

# DAY OF THE RANGERS

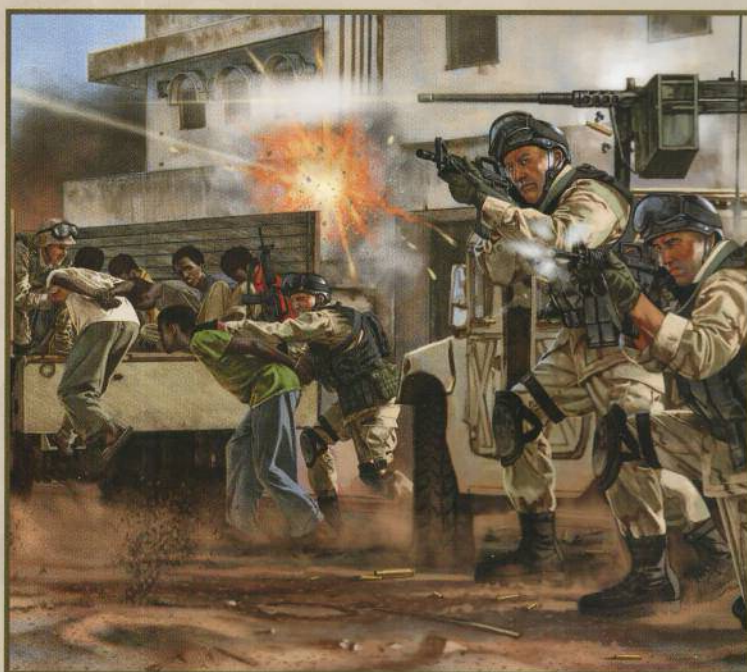
SOMALIA 1993





# DAY OF THE RANGERS

SOMALIA 1993



A FORCE ON FORCE COMPANION



OSPREY  
PUBLISHING

---

First published in Great Britain in 2012 by Osprey Publishing Ltd.

© 2012 Osprey Publishing Ltd. and Ambush Alley Games

Osprey Publishing

Midland House, West Way, Botley, Oxford, OX2 0PH, UK  
44-02 23rd St, Suite 219, Long Island City, NY 11101, USA  
E-mail: [info@ospreypublishing.com](mailto:info@ospreypublishing.com)

Ambush Alley Games LLC

1792 Denim Lane, Enid, OK 73703, USA

E-mail: [info@ambushalleygames.com](mailto:info@ambushalleygames.com)

All rights reserved. Apart from any fair dealing for the purpose of private study, research, criticism or review, as permitted under the Copyright, Designs and Patents Act, 1988, no part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, electrical, chemical, mechanical, optical, photocopying, recording or otherwise, without the prior written permission of the copyright owner. Inquiries should be addressed to the Publishers.

A CIP catalog record for this book is available from the British Library

Print ISBN: 978 1 84908 767 4

PDF e-book ISBN: 978 1 84908 768 1

Authors: Shawn Carpenter, Leigh Neville

AAG Editor: Shawn Carpenter

Additional Editing: Peggy Carpenter, Kathy Murphy, Jay Arnold, Tom Konczal

Special thanks to John Laviolette for his contributions to the Canadian organization section and for the Beledweyne scenario which he authored.

Play-Testers: Andrew Brown, Charlie Walker, Chris Mihlan, Christopher Maes, Donogh McCarthy, Eric Emerson, Graeme Hawkins, Jake Rose, Jay Arnold, Jim Wonacott, Joe Trevithick, Jose Ventura, Ken Gordhamer, Leigh Neville, Les & Alex Shorey, Michael Moore, Rene Raap, Rik Eddon, Rutger van Marissing, Tim Spakowski, Tom Konczal, and Mid-America Wargames

Miniatures Photos by Tim "Timmy!" Spakowski, Jason Pipes, and Malcolm Johnston. Models and scenery from the collections of Tim Spakowski, Jason Pipes, and Malcolm Johnston.

Other Photos by US Department of Defense

Maps: Shawn Carpenter.

Cover concept and page layout by: Myriam Bell Design, UK

Cover artwork by Ramiro Bujeiro

Typeset in Bank Gothic and Minion Pro

Originated by PDQ Media, Bungay, UK

Printed in China through Worldprint

12 13 14 15 16 10 9 8 7 6 5 4 3 2 1

Osprey Publishing is supporting the Woodland Trust, the UK's leading woodland conservation charity, by funding the dedication of trees.

For more information on Force on Force and other products, please visit  
[www.ambushalleygames.com](http://www.ambushalleygames.com)

---



# TABLE OF CONTENTS

<b>INTRODUCTION</b>	<b>4</b>	<b>Closing Up Shop</b>	<b>47</b>
<b>HISTORICAL SUMMARY</b>	<b>5</b>	<b>Fatal Error</b>	<b>49</b>
<b>SPECIAL RULES</b>	<b>10</b>	<b>IED!</b>	<b>53</b>
Barricades	10	<b>Falling Short</b>	<b>55</b>
Physical Barricades	10	<b>Holding Down the Corners</b>	<b>58</b>
Human Roadblocks	10	<b>CASEVAC!</b>	<b>60</b>
Mixed Mobs	11	<b>The Convoy</b>	<b>63</b>
Khat	11	<b>Eight Souls On Board</b>	<b>68</b>
D-Boys	11	<b>Last Stand at Super Six-Four</b>	<b>72</b>
Fast Roping & Helos Landing	11	<b>Rally! Rally!</b>	<b>76</b>
Brownouts	11	<b>Darkest Before the Dawn</b>	<b>78</b>
Fire against Helos	12	<b>NSDQ!</b>	<b>82</b>
Helicopter Attacks	12	<b>SAMPLE ORGANIZATIONS</b>	<b>88</b>
Helicopter Starting Positions	14	Belgium	88
Buildings	14	Belgian Light Infantry or Para Commandos	88
New Unit Attributes	14	Canada	89
Callous	14	Canadian Airborne Regiment	89
<b>SCENARIOS</b>	<b>15</b>	Canadian Mechanized Company (Mounted in Grizzly, Bison, or M113 APC)	90
Notes on Scenarios	15	Italy	90
Historical, Hypothetical, and Cinematic Scenarios	15	Folgore (Para) Rifle Platoon	90
Suggested Victory Point Values	15	Pakistan	91
A Note on Table Size, Ranges & Measurements	16	Pakistani Army	91
Insurgency Level, Somali Troop Quality, and Morale	16	Malaysian Army	92
Air Assault into Beledweyne	16	United States of America	92
Foreshadowing	20	US Marine Corps (USMC)	92
Rawhide!	24	US Army	93
The Q-Truck	26	<b>VEHICLES</b>	<b>96</b>
The Lost Platoon	30	<b>MINIATURES AND UNIFORM GUIDE</b>	<b>98</b>
Going After The Money!	34	<b>GLOSSARY OF TERMS &amp; ACRONYMS</b>	<b>100</b>
Sharks in the Black Sea	39	<b>BIBLIOGRAPHY</b>	<b>102</b>
Food for Guns	42	<b>FOG OF WAR CARDS</b>	<b>103</b>



# INTRODUCTION

In Somalia, October 3<sup>rd</sup> 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 bitten 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 popular 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 1993 have now entered the realm of American military mythology and have become fertile ground for those of us who like to look at history through the lens of wargaming.

There's much for a wargamer to like: A small, elite force is beleaguered by a numerically superior and fanatical foe and must 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. Players of Regular forces will find some Somali units a more difficult nut to crack than typical Irregular insurgents. Many Somali gunmen had over a decade's worth of 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 *Force on Force* scenarios. However, it is never our intent to make light of one of the most fiercely contested firefights of the waning days of the 20<sup>th</sup> 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 failed 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 creed to leave no man behind.

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

Shawn Carpenter  
*Ambush Alley Games*

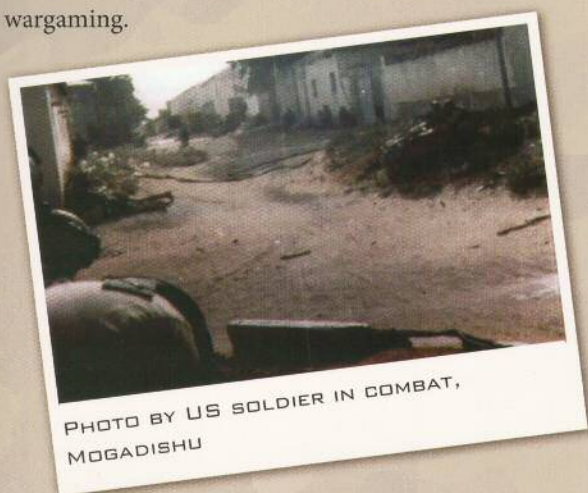


PHOTO BY US SOLDIER IN COMBAT,  
MOGADISHU



# HISTORICAL SUMMARY

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 another. The resolution authorizing UNOSOM didn't provide the scope of military force necessary to establish sufficient security to deliver humanitarian aid in a 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 (1<sup>st</sup> 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 more than 500 Pakistani light infantry landed in Mogadishu to keep the peace and support the airlift operations.

Relief flights began in August of 1992, and 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; unfortunately, most of it would be seized by warlord

militias within hours of leaving the safety of the landing zones.

To make matters worse, warlord Mohamed Farrah Aidid's forces began shelling merchant ships as they came into ports, and his "technicals" (small trucks fitted with heavy weapons) 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 20<sup>th</sup> century.

In December of 1992, 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*.



A USMC LCU (LANDING CRAFT, AIR CUSHION) LANDS FUEL AND SUPPLIES FOR THE MEF IN SOMALIA



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 1<sup>st</sup> 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 were ambushed and slain as they attempted to inspect a weapons cache. Their bodies were mutilated. The UN declared 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 responded by ordering his men to focus their attention on US personnel. Aidid then went into hiding.

When four US military policemen were killed by a remotely detonated landmine, the president ordered the deployment of Task Force Ranger to Somalia. TF Ranger was a Joint Special Operations Task Force (JSOTF) comprised of elements from units within the Joint Special Operations Command (JSOC) - forty Tier One operators from C Squadron of the Army's 1<sup>st</sup> Special Forces Operational Detachment- Delta, four snipers from SEAL Team Six, a company from 3<sup>rd</sup> Ranger Battalion, elements from the secretive Intelligence Support Activity and the aviators of the 160<sup>th</sup> Special Operations Aviation Regiment, known as "The Nightstalkers." TF Ranger launched a series of missions designed to capture Aidid, or failing that, decapitate his organization by taking his top aides into custody.

Much has been made of TF Ranger's lack of armored vehicles and the impact that lack had on the events of 3 and 4 October, 1993. The blame for this omission is commonly laid at the doorstep of then Secretary of Defense, Lynn Aspin, but as a Special Operations task force, TF Ranger had no inherent armored capability, nor did they request attachment of regular armored units. As Lt. Col. Tommy Faust, Chief of J2 Operations Division, JSOC confirmed in a monograph entitled *Task Force Ranger: Isaiah 6:8*, "In early August, JSOC was tasked to build three force packages, large, medium, and small. The packages were nicknamed, 'Cadillac' (large), 'Oldsmobile' (medium), and 'Volkswagen' (small). The primary differences were number of personnel and types of equipment. For example, the Cadillac package included AC-130 gunships, the other two did not. No force package contained armor of any kind. The force packages were sent to USSOCOM and presumably coordinated with USCENTCOM and JCS."

TF Ranger operations got off to a rocky start as they "captured" a group of UN workers they mistook for Aidid henchmen, but soon their missions started paying off as the SEAL Team Six snipers deployed with CIA elements and worked to identify Aidid's key subordinates, developing a network of local agents. Many of Aidid's top men were captured, including his "minister of finance" in the first operational use of an aerial sniper to disable a vehicle, but the warlord himself remained just out of reach. Task Force Ranger conducted six such operations between August and October.

Acting on local human intelligence, TF Ranger launched their seventh and final operation in the late afternoon of October 3<sup>rd</sup>, 1993 aimed at capturing several of Aidid's captains in one fell swoop. A combined force of Rangers and Delta Force were lifted by the 160<sup>th</sup>. They descended on a target building near the Olympic Hotel, on the very edge of the so-called "Black



Sea,” a hotbed of support for Aidid and his Habr-Gedir clan. The troops traveled light, leaving behind their extra gear such as night vision in the belief that they’d be back to their hanger in an hour or so. Some even discarded the rear ceramic plates from their body armor.

Ahead of them was a seventeen hour firefight that proved to be Task Force Rangers’ final mission in Somalia.

## **TIMELINE OF EVENTS: DAY OF THE RANGERS**

### **3-4 OCTOBER 1993**

- 03OCT93 1449 – 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.
- 1532 – JSOTF dispatches an assault force of 16 helicopters (eight MH-60L – four carrying the Ranger blocking position chawks, one carrying the Combat Search And Rescue (CSAR) team, one carrying TF Ranger’s C2 element and two carrying Delta assaulters and snipers – four unarmed MH-6 Little Birds transporting the Delta assaulters on their external bench seat “pods” and four AH-6J armed Little Bird gunships with miniguns and rocket pods), an extraction convoy of 12 ground vehicles (a mix of un-armored HMMWVs mounting .50 cal. M2s and 40mm Mk 19s and unarmed five-ton trucks), and a total of 160 men to capture the Habr-Gedir clan leaders. Three OH-58 Kiowas and a Navy P-3 Orion provide surveillance of the target area and beam back images to the TF Ranger JOC.
- 1542 – Four chawks of Rangers secure the perimeter of the target building, fast-roping into position from the MH-60L Black Hawks while Delta operators are inserted directly onto the building’s roof by the MH-6s. Todd Blackburn, a Ranger of Chalk 4, misses his fast rope and falls 60 feet to the street below.
- 1600 – Armed Somali militia, drawn by burning tires and calls from the minarets of local mosques, begin to converge on the target building.
- 1602 – With the Persons of Interest secure, the Delta assault force prepares to withdraw. As the prisoners are being loaded, Blackburn is evacuated separately. The three-vehicle convoy transporting him arrives safely. Hampered by increasing hostile fire, the main convoy is delayed.
- 1620 – Black Hawk Super Six-One, known by its crew as “Thunderstruck,” is hit by an RPG and crashes five blocks northeast of the target building. Chief Warrant Officer (CWO) Cliff Wolcott is the pilot of the helo.
- 1622 – CWO Mike Durant’s Black Hawk, Super Six-Four, 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 forces rush towards the stricken helo to defend the crash site and rescue any survivors.
- 1628 – A Combat Search and Rescue (CSAR) team aboard Super Six-Eight fast ropes into the alley in which Six-One came to rest. Rescue operations begin.
- 1635 – Wrong turns, flaming barricades, and relentless gunfire from all directions delay the convoy moving towards Six-One. US casualties begin to mount.
- 1640 – Durant’s Black Hawk, Super Six-Four, is hit by an RPG and crashes roughly a mile southwest of the target building. Again, hostile mobs of Somalis converge quickly on the crash site.
- 1642 – Appalled by the scene unfolding below them, Delta snipers Randy Shughart and Gary Gordon volunteer to leave the safety of their



orbiting MH-60 to protect Six-Four's survivors from the approaching militiamen. A third operator in the helo, Brad Hallings, takes over a minigun when a crew chief is hit. Shughart and Gordon insert into the second crash site and defend the stricken pilot, killing scores of militia.

- 1645 – The ground convoy is forced to give up its search for the Six-One crash site due to the number of its casualties and attempts to return to base. Over half of its personnel have been killed or wounded.
- 1703 – A second, smaller convoy is sent to the Six-Four crash site. It also encounters roadblocks, fires and intense armed resistance which slows its progress to a crawl.
- 1735 – Both convoys link up, but are forced to abandon their efforts to reach Super Six-Four. Rangers and Delta operators on foot fight their

way to Super Six-One. Casualties are heavy.

- 1740 – Delta snipers Shughart and Gordon are killed when, despite their valorous efforts, Super Six-Four is finally overrun by Somalis. The entire crew is slain, with the exception of CWO Durant, who is viciously beaten and taken hostage.
- 1745 – Both ground convoys eventually 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, USAF PJs and CCTs, and Navy SEALs are fighting in the greatest land engagement involving US forces since the Vietnam conflict. Their only support comes from the daring pilots of the 160<sup>th</sup> SOAR, who lash the night with a continuous series of Little Bird gun-runs.

### THE UNITED STATES ARMY RANGER CREED

Recognizing that I volunteered as a Ranger, fully knowing the hazards of my chosen profession, I will always endeavor to uphold the prestige, honor, and high esprit de corps of my Ranger Battalion.

Acknowledging the fact that a Ranger is a more elite soldier who arrives at the cutting edge of battle by land, sea, or air, I accept the fact that as a Ranger my country expects me to move further, faster and fight harder than any other soldier.

Never shall I fail my comrades. I will always keep myself mentally alert, physically strong and morally straight and I will shoulder more than my share of the task whatever it may be. One hundred percent and then some.

Gallantly will I show the world that I am a specially selected and well-trained soldier. My

courtesy to superior officers, my neatness of dress and care of equipment shall set the example for others to follow.

Energetically will I meet the enemies of my country. I shall defeat them on the field of battle for I am better trained and will fight with all my might. Surrender is not a Ranger word. I will never allow a fallen comrade to fall into the hands of the enemy and under no circumstances will I ever embarrass my country.

Readily will I display the intestinal fortitude required to fight on to the Ranger objective and complete the mission, though I am the lone survivor.

**RANGERS LEAD THE WAY!**



- 2200 – Two companies from the 10<sup>th</sup> Mountain Division, the remainder of Task Force Ranger and a mixed force of Pakistani and Malaysian armored vehicles are finally gathered to rescue the beleaguered Americans in downtown Mogadishu.
- 2323 – 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.
- 04OCT1993 0155 – The rescue convoy reaches the TF Ranger positions near Six-One's crash site.
- 0300 – The efforts continue to free the body of CWO Wolcott from the wreckage of Six-One.
- 0530 – Wolcott's body is recovered and the convoy is able to withdraw. Finding there isn't enough room in the vehicles for them, some Rangers and

Delta operators are forced to extract on foot through heavy gunfire. Their long run home is later called "The Mogadishu Mile."

- 0630 – The mauled assault force reaches the UN-controlled sports stadium. The stadium is large enough for helicopters to land and carry the assault force back to base – along with their wounded and dead. Eighteen Americans soldiers have been killed (the toll will rise to 19 when a 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 Rangers ends.



BOEING AH-6



# SPECIAL RULES

## BARRICADES

The Somalis were masters at using the abundant supply of garbage and rubble to rapidly erect barricades and roadblocks that could slow or halt the progress of UN vehicles. When these physical barricades were ineffective, they were also known to fill the street with supporters and create a human roadblock.

### PHYSICAL BARRICADES

Physical barricades might be built of building rubble, derelict autos, burning tires, piles of garbage – whatever was at hand. Any Somali unit can spend an entire activation (usually in the turn's End Phase) to block a street with a barricade. To set up a barricade, the unit must make a Troop Quality Test. If the unit passes the test, it has set up a barricade that blocks the street at their location and prevents the passage of vehicles until it is reduced. If the test fails, the barricade is flimsy and vehicles can simply ignore it.

A successfully constructed barricade provides a +1 cover modifier for any units using it as cover. Line of Sight cannot be traced through a

physical barricade due to thick smoke from the burning tires normally used in their construction. Units immediately behind or in front of barricades can fire over them, however.

### REDUCING A PHYSICAL BARRICADE

A dismounted unit can attempt to make a barricade passable by spending its activation “reducing” it. To reduce a barricade, the unit must make an Opposed Troop Quality Test against a Barricade Die of D8. If the unit rolls a 4+ *and* rolls higher than the Barricade Die, the barricade is removed and vehicles may pass. If not, the barricade remains in place.

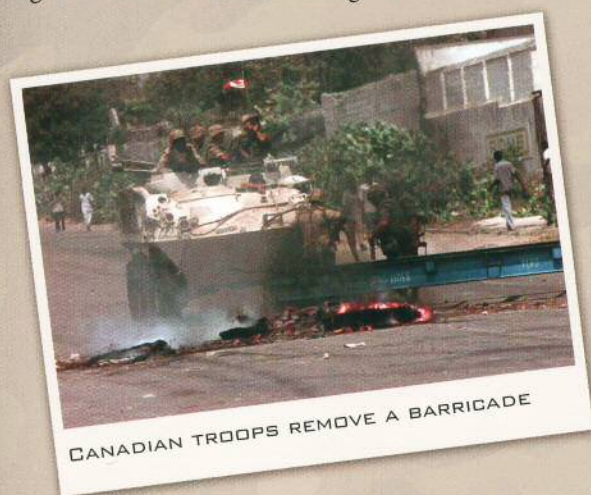
The unit can do nothing but React to enemy fire while attempting to dismantle the barricade – and if they do that, the attempt fails automatically. The attempt also fails automatically if the dismounted unit fails any sort of Morale Check.

In the case of a successful barricade reduction, the barricade is considered removed at the end of the reducing unit's Activation.

*Example: A mob of Aidid supporters have erected a barricade across the street, blocking a US Ranger convoy's path. A fire team of dismounted Rangers move up to the barricade and attempt to reduce it. The Rangers have a TQ of D8 and roll a 6. The Somali player rolls a D8 for the Barricade, and rolls a 4. Since the Rangers' roll is a 4 or higher and higher than the Barricade roll, the barricade is successfully pulled down at the end of their activation.*

### HUMAN ROADBLOCKS

At the beginning of a turn, the Somali player can declare that any Mixed or Hostile Mob in his control is blocking a road. The Somali player can also influence Civilian





## KHAT

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 Act/React, even if they have no leader, nor are they subject to Shrinkage.

At night, khat chewers must make a Quality Check to Act/React even if they have a leader present and their Morale is reduced by one die type. Khat chewers are also subject to Shrinkage at night.

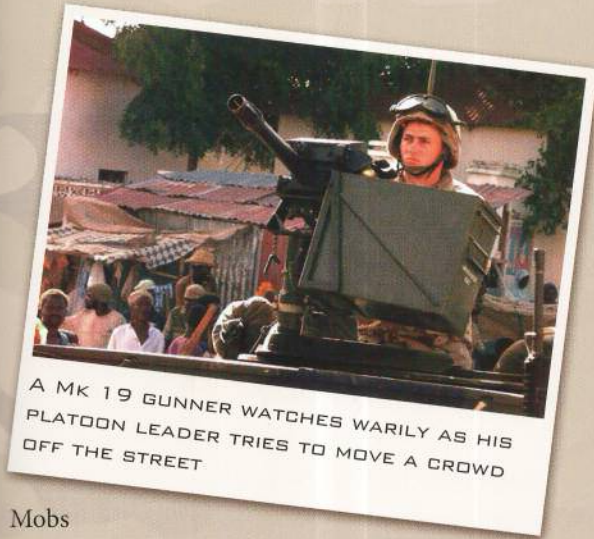
## D-BOYS

The younger, less experienced Rangers naturally looked up to the hardened operators of Delta. The operators in turn taught the Rangers advanced CQB and other skills in their downtime and provided tactical leadership on the ground, inspiring the Rangers. In game terms, any Ranger unit which must make a Morale Check and has a Delta element in LOS can do so using the Delta Morale Rating if higher than their own.

On the downside, when the Rangers started seeing the seemingly indestructible D-Boys start to take casualties, it shocked them. Whenever a Delta element suffers a KIA or Serious Wound in LOS of Ranger elements, those Ranger elements must make an immediate Morale Check.

## FAST ROPING & HELOS LANDING BROWNOUTS

Helicopters hovering to allow operators to fast rope into a location, or landing to disembark troops, kick up a lot of dust in an environment like Mogadishu. Scenarios in



A MK 19 GUNNER WATCHES WARILY AS HIS PLATOON LEADER TRIES TO MOVE A CROWD OFF THE STREET

Mobs

to form a Human Roadblock rather than moving or converting them into an armed mob.

UN vehicles cannot pass through a Human Roadblock and must disperse it before they can pass.

### DISPERSAL OF A HUMAN ROADBLOCK

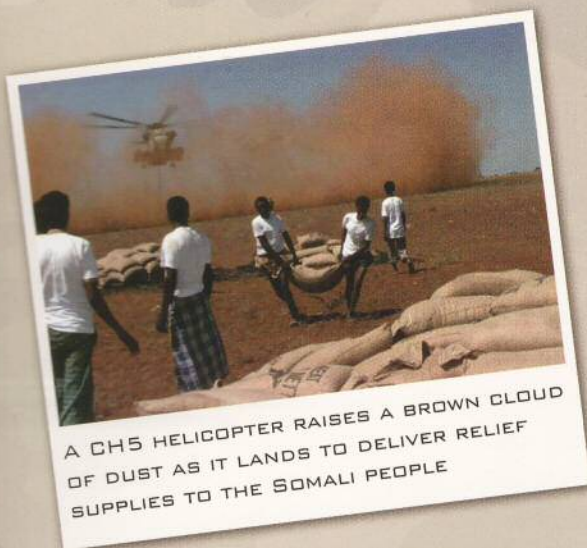
Normal Civilian Mobs acting as a Human Roadblock can be dispersed using the usual rules found on pgs. 127-128 of *Force on Force*.

Mixed and Hostile Mobs are dispersed in the same manner as Civilian Mobs, but the dispersing leader receives a -1 Die Shift to his Troop Quality for the attempt.

## MIXED MOBS

In *Day of the Rangers*, Mixed Mobs include hostile but unarmed civilians, hostile civilians armed with rocks, machetes and similar improvised weapons and militia with small arms. In each scenario requiring a Mixed Mob, roll 1d6 to ascertain the number of armed militia included in the civilian mob. They will never be armed with anything heavier than an assault rifle. You can represent a Mixed Mob with a standard civilian base with an appropriate number of armed figures in base-to-base contact with it.





which units are assumed to have fast roped onto the table prior to the first turn, brownout will restrain their movement and affect their initial situational awareness. Thus, movement is restricted to Tactical Movement for all personnel dismounting from helicopters on turn one - whether from landed helos or fast roping. Furthermore, all units receive a -1 penalty to all Reaction Test die rolls and lose one die of Firepower for the remainder of the turn. Enemy fire is also reduced by 1FP die to simulate spotting targets in the swirling dust.

If a unit is inserted by helicopter *during* a scenario, whether by fast rope or landing, they will suffer the effects described above on the turn after they land (they will suffer the penalty to Reaction Tests on the turn they land and the subsequent turn).

Scenarios will indicate whether brownout conditions are present.

### FIRE AGAINST HELOS

Scenarios will dictate the level of Ambient Fire (if any) directed toward any helicopter assets. Ambient Fire should be rolled for at the start of each turn in which it applies. Note that in some scenarios, the level of

Ambient Fire will increase as more militia converge on an area. Note that Ambient Fire replaces all direct fire against helicopters *other than* the turn in which a helicopter either lands to debus troops or goes into a fast rope hover to drop troops. This differs from the standard *Force on Force* rules.

The US player may at any time decide to pull his helos out of the airspace and place them in a safer orbiting pattern. The US player must declare this at the start of his turn. Any helos will not be available that turn for either rotary air support or to insert or extract troops. On the following turn(s), the US player can decide if he wants to reintroduce rotary air or keep them safely away from the ground fire in a holding area off-board.

The only time direct fire is allowed against helicopters is during the turn it lands or activates to drop fast ropes. When fired upon on the ground, Black Hawks count as Medium Helicopters on the Damage Charts and for game purposes are immune to small arms fire (this simulates the wild, uncoordinated firing of most of the militia and the defensive tactics used by 160<sup>th</sup> SOAR when approaching an LZ to unload troops). RPGs can be fired at landed or hovering helos and use the Light Gun column against Medium Helicopters with a loss of one Firepower die for not being a dedicated air defence weapon. Little Birds are classed as Light Helicopters and can be engaged by Small Arms. RPGs against Little Birds use the Light Gun column on the Light Helicopter Damage Chart. Rolls on both Damage Charts do not receive the -2 Infantry Support Weapon modifiers for RPGs when fired against helicopters.

### HELICOPTER ATTACKS

Helicopters CANNOT go on Overwatch but may engage ground targets while airborne WITHOUT the enemy having a chance to return fire. Again, the only time helicopters engage in Rounds of Fire or React to enemy



fire is when the helicopter is landed or hovering to drop fast ropes.

If the US player has multiple helicopters in the air, **ONLY ONE** can provide dedicated fire support against ground targets per turn due to the difficulty of avoiding collisions and deconflicting aircraft over the battlespace. This will normally be noted in the scenario specific rules.

All attacks by door gunners are considered Pylon Gun Attacks at AP:5d8/AT:1(L vs. Deck) while AH-6 strikes are considered Strafing Attacks using a combination of rockets and miniguns for a AP:6D8/AT:4(H vs. Deck) strike. Both must use the Air Strike Effectiveness No AD column. Door gunners

cannot fire on the turn they disembark troops due to the danger of a friendly fire. When inserting troops via fast rope, door gunners are free to engage ground targets. They cannot react to Ambient Fire.

AH/MH-6 and the MH-60 both have an Armour Rating of 3D8 with the Little Birds benefiting from their extreme agility in comparison to their better protected but slower moving cousins.

#### **SPECIFIC AH-6 & AERIAL SNIPER RESTRICTIONS**

AH-6 Little Birds cannot be used to engage targets containing friendlies - for instance in the NSDQ



BLACK HAWK DOWN



scenario, the AH-6 cannot fire on the Somalis if they attempt to escape with the pilot. Delta aerial snipers however are allowed to engage hostiles with a friendly in their midst as can all ground elements (who must however subtract the FP of their M203s as the 40mm grenade is too indiscriminate to use with friendlies in the vicinity).

Delta snipers are rated at TQ/Morale D12/D12, however due to the intrinsic difficulties of precision shooting from a helo, their TQ is reduced to D10 when firing from an aircraft. If on the ground, they revert to TQ D12. Snipers activate separately from the helo they are riding in and thus can engage their own target (only one per sniper per activation) while the helicopter door gunners engage other targets.

### DOWNED HELICOPTERS

Note that downed Black Hawks cannot use their miniguns as the weapons are electrically powered and in 1993 they had no backup on-board power source. Surviving crewmembers can act as a fire team or part thereof with the crew's small arms (MP5Ks and M16A2s)



THE STREETS OF MOGADISHU. (PHOTO AND FIGURES BY JASON PIPES)

- they count as TQ D8 in FP terms and due to mixed SMGs and ARs, do not use the SMG rule. Downed helos provide Solid Cover.

### CSAR

The CSAR helo can fast rope or land its ground element at any time - they do not need to wait for a downed helo to do so. Aerial snipers can also be fast roped or landed at any point should the US player wish.

### HELICOPTER STARTING POSITIONS

Helos, unless stated in the scenario, start the game off-board and can be activated and brought onto the table at any point as decided by the US player.

### BUILDINGS

All buildings in Mogadishu are poorly constructed and maintained. For Building Destruction Tests they count as 3D6 and provide only Solid Cover.

### UNIT ATTRIBUTES

#### CALLOUS

A unit with this attribute is callous towards its own casualties. Casualties are left where they fall, perhaps to be dragged to safety or burial later. Such units are not subject to the rules in the Casualties section and need not make First Aid Checks for casualties. Their casualties are simply removed from the table. Callous units are not subject to the Casualty Penalty. This attribute is common among insurgent groups or fanatical militia groups.

*All Somali Units are considered Callous unless otherwise noted.*



# SCENARIOS

## NOTES ON SCENARIOS

Since *Force on Force* 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. *Force on Force* is a scenario driven game. As such, the winner and loser of a match are determined by the victory conditions of the scenario they are playing. Towards this end, each *Day of the Rangers* 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 to 4 points = Indecisive

Difference of 5 to 9 points = Marginal Victory

Difference of 10 to 14 points = Decisive Victory

Difference of 15+ points = Total Victory

## HISTORICAL, HYPOTHETICAL, AND CINEMATIC SCENARIOS

Some of the scenarios included in *Day of the Rangers* 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 of 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 tweak them as you wish!

## 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 Friendly POWs at Game End = 5 pts
- Per Enemy POW Captured = 1 pt
- Per Enemy Infantry Unit Reduced Below Half Strength = 1 pt
- Per Enemy Vehicle Disabled/Destroyed = 2 pts
- Per Enemy Tank Disabled/Destroyed = 3 pts
- Per Irregular Unit Broken = 1 pt

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 based on their relative importance in scenarios you write yourself.



### A NOTE ON TABLE SIZE, RANGES & MEASUREMENTS

While *Force on Force* scenarios indicate a suggested table size, players are encouraged to use whatever table size seems to work best for the miniatures they're using and the space they have available for play.

