

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.”