troop transport. The truck's crew is the same Troop Quality and Morale value as the majority of the Regular force.

<i>Attached Gun Truck</i> Your force has a Humvee gun truck attached. The Gun truck mounts a Light Support Weapon. The Humvee may be used for both fire support and troop transport. The truck's crew is the same Troop Quality and Morale value as the majority of the Regular force.	<i>Available Gun Runs</i> Your force has a helicopter available for gun runs. Roll 1d6 for type: 1-3: Black Hawk 4-6: Little Bird Each turn one Regular unit may call for air support. While calling for air, it may fire but not move. Roll 1d6 to see the result of the call for air support: 1 : Unable to reach air assets 2 – 5: Gun Run is available. 6: Gun Run is available, but air support goes off-line. Discard this card.	<i>Available Gun Runs</i> Your force has a helicopter available for gun runs. Roll 1d6 for type: 1-3: Black Hawk 4-6: Little Bird Each turn one Regular unit may call for air support. While calling for air, it may fire but not move. Roll 1d6 to see the result of the call for air support: 1 : Unable to reach air assets 2 – 5: Gun Run is available. 6: Gun Run is available, but air support goes off-line. Discard this card.	<i>Attached Medic</i> A Medic or Corpsman has been attached to one of your units. Designate which unit the Medic is attached to and use the <i>Medic or Special Forces</i> chart to determine casualties for that unit.	<i>Attached Medic</i> A Medic or Corpsman has been attached to one of your units. Designate which unit the Medic is attached to and use the <i>Medic or Special Forces</i> chart to determine casualties for that unit.
<i>. Attached Medic</i> A Medic or Corpsman has been attached to one of your units. Designate which unit the Medic is attached to and use the <i>Medic or Special Forces</i> chart to determine casualties for that unit.	<i>D-Boys Lend a Hand</i> Two Delta Operators have attached themselves to one of your units. They are armed with CAR-15s, have night vision, and are Stealthy. Their Troop Quality is Elite (D12) and their Morale is D10.	<i>D-Boys Lend a Hand</i> Two Delta Operators have attached themselves to one of your units. They are armed with CAR-15s, have night vision, and are Stealthy. Their Troop Quality is Elite (D12) and their Morale is D10	<i>Draw Twice!</i> The Regular Player may draw two Asset Cards and keep them both.	<i>Player's Choice!</i> The Regular Player may pick any Asset from the deck other than the Draw Twice card.

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