We find that the suggested measurements work great for games using 15mm or 20mm figures. If you are using larger or smaller figures, you may wish to increase or reduce the table size. Some players increase or decrease the table size because they like the "feel" of the modified table size better or simply because it will fit in the space they have available.

Remember, though, that whatever size table the game is played on, ranges and measurements must remain proportional or scenarios with a turn limit will be compromised. If you decide to double the size of the table, you must also double movement and fire ranges – if you halve the size of the table, you must halve movement and fire ranges. As long as you follow this simple guideline, you can play *Force on Force* on any size table with any size figures you choose!

### INSURGENCY LEVEL, SOMALI TROOP QUALITY, AND MORALE

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

Unless otherwise noted, the Somali player automatically receives reinforcements at the beginning of each turn. Some scenarios may call for multiple rolls on the reinforcement table.

For the purpose of Civilian interaction, all scenarios are Insurgency Level 5 unless otherwise noted.

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 run of the mill rabble.

Most Somali gunmen will have a Troop Quality of D8 and a Morale of D10. Exceptional units, such as Warlord body-guards may have Troop Qualities as high as D10. No Somali gunmen can 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 1d6 to determine whether each mob consists of hired gunmen or armed rabble.

1-2: Professional Gunmen (Troop Quality D8, Morale D10)

3-6: Armed Rabble (Troop Quality D6, Morale D10)

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

All Somali units are considered **Irregulars**, however, so all scenarios in this book are **Asymmetric Engagements**.

### AIR ASSAULT INTO BELEDWEYNE

Hypothetical - Beledweyne Airfield, Beledweyne Region, 28 December 1992

As Coalition forces began securing the outlying regions of Somalia, TF 2-87 (10 Mountain Div) was tasked to secure HRS (Humanitarian Relief Sector) Belet Huen (Beledweyne). 2 Commando (Canadian Airborne Regiment) being attached to TF 2-87 was tasked to secure the austere airfield (C-130 capable) in Beledweyne. The Scheme of Maneuver saw 6 Platoon (mounted in USMC CH-53's) and two Platoons of 2-87 (mounted in UH-60's) spearheading an assault in order to secure the airfield. Immediate follow-on-forces, emplaned in C-130's, included Commando HQ, 4 & 5 Platoon, and a *Grizzly* AVGP from Direct Fire Support Platoon. These follow-on-forces were scheduled to tactically land in order to reinforce the combined assault force during the consolidation phase of this seize and hold operation.



## SCENARIO INFORMATION

**Duration of Game:** 8 Turns

**Initiative:** Asymmetric Engagement. 6 Platoon has Initiative for duration of game

**Insurgency Level:** Automatic (Level 5 for the purpose of tests)

**Special Conditions:**

- Khat Chewers are subject to positive day effects of the attribute.

**Fog of War:** Determined normally by Reaction Test rolls

**Special Assets:** Rotary-Wing Air Support is available to Coalition Forces as detailed under Special Rules

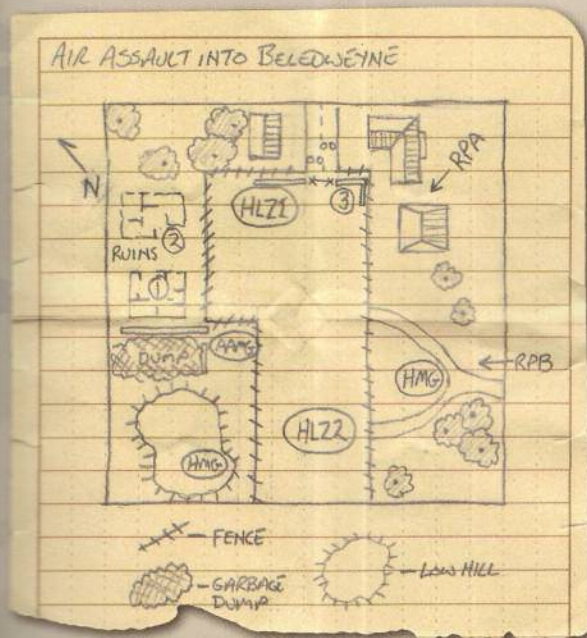
**Table Size:** 2' x 2' (15mm/20mm), 4' x 4' (28mm)

## 6 PLATOON MISSION

6 Platoon will conduct an air assault in order to seize and hold the Beledweyne Airfield.

## 6 PLATOON VICTORY POINTS

- Secure the airfield at the end of turn 8: 10pts.



- Neutralization or destruction of Somali HMGs: 3pts.
- Neutralization or destruction of Somali AAMGs: 5pts.
- Neutralization or destruction of Somali Technical Vehicles: 5pts.

## 6 PLATOON FORCES

**Canadian Airborne Basic Attributes**

**Initiative Level:** D8

**Confidence Level:** High

**Supply Level:** Normal

**Body Armor:** N/A

**Troop Quality/Morale:** D8/D10

## PLATOON

**Platoon HQ** (Pax cross loaded between CH-53 #1 & #2)

*Command Team 1* (in CH-53 #1 inserting onto HLZ #1)

1 x Platoon Commander w/C7

1 x Signaller w/C7

*Command Team 2* (in CH-53 #2 inserting onto HLZ #2)

1 x Platoon Warrant Officer w/C7

1 x Medic w/C7

**1 Section** (in CH-53 #1 inserting onto HLZ #1)

*Assault Group 1*

1 x Section Commander w/C7

1 x Rifleman w/C7

1 x Rifleman w/C7 & M-72 LAW (Med. AP:2/AT:1)

1 x Gunner w/C9 LMG (w/ELCAN) (Lt. AP:1/AT:0)

*Assault Group 2*

1 x Section 2ic w/C7

1 x Rifleman w/C7

1 x Rifleman w/C7 & M-72 LAW (Med. AP:2/AT:1)

1 x Gunner w/C9 LMG (w/ELCAN) (Lt. AP:1/AT:0)



## HISTORICAL OUTCOME

The tactical end-state was quickly accomplished as the Hawadle Clan Militia withdrew from the airfield upon the arrival of the rotary-wing aircraft and insertion of the assault force. As the Militia withdrew there was some sporadic ineffective smalls arms fire directed at the airfield from within the town of Beledweyne. Subsequently, Commando HQ, 4 & 5 Platoon, and the DFS *Grizzly* AVGP tactically landed in

C-130's and reinforced the assault force in accordance with the tactical plan. Concurrently, the local Hawadle Clan Militia displaced approximately 30km northeast of Beledweyne. Dismounted patrolling began in Beledweyne during Cycle of Darkness 28/29 December and subsequently 3 Commando reinforced 2 Commando at Beledweyne Airfield on 29 December.

### 2 Section (in CH-53 #1 inserting onto HLZ #1)

#### *Assault Group 1*

1 x Section Commander w/C7

1 x Rifleman w/C7

1 x Rifleman w/C7 & M-72 LAW (Med. AP:2/AT:1)

1 x Gunner w/C9 LMG (w/ELCAN) (Lt. AP:1/AT:0)

#### *Assault Group 2*

1 x Section 2ic w/C7

1 x Rifleman w/C7

1 x Rifleman w/C7 & M-72 LAW (Med. AP:2/AT:1)

1 x Gunner w/C9 LMG (w/ELCAN) (Lt. AP:1/AT:0)

### 3 Section (in CH-53 #2 inserting onto HLZ #2)

#### *Assault Group 1*

1 x Section Commander w/C7

1 x Rifleman w/C7

1 x Rifleman w/C7 & M-72 LAW (Med. AP:2/AT:1)

1 x Gunner w/C9 LMG (w/ELCAN) (Lt. AP:1/AT:0)

#### *Assault Group 2*

1 x Section 2ic w/C7

1 x Gunner w/M3 MAAWS (Hvy. AP:3/AT:3(H) & C7

1 x Assistant Gunner w/C7

1 x Gunner w/C9 LMG (w/ELCAN) (Lt. AP:1/AT:0)

### Weapons Section (Pax cross loaded between CH-53 #1 & #2)

#### *GPMG Team #1 (in CH-53 #1 inserting onto HLZ #1)*

1 x Section Commander w/C7

1 x Gunner w/C6 GPMG (Med. AP:2/AT:0)

1 x Assistant Gunner w/C7

#### *GPMG Team #2 (in CH-53 #2 inserting onto HLZ #2)*

1 x Section 2ic w/C7

1 x Gunner w/C6 GPMG (Med. AP:2/AT:0)

1 x Assistant Gunner w/C7

## SOMALI MISSION

The Coalition Forces have finally arrived to seize our airfield. The Hawadle Clan Militia will make them pay dearly prior to conducting a staged withdrawal from Beledweyne towards the Ethiopian border.

## SOMALI VICTORY POINTS

- Helicopter shot down: 10pts.
- Per Canadian soldier killed: 3pts.
- Per Canadian soldier seriously wounded: 2pts.



**SOMALI FORCES****Somali Force Basic Attributes**

Initiative Level: N/A

Confidence Level: Confident

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D6/D8

*Each Cell deploys within the location marked on the map.***Militia Cell One (Hot Spot 1)**

1 x Leader w/AK

3 x Militiamen w/AK

**Militia Cell Two (Hot Spot 2)**

1 x Leader w/AK

1 x Militiaman w/G3

4 x Militiamen w/AK

1 x Gunner w/RPD (Lt. AP:1/AT:0)

1 x Gunner w/RPG (Med. AP:2/AT:1(M))

**Militia Cell Three (Hot Spot 3)**

1 x Leader w/AK

2 x Militiamen w/G3

3 x Militiamen w/AK

1 x Gunner w/RPD (Lt. AP:1/AT:0)

1 x Gunner w/RPG (Med. AP:2/AT:1(M))

**DShK HMG Team One (As Marked on Map)**

1 x Gunner w/12.7mm DShK HMG (Hvy.

AP:3/AT:1(L)

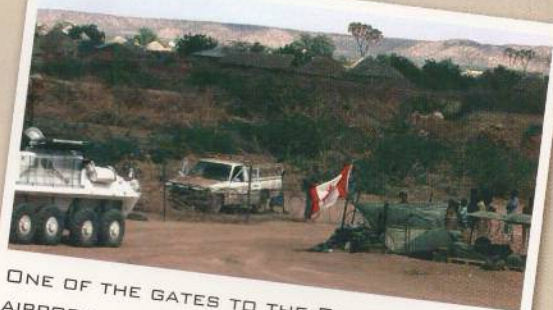
2 x Assistant Gunner w/AK

**DShK HMG Team Two (As Marked on Map)**

1 x Gunner w/12.7mm DShK HMG (Hvy.

AP:3/AT:1(L)

2 x Assistant Gunner w/AK



ONE OF THE GATES TO THE BELEDWEYNE AIRPORT AFTER IT WAS SECURED BY THE CANADIAN AIRBORNE REGIMENT

**ZPU-4 AAMG****Team (As marked on Map)**

1 x Gunner w/14.5mm ZPU-4 AAMG (Hvy.

AP:7/AT:4(L)

4 x Assistant Gunner w/AK

**SPECIAL RULES****ROTARY-WING AIR SUPPORT**

6 Platoon lands on HLZ #1 & #2 during turn one, with the game beginning as the commandos dismount from the CH-53 *Sea Stallion* helicopters. Concurrently, Rotary-Wing FIRES is available on turn one and subsequently during turn two in the form of x2 AH-1W *SuperCobras* (Strafe - AP:6D8/AT:3D8(M) or Missile - AP:4D8/AT:5D8(H). They are tasked to conduct SEAD (Suppression of Enemy Air Defences) and based on this task, and pre-mission deconfliction with friendly ground forces, are only allowed to engage the Somali DShK 12.7mm HMGs (x2) and ZPU-4 AAMG (x1) during turns one and two.

**HELICOPTER BROWNOUT**

Due to the austere nature of the airfield (in reality a dirt airstrip), when the CH-53's land the rotor wash will cause a considerable brownout. This brownout will restrain the rapid movement of dismounting personnel and affect their initial SA (situational awareness). Thus, all personnel



dismounting from helicopters on turn one are restricted to tactical movement. Furthermore, all units receive a -1 penalty to all Reaction Test die rolls and lose one die of firepower for the remainder of the turn.

## SOMALI HMGs AND AAMG

The Somali DShK 12.7mm HMGs (x2) and ZPU-4 AAMG (x1) can engage the AH-1 *SuperCobras* during turn one and two.

## SOMALI REINFORCEMENTS

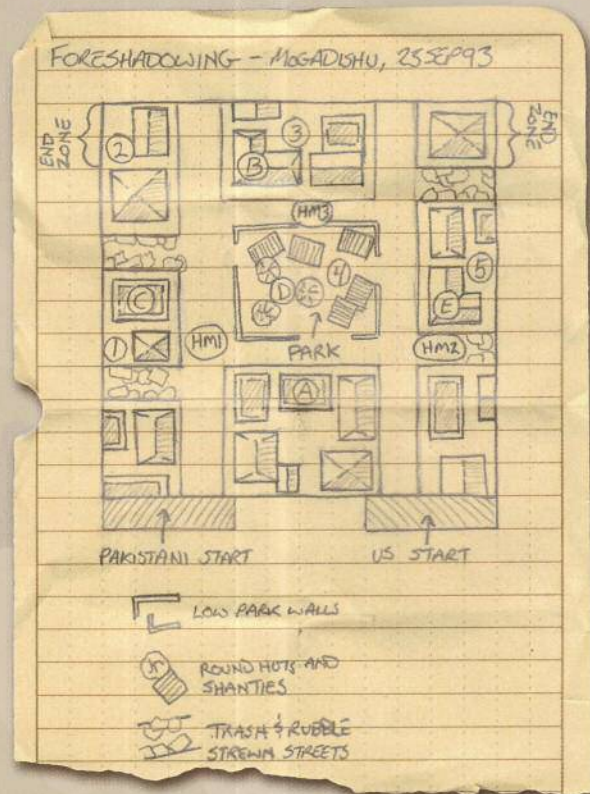
On turn 3 and every turn thereafter, reinforcements automatically arrive for the Hawadle Clan Militia. All dismounted reinforcements must enter via Reinforcement Point Alpha (RPA). All mounted reinforcements must enter via Reinforcement Point Bravo (RPB). All reinforcements are deemed to be under the influence of Khat. Due to the effects of this mild stimulant reinforcements may attempt to interrupt even if they have no leader attached and are not subject to Shrinkage due to Morale Checks.

To determine what reinforcements arrive, role 1D10 and consult the table below:

DIE ROLL	SOMALI UNIT
1	4x Militiamen w/AK @RPA
2	1x Leader w/AK, 5x Militiamen w/AK @RPA
3	1x Leader w/AK, 6x Militiamen w/AK, 1x Gunner w/RPD @RPA
4	1x Leader w/AK, 7x Militiamen w/AK, 1x Gunner w/RPD, 1x Gunner w/RPG @RPA
5	1x Leader w/AK, 8x Militiamen w/AK, 2x Gunner w/RPD, 1x Gunner w/RPG @RPA
6	4x Militiamen w/AK in Technical SUV @RPB
7	4x Militiamen w/12.7mm DShK HMG (Hvy. AP:3/AT:1(L) in Technical SUV @RPB
8	4x Militiamen w/82mm B-10 Recoilless Rifle (Hvy. AP:4/AT:1(L) in Technical SUV @RPB
9	4x Militiamen w/107mm B-11 Recoilless Rifle (Hvy. AP:4/AT:1(L) in Technical SUV @RPB
10	Off Table 122mm BM-21 MLRS Barrage

## FORESHADOWING

Historical - Mogadishu,  
25 September 1993



When a Pakistani check point near the Old Port in central Mogadishu was hit by mortar fire, a US Black Hawk helicopter was tasked with locating the weapon for



BELGIAN ARMY  
SERGEANT



neutralization. As the helicopter conducted its search, it was hit by an RPG launched from the ground and crashed in area of the city controlled by Gen. Mohamed Farrah Aidid's forces. US, Pakistani and Malaysian troops were immediately dispatched to the crash site to secure it and the stricken aircrew. They were greeted with gunfire from Aidid's militiamen, and a pitched firefight ensued.

## SCENARIO INFORMATION

**Duration of Game:** 8 Turns

**Initiative:** Asymmetric Engagement. Relief Force player has Initiative for duration of game

**Special Conditions:**

- Khat Chewers are subject to negative night effects of the attribute.
- Rubble & Trash

**Fog of War:** Determined normally by Reaction Test rolls

**Insurgency Level:** Automatic (Level 5 for the

purpose of tests)

**Special Assets:** Night Vision (US Troops only)

**Table Size:** Table Size: 2' x 2' (15mm/20mm), 4' x 4' (28mm)

- Hostile Mobs 1-3: HM1-HM3
- Militia A-E: A-E
- Hot Spots: 1-5

## RELIEF FORCE MISSION

US and Pakistani forces making their way to the crash site ran into stiff resistance from Aidid's militiamen, hired gunmen, and civilian supporters. Night fighting led to bloody point blank encounters, and the mazelike streets and roadblocks hindered the relief force's transport vehicles. Much of the fighting was done the old fashioned way: on foot, in the street, and occasionally with fixed bayonets. The mission goal was simple. Keep moving forward and reach the next corner alive!

## HISTORICAL OUTCOME

The Black Hawk's fuel burst into flames when struck by the RPG. Its pilot, CWO-3 Dale Shrader, attempted to steer the chopper towards friendly forces but was unable to keep the crippled aircraft aloft. The Black Hawk struck the top of a building, crashed to the ground, and then skidded over a hundred yards to come to rest inside Aidid's territory. The three men in the helicopter's rear compartment died in the fiery crash, and Shrader suffered a broken arm. His co-pilot was badly burned and blinded. The helicopter was immediately the focus of Aidid militiamen who attacked it with AK-47 fire and hand grenades. Shrader was able to drive off the first wave of attackers with his personal weapon, killing at least one. A friendly local Somali

rushed to the helicopter and helped Shrader and his co-pilot reach the protection of a nearby UAE unit guarding port facilities. Shrader was awarded the Silver Star for "conspicuous gallantry and intrepidity."

US and Pakistani forces eventually secured the helicopter under heavy fire. The Black Hawk was brought down by a simple RPG. The method of its destruction, and the pitched fighting required to secure it and its crew, were laden with foreshadowing of the more famous events that would occur only a week later.

According to Sudanese government sources, one of the "militiamen" involved in this attack was Mohamed Ataf, a high-ranking member of Al-Qaeda.



### RELIEF FORCE VICTORY POINTS

- Each US or Pakistani soldier that reaches the “end zone”: 3 pts

### US RELIEF FORCE

#### *US Relief Force Basic Attributes*

Initiative Level: N/A

Confidence Level: Confident

Supply Level: Normal

Body Armor: Standard (1D)

Troop Quality/Morale: D8/D10

#### US Rifle Squad

1 x Squad Leader w/M16A2

*2 x Fireteams with:*

1 x Team Leader w/ M16A2

1 x Grenadier w/ M-203 (Lt. AP:1/AT:0)

1 x Gunner w/SAW (Lt. AP:1/AT:0)

1 x Rifleman w/ M16A2

*US Squad has Night Vision.*

### PAKISTANI RELIEF FORCE

#### *Pakistani Relief Force Basic Attributes*

Initiative Level: N/A

Confidence Level: Confident

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D8/D8

#### Pakistani Rifle Squad

1 x Havildar Major (Sgt. Major) w/Type 56 (Chinese manufactured AK-47)

*2 x Fireteams with:*

1 x Team Leader w/ w/Type 56

1 x Grenadier w/ RPG-7 (Med. AP:2/AT:2(M)



A BLACK HAWK IS DOWN! (PHOTO AND FIGURES BY JASON PIPES)

1 x Gunner w/RPD (Lt. AP:1/AT:0)

2 x Rifleman w/Type 56

### SOMALI MISSION

Aidid's militia had succeeded in bringing down one of the hated American helicopters, notorious for their low flights over his supporters. Rumors persist that an infant has been seriously injured or even killed by being blown from its mother's arms by the rotor wash of a Black Hawk. Crowds of disgruntled Aidid supporters gather in the streets and his hired gunmen intermingle with them. Blood is in the air – if enough of it can be converted to UN/US blood on the ground, Aidid might be on his way to being rid of these interlopers who interfere with his ambitions!

### VICTORY POINTS

- Each Relief Force soldier seriously wounded or killed: 1 pt.
- Each Relief Force soldier captured: 2 pts.
- Each Relief soldier outside the “end zone” at the end of Turn 8 (including and cumulative with casualties): 2pts.



**SOMALI FORCES****Somali Force Basic Attributes**

Initiative Level: N/A

Confidence Level: Confident

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D6/D10

**HOSTILE CIVILIAN MOBS (Controlled by Somali Player)**

3 x Hostile Mobs placed as shown on map.

**AIDID SUPPORTERS****Group A**

1 x Leader w/AK

1 x Gunner w/ RPG (Med. AP:2/AT:2(M)

1 x Gunner w/ RPD (SAW, Lt. AP:1/AT:0)

4 x Riflemen w/AKs

**Group B**

3 x Leaders w/AKs

1 x Gunner w/ RPG (Med. AP:2/AT:2(M)

1 x Gunner w/ RPD (SAW, Lt. AP:1/AT:0)

1 x Riflemen w/AK

**Group C (Leaderless)**

1 x Gunner w/RPG

3 x Riflemen w/AKs

**Group D (Leaderless)**

1 x Gunner w/ RPG (Med. AP:2/AT:2(M)

1 x Gunner w/ RPD (SAW, Lt. AP:1/AT:0)

4 x Riflemen w/AKs

**Group E**

1 x Leader w/AK

1 x Gunner w/ RPG (Med. AP:2/AT:2(M)

1 x Gunner w/ RPD (SAW, Lt. AP:1/AT:0)

4 x Riflemen w/AKs

**SPECIAL RULES****TRASH AND RUBBLE FILLED AREAS**

All areas other than the major streets running from the bottom to the top of the map are strewn with rubble and trash. This includes the side streets, areas between buildings, buildings, and the central park area.

Treat trash and rubble filled areas as **Extremely Rough Ground** (Pg. 63, *Force on Force*) which Relief Force units can only cross at Tactical Speed. Local Somalis are not affected and treat such areas as open ground.

**NIGHT FIGHTING**

Usually, units fighting at night and lacking night vision devices, have their Optimum Range reduced by half. As the Somalis know the streets like the backs of their hands, US units beyond the Somali's reduced Optimum Range are NOT treated as if they are Elusive (see pg. 135, *Force on Force*). Somali Firepower against US units beyond reduced Optimum Range is, however, halved.

Units with night vision devices suffer none of the penalties above. Only US soldiers have night vision devices in this scenario.

**KHAT CHEWERS AT NIGHT**

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

**HOSTILE MOBS**

Hostile mobs are under the control of a player designated by the scenario. They are activated and moved like any other unit.

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 unit's stress level by +1 (see pg. 125, *Force on Force*).

## SOMALI REINFORCEMENTS

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

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

DIE ROLL	SOMALI UNIT
2	1d6+2 Gunmen w/Small Arms; +1 w/RPK-74 MG (Lt. AP:1/AT:0) mixed w/1d6 Civilians
3	1D3+3 Gunmen w/Small Arms; +1 w/RPG (Med. AP:2/AT:1(M))
4	1D3+1 Gunmen w/Small Arms & ROLL AGAIN
5	1d3+1 Gunmen w/Small Arms +1 w/RPG (Med. AP:2/AT:1(M))
6	1d6+2 Gunmen w/Small Arms (Khat Chewers)
7	1D3+3 Gunmen w/Small Arms +Leader +1 w/RPK-74 MG (Lt. AP:1/AT:0)
8	1d6+2 Gunmen w/Small Arms (Khat Chewers)
9	1d6 Gunmen w/Small Arms & ROLL AGAIN
10	1d3+2 Gunmen w/Small Arms +1 w/RPK-74 MG (Lt. AP:1/AT:0)
11	1d6 Gunmen w/Small Arms +Leader +1 w/PK MG (Med. AP:2/AT:0) mixed w/1d6 Civilians
12	2d6 Gunmen w/Small Arms

**Roll for Leaders:** Roll 1d6 for Somali reinforcement 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 Troop Quality:** Roll 1D6 to determine whether each mob consists of hired gunmen or armed rabble:

1-2: Professional Gunmen (TQ/Morale D8/D10)

3-6: Armed Rabble (TQ/Morale D6/D10)

**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 nighttime mission so the negative 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.

## RAWHIDE!

**Historical - Outside the village of Brava,  
15 February 1993**

While performing patrols in and around the rural village of Brava, soldiers of TF 2-87 were approached by frantic herdsmen who complained that a strong group of bandits had driven them off and were in the process of stealing their cattle. The American soldiers instantly took off in pursuit of the rustlers, intent on saving the poor herdsmen's cows.

### HISTORICAL OUTCOME

The US troops came upon the Somali rustlers before they could make good their escape. A brisk firefight followed in which one of the bandits was wounded and four captured. The local herdsmen were grateful to the Americans for restoring their herds.

## SCENARIO INFORMATION

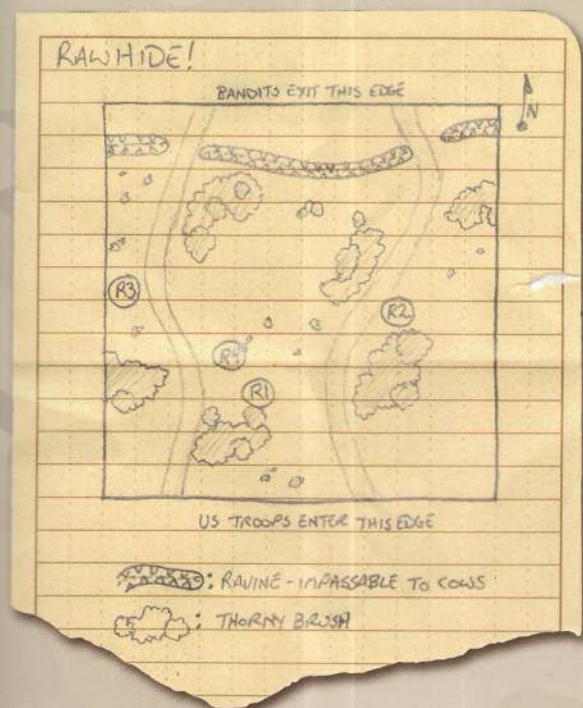
**Duration of Game:** 6 Turns

**Initiative:** Asymmetric Engagement. US player has Initiative for duration of game

**Special Conditions:** None

**Fog of War:** No Fog of War in effect for this scenario





**Insurgency Level:** Automatic (Level 5 for the purpose of tests)

**Special Assets:** None

**Table Size:** 2' x 2' (15mm/20mm), 4' x 4' (28mm)

- R1 - R4: Somali Rustlers

## US ARMY MISSION

Drive off or capture the bandit "rustlers" and avoid killing or injuring the local farmers' cows. Securing the cows could go a long ways towards winning the hearts and minds of the local rural population.

## US ARMY VICTORY POINTS

- Each Cow Recovered: 3 pts
- Each Killed/Wounded/Captured "Rustler:" 1 pt
- Each Cow Killed: -2 pts

## US FORCES

### US Rifle Squad Basic Attributes

**Initiative Level:** N/A

**Confidence Level:** Confident

**Supply Level:** Normal

**Body Armor:** Standard (1D)

**Troop Quality/Morale:** D8/10

### Squad

1 x Squad Leader w/M16A2

2 x Fireteams with:

1 x Team Leader w/M16A2

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

2 x Riflemen w/M16A2s

## SOMALI MISSION

Escape with the cows! Drive them to the other side of the ravine that hems in this grazing field. We can gather them up at our leisure later. Make these Americans pay for interfering in our business!

## SOMALI VICTORY POINTS

- Each US Soldier Seriously Wounded: 1 pt
- Each US Soldier KIA/Captured: 3 pts
- Each cow stolen: 3 pts
- Each Rustler that escapes off the north board edge: 2 pts

## SOMALI FORCES

### Somali Force Basic Attributes

**Initiative Level:** N/A

**Confidence Level:** Confident

**Supply Level:** Normal

**Body Armor:** N/A

**Troop Quality/Morale:** D6/D8



### Rustler Group 1

1 x Leader w/AK  
3 x Rustlers w/AKs

### Rustler Group 2

1 x Leader w/AK  
3 x Rustlers w/AKs

### Rustler Group 3

1 x Leader w/AK  
3 x Rustlers w/AKs

### Rustler Group 4 (Herd the Cows)

1 x Leader w/AK  
4 x Rustlers w/AKs  
6 x Cows (Udderly defenseless)

## SPECIAL RULES

### RECOVERY OF THE COWS

Any cows north of the ravine on the north side of the board are considered “stolen” and count towards Somali victory.

Any cows south of the ravine are considered in US hands and are returned to the local herdsmen.

### IMPASSABLE RAVINES

The ravine on the north side of the table is impassable to cows. Cows can only be herded off the table at the spots where the grazing trails pass over the ravine.

### THORNY BRUSH

The patches of thorny brush marked on the map are impassable to both cows and humans.

### COWS IN THE LINE OF FIRE

Cows are big and dumb. They're very likely to wander right into a bullet. Any time a cow is in the Line of Fire

of either force (or both forces), make a check for civilian casualties, treating the cows as the civilians. Any cow that becomes a casualty is considered “dead” for the purpose of victory points.

## HERDING COWS

Herd the nervous cows through the middle of a firefight with nothing more than a few switches and a lot of colorful language is not an easy task. At the beginning of each turn, any unit attempting to herd a cow or cows must make a Troop Quality check. If the check is successful, the unit and its cows may move up to 6.” If the check is failed, roll 1D6 on the table below:

1-2: The cow(s) refuse to move. If the unit herding them moves, the cows are considered abandoned and “loose.”

3-4: The cow(s) move 4” in a random direction.

5-6: The cow(s) move 6” in a random direction.

The firepower of a unit herding any number of cows is reduced by half. Units herding cows cannot initiate Close Assault, but they can defend against it.

## LOOSE COWS

In addition to being a bull's best friend, loose cows are problematic on the battlefield. Use the table under Herding Cows above to see what each loose cow or group of loose cows does in the turn. Cows within 2” of each other are treated as a “unit” and will be governed by a single die roll on the table.

A unit can take control of Loose Cows by ending their turn within 2” of the cow(s).

## THE Q-TRUCK

Hypothetical – Along the road between Brava and Marka, March, 1993

Roadside banditry was endemic in rural Somalia. Bandits would brazenly set up road-blocks along the



main trade routes and rob passing vehicles, especially busses and cargo trucks. It was not uncommon for rapes and brutal beatings to accompany this highway robbery. When UN forces began patrolling the roads, the bandits adapted by waiting until a patrol had passed to set up their roadblocks. With so much ground to cover and so little manpower, UN forces simply couldn't be everywhere at once.

The men of US TF 2-87 borrowed an idea from maritime history to catch the bandits flat-footed. Using the model of sub-hunting Q-Boats disguised as helpless freighters, the soldiers conceived of a Q-Truck: a truck that outwardly resembled the usual run-down Somali cargo truck, but which featured a reinforced cargo compartment in which a squad of heavily armed troops would wait to turn the tables on any highwaymen foolish enough to try to rob it. A pair of African American soldiers disguised as Somalis would drive the vehicle.

While TF 2-87 was re-deployed to another area of operations before they could "launch" a Q-Truck, the following scenario considers what might have happened if they'd had a bit more time to bring their plan to fruition.

## SCENARIO INFORMATION

**Duration of Game:** 6 Turns

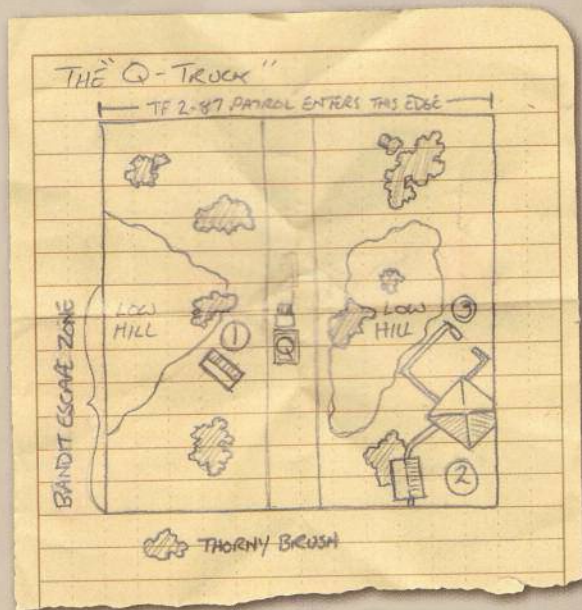
**Initiative:** Asymmetric Engagement. US player has Initiative for duration of game

**Special Conditions:**

- Game begins with Q-Truck springing its trap. Somalis manning the roadblock *must* React with fire
- US Patrol arrives on Turn 3
- Somali troops cannot attempt to flee until Turn 4
- Thorny brush blocks line of sight.

