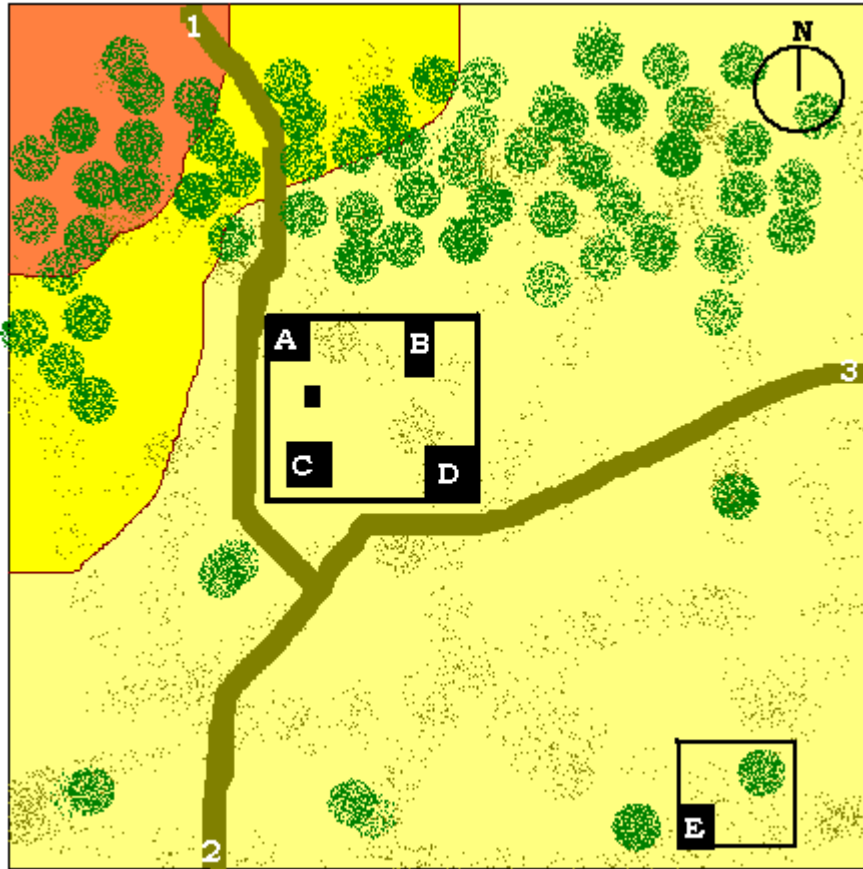


Show Me the Mullah...
A Scenario Designed for Play with *Ambush Alley* or *Force of Force*
Sometime in 2002
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Sometime in 2002, somewhere in Afghanistan, a US Army Special Forces Operation Detachment-Alpha (ODA) is flying in to snatch (or kill, if that doesn't work) a "high value target" (a high-ranking Mullah who's still not seen the light...). They'll have some CIA guys with them, and Rangers along for support and security. The whole op should be quick and dirty. No killing unless it's necessary, and get in and get out. It's that simple...

SCENARIO INFORMATION

Duration of game: 8 turns.

Initiative: The US has initiative for the first three turns. If playing FoF, from the 4th turn onward, roll for initiative each turn.

SCENARIO DIAGRAM

2.5' x 2.5' (75mm x 75mm) for 15mm or smaller

4' x 4' (1.2m x 1.2m) for 20mm or larger

A, B, C, D: Buildings in traditional Afghan compound. One building should have at least a 2-story tower-like structure.

E: Small out-building.

1, 2,3: Taliban reinforcement entry points.

SPECIAL CONDITIONS AND RULES

Don't kill him!

If a US ODA or CIA team wins any close combat round, the US player may roll a TQ test for each enemy casualty. If successful, that casualty is a POW, and not KIA.

Breaching Stuff.

The ODA and the Rangers all carry breaching gear, and are trained in breaching techniques.

Fog of War: Each player draws one Fog of War card at the beginning of turn 1. Further Fog of War cards are triggered by reaction tests

Rangers out! Tactical tip - Please note that on these types of missions, the rangers (as included with MH-60 #2) are there for cordon security, and to stop "squirters" and reinforcements.

US ASSET CARDS

- Available Air Support: One AH-6 Littlebird. If the TQ roll is successful to call it in, it appears that turn. If an AH-6 model is not available, use an AH-64 Apache gunship. Due to rules of engagement, gunships firing on the compound or the out-building may only use the 30mm guns, or lesser weapons.
- Ranger QRF (Quick Reaction Force): In the event things go to heck, the ODA or the JTAC can call in a ranger QRF. The QRF can be called in by a successful TQ test, and will appear in 1d6 turns. The QRF arrives in a MH-47 Chinook helicopter, which has mini-gun side door-guns and a rear-mounted HMG (TQ d10, morale d12). The QRF consists of 2 ranger squads (each high confidence and well-supplied (if playing FoF)). Each squad has 9 soldiers (TQ d8, morale d10), with a squad leader (M16/M4) and 2 teams of 4 soldiers each. Each team consists of 2x M16/M4s, 1x M203, and 1x M249 SAW. If you do not have a MH-47 model, the QRF may appear on the turn they arrive on either the east or south board edge. If this is the case, any troops (including those with POWs) may exit the board edge the QRF arrived at, and will be considered to have successfully exfiltrated to the MH-47.

