

**A DAY OF THE RANGERS SAMPLE
SCENARIO:
CLOSING UP SHOP!**



An AMBUSH ALLEY Game Scenario

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.

Insurgent 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. No die roll is required.

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

Die Roll	Insurgent 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 Insurgent 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 Insurgents 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: 10 pts.
- Exit the board by end of turn 4: 10 pts.
- Exit the board by end of turn 5: 5 pts.
- Exit the board by the end of turn 6: 3 pts

Insurgent Victory Conditions

- Prevent destruction of Cache: 10 pts.
- For each Marine killed: 3 pts.
- For each Marine captured: 5 pts.
- For each civilian killed by the Marines: 2 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.