**Fog of War:** Determined normally by Reaction Test rolls

**Insurgency Level:** Automatic (Level 5 for the purpose of tests)



**Special Assets:** None

**Table Size:** 2' x 2' (15mm/20mm), 4' x 4' (28mm)

- Q: The Q-Truck
- 1 - 3: Somali Bandit Groups

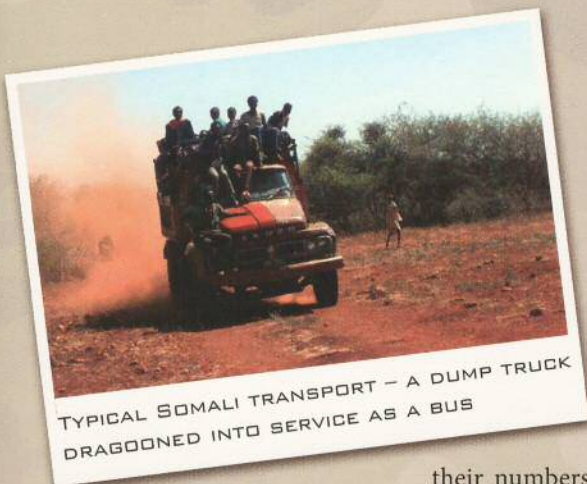
## Q-TRUCK MISSION

A normal patrol will pass by a regular road-block site. They will then pause out of sight down the road and send scouts back to observe the road block site. If bandits appear, the scouts will notify the patrol and the Q-Truck. The Q-Truck will then approach the road block and engage the bandits. The patrol will return to cordon off the area and capture any squirts.

The scenario begins at the moment that the Q-Truck team throws back the cargo tarp and challenges the bandits. The bandits manning the roadblock itself are surprised and aggressive thanks to a long morning chewing khat. They automatically React by firing at the US troops.

The other bandits will move towards the commotion to see what's going on. They are confident enough in





TYPICAL SOMALI TRANSPORT – A DUMP TRUCK  
DRAGOONED INTO SERVICE AS A BUS

their numbers  
that they will not attempt to flee until the  
patrol arrives to cordon the area off.

## Q-TRUCK VICTORY POINTS

- Each Bandit Casualty or POW: 1 pt
- Bandit leader killed or captured: 5 pts.

## Q-TRUCK FORCES

### US Force Basic Attributes

Initiative Level: N/A

Confidence Level: High

Supply Level: Normal

Body Armor: Standard (1D)

Troop Quality/Morale: D8/10

### The Q-Truck (Starts game loaded aboard the Q-Truck)

- 1 x Squad Leader w/M16A1
- 2 x Riflemen w/M16A1s (driver and passenger)
- 1 x Grenadier w/M203 (Lt. AP:1/AT:0)
- 1 x Gunner w/M249 SAW (Lt. AP:1/AT:0)
- 3 x Riflemen w/M16A1s

### TF 2-87 Patrol (Enters marked edge on Turn 3)

*Fireteam 1 (Mounted in a Humvee with a Mk. 19 AGL  
(Med. AP:2/AT:0)*

- 1 x Team Leader w/M16A2
- 1 x Grenadier w/M203 (Lt. AP:1/AT:0)
- 1 x Gunner w/M249 SAW (Lt. AP:1/AT:0)
- 1 x Rifleman w/M16A1

*Fireteam 2 (Mounted in a Humvee with a M2HB .50  
HMG (Hvy. AP:3/AT:1(L)*

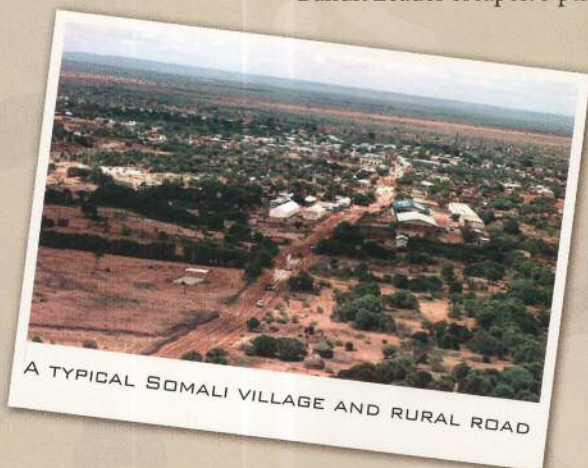
- 1 x Team Leader w/M16A2
- 1 x Grenadier w/M203 (Lt. AP:1/AT:0)
- 1 x Gunner w/M249 SAW (Lt. AP:1/AT:0)
- 1 x Rifleman w/M16A1

## SOMALI MISSION

These crazy Americans have gone too far! It's time to take them down a notch or two! Overpower the truck and add it to our own fleet of technicals. Kill and capture as many Americans as you can! If things get too hot, make a run for it. No point wasting time in jail waiting for our kin to get us released when we could be out making money with our roadblocks!

## VICTORY POINTS

- Each US soldier Seriously Wounded/Killed: 1 pt.
- Each US soldier taken prisoner: 2 pts.
- Each Bandit that escapes: 1 pt.
- Bandit Leader escapes: 5 pts.



A TYPICAL SOMALI VILLAGE AND RURAL ROAD



**SOMALI FORCES****Somali Force Basic Attributes**

Initiative Level: N/A

Confidence Level: Confident

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale:

*Bandit Group 1:* D8/D10*All Other Bandits:* D6/D10

**Bandits at Road Block (Group 1 – Set up within 6” of the Q-Truck and not inside the shack by the road)**

1 x Leader w/AK

1 x Gunner w/ RPK-74 (SAW, Lt. AP:1/AT:0)

5 x Riflemen w/AKs

**Bandits in Abandoned Farm***Bandit Group 2 (w/Bandit Leader)*

1 x Bandit Leader w/AK (TQ D8/Morale D10)

1 x Gunner w/RPK-74 (Lt. AP:1/AT:0)

1 x Gunner w/RPG (Med. AP:2/AT:1(L)

3 x Bandits w/AKs

*Bandit Group 3*

1 x Bandit Leader w/AK

1 x Gunner w/RPK-74 (Lt. AP:1/AT:0)

3 x Bandits w/AKs

**SPECIAL RULES****BANDIT ESCAPE ZONE**

Fleeing bandits must exit in the area marked on the map to count towards victory conditions.

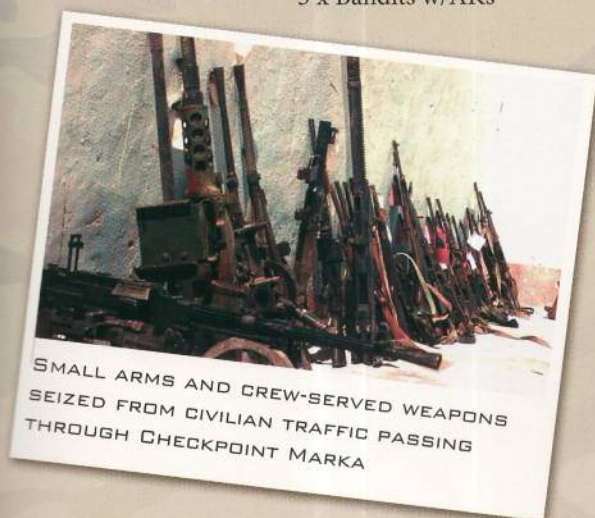
**THORNY BRUSH**

The patches of thorny brush marked on the map are impassable to Humvees and infantry on foot.

**THE Q-TRUCK**

The Q-Truck began its life as 5-ton commercial hauler. Its cargo bed has been reinforced with thick steel plates and sandbags, while the passenger compartment has been reinforced with steel plates. It's been given a thorough overhaul, and the engine and drive-train are strong despite the vehicles outward appearance as a rolling wreck.

Infantry within the Q-Truck can stand on benches to fire over the vehicle's armored sides. This capability, coupled with the fact that the truck begins the game halted, allows the infantry loaded aboard to fire at full Firepower (although the driver and assistant in the passenger compartment only throw a single Firepower Die). If the vehicle moves, reduce Firepower of infantry fire from it as normal.



NAME	CLASS	TYPE	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW
Q-Truck	L	W	2D8	3D8	3D8	N/A	2 + 10



## THE LOST PLATOON

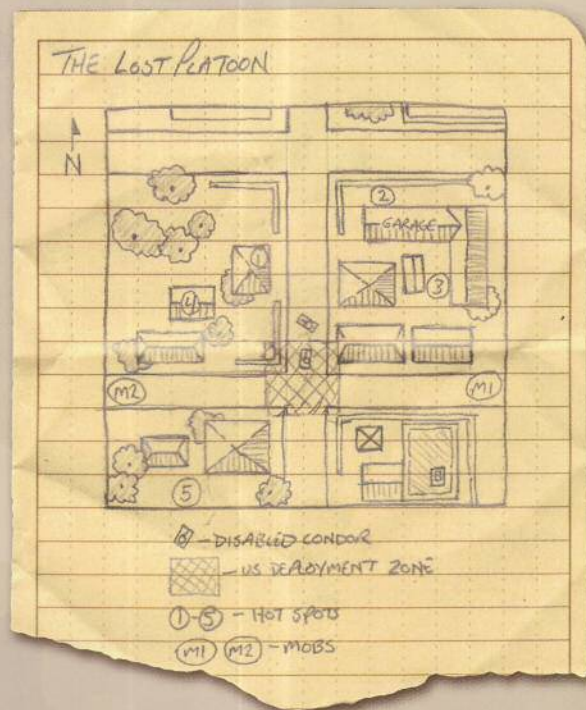
Historical- Mogadishu, 3 October 1993

With Task Force Ranger pinned down in the city, 10<sup>th</sup> Mountain's QRF; Company C of 2<sup>nd</sup> Battalion, 14<sup>th</sup> Infantry attempted to enter the city to relieve the assault force. Ambushed by Somali militia, the truck-mounted QRF were forced back to the airfield with heavy casualties. A second relief force was raised from remaining elements of TF Ranger, Pakistani and Malaysian UN forces and units from the 10<sup>th</sup> Mountain Division. Supported by Pakistani armour and Malay personnel carriers, the relief convoy set out to link up with the assault force.

During the advance toward Crash Site Two, a small force drawn from 2<sup>nd</sup> Platoon became separated from the rest of Company A and was ambushed by a large number of militia. Their vehicles were disabled by RPG hits, and the soldiers and the Malaysian crews dismounted and fought their way into nearby buildings. This was the beginning of a fierce firefight to avoid becoming overrun before Company C could return to exfiltrate the lost platoon.

### HISTORICAL OUTCOME

The platoon elements fought bravely, managing to hold off repeated Somalia attacks. A USMC AH-1 Super Cobra was vectored to their location and engaged a number of militia to the east of their location. Later as the convoy set off to link up with 2<sup>nd</sup> Platoon, a 160<sup>th</sup> SOAR AH-6 came on station and destroyed a building containing a number of gunmen who had pinned down part of the platoon. The Condor APCs eventually returned, and the exhausted troops were finally extracted.



### SCENARIO INFORMATION

**Duration of Game:** 8 Turns

**Initiative:** Asymmetric Engagement. US player has Initiative for duration of game

**Special Conditions:**

- Khat Chewers are subject to negative night effects of the drug
- Rubble & Trash

**Fog of War:** Determined normally by Reaction Test rolls

**Special Assets:**

- Night Vision (US Troops only)
- Dedicated air support available to US forces as described in Special Rules

**Table Size:** 2' x 2' (15mm/20mm), 4' x 4' (28mm)

### 2<sup>ND</sup> PLATOON MISSION

The platoon must maintain their perimeter until relieved at the conclusion of turn 8 when the Condor



APCs arrive to exfiltrate the defenders. Additionally they must rescue the wounded driver of the lead disabled Condor who was left behind in the rush to escape the 6.

### US VICTORY POINTS

- No friendly KIA by end of turn 8: 3 pts
- Rescue wounded driver by end of turn 4: 3 pts
- No friendly units overran (successfully close assaulted) by end of turn 8: 5 pts
- Each hostile mob casualty: -3 pts

### 2<sup>ND</sup> PLATOON

#### US Force Basic Attributes

Initiative Level: N/A

Confidence Level: High

Supply Level: Normal

Body Armor: Standard (1D)

Troop Quality/Morale: D8/10

#### 2<sup>nd</sup> Platoon Elements

##### 1<sup>st</sup> Squad

1 x Squad Leader w/M16A2

##### Fireteam Alpha

1 x Team Leader w/M16A2

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 SAW (Lt. AP:1/AT:0)

1 x Rifleman w/M16A2

##### Fireteam Bravo

1 x Team Leader w/M16A2

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 SAW (Lt. AP:1/AT:0)

1 x Rifleman w/M16A2

##### 3<sup>rd</sup> Squad

1 x Platoon Sergeant w/M16A2

1 x Squad Leader w/M16A2

##### Gun Team

1 x Gunner w/M60 GPMG (Med. AP:2/AT:0)

1 x Assistant Gunner w/M16A2

##### Engineer Fireteam Alpha

1 x Team Leader w/M16A2

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 SAW (Lt. AP:1/AT:0)

1 x Rifleman w/M16A2

1 x Medic w/M16A2

##### Platoon Command

1 x Platoon Leader w/M16A2

1 x RTO w/M16A2

##### Gun Team

1 x Gunner w/M60 GPMG (Med. AP:2/AT:0)

1 x Assistant Gunner w/M16A2

##### Engineer Fireteam Bravo

1 x Team Leader w/M16A2

1 x Grenadier w/M203 (Lt.

AP:1/AT:0)

1 x Gunner w/M249 SAW (Lt.

AP:1/AT:0)

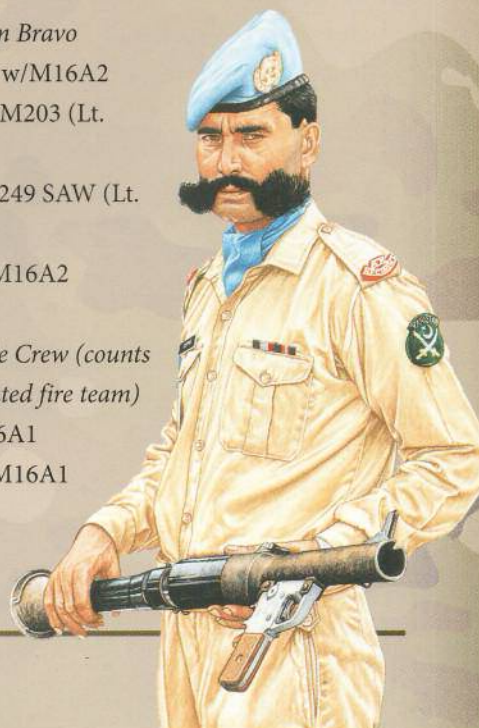
1 x Rifleman w/M16A2

##### Malaysian Vehicle Crew (counts as one amalgamated fire team)

1x Leader w/M16A1

3x Crewman w/M16A1

PAKISTANI  
INFANTRYMAN











#### RANGER PRISONERS

##### NIGHT FIGHTING

Units fighting at night and lacking night vision devices have their Optimum Range reduced by half. For the Somalis this means 3", as they know the streets like the back of their hands. US units beyond the Somali's reduced Optimum Range are NOT treated as if they are Elusive (see pg. 135, *Force on Force*). Somali Firepower against US units beyond reduced Optimum Range is, however, halved.

2<sup>nd</sup> Platoon is equipped with night vision goggles and infrared illuminators and thus suffers none of the penalties above.

##### KHAT CHEWERS AT NIGHT

At night, khat chewers must make a Quality Check to

Act/React even if they have a leader present and their Morale is reduced by one die type in this scenario, to d8 if unaccompanied by a leader, to d10 if a leader is present.

##### HOSTILE MOBS

Hostile mobs are under the control of the Somali player. They are activated and moved like any other unit. 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 unit's stress level by +1 (see pg. 125, *Force on Force*).



## AH-6

An AH-6 armed Little Bird appears on station to provide aerial fire support in Turn 6. The AH-6 can conduct one Strafing Attack before it is taken off-board.

## TRASH AND RUBBLE FILLED AREAS

All areas other than the major streets running from the bottom to the top of the map are strewn with rubble and trash. This includes the side streets, areas between buildings, buildings, and the central park area.

Treat trash and rubble filled areas as **Extremely Rough Ground** (Pg. 63, *Force on Force*) which 2<sup>nd</sup> Platoon can only cross at Tactical Speed. Local Somalis are not affected and treat such areas as open ground.

## SOMALI REINFORCEMENTS

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 reinforcements arrive, roll 2d6 and consult the table below:

DIE ROLL	SOMALI UNIT
2	Hostile Mob
3	Hostile Mob
4	1d6 Gunmen w/Small Arms & ROLL AGAIN
5	1d6 Gunmen w/Small Arms +1 w/RPG (Med. AP:2/AT:1(M)
6	1d6+1 Gunmen w/Small Arms (Khat Chewers)
7	1d6+1 Gunmen w/Small Arms +1 w/RPK (Lt. AP:1/AT:0)
8	1d6+2 Gunmen w/Small Arms (Khat Chewers)
9	1d6 Gunmen w/Small Arms & ROLL AGAIN
10	1d6+2 Gunmen w/Small Arms +1 w/RPK (Lt. AP:1/AT:0)
11	1d6 Gunmen w/Small Arms +Leader (d6/d12) +1 w/PK MG (Med. AP:2/AT:0)
12	2d6 Gunmen w/Small Arms + Leader (d6/d12)

*Roll for Leaders:* Roll 1D6 for Somali reinforcement 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 Troop Quality:* Roll 1D6 to determine whether each mob consists of hired gunmen or armed rabble:

1-2: Professional Gunmen (TQ/Morale D8/D10)

3-6: Armed Rabble" (TQ/Morale D6/D10)

*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.

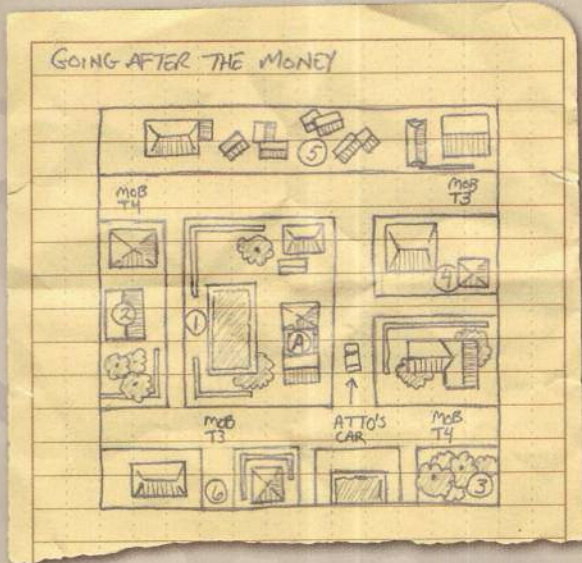
## GOING AFTER THE MONEY!

Near Digfer Hospital, Mogadishu, 21 September 1993

As part of their efforts to roll-up the Aidid network, Task Force Ranger launched an operation in late September to capture Osman Atto, Aidid's financier and chief aide. His vehicle was tracked and when Atto was positively identified, the Task Force launched a heliborne snatch operation. Atto's vehicle was disabled by precision fire from a Delta sniper aboard one of the helos, and a bodyguard was engaged and shot as Atto attempted to flee. He made it into a nearby garage which Delta quickly assaulted, capturing their target.

Crowds soon began forming and with them, increasing amounts of small arms fire and eventually massed RPG fire directed at orbiting Nightstalker helos. Aerial snipers and door gunners returned fire, forcing the militias and hostile mobs back while Delta moved Atto to the roof where he was loaded into an MH-6. The Rangers collapsed their perimeter and exfiltrated successfully on their helicopters.





## SCENARIO INFORMATION

**Duration of Game:** 8 Turns

**Special Conditions:** None

**Initiative:** Asymmetric Engagement. US player has Initiative for duration of game

**Fog of War:** Determined normally by Reaction Test rolls

**Special Assets:** Task Force Ranger has dedicated air support as detailed under Special Rules.

**Table Size:** 2' x 2' (15mm/20mm), 4' x 4' (28mm)

## TASK FORCE RANGER MISSION

Having located their target, the Task Force has launched an operation to capture Atto. Your snipers have disabled Atto's vehicle, and he has fled toward a nearby building. His bodyguard has been engaged. Your task is to now land the Ranger blocking teams to keep back enemy reinforcements and hostile mobs while the Delta assaulters take down the building in which Atto has sought refuge. Breach the building, snatch Atto, and exfiltrate the prisoner from the rooftop.

## TASK FORCE RANGER VICTORY POINTS

- No friendly KIA by end of turn 8: 3 pts
- No friendly Seriously Wounded by end of turn 8: 2 pts
- Capture Atto and exfiltrate him by helo by the end of turn 8: 5 pts
- Each hostile mob casualty: -3 pts

## TASK FORCE RANGER

### US Force Basic Attributes

**Initiative Level:** N/A

**Confidence Level:** High

**Supply Level:** Abundant (+1 to FP)

**Body Armor:** Standard (1D)

**Troop Quality/Morale:** Variable Rangers D8/D10; Delta D10/D12

### Ranger Chalk 1

**MH-60L** mounting two M134 miniguns

1 x Squad Leader w/M16A2

1 x Medic w/M16A2

### Fire Team Alpha

1 x Team Leader w/M16A2

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 SAW (Lt. AP:1/AT:0)

1 x Rifleman w/M16A2 (manning M2 .50)

### Fire Team Bravo

1 x Team Leader w/M16A2

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 SAW (Lt. AP:1/AT:0)

1 x Rifleman w/M16A2 (manning M2 .50)

### Gun Team

1 x Gunner w/M60 GPMG (Med. AP:2/AT:0)

1 x Assistant Gunner w/M16A2



### Ranger Chalk 2

MH-60L mounting two M134 miniguns

1 x Squad Leader w/M16A2

1 x Medic w/M16A2

### *Fire Team Alpha*

1 x Team Leader w/M16A2

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 SAW (Lt. AP:1/AT:0)

1 x Rifleman w/M16A2 (manning M2 .50)

### *Fire Team Bravo*

1 x Team Leader w/M16A2

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 SAW (Lt. AP:1/AT:0)

1 x Rifleman w/M16A2 (manning M2 .50)

### *Gun Team*

1 x Gunner w/M60 GPMG (Med. AP:2/AT:0)

1 x Assistant Gunner w/M16A2

### Delta Assault Team 1

MH-6 Little Bird (unarmed)

1 x Delta Team Leader w/CAR-15

3 x Delta operators w/CAR-15

### Delta Assault Team 2

MH-6 Little Bird (unarmed)

1 x Delta Team Leader w/CAR-15

3 x Delta operators w/CAR-15

### Delta Snipers

MH-60L mounting two M134 miniguns

1 x Delta sniper w/scoped and suppressed CAR-15

1 x Delta sniper w/scoped M-14

## SOMALI MISSION

Atto must escape! Aidid will look with disfavor upon any militia who allow him to be captured by the Americans. Swarm local gunmen around the garage to protect Atto to give him a chance to escape. Shoot down an American helicopter, and the Yankees will forget about Atto.

### VICTORY POINTS

- Each US KIA: 3 pts
- Each US Seriously Wounded: 1 pt
- Each helo shot down: 5 pts
- Atto still at large at end of turn 8: 5 pts

### SOMALI FORCES

*Somali Force Basic Attributes*

Initiative Level: N/A

Confidence Level: High

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: Militia D6/D10

Atto and Guards (TQ/Morale D8/D10)

Atto (Unarmed)

4 x Gunmen w/AKs

### Gunmen Mob 1

1 x Leader w/AK (TQ/Morale D6/D12)

1 x Gunner w/ RPK (Lt. AP:1/AT:0)

1 x Gunner w/ RPG (Med. AP:2/AT:1(M))

3 x Riflemen w/ AK

### Gunman Mob 2

1 x Leader w/AK (TQ/Morale D6/D12)

1 x Gunner w/ RPG (Med. AP:2/AT:1(M))

5 x Riflemen w/ AK



**Gunman Mob 3**

- 1 x Leader w/AK (TQ/Morale D6/D12)
- 1 x Gunner w/ RPK (Lt. AP:1/AT:0)
- 1 x Gunner w/ RPG (Med. AP:2/AT:1(M))
- 4 x Riflemen w/ AK

**Gunman Mob 4**

- 1 x Leader w/AK (TQ/Morale D6/D12)
- 1 x Gunner w/ RPG (Med. AP:2/AT:1(M))
- 5 x Riflemen w/ AK

**Gunman Mob 5**

- 1 x Leader w/AK (TQ/Morale D6/D12)
- 1 x Gunner w/ RPG (Med. AP:2/AT:1(M))
- 4 x Riflemen w/ AK

**Gunman Mob 6**

- 1 x Leader w/AK (TQ/Morale D6/D12)
- 1 x Gunner w/ RPG (Med. AP:2/AT:1(M))
- 1 x Gunner w/PKM (Med. AP:2/AT:0)
- 3 x Riflemen w/ AK

4 x Hostile Mobs (2 placed as per map positions on turn 3, and 2 placed on turn 4)

**SPECIAL RULES****HARD ENTRY**

Once Delta have inserted, they must immediately stack on the target and will use an explosive breach to enter. Delta are classed as being a unit which specialize in breach entry (+1) and has breaching gear (+1) and also is equipped with flashbang grenades which gives all Delta assaulters an extra three dice to their Defense if they conduct Close Combat against the gunmen inside the building.

**DELTA SNIPERS**

The two Delta snipers in the orbiting MH-60L can conduct precision supporting fire from the air. They can both fire at any time during the MH-60L's activation (at a reduced TQ d10 due to the aerial sniper modifier). This does not preclude the MH-60 firing it's miniguns in support of troops on the ground.

**FAST ROPE INSERTIONS**

The Ranger chucks will fast rope in to secure the perimeter to allow Delta to do their work. The US player can dictate the two fast rope locations of his choice.

Place a marker indicating the point that the troops are disembarking from the helicopter. All figures in the dismounting 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).

Units fast roping or dropping onto the table may do nothing on their first turn but establish their perimeter. They may not move unless forced to Pull Back. They may only React by returning fire.

On the turn that infantry disembark, their helicopter transport is in jeopardy from ground fire. To resolve ground fire against a helicopter making

CANADIAN AIRBORNE  
LMG GUNNER





a fast rope insertion, use the **Ground Fire** rules. Helicopters inserting troops by fast rope may exit the table as soon as they're off-loaded, exposing them to less ground fire than copters that actually land to disembark troops. The miniguns can be fired in defense of the helo as the troops disembark down the ropes.

## SNATCHING ATTO

Delta must conduct a rapid forced entry on the garage building and locate Atto before subduing him and extracting him via helo. In the real operation, Delta moved Atto to the rooftop where an MH-6 landed to pick up the captive. In this scenario, Delta must conduct the rapid breach and spend two turns in the building (including the turn they conduct the breach). At the start of the third turn, the US player may place a Delta element on the roof with a miniature representing Atto. He can then be extracted by one of the MH-6s on that turn (use standard *Force on Force* helicopter landing rules).

## AIR SUPPORT

A TQ Check is required to successfully call in air support from the orbiting helos (with a +1 modifier to simulate the close coordination of the SOF ground elements with the 160<sup>th</sup> SOAR). If successful, the US player must roll to see which type of helicopter is available in support for that turn. The US player rolls a 1d6. On a 1-4, an MH-60L is available for a strafing attack with its doorguns; on a 5-6, the Delta aerial sniper team is available (the door gunners can also fire). The air support only lasts for the one turn of the successful TQ Check. A TQ Check can be made each turn to attempt to request air support.

## AMBIENT FIRE

From turn 3, all helos on-board are subject to increasing

levels of ambient fire to simulate small arms and RPG ground fire as local militia joins the fray. On turns 3 and 4, all helos are subject to 2d8 Ambient Fire; in turns 5 to 8, the ambient fire increased to 3d8. while in the final two turns it increases to 4d8.

## SOMALI REINFORCEMENTS

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 reinforcements arrive, roll 2d6 and consult the table below:

DIE ROLL	SOMALI UNIT
2	Hostile Mob
3	Hostile Mob
4	1d6 Gunmen w/Small Arms & ROLL AGAIN
5	1d6 Gunmen w/Small Arms +1 w/RPG (Med. AP:2/AT:1(M)
6	1d6+1 Gunmen w/Small Arms (Khat Chewers)
7	1d6+1 Gunmen w/Small Arms +1 w/RPK (Lt. AP:1/AT:0)
8	1d6+2 Gunmen w/Small Arms (Khat Chewers)
9	1d6 Gunmen w/Small Arms & ROLL AGAIN
10	1d6+2 Gunmen w/Small Arms +1 w/RPK (Lt. AP:1/AT:0)
11	1d6 Gunmen w/Small Arms +Leader (d6/d12) +1 w/PK MG (Med. AP:2/AT:0)
12	2d6 Gunmen w/Small Arms + Leader (d6/d12)

*Roll for Leaders:* Roll 1D6 for Somali reinforcement 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 Troop Quality:* Roll 1D6 to determine whether each mob consists of hired gunmen or armed rabble:

1-2: Professional Gunmen (TQ/Morale D8/D10)

3-6: Armed Rabble" (TQ/Morale D6/D10)

*Roll for Khat Chewers:* Roll 1d6 for each



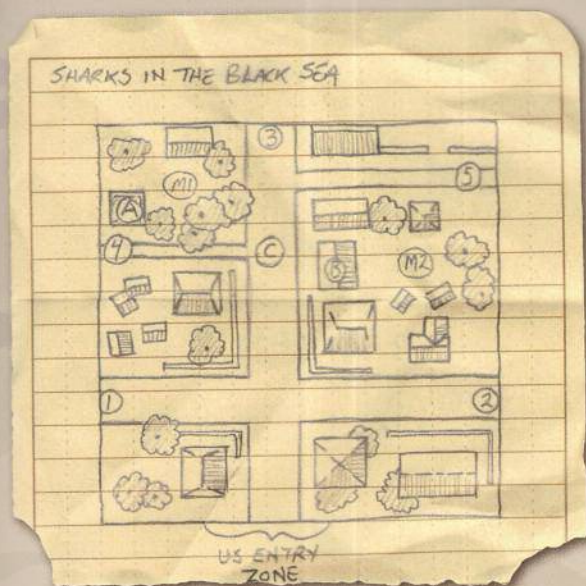
reinforcement unit. On a 1 or a 2, the unit is under the influence of Khat. This is a daytime mission so the positive effects of Khat apply.

*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.

## SHARKS IN THE BLACK SEA

**Cinematic – Mogadishu, 1993**

Militia mortar teams have been firing into the UN compound and causing casualties. They must be neutralized. The Marines decide to deploy sniper teams to stake out the base-plates and ambush the mortars. Two Marine Scout Sniper teams operating cooperatively will perform the mission. The Marines must engage and kill the mortar crews and exfiltrate before the Somalis can mobilize to cut off their escape.



## SCENARIO INFORMATION

**Duration of Game:** 10 Turns

**Initiative:** Asymmetric Engagement. US player has Initiative for duration of game.

**Special Conditions:**

- Khat Chewers are subject to negative night effects of the attribute.
- Rubble & Trash
- Night Fighting

**Fog of War:** Determined normally by Reaction Test rolls

**Insurgency Level:** Automatic (Level 5 for the purpose of tests)

**Special Assets:** Night Vision (USMC only)

**Table Size:** 2' x 2' (15mm/20mm), 4' x 4' (28mm)

## SCOUT SNIPER MISSION

Your teams must infiltrate the neighborhood, together or separately, and find a location from which you can take a shot at the targets. Get in without being spotted, take your shots, and get out the same way if possible.

## SCOUT SNIPER VICTORY POINTS

- Sniper teams reach target area without being engaged: 3 pts.
  - Each mortar crew KIA: 5 pts.
  - Sniper teams exfiltrate without being engaged: 3 pts.
- No US POWs/KIAs: 2 pts.

## MARINE FORCES

**US Force Basic Attributes**

**Initiative Level:** N/A

**Confidence Level:** High

**Supply Level:** Normal

**Body Armor:** Standard (1D)

**Troop Quality/Morale:** D10/D10

The US player has two USMC Scout Sniper teams consisting of one sniper and a spotter and a two man



security element. They are all considered **Stealthy** and have **Night Vision**.