US MISSION

The Army ODA, with the Rangers in support, is out to grab a "High Value Target (a local Mullah who's stirring up trouble, perhaps). The mission is to get in, get the target and any other Taliban or other insurgent types (alive, if possible), and get out. The US player has 8 turns in which to do so. Remember, MH-60s can hold up to 15 passengers.

VICTORY POINTS

- The US force captures the Mullah, and gets him off the board via helicopter: +20 points

- The US force kills the Mullah: +10 points
- Each insurgent captured and removed via helicopter: +1 point

US FORCES

MH-60 #1: An Army ODA: The MH-60 has mini-gun door-guns (TQ d10, morale d12). High confidence, well-supplied (if playing FoF) – 10 soldiers with a mix of M4's and M4/M203's (TQ d10, morale d10), split in 2 half-teams of 5 soldiers each. One half-team is led by a positive leader, who can influence either half-team. These guys can call in the QRF.

Also in MH-60 #1: A JTAC (Joint Terminal Attack Controller) team: High confidence, well-supplied (if playing FoF) – 2 airmen with M4's (TQ d10, morale d10). These guys can call in the gunship and/or the QRF.

Also in MH-60 #1: A CIA team: High confidence, well-supplied (if playing FoF) – 2 operatives with a mix of M4's and M4/M203's (or similar weapons) (TQ d8, morale d10).

MH-60 #2: An Army Ranger Squad: The MH-60 has mini-gun door-guns (TQ d10, morale d12). High confidence, well-supplied (if playing FoF) – 8 soldiers (TQ d8, morale d10), split in 2 teams of 4 soldiers each. Each team consists of 2x M16/M4s, 1x M203, and 1x M249 SAW.

MH-60 #3: An Army Ranger Sniper Team: The MH-60 has mini-gun door-guns (TQ d10, morale d12). High Confidence, well-supplied (if playing FoF) – 2 soldiers (TQ d8, morale d10). The sniper team may stay airborne in the MH-60 for the duration of the game. They fire as such with no penalties, provided the MH-60 does not move (hovers) that turn. Otherwise, they fire with a -1d penalty.

Also in MH-60 #3: A USAF PJ (Para-rescue Jumper) team: High confidence,

well-supplied (if playing FoF) – 2 airmen with M4's (TQ d10, morale d10). These guys can be used as medics (if they disembark the helicopter, of course).

INSURGENT MISSION

Get the Mullah away safely. Sacrifice yourself if you have to, but the American infidels must not capture the Mullah. Kill as many of the imperialist dogs as you can.

VICTORY POINTS

The Mullah escapes off board: +10 points
Each American KIA: +2 points
Each American helicopter shot down: +5 points

INSURGENT FORCES

THE MULLAH AND HIS BODYGUARDS:

High confidence and poor supply levels (if using FoF). One unarmed leader (TQ d8 and morale d10), and 4 men armed with AKs (TQ d8 and morale d8). This unit starts out in one of the compound buildings. They have access to 2 SUVs, which may be parked anywhere on the outside of the compound wall. The Mullah and the bodyguards may exit the compound at the point the SUVs are parked (back door, hole in wall, etc.) at any time after turn 3 (it takes him a while to figure out what's going on...).

3 x INSURGENT SENTRY TEAMS:

Average confidence and poor supply levels (if using FoF). 4 men armed with AKs (on a "6" on a d6, one has an RPG) (TQ d8, morale d8). One team should be within 4" (10cm) of the out-building. The other 2 should be placed randomly anywhere in the compound.

DSHK TEAM: Average confidence and poor supply levels (if using FoF). 3-man HMG team with DSHK HMG (TQ d8, morale d8). The team should be placed at the uppermost level of the tower building in the compound. The gun and crew start out hidden, but must pass a quality test to go into action (the gun is tarped and the crew lounging about, so it'll take a minute to

spring into action). Once passed, it can operate freely.

3 x CIVILIAN MOBS: 2 mobs should be placed anywhere in the compound, while the 3rd should be placed anywhere on the board, at least 4" away from either the compound or the out-building. These mobs may be manipulated by the Mullah, or converted by him into armed insurgents (per normal rules), with a +1 modifier on the armed insurgent creation table (they are his "flock"). Insurgents created this way will be low confidence and poorly supplied (if using FoF). TQ d6 and morale d8.

INSURGENT REINFORCEMENTS:

Starting on turn 5, the insurgent player may roll for reinforcements. Roll a d6. On a 1, 2 or 3, an insurgent group appears at the corresponding number road entry point. Roll on the armed insurgent creation table in the rules (same as the one used to convert civilian mobs) to determine the make-up of the insurgent group. On a 4, 5 or 6, no reinforcements appear. Insurgents created this way will be low confidence and poorly supplied (if using FoF). TQ d6 and morale d8.