### Scout Sniper Team Alpha One

1 x TL/Sniper w/M40 sniper rifle  
1 x Spotter w/M16A2  
1 x Rifleman w/M16A2  
1 x Grenadier w/M203 (Lt. AP:1/AT:0)

### Scout Sniper Team Alpha Two

1 x TL/Sniper w/M40 sniper rifle  
1 x Spotter w/M16A2  
1 x Rifleman w/M16A2  
1 x Grenadier w/M203 (Lt. AP:1/AT:0)

## SOMALI MISSION

Intercept the Marine snipers before they can engage the mortar teams. If unable to do so, surround them and cut off their escape.

### SOMALI VICTORY POINTS

- Marines are engaged during infiltration: 3 pts.
- Per Marine Seriously Wounded: 1 pt.
- Per Marine KIA: 3 pts.
- Per POW held at end of game: 5 pts.

### SOMALI FORCES

#### *Somali Force Basic Attributes*

Initiative Level: N/A

Confidence Level: Confident

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D8/D10

*All starting forces of armed Somalis in this scenario are professional gunmen, excluding reinforcements who are formed of local militias and armed civilians.*

### Mortar Crew 1

82mm mortar w/ 3 crew w/AK

### Mortar Crew 2

82mm mortar w/ 3 crew w/AK

### Security Unit (A on Map)

1 x Leader w/AK (TQ/Morale D8/D12)  
1 x Gunner w/ RPD (SAW, Lt. AP:1/AT:0)  
5 x Riflemen w/AKs

### Security Unit 2 (B on Map)

1 x Leader w/AK (TQ/Morale D8/D12)  
1 x Gunner w/ RPD (Lt. AP:1/AT:0)  
5 x Riflemen w/ AKs

### Security Unit 3 (C on Map)

1 x Leader w/AK (TQ/Morale D8/D12)  
1 x Gunner w/ RPD (Lt. AP:1/AT:0)  
5 x Riflemen w/ AKs

## SPECIAL RULES

### NIGHT FIGHTING

Units fighting at night and lacking night vision devices have their Optimum Range reduced by half. As the Somalis know the streets like the back of their hand, US units beyond their *reduced* Optimum Range are NOT treated as if they are **Elusive** (see pg. 135, *Force on Force*). Somali Firepower against US units beyond *reduced* Optimum Range is however halved.

Units with night vision devices suffer none of the penalties above.

### USMC: STEALTHY

The USMC Scout Sniper teams are all **Stealthy**. **Stealthy** units are very good at moving without being seen or



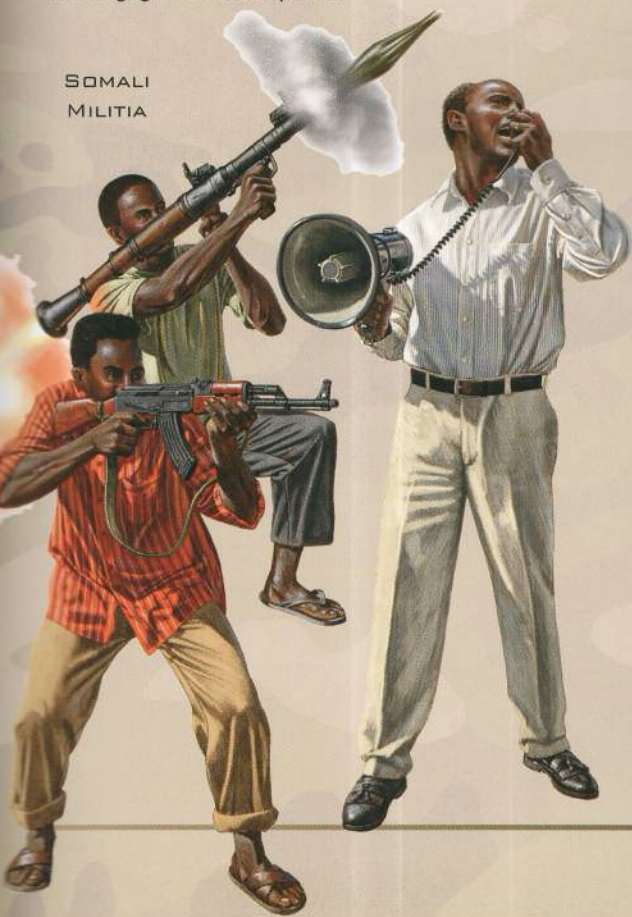
heard. To represent this, they must be “spotted” before another unit can interrupt or react to their movement.

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. Note that the Optimum Range associated with the unit's Troop Quality is used, not that of the weapon system they are manning (e.g., a vehicle crew with a TQ of D8 could attempt to spot stealthy units within 8” even though they have unlimited Optimum Range when firing their vehicle mounted weapons).

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 engage the stealthy unit.

SOMALI  
MILITIA



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.

Stealthy units that have not been spotted may not be engaged.

#### USMC: NIGHT VISION

The US teams have Night Vision and are not subject to **Night Fighting** penalties.

#### SOMALIS: PATROL MOVEMENT

At the beginning of turn 2 and each subsequent turn, roll 1D6 for each Somali Sentry unit that is not actively engaged with a US unit or that does not have a US unit spotted. On a roll of 5 or 6, the sentries move 1D3+3” in a random direction, as determined by a directional die. If this move brings a unit within spotting distance of US unit, the sentries stop where they are and make a spotting roll.

If sentry unit spots a US unit, it will fire at them unless they are neutralized first.

#### SOMALI REINFORCEMENTS

The Somalis begin receiving reinforcements every turn once one of two conditions are met: A Somali sentry unit engages a US unit with gunfire (their weapons are not suppressed and will cause alarm) or the US snipers fire at the mortar teams.

The Insurgency Level is 5 for the purpose of any related tests.

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

*Roll for Leaders:* Roll 1d6 for Somali reinforcement 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 Troop Quality:* All reinforcements are considered Armed Rabble at d6/d10



DIE ROLL	SOMALI UNIT
2	1d6+2 Gunmen w/Small Arms; +1 w/RPK-74 MG (Lt. AP:1/AT:0) mixed w/1d6 Civilians
3	1D3+3 Gunmen w/Small Arms; +1 w/RPG (Med. AP:2/AT:1(M)
4	1D3+1 Gunmen w/Small Arms & ROLL AGAIN
5	1d3+1 Gunmen w/Small Arms +1 w/RPG (Med. AP:2/AT:1(M)
6	1d6+2 Gunmen w/Small Arms (Khat Chewers)
7	1D3+3 Gunmen w/Small Arms +Leader +1 w/RPK-74 MG (Lt. AP:1/AT:0)
8	1d6+2 Gunmen w/Small Arms (Khat Chewers)
9	1d6 Gunmen w/Small Arms & ROLL AGAIN
10	1d3+2 Gunmen w/Small Arms +1 w/RPK-74 MG (Lt. Support, AP:1/AT:0)
11	1d6 Gunmen w/Small Arms +Leader +1 w/PK MG (Med. AP:2/AT:0) mixed w/1d6 Civilians
12	2d6 Gunmen w/Small Arms

*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.

#### SOMALIS: KHAT CHEWERS AT NIGHT

Many, if not most, Somali militiamen spend 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: Leaderless units are not required to make a Troop Quality Check to React and they are not subject to Shrinkage.

At night, khat chewers must make a Troop Quality Check to interrupt even if they have a leader attached and they suffer an automatic -1 Die Shift to their Morale.

#### SHRINKAGE

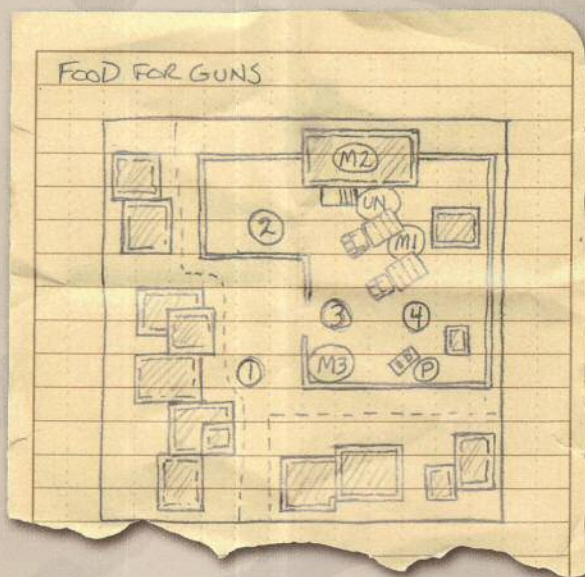
Somali reinforcements are subject to the **Shrink Morale** result, but the sentry units and mortar crews are not.

#### FOOD FOR GUNS

##### Hypothetical – Mogadishu, 1993

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.





## SCENARIO INFORMATION

**Duration of Game:** 6 Turns

**Initiative:** Asymmetric Engagement. US player has Initiative for duration of game

**Special Conditions:**

- Khat Chewers are subject to positive day effects of the attribute.
- Rubble & Trash
- Civilian Mobs
- News Team

**Fog of War:** Determined normally by Reaction Test rolls

**Insurgency Level:** Automatic (Level 5 for the purpose of tests)

**Special Assets:** None

**Table Size:** 2' x 2' (15mm/20mm), 4' x 4' (28mm)

## USMC MISSION

Keep an eye on the NGOs and try to keep a lid on things. In case of an attack on the exchange site, a nearby QRF unit will be alerted to respond with overwhelming, pre-orchestrated force. Until the QRF arrives, however, you must protect the truck loaded with food and weapons turned in by the locals. You must also safeguard the UN aid workers and the crowd of innocent civilians.

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

## USMC VICTORY POINTS

- Each truck not captured: 3 pts.
- Each truck not destroyed: 3 pts.
- Per UN worker that is neither killed nor captured by game's end: 1 pts.
- Somali "strike team" leader captured: 5 pts.
- Somali "strike team" leader killed: 3 pts.
- Per member of news crew killed or injured by US fire: -3 pts.

## USMC FORCES

**USMC Force Basic Attributes**

**Initiative Level:** N/A

**Confidence Level:** Confident

**Supply Level:** Normal

**Body Armor:** Standard (1D)

**Troop Quality/Morale:** D8/D10

### Marine Rifle Squad

1 x Squad Leader w/M16

3 x Marine Fireteams

#### Marine Fireteam 1

1 x Fireteam Leader w/M16

1 x SAW Gunner w/SAW (Lt. AP:1/AT:0)

1 x Assistant SAW Gunner w/M16

1 x Grenadier w/M203 RGL (Lt. AP:1/AT:0)

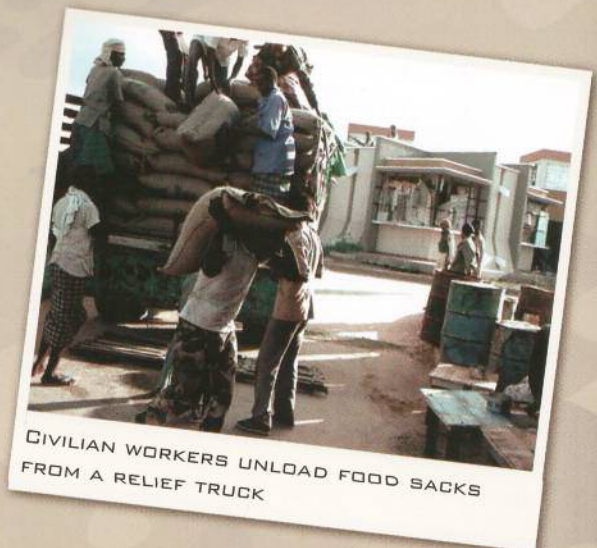
#### Marine Fireteam 2

1 x Fireteam Leader w/M16

1 x SAW Gunner w/SAW (Lt. AP:1/AT:0)

1 x Assistant SAW Gunner w/M16

1 x Grenadier w/M203 RGL (Lt. AP:1/AT:0)



CIVILIAN WORKERS UNLOAD FOOD SACKS FROM A RELIEF TRUCK



### *Marine Fireteam 3*

- 1 x Fireteam Leader w/M16
- 1 x SAW Gunner w/SAW (Lt. AP:1/AT:0)
- 1 x Assistant SAW Gunner w/M16
- 1 x Grenadier w/M203 RGL (Lt. AP:1/AT:0)

### UN Civilian Elements

- 2 x 5 ton truck (UN food truck)
- 6 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 MISSION

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.

## SOMALI VICTORY POINTS

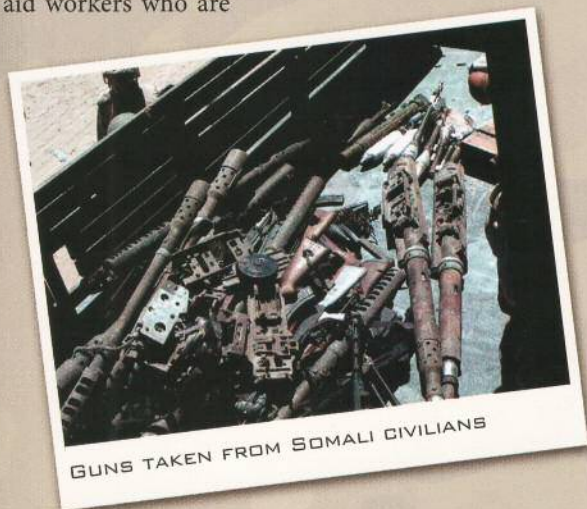
- Per UN Truck captured: 5 pts.
- Per UN Truck destroyed: 3 pts.
- Per UN worker captured: 3 pts.
- Per UN worker killed: 2 pts.
- Per member of press team captured: 4 pts.
- Per civilian non-combatant killed or injured (including Press Team): 2 pts.

## SOMALI FORCES

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.





**SOMALI FORCES****Somali Force Basic Attributes****Initiative Level:** N/A**Confidence Level:** High**Supply Level:** High**Body Armor:** N/A**Troop Quality/Morale:** Strike Team Leader & Personal Guard: D8/D10; Strike Team Members: D6/D10**Strike Team Leader and Personal Guard**

1 x Strike Team Leader w/AK-74

1 x Gunner w/RPK-74 MG (Lt. AP:1/AT:0)

1 x RPG gunner w/RPG 7 (Med. AP:2/AT:2(M)

5 x riflemen w/AK

*The strike team leader and his personal guard all have TQ/ Morale D8/D10.***The Strike Team***Group 1*

1 x Leader w/AK

1 x Gunner w/RPK-74 MG (Lt. AP:1/AT:0)

4 x Riflemen w/AKs

*Group 2*

1 x Leader w/AK

1 x RPG gunner w/RPG 7 (Med. AP:2/AT:2(M)

4 x Riflemen w/AKs

*Group 3*

1 x Leader w/AK

1 x Gunner w/RPG (Med. AP:2/AT:1(M)

4 x Riflemen w/AKs

**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 1D6+3 inches in a random direction determined by the roll of a directional die.

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. Neither side may directly attack the news team, but its members may be caught in the line of fire.





MOGADISHU, OCTOBER 1993

### **CAPTURING CIVILIAN WORKERS/ PRESS TEAM MEMBERS**

A Somali unit that spends a turn within 2" of a UN civilian worker has a chance of capturing them. Roll 1D6 per civilian worker. On a 5 or 6, the worker is captured. On any other roll, the worker flees 1D6+6 inches towards the nearest Ranger unit. If the Somali unit becomes Shaken or Suppressed before the end of the turn, it cannot capture the workers, and they flee towards the nearest Ranger unit as described above.

The press team is so sure that their credentials will protect them that they will not attempt to flee until it is

too late. They are automatically captured by a Somali unit that spends a turn within 2" of them, with the restrictions above regarding becoming Shaken or Suppressed.

### **SOMALI REINFORCEMENTS AND INSURGENCY LEVEL**

The Insurgency Level is 5 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.



## CLOSING UP SHOP

Hypothetical – Mogadishu 1993

A significant arms cache belonging to one of the warlord 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.

### SCENARIO INFORMATION

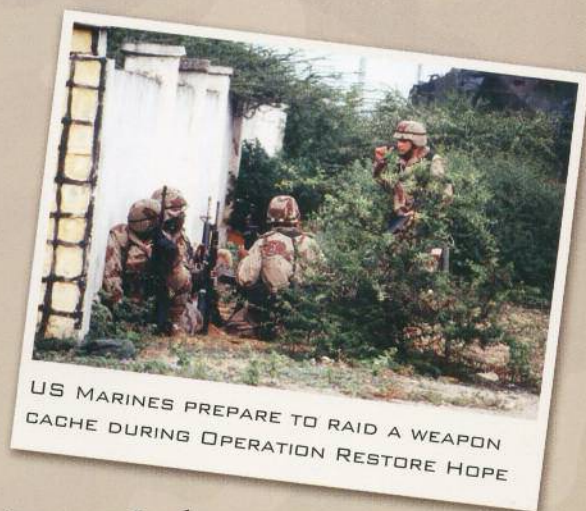
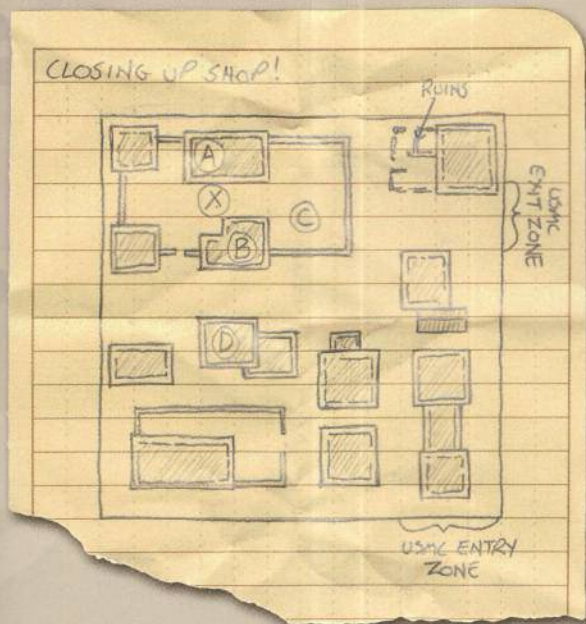
**Duration of Game:** 6 Turns

**Initiative:** Asymmetric Engagement. US player has Initiative for duration of game

**Special Conditions:**

- Khat Chewers are subject to positive day effects of the attribute.

**Fog of War:** Determined normally by Reaction Test rolls



**Insurgency Level:**

Automatic (Level 5 for the purpose of tests)

**Special Assets:** None

**Table Size:** 2' x 2' (15mm/20mm), 4' x 4' (28mm)

### USMC MISSION

Your squad must locate the weapon cache, plant demolition charges, and then exfiltrate. The operation must be executed quickly to deny the defenders time to significantly reinforce. Time to hustle, Marines!

### USMC VICTORY POINTS

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

### USMC FORCES

**USMC Force Basic Attributes**

**Initiative Level:** N/A

**Confidence Level:** Confident

**Supply Level:** Normal

**Body Armor:** Standard (1D)

**Troop Quality/Morale:** D8/D10



### Marine Rifle Squad

- 1 x Squad Leader w/M16
- 3 x Marine Fireteams

#### Marine Fireteam 1

- 1 x Fireteam Leader w/M16
- 1 x SAW Gunner w/SAW (Lt. AP:1/AT:0)
- 1 x Assistant SAW Gunner w/M16
- 1 x Grenadier w/M203 RGL (Lt. AP:1/AT:0)

#### Marine Fireteam 2

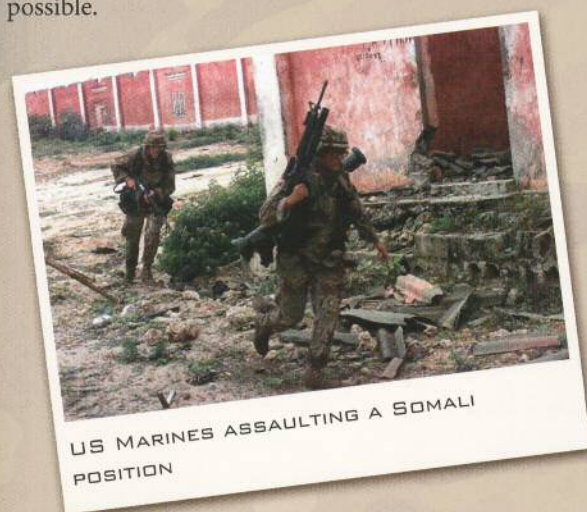
- 1 x Fireteam Leader w/M16
- 1 x SAW Gunner w/SAW (Lt. AP:1/AT:0)
- 1 x Assistant SAW Gunner w/M16
- 1 x Grenadier w/M203 RGL (Lt. AP:1/AT:0)

#### Marine Fireteam 3

- 1 x Fireteam Leader w/M16
- 1 x SAW Gunner w/SAW (Lt. AP:1/AT:0)
- 1 x Assistant SAW Gunner w/M16
- 1 x Grenadier w/M203 RGL (Lt. AP:1/AT:0)

### SOMALI MISSION

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



### SOMALI VICTORY POINTS

- 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.

### SOMALI FORCES

#### Somali Force Basic Attributes

Initiative Level: N/A

Confidence Level: Confident

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D8/D10

*All the Somali guards are Khat Chewers. Since this is a daytime mission, they receive the positive effects of Khat.*

#### Somali Guards 1

- 1 x Leader w/AK (TQ/Morale D6/D12)
- 1 x Gunner w/ RPK (Lt. AP:1/AT:0)
- 2 x Riflemen w/ AK

#### Somali Guards 2

- 1 x Leader w/AK (TQ/Morale D6/D12)
- 1 x Gunner w/ RPK (Lt. AP:1/AT:0)
- 1 x Gunner w/ RPG (Med. AP:2/AT:1(M)
- 3 x Riflemen w/ AK

#### Somali Guards 3

- 1 x Leader w/AK (TQ/Morale D6/D12)
- 1 x Gunner w/ RPK (Lt. AP:1/AT:0)
- 1 x Gunner w/ RPG (Med. AP:2/AT:1(M)
- 3 x Riflemen w/ AK

#### Somali Guards 4

- 1 x Leader w/AK (TQ/Morale D6/D12)
- 1 x Gunner w/ RPK (Lt. AP:1/AT:0)
- 2 x Riflemen w/ AK





STACKED CRATES OF UNIDENTIFIED SURFACE  
TO AIR MISSILES CAPTURED FROM A SOMALI  
ARMS CACHE

## SPECIAL RULES

### PLANTING CHARGES

To destroy the cache, a Marine fire team must spend a turn doing nothing but planting charges. When the unit moves away, the cache is destroyed.

## INSURGENCY LEVEL & SOMALI REINFORCEMENTS

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 reinforcements arrive, roll 2d6 and consult the table below:

*Roll for Leaders:* Roll 1d6 for Somali reinforcement 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 Troop Quality:* Roll 1D6 to determine whether each mob consists of hired gunmen (Troop Quality D8, Morale D10) or armed rabble (Troop Quality D6, Morale D10):

1-2: Professional Gunmen

3-6: Armed Rabble

DIE ROLL	SOMALI UNIT
2	1d6+2 Gunmen w/Small Arms; +1 w/RPK-74 MG (Lt. AP:1/AT:0) mixed w/1d6 Civilians
3	1D3+3 Gunmen w/Small Arms; +1 w/RPG (Med. AP:2/AT:1(M)
4	1D3+1 Gunmen w/Small Arms & ROLL AGAIN
5	1d3+1 Gunmen w/Small Arms +1 w/RPG (Med. AP:2/AT:1(M)
6	1d6+2 Gunmen w/Small Arms (Khat Chewers)
7	1D3+3 Gunmen w/Small Arms +Leader +1 w/RPK-74 MG (Lt. AP:1/AT:0)
8	1d6+2 Gunmen w/Small Arms (Khat Chewers)
9	1d6 Gunmen w/Small Arms & ROLL AGAIN
10	1d3+2 Gunmen w/Small Arms +1 w/RPK-74 MG (Lt. AP:1/AT:0)
11	1d6 Gunmen w/Small Arms +Leader +1 w/PK MG (Med. AP:2/AT:0) mixed w/1d6 Civilians
12	2d6 Gunmen w/Small Arms

*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.

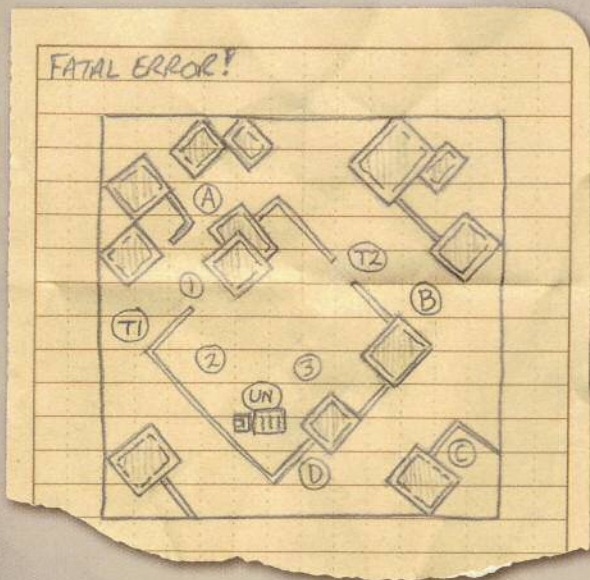
*Roll for Hot Spots:* Roll to see which Hot Spot each reinforcement unit arrives from. If a roll on the table results in the arrival of multiple units, roll Hot Spots separately for each unit.

## FATAL ERROR

### Hypothetical – Mogadishu, 1993

When a food distribution point is attacked by a pair of technicals and a large number of gunmen on foot, a Black Hawk carrying a Ranger chalk is orbiting nearby. One of the militiamen on the ground panics and fires an RPG at the Black Hawk as it approaches for a closer look. ROE is clear – the Rangers are cleared to engage!





## SCENARIO INFORMATION

**Duration of Game:** 6 Turns

**Initiative:** Asymmetric Engagement. US player has Initiative for duration of game

**Special Conditions:**

- Khat Chewers are subject to positive daylight effects of the attribute
- Civilian Mobs

**Fog of War:** Determined normally by Reaction Test rolls

**Insurgency Level:** Automatic (Level 5 for the purpose of tests)

**Special Assets:** Dedicated air support as described in Special Rules

**Table Size:** 2' x 2' (15mm/20mm), 4' x 4' (28mm)

- A, B, C, & D: Groups of Somali Gunmen
- 1, 2, 3: Civilian Mobs
- UN: UN Food Truck & Workers
- T1 & T2: Somali Technicals

## RANGERS MISSION

Engage the gunmen and secure the food distribution point until the QRF arrives.

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

## RANGER VICTORY POINTS

- 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.

## RANGER FORCES

*Ranger Chalk Force Basic Attributes*

**Initiative Level:** D8

**Confidence Level:** High

**Supply Level:** Abundant

**Body Armor:** Standard (1D)

**Troop Quality/Morale:** D8/D10

### Ranger Chalk

1x Ranger Chalk Leader w/CAR15

2x Ranger Teams

1x M60 MG Team

### Ranger Team 1

1x Team Leader w/M16 or CAR15

2x Rifleman w/M16

1x SAW Gunner (Lt. AP:1/AT:0)

1x M203 Grenadier (Lt. AP:1/AT:0)

### Ranger Team 2

1x Team Leader w/M16 or CAR15

2x Rifleman w/M16

1x SAW Gunner (Lt. AP:1/AT:0)

1x M203 Grenadier (Lt. AP:1/AT:0)





RANGERS SECURE THE DISTRIBUTION SITE AFTER RECEIVING GROUND FIRE. (PHOTO AND FIGURES BY JASON PIPES)

#### *M60 MG Team (Weapons Team)*

1x M60 Machine Gunner (Med. AP:2/AT:0)

1x Assistant Gunner w/M16

### SOMALI MISSION

Seize the food truck! Kill or capture the Rangers!

#### SOMALI VICTORY POINTS

- 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.

#### SOMALI FORCES

##### *Somali Force Basic Attributes*

Initiative Level: N/A

Confidence Level: Confident

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D6/D8

#### Gunman Mob A

1 x Leader w/ AK (TQ/Morale D6/D12)

1 x Gunner w/ RPG (Med. AP:2/AT:1(M)

6 x Riflemen w/ AK

#### Gunman Mob B

1 x Leader w/AK (TQ/Morale D6/D12)

1 x Gunner w/ RPK (Lt. AP:1/AT:0)

6 x Riflemen w/ AK

#### Gunman Mob C

1 x Leader w/AK (TQ/Morale D6/D12)

2 x Gunner w/ RPG (Med. AP:2/AT:1(M)

6 x Riflemen w/ AK

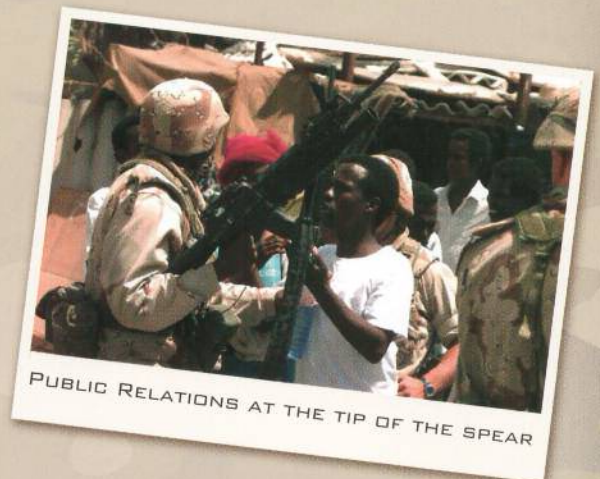
#### Gunman Mob D

1 x Leader w/AK (TQ/Morale D6/D12)

1 x Gunner w/ RPK (Lt. AP:1/AT:0)

6 x Riflemen w/ AK

2 x Technicals mounting DShK 12.7mm HMG (Hvy. AP:3/AT:1(L) w/ 3 crew w/AK including 1 x Leader (TQ/Morale D6/D12)



PUBLIC RELATIONS AT THE TIP OF THE SPEAR



## SPECIAL RULES

### HOT SPOTS

The Somali player places five Hot Spots on the table at the beginning of the game, as described in *Force on Force* on pg. 22.

### 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 1D6+3 inches in a random direction determined by the roll of a directional die.

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

### CAPTURING CIVILIAN WORKERS

A Somali unit that spends a turn within 2" of a UN civilian worker has a chance of capturing them. Roll 1D6 per civilian worker. On a 5 or 6, the worker is captured. On any other roll, the worker flees 1D6+6 inches towards the nearest Ranger unit. If the Somali unit becomes Shaken or Suppressed before the end of the turn, it cannot capture the workers, and they flee towards the nearest Ranger unit as described above.

### INSURGENCY LEVEL & SOMALI REINFORCEMENTS

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 reinforcements arrive, roll 2d6 and consult the table below:

DIE ROLL	SOMALI UNIT
2	1d6+2 Gunmen w/Small Arms; +1 w/RPK-74 MG (Lt. AP:1/AT:0) mixed w/1d6 Civilians
3	1D3+3 Gunmen w/Small Arms; +1 w/RPG (Med. AP:2/AT:1(M))
4	1D3+1 Gunmen w/Small Arms & ROLL AGAIN
5	1d3+1 Gunmen w/Small Arms +1 w/RPG (Med. AP:2/AT:1(M))
6	1d6+2 Gunmen w/Small Arms (Khat Chewers)
7	1D3+3 Gunmen w/Small Arms +Leader +1 w/RPK-74 MG (Lt. AP:1/AT:0)
8	1d6+2 Gunmen w/Small Arms (Khat Chewers)
9	1d6 Gunmen w/Small Arms & ROLL AGAIN
10	1d3+2 Gunmen w/Small Arms +1 w/RPK-74 MG (Lt. AP:1/AT:0)
11	1d6 Gunmen w/Small Arms +Leader +1 w/PK MG (Med. AP:2/AT:0) mixed w/1d6 Civilians
12	2d6 Gunmen w/Small Arms

*Roll for Leaders:* Roll 1D6 for Somali reinforcement 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 Troop Quality:* Roll 1D6 to determine whether each mob consists of hired gunmen or armed rabble:

- 1-2: Professional Gunmen (TQ/Morale D8/D10)
- 3-6: Armed Rabble" (TQ/Morale D6/D10)

*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.

### FAST ROPE INSERTIONS

Place a marker indicating the point that the troops are disembarking from the helicopter. All figures in the dismounting 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).

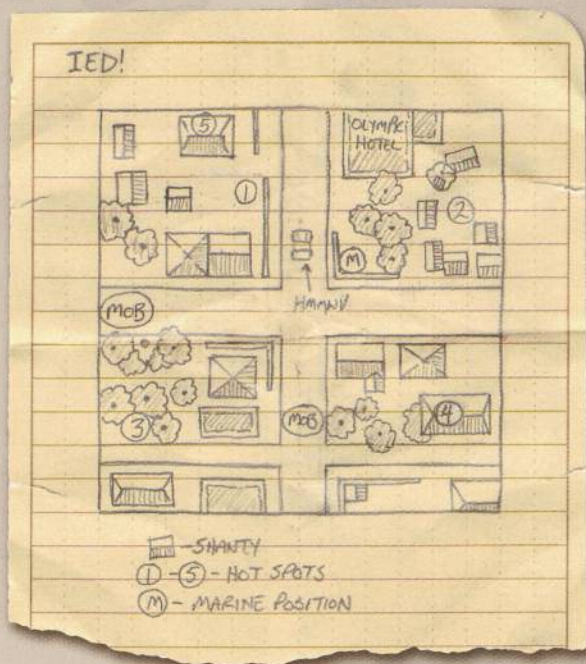
Units fast roping/dropping onto the table may do nothing on their first turn but establish their perimeter. They may not move unless forced to Pull Back. They may only React by returning fire.

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** (pg. 97, *Force on Force*). Helicopters inserting troops by fast rope may exit the table as soon as they're off-loaded, exposing them to less ground fire than copters that actually land to disembark troops.

## IED!

**Historical – Near the Olympic Hotel, Mogadishu, 3 October 1993**

A Marine HMMWV on patrol near the Olympic contacts a command detonated roadside bomb. The HMMWV is flipped onto its roof trapping an injured Marine and a dead Somali interpreter. The three surviving Marines escape the wreckage with light wounds but are forced to take cover as militiamen open fire on them. A US Army Black Hawk from the 101<sup>st</sup> Aviation Regiment was conducting an Eyes Over Mogadishu flight searching for mortar base plate



positions and spotted the HMMWV and immediately set down between the approaching militia and the trapped Marines...

## SCENARIO INFORMATION

**Duration of Game:** 6 Turns

**Initiative:** Asymmetric Engagement. US player has Initiative for duration of game

**Special Conditions:**

- Khat Chewers are subject to positive day effects of the attribute
- Civilian Mobs

**Fog of War:** Determined normally by Reaction Test rolls

**Insurgency Level:** Automatic (Level 5 for the purpose of tests)

**Special Assets:** Dedicated air support as described in Special Rules

**Table Size:** 2' x 2' (15mm/20mm), 4' x 4' (28mm)

### HISTORICAL OUTCOME

The courageous crew engaged the militia while the crew chiefs disembarked the helo to assist the Marines in rescuing their wounded comrade and the interpreter's body before lifting them all to safety.



### US MISSION

Hold back the approaching gunmen until the Black Hawk can land and extract the Marines.

### US VICTORY POINTS

- All Marines including wounded extracted by end of turn 6; 5 pts
- No KIA by end of turn 6: 3 pts
- No further Seriously Wounded by end of turn 6: 2 pts

### US FORCES

#### *US Force Basic Attributes*

Initiative Level: D8

Confidence Level: High

Supply Level: High

Body Armor: Standard (1D)

Troop Quality/Morale: D8/D10

#### Marine Fire Team

1x Team Leader w/M16A2

1x SAW Gunner (Lt. AP:1/AT:0)

1x M203 Grenadier (Lt. AP:1/AT:0)

#### Helicopter & Crew

UH-60 w/ M60 doorguns (Pylon Gun Attack at 3d8)

w/ four man crew w/ M16A2s

### SOMALI MISSION

Kill the remaining Americans and stop the helicopter from rescuing them.

### SOMALI VICTORY POINTS

- Black Hawk shot down: 5 pts.
- For each US killed: 1 pt.
- For each US captured: 3 pts.

### SOMALI FORCES

#### *Somali Force Basic Attributes*

Initiative Level: N/A

Confidence Level: Confident

Supply Level: Normal

Body Armour: N/A

Troop Quality/Morale: D6/D8

#### Gunman Mob 1

1 x Leader w/ AK (TQ/Morale D6/D12)

1 x Gunner w/ RPG (Med. AP:2/AT:1(M)

3 x Riflemen w/ AK

#### Gunman Mob 2

1 x Leader w/AK (TQ/Morale D6/D12)

1 x Gunner w/ RPG (Med. AP:2/AT:1(M)

1 x Gunner w/ RPK (Lt. AP:1/AT:0)

3 x Riflemen w/ AK

#### Gunman Mob 3

1 x Leader w/AK (TQ/Morale D6/D12)

1 x Gunner w/ RPG (Med. AP:2/AT:1(M)

5 x Riflemen w/ AK

#### Gunman Mob 4

1 x Leader w/AK (TQ/Morale D6/D12)

1 x Gunner w/ RPK (Lt. AP:1/AT:0)

6 x Riflemen w/ AK

#### Gunman Mob 5

1 x Leader w/AK (TQ/Morale D6/D12)

1 x Gunner w/ RPG (Med. AP:2/AT:1(M)

4 x Riflemen w/ AK

2 x Civilian Mobs



## SPECIAL RULES

### HELICOPTER CREW

The crew chiefs must disembark to assist the Marines in rescuing their wounded comrade and recovering the interpreter's body. The crew chiefs and the three able bodied Marines must spend one full turn next to the overturned HMMWV to leverage it up and complete the rescue. During this time only the two pilots can engage militia with their M16A2s (count as individuals for Firepower purposes).

### 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  $1D6+3$  inches in a random direction determined by the roll of a directional die.

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



## FALLING SHORT

Historical - Mogadishu, 3 October 1993

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, PFC. Todd Blackburn, misses his hold on the fast rope and plummets to the ground below. If he is not evacuated immediately, his injuries may prove fatal.

## SCENARIO INFORMATION

**Duration of Game:** 10 Turns

**Initiative:** Initiative: Asymmetric Engagement. US player has Initiative for duration of game

**Special Conditions:**

- Khat Chewers are subject to positive daylight effects of the attribute

**Fog of War:** Determined normally by Reaction Test rolls

**Insurgency Level:** Automatic (Level 5 for the purpose of tests)

**Special Assets:** Dedicated air support as described in Special Rules

**Table Size:** 2' x 2' (15mm/20mm), 4' x 4' (28mm)

- A,B,C, & D: Groups of Somali Gunmen
- 1, 2, 3, 4, 5: Hot Spots
- LZ: Chalk 4 Fast Rope Entry Point
- X: Chalk 4's Corner of the Perimeter
- Litter Exit: Exit Point for Litter Team and Casualty

## RANGER MISSION

Get this injured man to the CASEVAC point, but get to your corner on schedule! If you don't hold your corner down, the whole perimeter could come apart!



### RANGER VICTORY POINTS

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

### RANGER FORCES

#### *Ranger Force Basic Attributes*

Initiative Level: N/A

Confidence Level: Confident

Supply Level: Normal

Body Armor: Standard (1D)

Troop Quality/Morale: D8/10

#### *Ranger Chalk Four*

1x Ranger Chalk Leader w/CAR15

2x Ranger Teams

1x M60 MG Team

#### *Ranger Team 1*

1x Team Leader w/M16 or CAR15

2x Rifleman w/M16

1x SAW Gunner (Lt. AP:1/AT:0)

1x M203 Grenadier (Lt. AP:1/AT:0)

### HISTORICAL OUTCOME

Chalk 4 recovered and saw their casualty successfully evacuated. Despite his terrifying fall, PFC. Blackburn recovered and returned to active duty. Sgt. Matt Eversmann saw to it that Chalk 4 secured its corner of the perimeter and gained a place in military history for his coolness under fire.

This stumble in the blocks is seen by many as the moment that the operation began to unravel under the weight of ever increasing friction of war.

#### *Ranger Team 2*

1x Team Leader w/M16 or CAR15

2x Rifleman w/M16

1x SAW Gunner (Lt. AP:1/AT:0)

1x M203 Grenadier (Lt. AP:1/AT:0)

#### *M60 MG Team (Weapons Team)*

1x M60 Machine Gunner (Med. AP:2/AT:0)

1x Assistant Gunner w/M16

### SOMALI MISSION

Drive off the Rangers! Kill or capture them!

### VICTORY POINTS

- 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

### SOMALI FORCES

#### *Somali Force Basic Attributes*

Initiative Level: N/A

Confidence Level: Confident

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D8/D10

#### *Somali Mixed Mob 1*

1 x Leader w/AK (TQ/Morale D6/D12)

6 x Riflemen w/ AK

4 x Civilians

#### *Somali Mixed Mob 2*

1 x Leader w/AK (TQ/Morale D6/D12)



1 x Gunner w/ RPG (Med. AP:2/AT:1(M)  
 4 x Riflemen w/ AK  
 4 x Civilians

#### Somali Mixed Mob 3

1 x Leader w/AK (TQ/Morale D6/D12)  
 1 x Gunner w/ RPG (Med. AP:2/AT:1(M)  
 4 x Riflemen w/ AK  
 4 x Civilians

#### Somali Mixed Mob 4

1 x Leader w/AK (TQ/Morale D6/D12)  
 1 x Gunner w/ RPG (Med. AP:2/AT:1(M)  
 6 x Riflemen w/AK  
 4 x Civilians

### SPECIAL RULES

#### EVACUATING PVT. BLACKBURN

Private Blackburn, the M60 A-Gunner that fell from the Black Hawk, 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. Once he is delivered to the Evac spot marked on the map, the Rangers with him can return to the fight.

#### AIR SUPPORT

A TQ Check is required to successfully call in air support from the orbiting MH-60L (with a +1 modifier to simulate the close coordination of the SOF ground elements with the 160<sup>th</sup> SOAR). If successful, an MH-60L is available for a Pylon Gun Attack with its doorguns. The air support only lasts for the one turn of the successful TQ Check. A TQ Check can be made each turn to attempt to request air support.

#### INSURGENCY LEVEL & SOMALI REINFORCEMENTS

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 reinforcements arrive, roll 2d6 and consult the table below:

DIE ROLL	SOMALI UNIT
2	1d6+2 Gunmen w/Small Arms; +1 w/RPK-74 MG (Lt.AP:1/AT:0) mixed w/1d6 Civilians
3	1D3+3 Gunmen w/Small Arms; +1 w/RPG (Med. AP:2/AT:1(M)
4	1D3+1 Gunmen w/Small Arms & ROLL AGAIN
5	1d3+1 Gunmen w/Small Arms +1 w/RPG (Med. AP:2/AT:1(M)
6	1d6+2 Gunmen w/Small Arms (Khat Chewers)
7	1D3+3 Gunmen w/Small Arms +Leader +1 w/RPK-74 MG (Lt. AP:1/AT:0)
8	1d6+2 Gunmen w/Small Arms (Khat Chewers)
9	1d6 Gunmen w/Small Arms & ROLL AGAIN
10	1d3+2 Gunmen w/Small Arms +1 w/RPK-74 MG (Lt. AP:1/AT:0)
11	1d6 Gunmen w/Small Arms +Leader +1 w/PK MG (Med. AP:2/AT:0) mixed w/1d6 Civilians
12	2d6 Gunmen w/Small Arms

*Roll for Leaders:* Roll 1D6 for Somali reinforcement 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 Troop Quality:* Roll 1D6 to determine whether each mob consists of hired gunmen or armed rabble:

1-2: Professional Gunmen (TQ/Morale D8/D10)

3-6: Armed Rabble" (TQ/Morale D6/D10)

*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.



## HOLDING DOWN THE CORNERS

Historical – Mogadishu, 3 October 1993

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. This scenario represents the experiences of one Ranger Chalk holding down its corner of the perimeter cordon.

### SCENARIO INFORMATION

**Duration of Game:** 5 Turns

**Initiative:** Asymmetric Engagement. US player has

Initiative for duration of game

**Special Conditions:** None

### HISTORICAL OUTCOME

The Rangers secured the perimeter, and the Delta Operators were able to assault the building and snatch its occupants without incident. Unfortunately, Aidid’s supporters were not standing idly by while members of their leadership were abducted. The hated Black Hawks swooping overhead were a juicy target and much thought had been put into bringing one of them down...

**Fog of War:** Determined normally by Reaction Test rolls

**Special Assets:** None

**Table Size:** 2' x 2' (15mm/20mm), 4' x 4' (28mm)'

- A,B,C, & D: Groups of Somali Gunmen
- 1, 2, 3, 4, 5: Hot Spots
- X: Chalk 1’s Fast Rope Entry Zone & Corner of the Perimeter

### RANGER MISSION

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.

### RANGER VICTORY POINTS

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

### RANGER FORCES

**Ranger Force Basic Attributes**

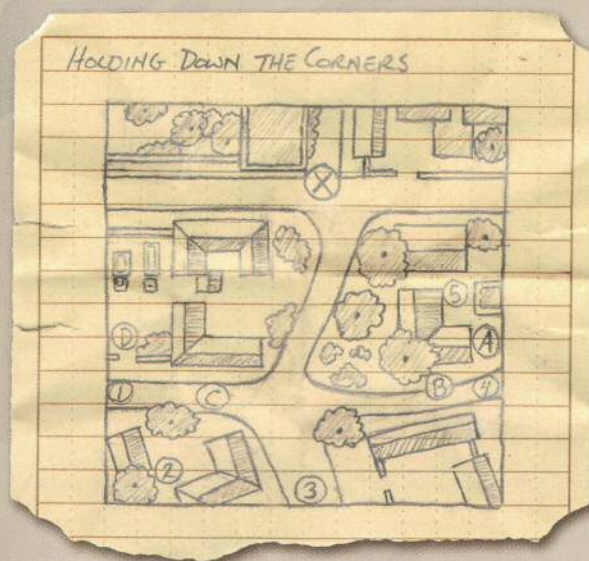
**Initiative Level:** N/A

**Confidence Level:** Confident

**Supply Level:** Normal

**Body Armor:** Standard (1D)

**Troop Quality/Morale:** D8/10





**Ranger Chalk One**

1x Ranger Chalk Leader w/CAR15

2x Ranger Teams

1x M60 MG Team

*Ranger Team 1*

1x Team Leader w/M16 or CAR15

2x Rifleman w/M16

1x SAW Gunner (Lt. AP:1/AT:0)

1x M203 Grenadier (Lt. AP:1/AT:0)

*Ranger Team 2*

1x Team Leader w/M16 or CAR15

2x Rifleman w/M16

1x SAW Gunner (Lt. AP:1/AT:0)

1x M203 Grenadier (Lt. AP:1/AT:0)

*M60 MG Team (Weapons Team)*

1x M60 Machine Gunner (Med. AP:2/AT:0)

1x Assistant Gunner w/M16

**SOMALI MISSION**

Drive off the Rangers! Kill or capture them!

**SOMALI VICTORY POINTS**

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

**SOMALI FORCES***Somali Force Basic Attributes*

Initiative Level: N/A

Confidence Level: Confident

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D8/D10

**Somali Mixed Mob 1**

1 x Leader w/AK (TQ/Morale D6/D12)

6 x Riflemen w/ AK

4 x Civilians

**Somali Mixed Mob 2**

1 x Leader w/AK (TQ/Morale D6/D12)

1 x Gunner w/ RPG (Med. AP:2/AT:1(M)

4 x Riflemen w/ AK

4 x Civilians

**Somali Mixed Mob 3**

1 x Leader w/AK (TQ/Morale D6/D12)

1 x Gunner w/ RPG (Med. AP:2/AT:1(M)

4 x Riflemen w/ AK

4 x Civilians

**Somali Mixed Mob 4**

1 x Leader w/AK (TQ/Morale D6/D12)

1 x Gunner w/ RPG (Med. AP:2/AT:1(M)

6 x Riflemen w/ AK

4 x Civilians

**SPECIAL RULES****AIR SUPPORT**

A TQ Check is required to successfully call in air support from the orbiting helos (with a +1 modifier to simulate the close coordination of the SOF ground elements with the 160<sup>th</sup> SOAR). If successful, the US player must roll to see which type of helicopter is available in support for that turn. The US player rolls a 1D6. On a 1-4, an MH-60L is available for a Pylon Gun Attack with its doorguns; on a 5-6, an AH-6 is available for a Strafing Attack. The air support only lasts for the one turn of the successful TQ Check. A TQ Check can be made each turn to attempt to request air support.



## INSURGENCY LEVEL & SOMALI REINFORCEMENTS

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 reinforcements arrive, roll 2d6 and consult the table below:

DIE ROLL	SOMALI UNIT
2	1d6+2 Gunmen w/Small Arms; +1 w/RPK-74 MG (Lt. AP:1/AT:0) mixed w/1d6 Civilians
3	1D3+3 Gunmen w/Small Arms; +1 w/RPG (Med. AP:2/AT:1(M)
4	1D3+1 Gunmen w/Small Arms & ROLL AGAIN
5	1d3+1 Gunmen w/Small Arms +1 w/RPG (Med. AP:2/AT:1(M)
6	1d6+2 Gunmen w/Small Arms (Khat Chewers)
7	1D3+3 Gunmen w/Small Arms +Leader +1 w/RPK-74 MG (Lt. AP:1/AT:0)
8	1d6+2 Gunmen w/Small Arms (Khat Chewers)
9	1d6 Gunmen w/Small Arms & ROLL AGAIN
10	1d3+2 Gunmen w/Small Arms +1 w/RPK-74 MG (Lt. AP:1/AT:0)
11	1d6 Gunmen w/Small Arms +Leader +1 w/PK MG (Med. AP:2/AT:0) mixed w/1d6 Civilians
12	2d6 Gunmen w/Small Arms

*Roll for Leaders:* Roll 1D6 for Somali reinforcement 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 Troop Quality:* Roll 1D6 to determine whether each mob consists of hired gunmen or armed rabble:

1-2: Professional Gunmen (TQ/Morale D8/D10)

3-6: Armed Rabble" (TQ/Morale D6/D10)

*Roll for 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.

## PRESERVING THE PERIMETER

In order to preserve the perimeter, the Ranger player must prevent any Somali figures from 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 US unit and ends with the activation of the last Somali unit.

## CASEVAC!

**Historical - Mogadishu, 3 October 1993**

As Delta loads the prisoners from the target building, two Rangers are wounded by the ever-increasing small arms fire. Colonel McKnight decides to conduct a ground CASEVAC to extract the two wounded and Todd Blackburn, the Ranger who had fallen during the fast rope. Three HMMWVs are allocated the mission to move the casualties back through the city to the airfield. An MH-6 with two Delta shooters on the pods is tasked to fly airborne sniper cover along the route.

## SCENARIO INFORMATION

**Duration of Game:** 6 Turns

**Initiative:** Asymmetric Engagement. US player has Initiative for duration of game

## HISTORICAL OUTCOME

The three HMMWVs, unarmored apart from their Kevlar reinforced doors, drove back through a hail of small arms and RPG fire. Private Dominic Pilla, an M60 gunner in the lead HMMWV was tragically shot and killed and several of the Rangers in the little convoy were wounded. Contending with barricades and hostile mobs, the HMMWVs finally managed to return to the safety of the UN compound.





### Special Conditions:

- Khat Chewers are subject to positive day effects of the attribute
- Barricades
- Hostile Mobs

**Fog of War:** Determined normally by Reaction Test rolls

**Special Assets:** Dedicated air support available to US forces as described in Special Rules

**Table Size:** 2' x 2' (15mm/20mm), 4' x 4' (28mm)

### US MISSION

The three vehicle convoy must escape off board (as marked on the map) by the end of turn 6 while attempting to limit friendly casualties. The MH-6 will shadow the ground convoy along the entire route providing sniper support.

### US VICTORY POINTS

- No friendly KIA by end of turn 6: 3 pts
- Exit all three HMMWVs off-board by end of turn 6: 5 pts

- Exit two HMMWVs off-board by end of turn 6: 3 pts
- Each hostile mob casualty: -3 pts

### HMMWV Convoy

#### US Force Basic Attributes

**Initiative Level:** N/A

**Confidence Level:** High

**Supply Level:** Normal

**Body Armor:** Standard (1D)

**Troop Quality/Morale:** Variable Rangers D8/D10; SEALs/Delta D10/D12

#### HMMWV mounting M2 .50 (Hvy. AP:4/AT:1(L))

1 x Team Leader w/M16A2

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M60 GPMG (Med. AP:2/AT:0)

1 x Rifleman w/M16A2 (manning M2 .50)

#### SEAL HMMWV (Cargo version and unarmed)

1 x SEAL driver w/CAR-15

2 x Ranger Medics w/CAR-15

1 x Delta operator w/CAR-15

#### HMMWV mounting Mk19 AGL (Hvy. AP:4/AT:1(L))

1 x Team Leader w/M16A2

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 SAW (Lt. AP:1/AT:0)

1 x Rifleman w/M16A2 (manning Mk19 AGL)

### MH-6 Little Bird

2 x Delta snipers w/ suppressed CAR-15s (d12/d12)



### SOMALI MISSION

The American Rangers are retreating. Ambush them as they attempt to escape and teach them the error of their ways.

### VICTORY POINTS

- Each US KIA: 2 pts
- Each US Seriously Wounded: 1 pt
- Each HMMWV immobilized or destroyed: 3 pts

### SOMALI FORCES

#### *Somali Force Basic Attributes*

Initiative Level: N/A

Confidence Level: High

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D6/D10

#### Gunman Mob 1

1 x Leader w/AK (TQ/Morale D6/D12)  
1 x Gunner w/ RPG (Med. AP:2/AT:1(M)  
6 x Riflemen w/ AK

#### Gunman Mob 2

1 x Leader w/AK (TQ/Morale D6/D12)  
1 x Gunner w/ RPG (Med. AP:2/AT:1(M)  
3 x Riflemen w/ AK

#### Gunman Mob 3

1 x Leader w/AK (TQ/Morale D6/D12)  
1 x Gunner w/ RPG (Med. Support AP:2/AT:1(M)  
4 x Riflemen w/ AK

#### Gunman Mob 4

1 x Leader w/AK (TQ/Morale D6/D12)  
1 x Gunner w/ RPG (Med. AP:2/AT:1(M)  
6 x Riflemen w/ AK

#### Gunman Mob 5

1 x Leader w/AK (TQ/Morale D6/D12)  
1 x Gunner w/PKM (Med. AP:2/AT:0)  
6 x Riflemen w/ AK

2 x Hostile Mobs (placed as per map positions)  
2 x Physical Barricades (placed as desired)

### SPECIAL RULES

#### PHYSICAL BARRICADES

Somali forces can deploy two hasty barricades once the US player has placed his HMMWVs on the table.

#### HOSTILE MOBS

Hostile mobs are under the control of the Somali player. They are activated and moved like any other unit. 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 unit's stress level by +1 (see pg. 125, *Force on Force*).

#### MH-6 LITTLE BIRD

The MH-6 flies aerial sniper cover for the convoy. The snipers act as a single unit and can activate and fire once per turn (with the negative penalty for firing from a helo thus they are shooting at d10 rather than d12). Each turn the MH-6 must roll against Ambient Fire of 2d8 to simulate small arms fire and RPGs directed at the Little Bird (see pg. 97, *Force on Force*). The MH-6 is classed as



a Light Helicopter for damage effects using the Small Arms & Infantry Support Weapons column. The US player can choose to withdraw the helo as an Activation if he fears it will be shot down.

### TRASH AND RUBBLE FILLED AREAS

All areas other than the major streets running from the bottom to the top of the map are strewn with rubble and trash. This includes the side streets, areas between buildings, buildings, and the central park area.

Treat trash and rubble filled areas as **Extremely Rough Ground** (Pg. 63, *Force on Force*) which 2<sup>nd</sup> Platoon can only cross at Tactical Speed. Local Somalis are not affected and treat such areas as open ground.

### SOMALI REINFORCEMENTS

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 reinforcements arrive, roll 2d6 and consult the table below:

DIE ROLL	SOMALI UNIT
2	Hostile Mob
3	Hostile Mob
4	1d6 Gunmen w/Small Arms & ROLL AGAIN
5	1d6 Gunmen w/Small Arms +1 w/RPG (Med. AP:2/AT:1(M)
6	1d6+1 Gunmen w/Small Arms (Khat Chewers)
7	1d6+1 Gunmen w/Small Arms +1 w/RPK (Lt. AP:1/AT:0)
8	1d6+2 Gunmen w/Small Arms (Khat Chewers)
9	1d6 Gunmen w/Small Arms & ROLL AGAIN
10	1d6+2 Gunmen w/Small Arms +1 w/RPK (Lt. AP:1/AT:0)
11	1d6 Gunmen w/Small Arms +Leader (d6/d12) +1 w/PK MG (Med. AP:2/AT:0)
12	2d6 Gunmen w/Small Arms + Leader (d6/d12)

*Roll for Leaders:* Roll 1D6 for Somali reinforcement 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 Troop Quality:* Roll 1D6 to determine whether each mob consists of hired gunmen or armed rabble:

1-2: Professional Gunmen (TQ/Morale D8/D10)

3-6: Armed Rabble" (TQ/Morale D6/D10)

*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.

## THE CONVOY

### Historical - Mogadishu, 3 October 1993

After the three HMMWV column left to evacuate the Ranger wounded, Delta completed transferring their prisoners to the 5 ton trucks of Lieutenant Colonel Danny McKnight's extraction convoy. As the convoy prepared to move out, Super Six-One was shot down by RPG fire, crash landing into an alley six blocks from the Olympic. As the CSAR team prepares to fast rope in to secure the crash site, McKnight's convoy is re-tasked with moving to the downed Black Hawk to extract the wounded. As they mount up, enemy fire increases...

## SCENARIO INFORMATION

**Duration of Game:** 6 Turns

**Initiative:** Asymmetric Engagement. US player has Initiative for duration of game

**Fog of War:** Determined normally by Reaction Test rolls



## HISTORICAL OUTCOME

The convoy, guided by the C2 MH-60L overhead, tries unsuccessfully to reach the crash site. Hampered by communications delays, hastily erected barricades and extremely heavy small arms and RPG fire, McKnight is frustrated at every turn. While the convoy tries to reach the original crash site, Durant's Black Hawk, Super Six-Four, is struck by an RPG and goes down hard south west of the Olympic. With the CSAR

team already deployed at the crash of Super Six-One, a second smaller ground convoy is dispatched to Crash Site Two but encounters the same problems as McKnight's convoy. Eventually both convoys link up and with over half of their number dead and wounded, they are forced to return to base. The two Delta snipers, Shughart and Gordon, were left as the last and only line of defense at Crash Site Two...

### Special Conditions:

- Khat Chewers are subject to positive day effects of the attribute
- 2 x Barricades
- 2 x Hostile Mobs
- 2 x Mixed Mobs

**Special Assets:** Air support available to US forces as described in Special Rules

**Table Size:** 2' x 2' (15mm/20mm), 4' x 4' (28mm)

## US MISSION

You must attempt to guide your ground convoy to reach and secure Crash Site One (Super Six-One) as quickly as possible while minimising friendly casualties. Orders may change as you progress so you will have to be ready to modify your plans on the fly...

## US VICTORY POINTS

- No friendly KIA by end of turn 6: 3 pts
- No friendly Seriously Wounded by end of turn 6: 3 pts
- Each vehicle exited off-board by end of turn 6: 2 pts
- Each Hostile Mob casualty: -2 pts
- Each Mixed Mob casualty: -3 pts

## HMMWV CONVOY

**US Force Basic Attributes**

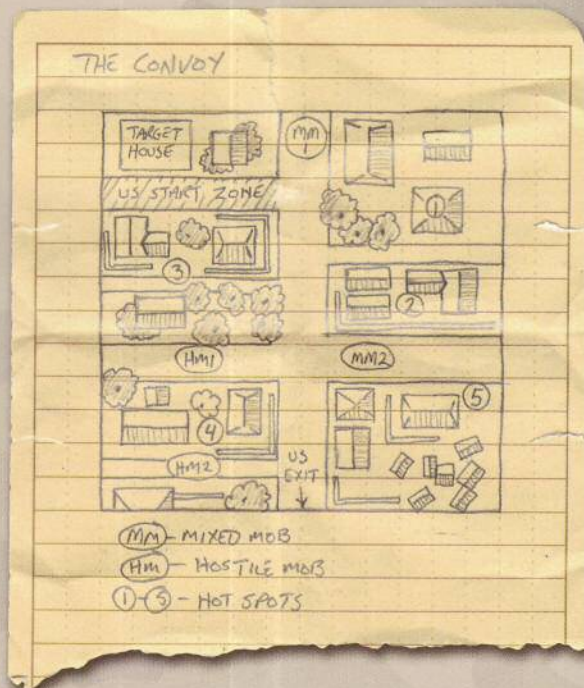
**Initiative Level:** N/A

**Confidence Level:** High

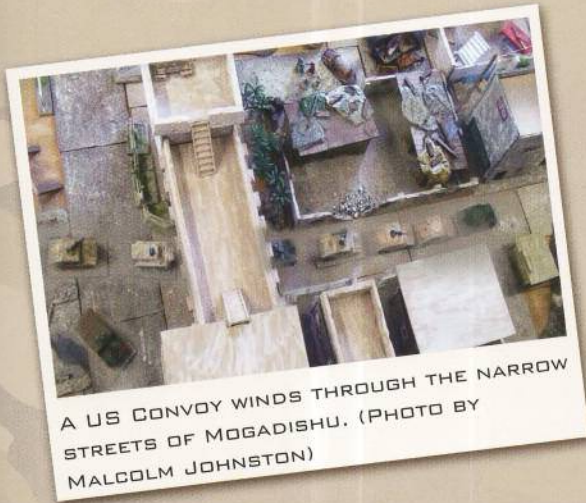
**Supply Level:** Normal

**Body Armor:** Standard (1D)

**Troop Quality/Morale:** d8/d10







Vehicles in order of march

**HMMWV mounting M2 .50 (Hvy. AP:4/AT:1(L))**

1 x Team Leader w/M16A2

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M60 GPMG (Med. AP:2/AT:0)

1 x Rifleman w/M16A2 (manning M2 .50)

**HMMWV mounting Mk19 AGL (Hvy. AP:4/AT:1(L))**

1 x Team Leader w/M16A2

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 SAW (Lt. AP:1/AT:0)

1 x Rifleman w/M16A2 (manning Mk19 AGL)

**M939 Five Ton Truck**

1 x Team Leader w/M16A2

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 SAW (Lt. AP:1/AT:0) in rear bed with prisoners

1 x Rifleman w/M16A2 (manning Mk19 AGL) in rear bed with prisoners

**M939 Five Ton Truck**

1 x Team Leader w/M16A2

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 SAW (Lt. AP:1/AT:0) in rear bed with prisoners

1 x Rifleman w/M16A2 (manning Mk19 AGL) in rear bed with prisoners

**M939 Five Ton Truck**

1 x Team Leader w/M16A2

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 SAW (Lt. AP:1/AT:0) in rear bed with prisoners

1 x Rifleman w/M16A2 (manning Mk19 AGL) in rear bed with prisoners

**HMMWV mounting M2 .50 (Hvy. AP:4/AT:1(L))**

1 x Team Leader w/M16A2

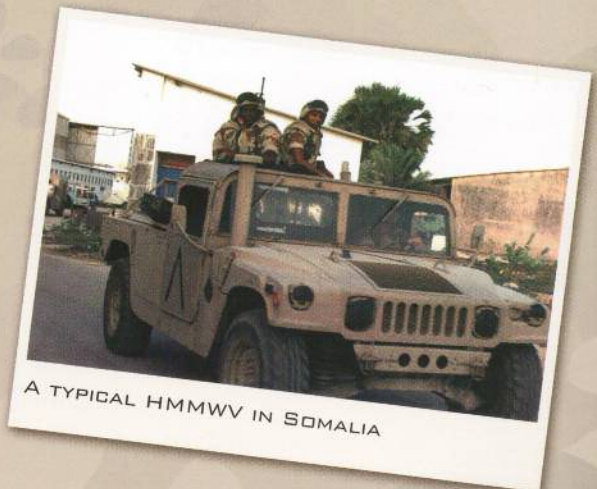
1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M60 GPMG (Med. AP:2/AT:0)

1 x Rifleman w/M16A2 (manning M2 .50)

## SOMALI MISSION

Ambush the Americans and try to destroy their trucks and rescue your comrades.





### VICTORY POINTS

- Each US KIA: 2 pts
- Each US Seriously Wounded: 1 pt
- Each US vehicle immobilized or destroyed: 3 pts

### SOMALI FORCES

#### *Somali Force Basic Attributes*

Initiative Level: N/A

Confidence Level: High

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D6/D10

#### Gunman Mob 1

- 1 x Leader w/ AK (TQ/Morale D6/D12)
- 1 x Gunner w/ RPG (Med. AP:2/AT:1(M)
- 5 x Riflemen w/ AK

#### Gunman Mob 2

- 1 x Leader w/ AK (TQ/Morale D6/D12)
- 1 x Gunner w/ RPG (Med. AP:2/AT:1(M)

#### Gunman Mob 3

- 1 x Leader w/ AK (TQ/Morale D6/D12)
- 1 x Gunner w/ RPG (Med. AP:2/AT:1(M)
- 5 x Riflemen w/ AK

#### Gunman Mob 4

- 1 x Leader w/ AK (TQ/Morale D6/D12)
- 1 x Gunner w/ RPG (Med. AP:2/AT:1(M)
- 6 x Riflemen w/ AK

#### Gunman Mob 5

- 1 x Leader w/ AK (TQ/Morale D6/D12)
- 1 x Gunner w/ RPG (Med. AP:2/AT:1(M)
- 1 x Gunner w/ PKM (Med. AP:2/AT:0)
- 4 x Riflemen w/ AK

2 x Barricades

2 x Hostile Mobs

2 x Mixed Mobs

### SPECIAL RULES

#### PHYSICAL BARRICADES

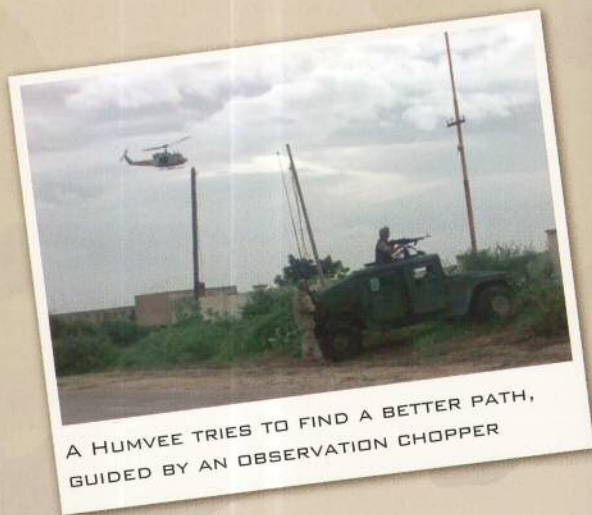
Somali forces can deploy two hasty barricades once the US player has placed his vehicles on the table.

#### VEHICLE SPEED

To keep the convoy together, all vehicles are restricted to Tactical Speed.

#### MIXED MOBS

In this supplement, Mixed Mobs include hostile but unarmed civilians, hostile civilians armed with rocks, machetes and similar improvised weapons and militia with small arms. In each scenario requiring a Mixed Mob, roll 1D6 to ascertain the number of armed militia included in the civilian mob. They will only be armed with AKs



A HUMVEE TRIES TO FIND A BETTER PATH,  
GUIDED BY AN OBSERVATION CHOPPER



### HOSTILE MOBS

Hostile mobs are under the control of the Somali player. They are activated and moved like any other unit. 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 unit's stress level by +1 (see pg. 125, *Force on Force*).

### AIR SUPPORT

At the start of each turn, the US player rolls a d8 TQ Check with a -1 modifier (simulating the extremely busy net) to represent the attached Air Force CCT or Ranger Fire Controller attempting to vector air support for the convoy. If successful, the US player rolls a 1d6. On a 1-4, an MH-60L is available for a Pylon Gun Attack with its doorguns; on a 5-6, an AH-6 is available to provide fire support with its rockets and miniguns. The air support only lasts for the one turn of the successful TQ Check. A TQ Check can be made each turn to attempt to request air support.

### TRASH AND RUBBLE FILLED AREAS

All areas other than the major streets running from the bottom to the top of the map are strewn with rubble and trash. This includes the side streets, areas between buildings, buildings, and the central park area.

Treat trash and rubble filled areas as **Extremely Rough Ground** (Pg. 63, *Force on Force*) which can only be crossed at Tactical Speed both by vehicles and infantry. Local Somalis are not affected and treat such areas as open ground.

### SOMALI REINFORCEMENTS

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 reinforcements arrive, roll 2d6 and consult the table below:

DIE ROLL	SOMALI UNIT
2	Hostile Mob
3	Hostile Mob
4	1d6 Gunmen w/Small Arms & ROLL AGAIN
5	1d6 Gunmen w/Small Arms +1 w/RPG (Med. AP:2/AT:1(M))
6	1d6+1 Gunmen w/Small Arms (Khat Chewers)
7	1d6+1 Gunmen w/Small Arms +1 w/RPK (Lt. AP:1/AT:0)
8	1d6+2 Gunmen w/Small Arms (Khat Chewers)
9	1d6 Gunmen w/Small Arms & ROLL AGAIN
10	1d6+2 Gunmen w/Small Arms +1 w/RPK (Lt. AP:1/AT:0)
11	1d6 Gunmen w/Small Arms +Leader (d6/d12) +1 w/PK MG (Med. AP:2/AT:0)
12	2d6 Gunmen w/Small Arms + Leader (d6/d12)

*Roll for Leaders:* Roll 1D6 for Somali reinforcement 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 Troop Quality:* Roll 1D6 to determine whether each mob consists of hired gunmen or armed rabble:

1-2: Professional Gunmen (TQ/Morale D8/D10)

3-6: Armed Rabble" (TQ/Morale D6/D10)

*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.



## EIGHT SOULS ON BOARD

Historical – Mogadishu, 3 October 1993

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 Six-One's crew and passengers. The CSAR team and any survivors from the crash will be evacuated via ground transport.

### SCENARIO INFORMATION

Duration of Game: 6 Turns

Initiative: Asymmetric Engagement. US player has Initiative for duration of game

Special Conditions: None

Fog of War: Determined normally by Reaction Test rolls

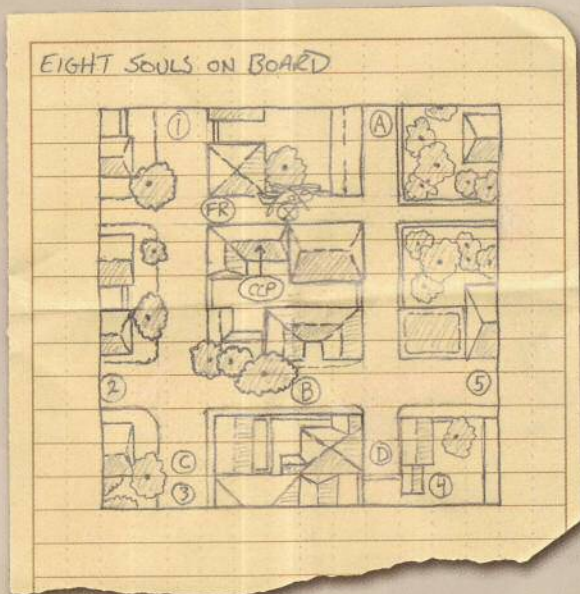
Special Assets: A dedicated Little Bird gunship is on call.

Table Size: 2' x 2' (15mm/20mm), 4' x 4' (28mm)

- A,B,C, & D: Groups of Somali Gunmen
- 1, 2, 3, 4, 5: Hot Spots
- X: Super Six-One Crash Site
- FR: Fast Rope Entry Point for CSAR
- CCP: Casualty Collection Point

### HISTORICAL OUTCOME

The CSAR team recovered the wounded from Super Six-One and then took cover in a nearby building to await evacuation of their patients. They would remain there until the following morning and would be joined by other US troops throughout the night. The resulting strong point was under constant fire. A Malaysian relief column arrived at 0200 and bore the exhausted Americans back to safety.



### CSAR MISSION

The CSAR team must secure Six-One's casualties and destroy any sensitive equipment or material aboard her. Securing the casualties 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 1D6 to determine how many. There were eight men aboard Six-One, seven of whom must be recovered (the pilot died during the crash and his body is pinned in the wreckage – he was recovered later using special equipment). None of the recovered casualties are in any condition to aid in their own defense. They are all treated as Dependents.

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 dependents 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.

The Casualty Collection Point (CCP) can be established once the CSAR is in their defensive position. It must be manned by at least two personnel drawn from Delta or the PJs. The CCP personnel can only React and can take no other actions other than caring for wounded or defending themselves. Once established, the CCP cannot be moved for the duration of the game.

#### CSAR VICTORY POINTS

- 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.

#### US FORCES

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.

##### *CSAR Force Basic Attributes*

Initiative Level: N/A

Confidence Level: High

Supply Level: Normal

Body Armor: Standard (1D)

**Troop Quality/Morale:** *Rangers* – D8/D10; *PJs & Delta Boys* – D10/D12

##### **Unit Attributes:**

- **PJs:** Medic
- **Delta:** Advanced First Aid Training (ALS); One figure is a Medic

##### **CSAR Personnel**

2 x USAF PJs (medics) 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. AP:1/AT:0)  
 1 x Ranger M203 Grenadier (Lt. AP:1/AT:0)  
 4 x Rangers w/M16s

The CSAR player can allocate his manpower into units as he sees fit.

#### SOMALI MISSION

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

##### **VICTORY POINTS**

- Per CSAR member wounded: 1 pt.
- Per CSAR member 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

#### SOMALI FORCES

##### *Somali Force Basic Attributes*

Initiative Level: NA

Confidence Level: Low



**Supply Level:** Normal

**Body Armor:** N/A

**Troop Quality/Morale:** D8/D10

**Unit Attributes:**

- **Somalis:** Callous

## Somali Mob 1

1 x Leader w/AK (TQ/Morale D6/D12)

6 x Riflemen w/ AK

## Somali Mob 2

1 x Leader w/AK (TQ/Morale D6/D12)

1 x Gunner w/ RPG (Med. AP:2/AT:1(M)

4 x Riflemen w/ AK

## Somali Mob 3

1 x Leader w/AK (TQ/Morale D6/D12)

1 x Gunner w/ RPG (Med. AP:2/AT:1(M)

4 x Riflemen w/ AK

## Somali Mob 4

1 x Leader w/AK (TQ/Morale D6/D12)

1 x Gunner w/ RPG (Med. AP:2/AT:1(M)

6 x Riflemen w/ AK

## Somali Mob 5

1 x Leader w/AK (TQ/Morale D6/D12)

6 x Riflemen w/ AK

DIE ROLL	SOMALI UNIT
2	1d6+2 Gunmen w/Small Arms; +1 w/RPK-74 MG (Lt. AP:1/AT:0) mixed w/1d6 Civilians
3	1D3+3 Gunmen w/Small Arms; +1 w/RPG (Med. AP:2/AT:1(M)
4	1D3+1 Gunmen w/Small Arms & ROLL AGAIN
5	1d3+1 Gunmen w/Small Arms +1 w/RPG (Med. AP:2/AT:1(M)
6	1d6+2 Gunmen w/Small Arms (Khat Chewers)
7	1D3+3 Gunmen w/Small Arms +Leader +1 w/RPK-74 MG (Lt. AP:1/AT:0)
8	1d6+2 Gunmen w/Small Arms (Khat Chewers)
9	1d6 Gunmen w/Small Arms & ROLL AGAIN
10	1d3+2 Gunmen w/Small Arms +1 w/RPK-74 MG (Lt. AP:1/AT:0)
11	1d6 Gunmen w/Small Arms +Leader +1 w/PK MG (Med. AP:2/AT:0) mixed w/1d6 Civilians
12	2d6 Gunmen w/Small Arms

*Roll for Leaders:* Roll 1D6 for Somali reinforcement 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 Troop Quality:* Roll 1D6 to determine whether each mob consists of hired gunmen or armed rabble:

1-2: Professional Gunmen (TQ/Morale D8/D10)

3-6: Armed Rabble" (TQ/Morale D6/D10)

*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.

## 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

## SPECIAL RULES

### INSURGENCY LEVEL & SOMALI

### REINFORCEMENTS

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 reinforcements arrive, roll 2d6 and consult the table below:





#### US ARMY RANGERS IN MOGADISHU

Controller to attempt to coordinate air support, so the Little Bird asset is lost if the Air Controller becomes a casualty.

#### NO HOT SPOTS NEAR THE CRASH SITE

No Hot Spots may be placed within 6" of the downed helicopter.



## LAST STAND AT SUPER SIX-FOUR

Historical - Mogadishu, 3 October 1993

CWO Durant's 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 a two man 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 Somalis and the two Delta snipers, SFC Randy Shughart and MSG Gary Gordon are the last hope for CWO Durant.

### SCENARIO INFORMATION

**Duration of Game:** 6 Turns

**Initiative:** Asymmetric Engagement. US player has

Initiative for duration of game

**Special Conditions:** None

**Fog of War:** Determined normally by Reaction Test rolls

**Special Assets:** Air support as detailed in Special Rules

### HISTORICAL OUTCOME

Shughart and Gordon conducted an extraordinarily brave act and managed to defend Crash Site Two for some considerable time, killing a large number of militiamen before first Gordon was hit and then Shughart. Durant was beaten and captured by Aidid's supporters and was hidden in a number of safe houses before his eventual negotiated release. SFC Shughart and MSG Gordon were both posthumously awarded the Medal of Honor in remembrance of their selfless sacrifice.



**Table Size:** 2' x 2' (15mm/20mm), 4' x 4' (28mm)

- X – Super Six-Four Crash Site
- D – Starting Position for Delta Snipers
- A, B, & C – Somali Gunmen
- C1 & C2 – Hostile Somali Mobs

### DELTA MISSION

The Delta snipers must fight their way to the crash site and attempt to hold off the Somalis for as long as possible until a ground convoy can arrive. The only crew-member of Super Six-Four able to assist them is the pilot, who may not fire on the Somalis until the Delta operators arrive and remove him from the helicopter. As he is severely injured with a crushed spine, he cannot move from this location.

### DELTA VICTORY POINTS

- At least one Delta sniper reaches the pilot at the crash site: 2 pts



## SERGEANT FIRST CLASS RANDALL D. SHUGHART

### Medal of Honor Citation Reads:

**Rank and organization:** Sergeant First Class, U.S. Army.

**Place and date:** 3 October 1993, Mogadishu, Somalia.

**Born:** Newville, Pennsylvania.

**Citation:** Sergeant First Class Shughart, United States Army, distinguished himself by actions above and beyond the call of duty on 3 October 1993, while serving as a Sniper Team Member, United States Army Special Operations Command with Task Force Ranger in Mogadishu, Somalia. Sergeant First Class Shughart provided precision sniper fires from the lead helicopter during an assault on a building and at two helicopter crash sites, while subjected to intense automatic weapons and rocket propelled grenade fires. While providing critical suppressive fires at the second crash site, Sergeant First Class Shughart and his team leader learned that ground forces were not immediately available to secure the site.

Sergeant First Class Shughart and his team leader unhesitatingly volunteered to be inserted to protect the four critically wounded personnel, despite being well aware of the growing number of enemy personnel closing in on the site. After their third request to be inserted, Sergeant First Class Shughart

and his team leader received permission to perform this volunteer mission. When debris and enemy ground fires at the site caused them to abort the first attempt, Sergeant First Class Shughart and his team leader were inserted one hundred meters south of the crash site.

Equipped with only his sniper rifle and a pistol, Sergeant First Class Shughart and his team leader, while under intense small arms fire from the enemy, fought their way through a dense maze of shanties and shacks to reach the critically injured crew members. Sergeant First Class Shughart pulled the pilot and the other crew members from the aircraft, establishing a perimeter which placed him and his fellow sniper in the most vulnerable position. Sergeant First Class Shughart used his long range rifle and side arm to kill an undetermined number of attackers while traveling the perimeter, protecting the downed crew.

Sergeant First Class Shughart continued his protective fire until he depleted his ammunition and was fatally wounded. His actions saved the pilot's life. Sergeant First Class Shughart's extraordinary heroism and devotion to duty were in keeping with the highest standards of military service and reflect great credit upon him, his unit and the United States Army.

- Each Turn that at least one of the Delta operators remains alive and un-captured: 1 pt
- Each Turn that the pilot remains alive and un-captured: 1 pt
- Both Delta operators and the pilot alive and un-captured at the end of Turn 6: Victory

## US FORCES

### Delta Force Basic Attributes

**Initiative Level:** N/A

**Confidence Level:** High

**Supply Level:** Normal

**Body Armor:** Standard (1D)

**Troop Quality/Morale:** *Delta Snipers* - D12/D12;  
*Pilot* -D8/D10

There are only three figures in the American force: the downed pilot - CWO Mike Durant - and the two Delta snipers. The snipers may be organized together as a team or independently or one sniper may act independently while the other teams with the downed pilot or all three figures may be formed into a single unit. The choice is up to the US player. Individuals can



be placed on Overwatch.

- 1 x Delta sniper with scoped M14
- 1 x Delta sniper with scoped and suppressed CAR-15
- 1 x Pilot with MP5K SMG

## SOMALI MISSION

Overrun the crash site and kill or capture the Americans!

## VICTORY POINTS

- Delta operators prevented from reaching the downed pilot at the crash site: Victory
- For the death or capture of each American: 5 pts

## SOMALI FORCES

### Somali Force Basic Attributes

Initiative Level: N/A

DIE ROLL	SOMALI UNIT
2	1d6+2 Gunmen w/Small Arms; +1 w/RPK-74 MG (Lt. AP:1/AT:0) mixed w/1d6 Civilians
3	1D3+3 Gunmen w/Small Arms; +1 w/RPG (Med. Support, AP:2/AT:1(M))
4	1D3+1 Gunmen w/Small Arms & ROLL AGAIN
5	1d3+1 Gunmen w/Small Arms +1 w/RPG (Med. AP:2/AT:1(M))
6	1d6+2 Gunmen w/Small Arms (Khat Chewers)
7	1D3+3 Gunmen w/Small Arms +Leader +1 w/RPK-74 MG (Lt. AP:1/AT:0)
8	1d6+2 Gunmen w/Small Arms (Khat Chewers)
9	1d6 Gunmen w/Small Arms & ROLL AGAIN
10	1d3+2 Gunmen w/Small Arms +1 w/RPK-74 MG (Lt. AP:1/AT:0)
11	1d6 Gunmen w/Small Arms +Leader +1 w/PK MG (Med. AP:2/AT:0) mixed w/1d6 Civilians
12	2d6 Gunmen w/Small Arms

Confidence Level: Confident

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D6/D10 for all Somali units and reinforcements.

### Insurgent Mob A

- 1 x Leader w/AK (TQ/Morale D6/D12)
- 3 x Riflemen w/AKs

### Insurgent Mob B

- 1 x Leader w/AK (TQ/Morale D6/D12)
- 1 x Gunner w/RPD (Lt. AP:1/AT:0)
- 4 x Riflemen w/AK

### Insurgent Mob C

- 1 x Leader w/AK (TQ/Morale D6/D12)
- 1 x Gunner w/RPG (Med. AP:2/AT:1(M))
- 3 x Riflemen w/AKs

## SPECIAL RULES

### INSURGENCY LEVEL & SOMALI REINFORCEMENTS

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 reinforcements arrive, roll 2d6 and consult the table below:

*Roll for Leaders:* Roll 1D6 for Somali reinforcement 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 Troop Quality:* Roll 1D6 to determine whether each mob consists of hired gunmen or armed rabble:

- 1-2: Professional Gunmen (TQ/Morale D8/D10)
- 3-6: Armed Rabble (TQ/Morale D6/D10)



## MASTER SERGEANT GARY I. GORDON

### Medal of Honor Citation Reads:

**Rank and organization:** Master Sergeant, U.S. Army.

**Place and date:** 3 October 1993, Mogadishu, Somalia.

**Born:** Lincoln, Maine.

**Citation:** Master Sergeant Gordon, United States Army, distinguished himself by actions above and beyond the call of duty on 3 October 1993, while serving as Sniper Team Leader, United States Army Special Operations Command with Task Force Ranger in Mogadishu, Somalia. Master Sergeant Gordon's sniper team provided precision fires from the lead helicopter during an assault and at two helicopter crash sites, while subjected to intense automatic weapons and rocket propelled grenade fires. When Master Sergeant Gordon learned that ground forces were not immediately available to secure the second crash site, he and another sniper unhesitatingly volunteered to be inserted to protect the four critically wounded personnel, despite being well aware of the growing number of enemy personnel closing in on the site.

After his third request to be inserted, Master Sergeant Gordon received permission to perform his volunteer mission. When debris and enemy ground fires at the site caused them to abort the first attempt, Master Sergeant Gordon was inserted one hundred meters south of the crash site. Equipped with only his sniper rifle and a pistol, Master Sergeant Gordon and his fellow sniper, while under intense small arms fire

from the enemy, fought their way through a dense maze of shanties and shacks to reach the critically injured crew members. Master Sergeant Gordon immediately pulled the pilot and the other crew members from the aircraft, establishing a perimeter which placed him and his fellow sniper in the most vulnerable position.

Master Sergeant Gordon used his long range rifle and side arm to kill an undetermined number of attackers until he depleted his ammunition. Master Sergeant Gordon then went back to the wreckage, recovering some of the crew's weapons and ammunition. Despite the fact that he was critically low on ammunition, he provided some of it to the dazed pilot and then radioed for help. Master Sergeant Gordon continued to travel the perimeter, protecting the downed crew. After his team member was fatally wounded and his own rifle ammunition exhausted, Master Sergeant Gordon returned to the wreckage, recovering a rifle with the last five rounds of ammunition and gave it to the pilot with the words, "good luck." Then, armed only with his pistol, Master Sergeant Gordon continued to fight until he was fatally wounded.

His actions saved the pilot's life. Master Sergeant Gordon's extraordinary heroism and devotion to duty were in keeping with the highest standards of military service and reflect great credit upon, his unit and the United States Army.

*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. If a roll on the table results in the arrival of multiple units, roll separately for each unit.

### GETTING THEIR NERVE UP

All Somali units must spend the first three turns "getting their nerve up" to rush the downed helicopter. They may not fire at the downed pilot or approach within 6" of the helicopter until the beginning of Turn Four.



## PILOT

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 6" of the downed chopper. Once placed, the pilot cannot move.

## DOWNED HELICOPTERS

Note that downed Black Hawks cannot use their miniguns as the weapons are electrically powered and in 1993 they had no backup on-board power source. The downed helo provides Solid Cover for troops using it as cover.

## HOSTILE MOBS

There are two hostile mobs on the table at the beginning of the game, as indicated by the map. These mobs may not move until Turn 4. The Somali player may use the Hostile Mobs to harass units or convert them into armed mobs. See pg. 128, *Force on Force*.

## (OPTIONAL) COMBAT STRESS LEVEL

The starting Combat Stress Level for this scenario is 2.

## RALLY! RALLY!

Historical – Mogadishu, 03 October 1993

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

### HISTORICAL OUTCOME

Scattered and separated US forces eventually re-formed on a strong point near CWO Wolcott's crash site. They settled in for a long, hard night, made none the easier by a shortage of everything from ammunition to rations.

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.

## SCENARIO INFORMATION

**Duration of Game:** Open Ended

**Initiative:** Asymmetric Engagement. US player has Initiative for duration of game

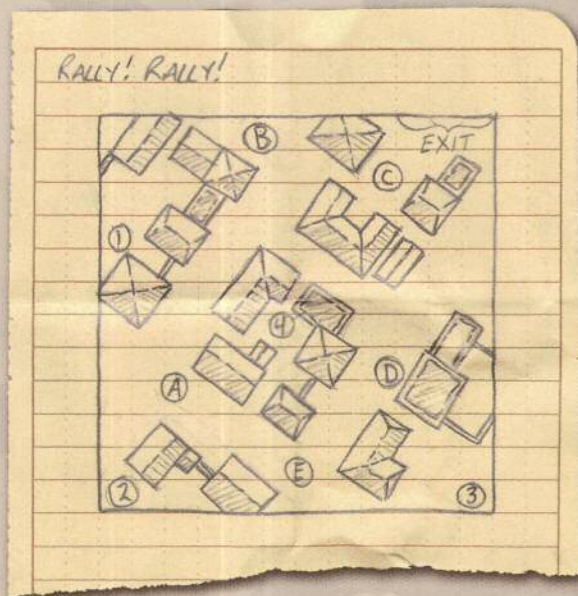
**Special Conditions:** None

**Fog of War:** Determined normally by Reaction Test rolls

**Special Assets:** None

**Table Size:** 2' x 2' (15mm/20mm), 4' x 4' (28mm)

- A,B,C, D & E: Groups of Somali Gunmen & Hot Spots (A=Hotspot 1, B=Hotspot 2, etc.)
- 1, 2, 3, 4: US Units
- Exit: Exit Zone for US Units



## US MISSION

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.

### US VICTORY POINTS

- For each American figure that exits the board at the specified point: 3 pts.

### US FORCES

US Force Basic Attributes

Initiative Level: NA

Confidence Level: Confidence

Supply Level: Poor

Body Armor: Standard (1D)

Troop Quality/Morale: D8/10



RANGERS MOVE CAUTIOUSLY TOWARDS THE RALLY POINT. (PHOTO & ELHIEM FIGURES BY TIM SPAKOWSKI)

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

1xSAW Gunner (Lt. AP:1/AT:0)

1xM240 Machine Gunner (Med. AP:2/AT:0)

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

1xM203 Grenadier (Lt. AP:1/AT:0)

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 MISSION

Kill or capture the Americans.

### SOMALI VICTORY POINTS

- For each American killed/captured: 2 pts.
- For each American still on the table at end of game: 2 pts.
- For each American Seriously Wounded: 1 pt.

### SOMALI FORCES

*Somali Force Basic Attributes*

Initiative Level: N/A

Confidence Level: High

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D8/D10

**Somali Gunmen A – Khat Chewers**

3xSomali gunmen w/Small Arms

1xSomali w/RPG (Med. AP:2/AT:1(M)

**Somali Gunmen B - Khat Chewers**

6xSomalis w/Small Arms



## Somali Gunmen C

2xSomali Leaders

3x Somalis w/Small Arms

1xSomali w/RPK-74 (Lt. AP:1/AT:0)

## Somali Gunmen D

1 x Somali Leader

3 x Somali Gunmen w/Small Arms

1xSomali w/RPG (Med. AP:2/AT:1(M)

## Somali Gunmen E

1 x Somali Leader

2 xSomali w/RPG (Med. AP:2/AT:1(M)

## SPECIAL RULES

### INSURGENCY LEVEL & SOMALI REINFORCEMENTS

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 reinforcements arrive, roll 2d6 and consult the table below:

*Roll for Leaders:* Roll 1D6 for Somali reinforcement 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 Troop Quality:* Roll 1D6 to determine whether each mob consists of hired gunmen or armed rabble:

1-2: Professional Gunmen (TQ/Morale D8/D10)

3-6: Armed Rabble" (TQ/Morale D6/D10)

*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.

DIE ROLL	SOMALI UNIT
2	1d6+2 Gunmen w/Small Arms; +1 w/RPK-74 MG (Lt. AP:1/AT:0) mixed w/1d6 Civilians
3	1D3+3 Gunmen w/Small Arms; +1 w/RPG (Med. AP:2/AT:1(M)
4	1D3+1 Gunmen w/Small Arms & ROLL AGAIN
5	1d3+1 Gunmen w/Small Arms +1 w/RPG (Med. AP:2/AT:1(M)
6	1d6+2 Gunmen w/Small Arms (Khat Chewers)
7	1D3+3 Gunmen w/Small Arms +Leader +1 w/RPK-74 MG (Lt. AP:1/AT:0)
8	1d6+2 Gunmen w/Small Arms (Khat Chewers)
9	1d6 Gunmen w/Small Arms & ROLL AGAIN
10	1d3+2 Gunmen w/Small Arms +1 w/RPK-74 MG (Lt. AP:1/AT:0)
11	1d6 Gunmen w/Small Arms +Leader +1 w/PK MG (Med. AP:2/AT:0) mixed w/1d6 Civilians
12	2d6 Gunmen w/Small Arms

## COMBAT STRESS LEVEL

If using the optional Combat Stress rules, the starting Combat Stress Level for this scenario is 4.

## OPTIONAL RULES

Try playing the scenario with night rules in effect. Only the Delta Operators have Night Vision.

## DARKEST BEFORE THE DAWN

### Historical – Mogadishu, 4 October 1993

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 overhead, 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



### HISTORICAL OUTCOME

US forces developed a strong point near CWO Wolcott's crash site and the Casualty Collection Point established by the CSAR team aboard Super Six-Eight. A mixed force of Rangers, Delta, and Air Force personnel held out through the night despite a lack of night vision gear, food, water and medical supplies. They exfiltrated successfully the following morning with the assistance of Malaysian armored vehicles.

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.

### SCENARIO INFORMATION

**Duration of Game:** 8 Turns

**Initiative:** Asymmetric Engagement. US player has Initiative for duration of game

**Special Conditions:** None

**Fog of War:** Determined normally by Reaction Test rolls

**Special Assets:** Little Birds on call

**Table Size:** 2' x 3' (15mm/20mm), 4' x 6' (28mm)

- A,B,C, D, E & F: Groups of Somali Gunmen

### US MISSION

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

### US VICTORY POINTS

- Keep at least half of your force combat effective (not dead, severely wounded, or captured) till the end of the game: Victory

### US FORCES

#### US Force Basic Attributes

**Initiative Level:** N/A

**Confidence Level:** Confident

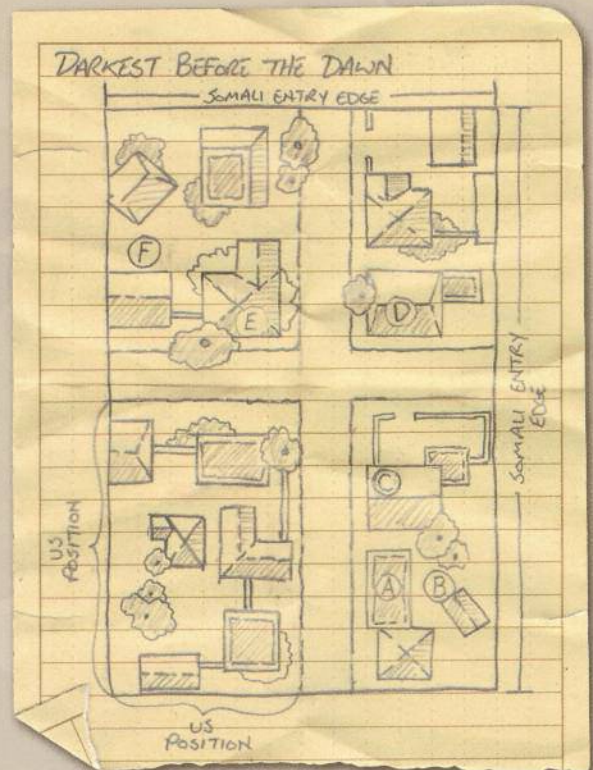
**Supply Level:** Poor

**Body Armor:** Standard (1D)

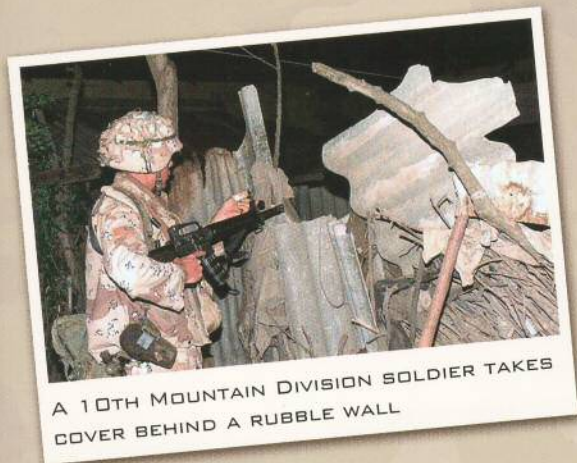
**Troop Quality/Morale:** *Rangers:* D8/D8; *Delta:* D10/D10

#### Ranger Chalk

1x Ranger Chalk Leader w/CAR15







A 10TH MOUNTAIN DIVISION SOLDIER TAKES COVER BEHIND A RUBBLE WALL

### *Ranger Team 1*

- 1x Team Leader w/M16 or CAR15
- 2x Rifleman w/M16
- 1x SAW Gunner (Lt. AP:1/AT:0)
- 1x M203 Grenadier (Lt. AP:1/AT:0)

### *Ranger Team 2*

- 1x Team Leader w/M16 or CAR15
- 2x Rifleman w/M16
- 1x SAW Gunner (Lt. AP:1/AT:0)
- 1x M203 Grenadier (Lt. AP:1/AT:0)

### *M60 GPMG Weapon Team*

- 1x M60 Machine Gunner (Med. AP:2/AT:0)
- 1x Assistant Gunner w/M16

### *Delta Fireteam*

- 1x Fireteam Leader w/CAR15
- 1x Delta Op w/CAR15
- 1x Delta Op w/SAW (Lt. AP:1/AT:0)
- 1x Delta Op w/M203 (Lt. AP:1/AT:0)

## **SOMALI MISSION**

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

## **SOMALI VICTORY POINTS**

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

## **SOMALI FORCES**

### *Somali Force Basic Attributes*

- Initiative Level: N/A
- Confidence Level: High
- Supply Level: Normal
- Body Armor: N/A
- Troop Quality/Morale: D8/D10

### **Somali Gunmen A**

- 1 x Leader w/Small Arms
- 6 x Somalis w/Small Arms

### **Somali Gunmen B**

- 4 x Somali Leaders w/Small Arms
- 4 x Somalis w/Small Arms
- 1 x RPG (Med. AP:2/AT:1(M)

### **Somali Gunmen C**

- 1 x Leader
- 4 x Somalis w/Small Arms
- 2 x Somali w/RPG (Med. AP:2/AT:1(M)

### **Somali Gunmen D**

- 1xSomali Leader
- 3x Somali w/Small Arms
- 1 x RPG (Med. AP:2/AT:1(M)
- 1 x RPD (Lt. AP:1/ AT:0)

### **Somali Gunmen E**

- 2 x Somali w/RPG (Med. AP:2/AT:1(M)
- 1 x RPD (Lt. AP:1/AT:0)



**Somali Gunmen F**

2 x Somali Leaders

4 x Somalis w/Small Arms

1 x RPG (Med. Support, AP:2/AT:1(M)

1 x RPD (Lt. AP:1/AT:0)

**SPECIAL RULES****INSURGENCY LEVEL & SOMALI****REINFORCEMENTS**

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 reinforcements arrive, roll 2d6 and consult the table below:

DIE ROLL	SOMALI UNIT
2	1d6+2 Gunmen w/Small Arms; +1 w/RPK-74 MG (Lt. AP:1/AT:0) mixed w/1d6 Civilians
3	1D3+3 Gunmen w/Small Arms; +1 w/RPG (Med. AP:2/AT:1(M)
4	1D3+1 Gunmen w/Small Arms & ROLL AGAIN
5	1d3+1 Gunmen w/Small Arms +1 w/RPG (Med. AP:2/AT:1(M)
6	1d6+2 Gunmen w/Small Arms (Khat Chewers)
7	1D3+3 Gunmen w/Small Arms +Leader +1 w/RPK-74 MG (Lt. AP:1/AT:0)
8	1d6+2 Gunmen w/Small Arms (Khat Chewers)
9	1d6 Gunmen w/Small Arms & ROLL AGAIN
10	1d3+2 Gunmen w/Small Arms +1 w/RPK-74 MG (Lt. AP:1/AT:0)
11	1d6 Gunmen w/Small Arms +Leader +1 w/PK MG (Med. AP:2/AT:0) mixed w/1d6 Civilians
12	2d6 Gunmen w/Small Arms

*Roll for Leaders:* Roll 1D6 for Somali reinforcement 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 Troop Quality:* Roll 1D6 to determine whether each mob consists of hired gunmen or armed rabble:

1-2: Professional Gunmen (TQ/Morale D8/D10)

3-6: Armed Rabble" (TQ/Morale D6/D10)

*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.

**AIR SUPPORT**

A TQ Check is required to successfully call in air support from the orbiting helos (with a +1 modifier to simulate the close coordination of the SOF ground elements with the 160<sup>th</sup> SOAR). If successful, an AH-6 is available to conduct a Strafing Attack. The air support only lasts for the one turn of the successful TQ Check. A TQ Check can be made each turn to attempt to request air support.

**COMBAT STRESS LEVEL**

If using the optional Combat Stress rules, the starting Combat Stress Level for this scenario is 3.

**POSITIVE LEADERS**

The Delta and Ranger Chalk leaders both have a Positive Leadership value of 1.

**NIGHT FIGHTING**

Units fighting at night and lacking night vision devices have their Optimum Range reduced by half. As the Somalis know the streets like the back of their hand, US units beyond their *reduced* Optimum Range are NOT treated as if they are *Elusive* (see pg. 135, *Force on Force*). Somali Firepower against US units beyond *reduced* Optimum Range is however halved.

Units with night vision devices suffer none of the penalties above (only the Delta unit has NVDs – the



Rangers left theirs behind expecting a short mission and the Somalis had none to begin with).

## NSDQ!

**Hypothetical, Mogadishu, October 1993**

Task Force Ranger were actively hunting for the captured Nightstalker pilot, CWO Mike Durant, with operators conducting undercover surveillance out on the mean streets of Mogadishu along with the CIA and ISA utilizing their network of local agents. Durant was eventually released relatively unharmed after eleven days being held as a hostage. This hypothetical scenario suggests a possible special operation based around a hostage rescue by Task Force Ranger had Durant been positively located.



## SCENARIO INFORMATION

**Duration of Game:** 10 Turns

**Initiative:** Asymmetric Engagement. US player has Initiative for duration of game

**Special Conditions:** None

**Fog of War:** Determined normally by Reaction Test rolls

**Special Assets:** Task Force Ranger has dedicated air support as detailed under Special Rules.

**Table Size:** 2' x 2' (15mm/20mm), 4' x 4' (28mm)

## TASK FORCE RANGER MISSION

CWO Durant has been located in an Aidid safe-house in the city. Due to the time sensitivity of the target, Task Force Ranger launches a daring daylight operation to attempt to rescue the pilot and help the 160th SOAR live up to its motto: "NSDQ: Night Stalkers Don't Quit." The objective is simple, bring Durant back alive. Task Force elements begin the game in their helos directly above the target location. The Ranger elements will fast rope in while the Delta assaulters will land in the street in front of the safehouse. The teams fast rope in or debus their

Little Birds in Turn 1.

## TASK FORCE RANGER VICTORY POINTS

- No friendly KIA by end of turn 10: 3 pts
- No friendly Seriously Wounded by end of turn 10: 2 pts
- Recover Durant and exfiltrate him by helo by the end of turn 10: 5 pts
- Each hostile mob casualty: -3 pts

## TASK FORCE RANGER

### US Force Basic Attributes

**Initiative Level:** N/A

**Confidence Level:** High

**Supply Level:** Abundant (+1 to FP)

**Body Armor:** Standard (1D)

**Troop Quality/Morale:** Variable Rangers d8/d10; Delta d10/d12



**Ranger Chalk 1**

**MH-60L mounting two M134 miniguns (Hvy. AP:4/AT:1(L))**

- 1 x Squad Leader w/M16A2
- 1 x Medic w/M16A2

*Fire Team Alpha*

- 1 x Team Leader w/M16A2
- 1 x Grenadier w/M203 (Lt. AP:1/AT:0)
- 1 x Gunner w/M249 SAW (Lt. AP:1/AT:0)
- 1 x Rifleman w/M16A2 (manning M2 .50)

*Fire Team Bravo*

- 1 x Team Leader w/M16A2
- 1 x Grenadier w/M203 (Lt. AP:1/AT:0)
- 1 x Gunner w/M249 SAW (Lt. AP:1/AT:0)
- 1 x Rifleman w/M16A2 (manning M2 .50)

*Gun Team*

- 1 x Gunner w/M60 GPMG (Med. AP:2/AT:0)
- 1 x Assistant Gunner w/M16A2

**Ranger Chalk 2**

**MH-60L mounting two M134 miniguns (Hvy. AP:4/AT:1(L))**

- 1 x Squad Leader w/M16A2
- 1 x Medic w/M16A2

*Fire Team Alpha*

- 1 x Team Leader w/M16A2
- 1 x Grenadier w/M203 (Lt. AP:1/AT:0)
- 1 x Gunner w/M249 SAW (Lt. AP:1/AT:0)
- 1 x Rifleman w/M16A2 (manning M2 .50)

*Fire Team Bravo*

- 1 x Team Leader w/M16A2
- 1 x Grenadier w/M203 (Lt. AP:1/AT:0)
- 1 x Gunner w/M249 SAW (Lt. AP:1/AT:0)
- 1 x Rifleman w/M16A2 (manning M2 .50)

*Gun Team*

- 1 x Gunner w/M60 GPMG (Med. AP:2/AT:0)
- 1 x Assistant Gunner w/M16A2

**Delta Assault Team 1**

**MH-6 Little Bird (unarmed)**

- 1 x Delta Team Leader w/CAR-15
- 3 x Delta operators w/CAR-15

**Delta Assault Team 2**

**MH-6 Little Bird (unarmed)**

- 1 x Delta Team Leader w/CAR-15
- 3 x Delta operators w/CAR-15

**AH-6J Little Bird mounting 2.75 inch rocket pods and miniguns (AP:5/AT:3(L) Deck Attack) in direct support**

**MH-60L (CSAR) mounting two M134 miniguns (Hvy. AP:4/AT:1(L))**

- 1 x Delta Team Leader w/CAR-15
- 2 x Delta snipers w/ suppressed CAR-15s
- 2 x Special Tactics Para Rescue Jumpers w/CAR-15s
- 1 x Delta Medic w/CAR-15

1 x Ranger Team Leader w/M16A2

- 1 x Ranger Gunner w/M249 (Lt. AP:1/AT:0)
- 1 x Ranger Grenadier w/M203 (Lt. AP:1/AT:0)
- 1 x Ranger Rifleman w/M16A2



### SOMALI MISSION

The Americans have discovered where you are hiding the pilot! You must attempt to hold off the attackers until reinforcements can arrive. Alternatively you can try to escape with the pilot but you must move quickly before the American Rangers kick down the doors!

#### VICTORY POINTS

- Each US KIA: 2 pts
- Each US Seriously Wounded: 1 pt

#### SOMALI FORCES

##### *Somali Force Basic Attributes*

**Initiative Level:** N/A

**Confidence Level:** High

**Supply Level:** Normal

**Body Armor:** N/A

**Troop Quality/Morale:** Variable; Hired Gunmen D8/D10, Militia D6/D10

#### **Hired Gunmen Mob 1** (TQ/Morale D8/D10)

*This group are inside the target house holding Durant.*

1 x Leader w/AK (TQ/Morale D8/D12)

4 x Riflemen w/ AK

#### **Hired Gunman Mob 2** (TQ/Morale D8/D10)

*This group is immediately outside the target house acting as sentries.*

1 x Leader w/AK (TQ/Morale D6/D12)

1 x Gunner w/ RPG (Med. AP:2/AT:1(M)

4 x Riflemen w/ AK

#### **Gunman Mob 3**

*Start at Hot Spot 1*

1 x Leader w/AK (TQ/Morale D6/D12)

1 x Gunner w/ RPG (Med. AP:2/AT:1(M)

5 x Riflemen w/ AK

#### **Gunman Mob 4**

*Start at Hot Spot 2*

1 x Leader w/AK (TQ/Morale D6/D12)

1 x Gunner w/ RPG (Med. AP:2/AT:1(M)

6 x Riflemen w/ AK

#### **Gunman Mob 5**

*Start at Hot Spot 3*

1 x Leader w/AK (TQ/Morale D6/D12)

1 x Gunner w/ RPG (Med. AP:2/AT:1(M)

1 x Gunner w/PKM (Med. AP:2/AT:0)

4 x Riflemen w/ AK

**3 x Hostile Mobs** (2 placed as per map positions on turn 4 and 1 placed on turn 5)

### SPECIAL RULES

#### **HARD ENTRY**

Delta must immediately stack on the target and will use an explosive breach to enter. Delta is classed as being a unit which specializes in breach entry (+1) with breaching gear (+1) and also is equipped with flashbang grenades which give all Delta assaulters an extra three dice to their Defense when they conduct Close Combat against the gunmen inside the building.

#### **RESCUING THE PILOT**

If Delta successfully takes down the gunmen holding Durant inside the building they automatically recover the pilot and a miniature is placed with the Delta assaulters to represent him. Alternatively, if the hostage takers escape on foot but are killed, Durant will automatically move back toward the closest US ground element at Rapid speed.





US ARMY RANGERS FAST ROPING



### ESCAPE WITH THE PILOT

The Somali player may elect to attempt to escape with their prisoner. They can only do this before Delta conducts their explosive entry. Hired Gunmen Mob 1 must make a TQ Check to organize themselves to escape. If they pass the TQ Check, they can move as if they have a Dependent anytime after Turn Two. They must move toward the marked escape point on the map. A miniature representing Durant should be placed in the middle of the gunmen. If they fail the TQ Check, they must stay static in the building until the following turn when they can again attempt to break out.

### THE PILOT

The pilot can never become a casualty - he is too valuable to Aidid for them to cause him harm, and Task Force Ranger will be very, very careful in its fires to avoid injuring the target of their rescue.

### AIR SUPPORT

A TQ Check is required to successfully call in air support from the orbiting helos (with a +1 modifier to simulate the close coordination of the SOF ground elements with the 160<sup>th</sup> SOAR). If successful, the US player must roll to see which type of helicopter is available in support for that turn. The US player rolls a 1d6. On a 1-3, an MH-60L is available for a strafing attack with its doorguns; on a 4-5 the AH-6 is available with its rockets and miniguns; on a 6, the Delta CSAR aerial sniper team is available (the door gunners can also fire). The air support only lasts for the one turn of the successful TQ Check. A TQ Check can be made each turn to attempt to request air support.

### CSAR SNIPERS

The two Delta snipers in the orbiting CSAR MH-60L can conduct precision supporting fires from the air.

They can both fire at any time during the MH-60L's activation (at a reduced TQ d10 due to the aerial sniper modifier). This does not preclude the MH-60 firing its miniguns in support of troops on the ground. Additionally, the snipers can attempt to engage the Hired Gunmen Mob 1 (dependent on normal LOS restrictions) if it decides to break out of the building with the prisoner. The use of the CSAR snipers precludes any other air support in turns it is used offensively.

### FAST ROPE INSERTIONS

The Ranger chucks will fast rope in to secure the perimeter to allow Delta to do their work. The two fast rope locations are marked on the map.

Place a marker indicating the point that the troops are disembarking from the helicopter. All figures in the dismounting 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).

Units fast roping/dropping onto the table may do nothing on their first turn but establish their perimeter. They may not move unless forced to Pull Back. They may only React by returning fire.

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** (pg. 97, *Force on Force*) rules. Helicopters inserting troops by fast rope may exit the table as soon as they're off-loaded, exposing them to less ground fire than copters that actually land to disembark troops.

### EXTRACTION

The pilot must be extracted by helo to gain extra VPs. Use the standard FoF rules for helicopters - any



transport helo can be used for this purpose - MH-6s, MH-60s and the CSAR MH-60. Durant must be on-board a helo and airborne by the end of turn 10.

### GROUND FIRE

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.

Helicopter gun crews may react to ground fire as they're approaching or departing their LZ. They lose a Firepower die for each reaction in the same way that other units do, but they do not lose any movement.

### AMBIENT FIRE

From turn 3, all helos on-board are subject to increasing levels of ambient fire to simulate small arms and RPG ground fire as local militia joins the fray. On turns 3 and 4, all helos are subject to 1d8 Ambient Fire; in turns 5 to 8, the ambient fire increased to 2d8 while in the final two turns it increases to 3d8. The Little Birds are classed as Light Helicopters while the MH-60Ls are classed as Medium.

### ROE

In this scenario, all targets apart from Civilian Mobs and Human Barricades can be engaged with lethal fires including Hostile Mobs.

### BUILDINGS

The target building is a two story domestic residence with a flat roof.

### SOMALI REINFORCEMENTS

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 reinforcements arrive, roll 2d6 and consult the table below:

DIE ROLL	SOMALI UNIT
2	Hostile Mob
3	Hostile Mob
4	1d6 Gunmen w/Small Arms & ROLL AGAIN
5	1d6 Gunmen w/Small Arms +1 w/RPG (Med. Support, AP:2/AT:1(M)
6	1d6+1 Gunmen w/Small Arms (Khat Chewers)
7	1d6+1 Gunmen w/Small Arms +1 w/RPK (Lt. AP:1/AT:0)
8	1d6+2 Gunmen w/Small Arms (Khat Chewers)
9	1d6 Gunmen w/Small Arms & ROLL AGAIN
10	1d6+2 Gunmen w/Small Arms +1 w/RPK (Lt. AP:1/AT:0)
11	1d6 Gunmen w/Small Arms +Leader (d6/d12) +1 w/PK MG (Med. AP:2/AT:0)
12	Technical mounting 12.7mm DShK HMG (Hvy. AP:3/AT:1(L) w/ three crew (d6/d10)

*Roll for Leaders:* Roll 1D6 for Somali reinforcement 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 Troop Quality:* Roll 1D6 to determine whether each mob consists of hired gunmen or armed rabble:

1-2: Professional Gunmen (TQ/Morale D8/D10)

3-6: Armed Rabble" (TQ/Morale D6/D10)

*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.



# SAMPLE ORGANIZATIONS

The organizations presented below are rough guidelines for the forces they represent, not inviolable “army lists” handed down from on high. It is not uncommon for commanders to beef up a fireteam with extra men or assets or reduce a squad or fireteam by a third or more if lacking in manpower. Commanders may strip the machine-gunners from their squads to use as an ad hoc “weapons squad,” or rifle/grenade launchers may be replaced with regular rifles due to restrictive ROEs in an area.

In short, unit organizations are as fluid as the battlefields they fight on. Don’t get too caught up in canonical adherence to TO&Es. If you don’t have an organization chart for the Third Royal Etruscan Grenadiers, exercise a little common sense – chances are they’re organized along the lines of the Cold War Soviet WARPAC forces or similar to modern western forces.

These descriptions represent common units found on the battlefields represented in *Day of the Rangers*.

This force list and the organization descriptions it includes are not exhaustive. They are tailored to reflect the assets and manpower that would be applied to a typical *Force on Force* mission, so they cut off at the Platoon (or equivalent) level.

Organizations are described from the bottom up, starting with the Fireteam and working up to the Platoon.

## A NOTE ON UNIT ATTRIBUTES

While scenarios will indicate what Attributes apply to individual units in a Force, it can be assumed that most national forces commonly field units with these Attributes: *Forward Observer*, *Tactical Air Controller*, *Weapon Team*, and *Medic*. Other Attributes, such as

*Stealthy*, *Suppressed Weapons*, *Advanced First Aid Training*, and *Pointman* are more commonly found in special operations units.

All Somali units have the *Callous* attribute unless otherwise noted in a scenario.

## UN FORCES IN SOMALIA

A vast coalition of nations contributed forces to the relief effort in Somalia. The majority of these forces were involved in combat at one level or another. We’ve included a sampling of organizations from those forces, but space constraints prevent us from presenting you with anything like a full spectrum of involved forces. If you’re particularly interested in a force that isn’t described in this book, we encourage you to research it and share your findings with other *Force on Force* players on our forum, which can be reached through our website at [www.ambushalleygames.com](http://www.ambushalleygames.com)!

## BELGIUM

### BELGIAN LIGHT INFANTRY OR PARA COMMANDOS

**Initiative Level:** D8 to D10

**Confidence Level:** Confident to High

**Supply Level:** Normal to Abundant

**Body Armor:** (N/A in Somalia)

**Troop Quality/Morale:** D8 to D10/D10 to D12

**Typical Attributes:** Advanced First Aid Training (ALS), Medic, Pointman, Terminal Air Controller, Forward Observer



### Belgian Light Infantry Fireteam

- 1 x Team Leader w/FNC
- 1 x Gunner w/Minimi SAW (Lt. AP:1/AT:0)
- 1 x Rifleman w/FNC

### Belgian Light Infantry/Para Section

- 1 x Squad Leader w/FNC
  - 1 x Designated Marksman w/Scoped FNC
  - 2 x Belgian Light Infantry/Para Fireteams
- A MAG 7.62mm GPMG (Med. AP:2/AT:0) can be attached to a squad on a per mission basis, but this addition is not standard for light infantry.*

### Belgian Light Infantry/Para Weapon Squad

- 1 x Squad Leader w/FNC
- 1 x Gunner w/M2 BMG (Hvy. AP:3/AT:1(L)
- 1 x Assistant Gunner w/FNC
- 1 x Gunner w/Milan AT Launcher (AP:3/AT:5(H)
- 1 x Assistant Gunner w/FNC
- 1 x Gunner w/Med. Mortar (Hvy. AP:4/AT:2(L) w/4" radius)
- 1 x Assistant Gunner w/FNC

### Belgian Light Infantry/Para Platoon

- 3 x Belgian Light Infantry/Para Rifle Sections
- 1 x Belgian Light Infantry/Para Weapon Squad

## CANADA

### CANADIAN AIRBORNE REGIMENT

**Initiative Level:** D8 to D10

**Confidence Level:** Confident to High

**Supply Level:** Normal to Abundant

**Body Armor:** (N/A in Somalia)

**Troop Quality/Morale:** D8 to D10/D10 to 12

**Typical Attributes:** Advanced First Aid Training (ALS), Medic, Pointman, Terminal Air Controller, Forward Observer



A CANADIAN SOLDIER MANS AN M60 GPMG AT THE GATE TO BELET HUEN AIRPORT, A FACILITY SECURED IN AN OPERATION BY THE CANADIAN AIRBORNE REGIMENT.

The basic building block of the Canadian Airborne Regiment is the Assault Group. Two Assault Groups form a Rifle Section. Three Rifle Sections plus a Weapons Section form a Rifle Platoon.

### Canadian Airborne Rifle Section

#### Assault Group 1

- 1 x Section Commander w/C7
- 2 x Rifleman w/C7
- 1 x Gunner w/C9 LMG (w/ELCAN) (Lt. AP:1/AT:0)

#### Assault Group 2

- 1 x Section 2ic w/C7
- 2 x Rifleman w/C7
- 1 x Gunner w/C9 LMG (w/ELCAN) (Lt. AP:1/AT:0)

Note: Members of the Rifle Section may also be equipped with M-72 LAWs based on the mission task.

### Canadian Airborne Weapons Section

- 1 x Section Commander w/C7
- 1 x Section 2ic w/C7
- 2 x Gunners w/C6 GPMG (Med. AP:2/AT:0)
- 2 x Assistant Gunners w/C7



# SAMPLE ORGANIZATIONS

The organizations presented below are rough guidelines for the forces they represent, not inviolable “army lists” handed down from on high. It is not uncommon for commanders to beef up a fireteam with extra men or assets or reduce a squad or fireteam by a third or more if lacking in manpower. Commanders may strip the machine-gunners from their squads to use as an ad hoc “weapons squad,” or rifle/grenade launchers may be replaced with regular rifles due to restrictive ROEs in an area.

In short, unit organizations are as fluid as the battlefields they fight on. Don’t get too caught up in canonical adherence to TO&Es. If you don’t have an organization chart for the Third Royal Etruscan Grenadiers, exercise a little common sense – chances are they’re organized along the lines of the Cold War Soviet WARPAC forces or similar to modern western forces.

These descriptions represent common units found on the battlefields represented in *Day of the Rangers*. This force list and the organization descriptions it includes are not exhaustive. They are tailored to reflect the assets and manpower that would be applied to a typical *Force on Force* mission, so they cut off at the Platoon (or equivalent) level.

Organizations are described from the bottom up, starting with the Fireteam and working up to the Platoon.

## A NOTE ON UNIT ATTRIBUTES

While scenarios will indicate what Attributes apply to individual units in a Force, it can be assumed that most national forces commonly field units with these Attributes: *Forward Observer*, *Tactical Air Controller*, *Weapon Team*, and *Medic*. Other Attributes, such as

*Stealthy*, *Suppressed Weapons*, *Advanced First Aid Training*, and *Pointman* are more commonly found in special operations units.

All Somali units have the *Callous* attribute unless otherwise noted in a scenario.

## UN FORCES IN SOMALIA

A vast coalition of nations contributed forces to the relief effort in Somalia. The majority of these forces were involved in combat at one level or another. We’ve included a sampling of organizations from those forces, but space constraints prevent us from presenting you with anything like a full spectrum of involved forces. If you’re particularly interested in a force that isn’t described in this book, we encourage you to research it and share your findings with other *Force on Force* players on our forum, which can be reached through our website at [www.ambushalleygames.com](http://www.ambushalleygames.com)!

## BELGIUM

### BELGIAN LIGHT INFANTRY OR PARA COMMANDOS

Initiative Level: D8 to D10

Confidence Level: Confident to High

Supply Level: Normal to Abundant

Body Armor: (N/A in Somalia)

Troop Quality/Morale: D8 to D10/D10 to D12

Typical Attributes: Advanced First Aid Training (ALS), Medic, Pointman, Terminal Air Controller, Forward Observer



### Belgian Light Infantry Fireteam

- 1 x Team Leader w/FNC
- 1 x Gunner w/Minimi SAW (Lt. AP:1/AT:0)
- 1 x Rifleman w/FNC

### Belgian Light Infantry/Para Section

- 1 x Squad Leader w/FNC
  - 1 x Designated Marksman w/Scoped FNC
  - 2 x Belgian Light Infantry/Para Fireteams
- A MAG 7.62mm GPMG (Med. AP:2/AT:0) can be attached to a squad on a per mission basis, but this addition is not standard for light infantry.*

### Belgian Light Infantry/Para Weapon Squad

- 1 x Squad Leader w/FNC
- 1 x Gunner w/M2 BMG (Hvy. AP:3/AT:1(L)
- 1 x Assistant Gunner w/FNC
- 1 x Gunner w/Milan AT Launcher (AP:3/AT:5(H)
- 1 x Assistant Gunner w/FNC
- 1 x Gunner w/Med. Mortar (Hvy. AP:4/AT:2(L) w/4" radius)
- 1 x Assistant Gunner w/FNC

### Belgian Light Infantry/Para Platoon

- 3 x Belgian Light Infantry/Para Rifle Sections
- 1 x Belgian Light Infantry/Para Weapon Squad

## CANADA

### CANADIAN AIRBORNE REGIMENT

**Initiative Level:** D8 to D10

**Confidence Level:** Confident to High

**Supply Level:** Normal to Abundant

**Body Armor:** (N/A in Somalia)

**Troop Quality/Morale:** D8 to D10/D10 to 12

**Typical Attributes:** Advanced First Aid Training (ALS), Medic, Pointman, Terminal Air Controller, Forward Observer



A CANADIAN SOLDIER MANS AN M60 GPMG AT THE GATE TO BELET HUEN AIRPORT, A FACILITY SECURED IN AN OPERATION BY THE CANADIAN AIRBORNE REGIMENT.

The basic building block of the Canadian Airborne Regiment is the Assault Group. Two Assault Groups form a Rifle Section. Three Rifle Sections plus a Weapons Section form a Rifle Platoon.

### Canadian Airborne Rifle Section

#### Assault Group 1

- 1 x Section Commander w/C7
- 2 x Rifleman w/C7
- 1 x Gunner w/C9 LMG (w/ELCAN) (Lt. AP:1/AT:0)

#### Assault Group 2

- 1 x Section 2ic w/C7
- 2 x Rifleman w/C7
- 1 x Gunner w/C9 LMG (w/ELCAN) (Lt. AP:1/AT:0)

Note: Members of the Rifle Section may also be equipped with M-72 LAWs based on the mission task.

### Canadian Airborne Weapons Section

- 1 x Section Commander w/C7
- 1 x Section 2ic w/C7
- 2 x Gunners w/C6 GPMG (Med. AP:2/AT:0)
- 2 x Assistant Gunners w/C7



1 x Gunner w/M3 MAAWS (Hvy. AP:3/AT:3(H)  
1 x Mortarman w/M19 Mortar (Handheld)

Note: The Section Commander may act as the assistant for the Mortar and the Section 2ic may act as the assistant for the M3 MAAWS if required. If the mortar is not deployed, the mortarman acts as the assistant for the M3 MAAWS.

### Canadian Airborne Rifle Platoon

1 x Platoon Commander w/C7  
1 x Platoon Warrant Officer w/C7  
1 x Signaller w/C7  
1 x Medic w/C7  
3 x Rifle Sections  
1 x Weapons Section

Note: One Rifleman in the Platoon (from a Rifle Section) can be employed as a designated marksman (DMR) armed with a C3 sniper rifle.

### CANADIAN MECHANIZED COMPANY (MOUNTED IN GRIZZLY, BISON, OR M113 APC)

Initiative Level: D8 to D10  
Confidence Level: Confident  
Supply Level: Normal to Abundant  
Body Armor: (N/A in Somalia)  
Troop Quality/Morale: D8 to D10/D8 to D10  
Typical Attributes: Advanced First Aid Training (ALS), Medic, Pointman, Terminal Air Controller, Forward Observer

### Canadian Airborne Rifle Section

*Fireteam 1*  
1 x Section Commander w/C7

2 x Rifleman w/C7  
1 x Gunner w/C9 LMG (Lt. AP:1/AT:0)

### *Fireteam 2*

1 x Section 2ic w/C7  
2 x Rifleman w/C7  
1 x Gunner w/C9 LMG (Lt. AP:1/AT:0)

Note: Members of the Rifle Section may also be equipped with M-72 LAWs based on the mission task.

### Canadian Mechanized Platoon HQ

1 x Platoon Commander w/C7  
1 x Platoon Warrant Officer w/C7  
1 x Signaller w/C7  
1 x Medic w/C7  
3 x Rifle Sections

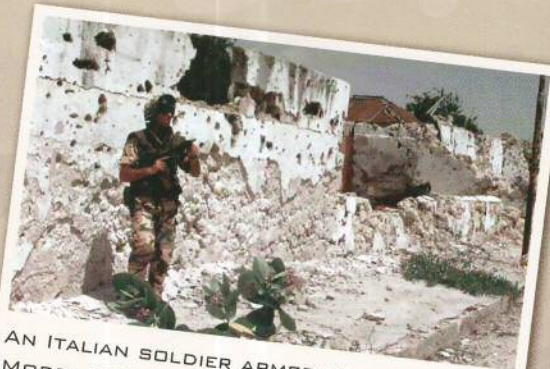
## ITALY

### FOLGORE (PARA) RIFLE PLATOON

Initiative Level: D8 to D10

Confidence Level: Confident to High

Supply Level: Normal to Abundant



AN ITALIAN SOLDIER ARMED WITH A BERETTA MODEL 12S WATCHES OVER HOSTILE MILITIA MEMBERS ON A BULLET-POCKETED STRETCH OF THE NOTORIOUS "GREEN LINE."



**Body Armor:** Standard (1D)

**Troop Quality/Morale:** D8 to D10/D10 to D12

**Typical Attributes:** Advanced First Aid Training (ALS), Medic, Pointman, Terminal Air Controller, Forward Observer

#### Italian Folgore Rifle Squad

1x Squad Leader w/ Beretta 70/90  
1x Gunner w/Minimi SAW (Lt. AP:1/AT:0)  
4x Riflemen w/Beretta 70/90s  
*Mounted in Iveco Truck*

#### Italian Folgore Support Squad

1x Squad Leader w/Beretta 70/90  
1x Gunner w/Minimi SAW (Lt. AP:1/AT:0)  
1x Mortarman w/60mm Mortar (AP:3/AT:0 (3" radius)  
2x Assistant Mortarmen w/Beretta 70/90  
*Mounted in Iveco Truck*

#### Italian Folgore Platoon HQ Squad

1x Platoon Leader w/Beretta 70/90  
1x Platoon Sergeant w/Beretta 70/90  
1x Radio Operator w/Beretta 70/90  
*Mounted in Iveco Truck*

#### Italian Folgore Rifle Platoon

1x Italian Folgore Platoon HQ Squad  
3x Italian Folgore Rifle Squads  
1x Italian Folgore Support Squad

## PAKISTAN

### PAKISTANI ARMY

**Initiative Level:** D6 to D10

**Confidence Level:** Low to High

**Supply Level:** Normal

**Body Armor:** N/A

**Troop Quality/Morale:** D6 to D10/D6 to D10

**Typical Attributes:** Medic, Terminal Air Controller, Forward Observer

### TYPICAL PAKISTANI INFANTRY PLATOON

#### Pakistani Infantry Fireteam

1x Section Leader or Fireteam Leader w/AK or G3  
1x Gunner w/RPD (Lt. AP:1/AT:0)  
1x Assistant Gunner w/AK or G3  
3x Rifleman w/AK or G3

#### Pakistani Infantry Section

2x Infantry Fireteams  
*Mounted in M113 APC*

#### Pakistani Infantry Platoon HQ

*HQ Team 1 (Mounted in M113 APC)*  
1x Platoon Leader w/AK or G3  
1x Platoon RTO w/AK or G3  
1x Medic w/AK or G3  
1x Gunner w/RPD (Lt. AP:1/AT:0)  
1x Assistant Gunner w/AK or G3

#### *HQ Team 2 (Mounted in M113 APC)*

1x Platoon Sgt. w/AK or G3  
1x Runner w/AK or G3  
2x Gunners w/MG3 (Med. AP:2/AT:0)  
2x Assistant Gunners w/AK or G3  
3x Infantry Sections

#### Pakistani Tank Platoon

1 x M48A5 Platoon Leader  
2 x M48A5s



## **MALAYSIAN ARMY**

**Initiative Level:** D6 to D10

**Confidence Level:** Low to High

**Supply Level:** Normal

**Body Armor:** N/A

**Troop Quality/Morale:** D6 to D10/D6 to D10

**Typical Attributes:** Medic, Terminal Air Controller,  
Forward Observer

### **TYPICAL MALAYSIAN ARMY INFANTRY CARD (PLATOON)**

#### **Malaysian Infantry Fireteam**

1x Fireteam Leader w/M16A1

1x Grenadier w/M203 (Lt. AP:1/AT:0)

1x Gunner w/FN MAG-58 (Med. AP:2/AT:0)

1x Rifleman w/M16A1

*Mounted in Condor APCs*

#### **Malaysian Infantry Section**

2x Malaysian Infantry Fireteams

#### **Malaysian Infantry HQ Section**

*Mounted in Condor APC*

##### *Fireteam 1*

1x Card Leader w/M16A1

1x Grenadier w/M203 (Lt. AP:1/AT:0)

1x Gunner w/FN MAG-58 (Med. AP:2/AT:0)

1x RTO w/M16A1

##### *Fireteam 2*

1x Card Sgt. w/M16A1

1x Grenadier w/M203 (Lt. AP:1/AT:0)

1x Gunner w/FN MAG-58 (Med. AP:2/AT:0)

1x Runner w/M16A1

#### **Malaysian Infantry Platoon**

1x Malaysian Infantry HQ Section

3x Malaysian Infantry Sections

4x Condor APCs

## **UNITED STATES OF AMERICA US MARINE CORPS (USMC)**

**Initiative Level:** D8 to D10

**Confidence Level:** Confident to High

**Supply Level:** Normal

**Body Armor:** 1D

**Troop Quality/Morale:** D8 to D10/D10 to D12

**Typical Attributes:** Advanced First Aid Training (ALS),  
Medic, Pointman, Terminal Air Controller, Forward  
Observer

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

### **TYPICAL USMC RIFLE PLATOON**

#### **USMC Fireteam**

1x Fireteam Leader w/M-16

1x Grenadier w/M-203 (Lt. AP:1/AT:0)

1x Gunner w/M-249 (Lt. AP:1/AT:0)

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





A USMC LAV 25 PROVIDES AIRFIELD SECURITY

## US ARMY

**Initiative Level:** D8 to D12

**Confidence Level:** Confident to High

**Supply Level:** Abundant

**Body Armor:** 1D

**Troop Quality/Morale:** D8 to D10/D8 to D12

**Typical Attributes:** Advanced First Aid Training (ALS), Medic, Pointman, Terminal Air Controller, Forward Observer

The basic building block of the US Army is the Fireteam. Two Fireteams under a Squad Leader make up a Squad. Four Squads make up a Platoon. Note that Ranger Chalks on the 3 October mission where comprised of variable numbers of Rangers - between twelve and fifteen. Nominally these were two four man fire teams, a squad leader, a machine gun team of two to three and any attached specialists such as RTOs, FOs or medics (all Chalks had a dedicated medic or at least a Ranger trained in ALS). Sergeant Eversmann's Chalk Four for example was comprised of thirteen Rangers - two fire teams, Eversmann, a two man M-60 gun team, a Forward Observer (FO) and a Radio Telephone Operator (RTO).

## THE "CAR-15"

A collapsible stock carbine version of the M16A2 featuring a shortened barrel was carried by various members of TF Ranger and was the primary weapon of the Delta, SEALs and Air Force Special Tactics operators. This weapon was referred to generically as the "CAR-15" or "CAR," but there were actually several versions of this type of weapon in service, including the Air Force Special Tactics version - the GAU-5 - and the Colt 723, 733 and 653. For convenience sake, and in adherence with the flavor of the period, this type of weapon is referred to throughout these rules as a "CAR-15."

## TYPICAL US ARMY RANGER RIFLE PLATOON

**Initiative Level:** D8 to D12

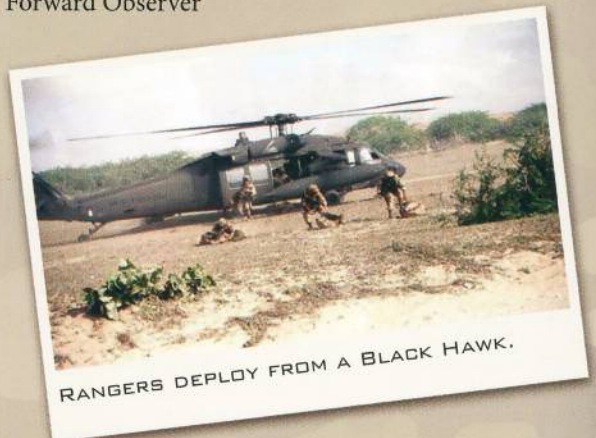
**Confidence Level:** Normal to High

**Supply Level:** Abundant

**Body Armor:** 1D

**Troop Quality/Morale:** D8 to D10/D8 to D12

**Typical Attributes:** Advanced First Aid Training (ALS), Medic, Pointman, Terminal Air Controller, Forward Observer



RANGERS DEPLOY FROM A BLACK HAWK.



### US Army Ranger Rifle Fireteam

1x Fireteam Leader w/M-16A2  
1x Grenadier w/M-203 (Lt. AP:1/AP:0)  
1x Gunner w/M-249 (Lt. AP:1/AP:0)  
1x Assistant Gunner w/M-16A2

### US Army Ranger Rifle Squad

1x Squad Leader w/M-16A2 or CAR-15  
2x US Army Ranger Rifle Fireteam

### US Army Ranger Weapons Squad

1x Squad Leader w/M-16A2 or CAR-15  
3x Gunners w/M240 or M60 (Med. AP:2/AT:0)  
3x Assistant Gunners w/M-16A2 or CAR-15  
3x Ammo Bearers w/M-16A2 or CAR-15

### US Army Ranger Platoon

1x Platoon Leader w/M-16A2 or CAR-15  
1x Platoon Sgt. w/M-16A2 or CAR-15  
1x Radio Operator w/M-16A2 or CAR-15  
3x Ranger Rifle Squads  
1x Ranger Weapons Squad

### US LIGHT INFANTRY PLATOON

**Initiative Level:** D8 to D12

**Confidence Level:** Confident to High



RANGERS ON THE STREETS OF MOGADISHU.  
(PHOTO & ELHIEM FIGURES BY TIM SPAKOWSKI)

**Supply Level:** Abundant

**Body Armor:** 1D

**Troop Quality/Morale:** D8 to D10/D8 to D12

**Typical Attributes:** Advanced First Aid Training (ALS),  
Medic, Pointman, Terminal Air Controller, Forward  
Observer

### US Army Light Infantry Rifle Fireteam

1x Fireteam Leader w/M16A2 or CAR-15  
1x Grenadier w/M-203 (Lt. AP:1/AT:0)  
1x Gunner w/M-249 (Lt. AP:1/AT:0)  
1x Assistant Gunner w/M16A2

### US Army Light Infantry Rifle Squad

1x Squad Leader w/M16A2 or CAR-15  
2x US Army Light Infantry Rifle Fireteams

### US Army Light Infantry Machine Gun Team

1x Gunner w/M60 GPMG (Med. AP:2/AT:0)  
1x Assistant Gunner w/M16A2

### US Army Light Infantry Platoon

1x Platoon Leader w/M16A2 or CAR-15  
1x Platoon Sgt. w/M16A2 or CAR-15  
1x Radio Operator w/M16A2 or CAR-15  
1x Medic from Bn. Medical Platoon w/M16A2 or  
CAR-15  
3x Light Infantry Rifle Squads  
2x Light Infantry Machine Gun Teams

### DELTA FORCE ASSAULT & SNIPER TROOP

**Initiative Level:** D10 to D12

**Confidence Level:** High

**Supply Level:** Abundant

**Body Armor:** 1D

**Troop Quality/Morale:** D10 to D12/D10 to D12



**Typical Attributes:** Advanced First Aid Training (ALS), Medic, Stealthy, Suppressed Weapons, Sniper, Pointman, Terminal Air Controller, Forward Observer

#### **Delta Assaulter Team**

1x Team Leader w/CAR-15 with Master Key 870  
Shotgun mounted under barrel  
3x Assaulter w/CAR-15

#### **Delta Sniper Team (on Ground)**

1x Sniper w/Suppressed CAR-15 with Aimpoint or ACOG or M14 with Aimpoint or ACOG  
1x Spotter/Sniper w/Suppressed CAR-15 with Aimpoint or ACOG or M14 with Aimpoint or ACOG

#### **Delta Heliborne Sniper Team**

1x Sniper w/M14 w/Aimpoint or ACOG  
2x Spotters/Snipers w/Suppressed CAR-15 with Aimpoint or ACOG or M14 with Aimpoint or ACOG

#### **Delta Direct Action Troop**

1x Troop Leader w/ CAR-15  
3 to 5 Direct Action Teams

*Direct Action Teams can be broken into Sniper Teams.*

#### **Note on Delta Troop Quality**

Delta is undeniably an elite organization. It recruits from the cream of the cream. It would be a mistake, however, to assume that Delta (or any other elite organization, for that matter) is composed primarily of D12 Troop Quality operators. The vast majority of an elite organization are Troop Quality D10. Only a few men with an ingrained natural ability can attain Troop Quality D12.

While it would not be entirely unreasonable to have a Delta sniper team consist of two Troop Quality D12 Operators, it would be stretching credulity to have an entire Delta fire team with the same rating.

#### **Note on Delta Organization & Weapons**

Delta operators organize and equip themselves based on mission requirements. They have the gamut of US military and non-military gear available. The organization above is speculative and constitutes a "paper organization" at best. Teams are known to operate in two to six man teams and larger and are seen with a large variety of weapons and gear. In short, like all Tier One SMUs, there is no hard and fast organization for Delta - everything is task specific.

Three Troops make up a Squadron, and Delta was comprised of three Squadrons in 1993.



BISON APC - CANADA



AH6 LITTLE BIRD



# VEHICLES

## SOFT-SKIN VEHICLES

NAME	NATIONALITY	CLASS	TYPE	FIREPOWER	MGs	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	ATTRIBUTES/NOTES
M998 HMMWV Cargo/Troop Carrier	USA	S	W	Pintle M2HB (Hvy. AP:4/AT:1(L) or M240 MG (Med. AP:3/AT:0)	N/A	1D6	1D6	1D6	1D6	1+9	Usually not armed
M1043 HMMWV Weapons Carrier	USA	S	W	M2HB (Hvy. AP:4/AT:1(L) or Mk.19 (Med. AP:3/AT:1(L) or M240 MG (Med. AP:3/AT:0)	N/A <i>Up-Armored</i>	1D6 2D6	1D6 2D6	1D6 2D6	1D6 1D6	1+4	MP versions mount CS grenade launchers
M1109 HMMWV (UA)	USA	S	W	M2HB (Hvy. AP:4/AT:1(L) or Mk.19 (Med. AP:3/AT:1(L) or M240 MG (Med. AP:3/AT:0)		2D6	2D6	2D6	1D6	1+4	Up-Armored Soft-Skin MP versions mount CS grenade launchers
M966 HMMWV TOW	USA	S	W	TOW II ATGM (AP:5/AT:6(H) M240 GPMG (AP:3/AT:0)	N/A <i>Up-Armored</i>	1D6 2D6	1D6 2D6	1D6 2D6	1D6 1D6	4	May Fire and Move at Tactical Speed May be Up-Armored
Desert Mobility Vehicle (GMV) "Dumvee"	USA	S	W	M2HB (Hvy. AP:4/AT:1(L) or Mk.19 (Med. AP:3/AT:1(L) or M240 MG (Med. AP:3/AT:0) Plus 2 x GPMGs, mounted on front and rear passenger side pintels (AP:3/AT:0)	N/A <i>Up-Armored</i>	1D6 2D6	1D6 2D6	1D6 2D6	1D6 1D6	1+4	
Iveco VM90 Torpedo	Italy	S	W	12.7mm MG (Hvy. AP:4/AT:1(L)	N/A	1D6	1D6	1D6	1D6	1+8	
Iveco VM90 Protetto (Protected)	Italy	S	W	12.7mm MG (Hvy. AP:4/AT:1(L)	N/A	2D6	2D6	2D6	1D6	1+6	Up-Armored Soft-Skin

## MEDIUM VEHICLES

NAME	NATIONALITY	CLASS	TYPE	FIREPOWER	MGs	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	ATTRIBUTES/NOTES
M48A5 Patton MBT	Pakistan	M	T	105mm (AP:4/AT:5(H) M2HB (Hvy. AP:4/AT:1(L)	3D	3D10	2D10	1D8	1D6	4	<i>Obsolete</i>



## LIGHT VEHICLES

NAME	NATIONALITY	CLASS	TYPE	FIREPOWER	MGs	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	ATTRIBUTES/NOTES
AAV-7A1	USA	L	T	M2HB (Hvy. AP:4/AT:1(L) & Mk.19 (Med. AP:3/AT:1(L)	N/A <i>Up-Armored</i>	3D8 4D8	2D8 3D8	2D6 3D6	1D6 1D6	3+25	<i>Amphibious</i> Can be <i>Up-Armored</i> (EAAK) Cannot fire M2HB and MK19 at same target
LAV-25/A1	USA	L	W	25mm Chain Gun(AP:5/AT:3(M)	3D	3D8	2D8	2D6	1D6	3+6	<i>Amphibious</i> May be fitted with <i>Bar Armor</i> on all facings but Deck
M113 A3 APC	USA	L	T	M2HB (Hvy. AP:4/AT:1(L)	<i>Up-Armored</i>	2D8 3D8	1D8 2D8	1D6 2D6	1D6 1D6	2+11	<i>Obsolete</i> <i>Lifesaver</i> May be <i>Up-Armored</i> but will no longer be <i>Amphibious</i> May be fitted with <i>Bar Armor</i> on all facings but Deck
Condor APC	Malaysia	L	W	Twin FN MAG 7.62mm MG (Med. AP:4/AT:0)	N/A	3d8	2D8	2D6	1D6	2 + 12	<i>Amphibious</i>
Grizzly AVGP	Canada	L	W	M2HB (Hvy. AP:4/AT:1(L) or 7.62mm GPMG (AP:3/AT:0)	N/A	3D8	2D8	2D6	1D6	3+6	<i>Amphibious</i>
Bison APC	Canada	L	W	7.62mm GPMG (AP:3/AT:0)	N/A	3D8	2D8	2D6	1D6	2+8	<i>Amphibious</i>
Cougar AVGP	Canada	L	W	76mm (AP:3/AT:2(M)	N/A	3D8	2D8	2D6	1D6	3+6	<i>Amphibious</i>

## HELICOPTERS

HELICOPTER	CLASS	ARMOR	FIREPOWER	CREW
AH-1W Super Cobra	Heavy	3D10	Strafe - AP:6D8/AT:3D8(M) Missile - AP:4D8/AT:5D8(H)	2
MH-60L Black Hawk	Medium	3D8	Pylon - AP:5D8	3 or 4 + 11 to 15
AH-6J Little Bird	Light	3D8	Strafe - (Combination of missiles and guns) AP:6D8/AT:3D8(M)	2
MH-6J Little Bird	Light	3D8	Unarmed	2 + 6 (On external benches, called "pods.")
UH-1N	Medium	3D8	Minigun on one side and M2HB on the other for: Pylon - AP:5D8 or Pylon - AP:4D8/AT:1(L vs. Deck)	2 + 10



AH1 COBRA - US



---

# MINIATURES AND UNIFORM GUIDE

The Rangers of TF Ranger wore the then newly issued three colour desert BDUs (known as DCUs for Desert Combat Utilities) with the older style 'chocolate chip' desert pattern helmet covers over their PASGT ballistic helmets. Their body armor was primarily the (then) newly issued Ranger Body Armor (RBA) in Woodland pattern. Some Rangers wore the black Delta body armor as there was a limited supply of the new RBA in-theatre. Their webbing was standard ALICE issue in Woodland pattern.

Individual weapons were primarily the M16A2 and M16A2/M203 with the carbine version and predecessor of the M4, the M733, issued to RTOs, medics and leadership. Some Rangers (particularly the CSAR element) were equipped with sound suppressed M16A2s and M723s, some mounting Aimpoint sights directly onto the carrying handle. Both M60 and its replacement the M240 were deployed (however it appears only the M60 was actually deployed on October 3). M249 SAWs were also deployed, some with custom forward grips fitted by the Delta armourer.

The operators also wore DCUs but they were customized with Velcro fastened pockets on the upper sleeves and commercially purchased kneepads. Their Progressive Technologies body armor was manufactured in flat black with ceramic strike plates front and back with a large full color US flag attached to the centre chest by Velcro. Over the body armor, operators wore custom chest rigs carrying magazines and grenades and wore their pistol in drop holsters. Their helmets were Protec Half Cut skateboard helmets with no ballistic properties in a mixture of black and hand-painted desert camouflage. Similarly, the PJs and CCTs of the Air Force Special Tactics dressed in a very

similar fashion to Delta - black PT body armour, knee pads, drop holsters for pistols and Protec helmets over three colour DCUs.

The operators in the main carried either Colt M723 and M733 carbines mounting a mix of early TA1 ACOG and Aimpoint 3000/5000 sights on the carrying handle and light mounts under the barrel. Some carbines also featured the Ciener Master Key under-barrel Remington M870 shotgun - at least one per fire team was carried by the assaulters. The Special Tactics operators carried the Air Force version of the Colt Carbine - the GAU-5 - again with early model Aimpoints mounted directly to the carrying handle.

Little evidence exists for the use of either the M203 or the M249 by Delta during TF Ranger operations. Delta snipers deployed in the 160<sup>th</sup> SOAR helos used a mix of carbines equipped with ACOG or Aimpoint sights, some equipped with suppressors. At least one M14/M21 with ACOG was also famously deployed. The Rangers and Delta had the M82A1 Barrett available - including a suppressed version, - but none appeared to have been deployed on October 3.

The Nightstalker crews wore single colour tan flight suits with black body armour and their sidearms in drop holsters. The flight crews had both MP5Ks/MP5A3s and M16A2s available in their aircraft as personal weapons along with their M9 sidearms. At least one Little Bird crew also carried a SAW.

In miniature, the gamer currently has three scales to choose from. In 15mm, Rebel, QRF and Flashpoint all make suitable figures. Flashpoint even make a specific Somalia range including operators, Rangers and militia. QRF also makes suitable vehicles and helos such as the Little Bird.



In 20mm metal, Elhiem makes a dedicated Force on Force range for *Day of the Rangers*, with D Boys, Rangers, Nightstalkers and Somali militia and civilians. Britannia also makes a range of US which, although designed for early OEF, are suitable for the Rangers or 10<sup>th</sup> Mountain. Musketeer Miniatures also do a very useful range of African Warlord figures with many suitable for use in Mogadishu. In plastic 1/72 miniatures, Caesar Miniatures produce a box of Modern Militia which includes Somali gunmen and several boxes of US figures. The most useful being Modern Special Forces and Modern US Army (Desert Gear) which will provide cheap but perfectly useable Delta operators and Rangers.

HMMWVs are available in 1/72 from a number of sources including Dragon pre-made and kits. Remember not to add the gun shield for Somalia era HMMWVs. The US M-939 5 ton truck can be purchased from S&S or a WW2/Vietnam model can be substituted. Unfortunately no company currently makes an accurate 1/72 AH-6 or the MH-6. The Italeri or Tamiya (same kit)

'Night Fox' is perhaps the best basis for a conversion. The key is to mount the miniguns and 2.75 rocket pods with the miniguns on the inner mounting. The same applies for the MH-60L. The key elements to add will be the doorgunner miniguns, the covered exhausts and the FLIR mounting on the nose. A Czech company called Armycast produces an ideal resin aftermarket kit which will modify a kit such as the Hasegawa Night Hawk or the Revell Pave Hawk. Various civilian cars and trucks can be purchased from The Hobby Den.

In 28mm, The Assault Group (TAG), Gripping Beast's MoFo line and Britannia (now available through Grubby Tanks) all produce ranges specific to Mogadishu 1993. The MoFo line is perhaps the most accurate of the three ranges while Britannia is certainly the most complete. TAG, Britannia and Imprint all do suitable HMMWVs with the Imprint models being particularly attractive. Britannia even produces a crashed Black Hawk. 1/48 scale kits are available for most helos as are some die-casts in 1/64 and 1/56 scale.



# GLOSSARY OF TERMS & ACRONYMS

AAR:	After Action Report	EOD:	Explosive Ordinance Demolition - the "bomb squad"
AAV-7:	An amphibious APC in use with the USMC. Also known as a "Tuna Boat."	FA:	Field Artillery
ADA:	Air Defense Artillery	FDC:	Fire Direction Center
AFFOR:	Air Force component of a Joint Task Force	FIST:	"Fire Support Team," a field artillery forward observation team
AGL:	Automatic Grenade Launcher	FO:	Forward Observer. A spotter for artillery fires
AK:	Avtomat Kalashnikova; Kalashnikov automatic rifle	FOB:	Forward Operating Base
ALS:	Advanced Life Saving	FSE:	Fire Support Element - artillerymen attached to brigade HQ to coordinate and control artillery fires.
Amtrac:	USMC slang for an AAV-7 amphibious APC	FSG:	Fire Support Group
AO:	Area of Operations	FTL:	Fireteam Leader
AOR:	Area of Responsibility	GMG:	Grenade Machine Gun (See AGL)
AP:	Anti-Personnel	GPMG:	General Purpose Machine Gun
APC:	Armored Personnel Carrier	GPS:	Global Positioning System
ARFOR:	Army forces component of a Joint Task Force	GSR:	Ground Surveillance Radar
ARG-MEU:	Amphibious Ready Group Marine Expeditionary Unit - A USMC formation of roughly battalion strength.	HEAT:	High Explosive Anti-Tank
AT:	Anti-Tank	HHC:	HQ and HQ Company
ATK-AVN:	Attack Aviation (Helicopter gunships)	HLS:	Helicopter Landing Site
ATGM:	Anti-Tank Guided Missile	HLZ:	Helicopter Landing Zone
BDA:	Battle Damage Assessment	HMG:	Heavy Machine Gun
BN:	Battalion	HMMWV:	High Mobility Multipurpose Vehicle. The ubiquitous "Hummer" or "Humvee"
CASEVAC:	Casualty Evacuation	HQ:	Headquarters
CCP:	Casualty Collection Point	HRS:	Humanitarian Relief Sector
CCT:	Combat Control Team	HUMINT:	Human Intelligence
CH-46:	USMC medium lift transport helo - extremely old aircraft	HUMVEE:	US soft-skinned utility, troop, or gun carrier
CH-47:	US Army heavy lift transport helo	HVT:	High Value Target
CH-53:	USMC heavy lift transport helo	ICRC:	International Committee of the Red Cross
CIB:	Combat Infantry Badge	IED:	Improvised Explosive Device
COIN:	Counter Insurgency	ILLUM:	An illumination round
COMMO:	Communications	IR:	Infra-Red
CP:	Command Post	JDAM:	Joint Direct Attack Munition
CSAR:	Combat Search and Rescue	JTAC:	Joint Terminal Air Controller
CSE:	Combat Support Engineers	JTF:	Joint Task Force
CSS:	Combat Service Support	KIA:	Killed in Action
DEVGRU:	Naval Special Warfare Development Group	KM:	Kilometer
DIVARTY:	Division Artillery	LBE:	Load Bearing Equipment
DRAGON:	US M47 ATGM	LIC:	Low Intensity Combat - term used to describe low level guerilla warfare/insurgencies.
DShK:	Degtyarov-Shpagin Krupnokalibernyj; Degtyarov-Shpagin Large Caliber; Russian heavy machine gun	LMG:	Light Machine Gun
		LRSU:	Long-Range Surveillance Unit



M1A1:	US "Abrams" Main Battle Tank	RTO:	Radiotelephone operator. Also, "Ratelo"
M113:	Vietnam era US APC. Exported to many allied nations.	SASO:	Stability and Support Operations
M16A2:	Standard assault rifle of the US Army and USMC (in this period)	SAW:	Squad Automatic Weapon
M203:	40mm grenade launcher mounted under barrel of an M16A2	SEAL:	Sea, Air, and Land. Naval special operations forces
M249:	US 5.56mm SAW	SF:	Army Special Forces. "Green Berets"
M2HB:	M2 Heavy Barreled Machine Gun (.50 Caliber Browning MG). Often mounted on vehicles	SIGINT:	Signal Intelligence
MAC:	Military Airlift Command	SMU:	Special Mission Unit
MARFOR:	USMC component of a Joint Task Force	SNA:	Somali National Alliance
MARK 19:	(MK. 19):Crew-served 40mm automatic grenade launcher. Often mounted on vehicles	SNF:	Somali National Front
MEDCAP:	Medical Civil Affairs Program. Army medics providing medical services to local Somalis	SNM:	Somali National Movement
MEDEVAC:	Medical evacuation	SOAR:	Special Operations Aviation Regiment
MEF:	Marine Expeditionary Force	SOF:	Special Operations Forces; Also Special Operations Force component of a Joint Task Force
MFC:	Mortar Fire Controller	SOP:	Standard Operation Procedure
MG:	Machine Gun	SPM:	Somali Patriotic Movement
MOUT:	Military Operations on Urban Terrain	SQL:	Squad Leader
MP:	Military Police	SSDM:	Somali Salvation Democratic Movement
MSR:	Main Supply Route	TAC:	Terminal Air Controller
NAFOR:	Navy force component of a Joint Task Force	TAC-AIR:	Jet fighters or fighter/bombers used in the ground support role
NCO:	Non-Commissioned Officer	TACP:	Tactical Air Control Party
NGO:	Non-Government Organization	TAOR:	Tactical Area of Responsibility
OH-58:	US Army two man observation helicopter	TF:	Task Force
ODA:	Operational Detachment Alpha. SF "A-Team"	TOC:	Tactical Operations Center
OOTW:	Operations Other Than War	TQ:	Troop Quality
OP:	Observation Post; Also, Operation	UGL:	Under-slung Grenade Launcher (See RGL)
OPSUM:	Operation Summary	UH-60:	US Black Hawk medium lift transport helo
PGM:	Precision Guided Munition	UNISOM I:	United Nations Mission to Somalia before US Intervention
PJ:	US Para-Jumper. Elite USAF rescue and combat medicine experts	UNISOM II:	United Nations Mission to Somalia after US Intervention
PKM:	Pulyemyet Kalashnikova Modernezerovanoi: Kalashnikov Modernized Machine Gun; a Russian GPMG	UNITAF:	UN Intervention Task Force
POI:	Person of Interest	USMC:	US Marine Corps
PRC-126:	US Squad level radio	WIA:	Wounded in Action
PVO:	Private Volunteer Organization	WSF:	Weapon Storage Facility
QRF:	Quick Reaction Force	XO:	Executive Officer
RGL:	Rifle Grenade Launcher	Zaribas:	Round huts made of bent poles covered with hides, sheets of plastic, or whatever else was handy. Roughly five feet in height. Used by herdsmen in the field and refugees in the cities and camps.
ROE:	Rules of Engagement		
RPG:	Rocket Propelled Grenade		



---


# BIBLIOGRAPHY

- Bauman, Robert F. and Yates, Lawrence A., *"My Clan Against the World" US and Coalition Forces in Somalia, 1992 – 1994*.  
Ft. Leavenworth, Combat Studies Institute Press, 2004
- Bolger, Daniel P, *Death Ground: Today's American Infantry Inin Battle*, Novato: Presidio. New York, Ballantine Books, 1999
- Bowden, Mark, *Black Hawk Down*, Bantam Press: London: *A Story of Modern War*. New York, Atlantic Monthly Press, 1999
- Durant, Michael J & Hartow, Steven, *The Night Stalkers*, NEL: London, 2008
- Eversmann, Matthew, SFC, US Army & Brown, John S., Brig. Gen., US Army, *United States Forces, Somalia After Action Report*. Washington, DC, Center of Military History, United States Army, 2003
- Eversmann, Matthew, SFC, US Army & Schilling, Dan, *The Battle of Mogadishu*, Ballantine: New York: *Firsthand Accounts from the Men of Task Force Ranger*. New York, Presidio Press, 2004
- Wasdin, Howard E & Templin, Stephen, *SEAL Team Six*, Sphere: London, 2011  
Glen, Russel W., Editor, *Capital Preservation: Preparing for Urban Operations in the Twenty-First Century – Proceedings of the RAND Arroyo-TRADC-MCWL-OSD Urban Operations Conference, March 22-23, 2000*. Rand Corporation, 2001
- Gott, Kendall D., Editor, *Warfare in the age of Non-State Actors: Implications for the US Army, Proceedings of the Combat Institute 2007 Military History Symposium*. Ft. Leavenworth, Combat Studies Institute Press, 2007
- Huchthausen, Peter, *America's Splendid Little Wars: A Short History of US Military Engagements: 1975-2000*, New York, Viking Penguin, 2003
- Faust, James T., COL., US Army (RET), *Task Force Ranger: Isaiah 6:8*. Monograph. US Army War College, 1999
- Mroczkowski, Dennis P., Col. USMC (RET), *Restoring Hope: In Somalia with the United Task Force, 1992-1993*. Washington D.C., History Division, USMC, 2005
- Robinson, Linda, *Masters of Chaos: The Secret History of the Special Forces*. Cambridge, MA, PublicAffairs, 2004
- Stanton, Martin, *Somalia on \$5 a Day: A Soldier's Story*. New York, Ballantine Books, 2001

# ARTWORK REFERENCES

- Pg.9 Boeing AH-6 by Johnny Shumate © Osprey Publishing Ltd. Taken from RAID 31: Gothic Serpent – Black Hawk Down Mogadishu 1993
- Pg.13 Black Hawk Down by Johnny Shumate © Osprey Publishing Ltd. Taken from RAID 31: Gothic Serpent – Black Hawk Down Mogadishu 1993
- Pg. 20 Belgian Army Sergeant by Simon McCouaig © Osprey Publishing Ltd. Taken from ELI 54: UN Forces 1948–94
- Pg. 31 Pakistani Infantryman by Simon McCouaig © Osprey Publishing Ltd. Taken from ELI 54: UN Forces 1948–94
- Pg. 33 Ranger Prisoners by Johnny Shumate © Osprey Publishing Ltd. Taken from RAID 31: Gothic Serpent – Black Hawk Down Mogadishu 1993
- Pg. 37 Canadian Airborne Gunner by Carlos Chagas © Osprey Publishing Ltd. Taken from ELI 143: Canadian Airborne Forces since 1942
- Pg.41 Somali Militia by Johnny Shumate © Osprey Publishing Ltd. Taken from RAID 31: Gothic Serpent – Black Hawk Down Mogadishu 1993
- Pg. 46 Mogadishu, October 1993 by Michael Welply © Osprey Publishing Ltd. Taken from WAR 65: US Army Ranger 1983-2002
- Pg. 71 US Army Rangers in Mogadishu by Johnny Shumate © Osprey Publishing Ltd. Taken from RAID 31: Gothic Serpent – Black Hawk Down Mogadishu 1993
- Pg. 85 US Army Rangers Fast Roping by Michael Welply © Osprey Publishing Ltd. Taken from WAR 65: US Army Ranger 1983-2002





**FOG**  
of  
**WAR**

**FOG**  
of  
**WAR**

**FOG**  
of  
**WAR**

**FOG**  
of  
**WAR**

**FOG**  
of  
**WAR**

**FOG**  
of  
**WAR**

**FOG**  
of  
**WAR**

**FOG**  
of  
**WAR**

**FOG**  
of  
**WAR**



### **AN EXCELLENT POSITION**

One of your units has found an excellent position that affords them unexpected protection from enemy fire!

You may designate which of your units has located this "excellent position." As long as the unit stays in its current position it receives an additional Defense die over and above any Cover or Armor dice. If the unit moves, it loses this advantage. Other units moving into the same position will *not* receive the additional Defense die.

This card may *not* be played on a fortified position.

This card is played immediately.

### **AN EXCELLENT POSITION**

One of your units has found an excellent position that affords them unexpected protection from enemy fire!

You may designate which of your units has located this "excellent position." As long as the unit stays in its current position it receives an additional Defense die over and above any Cover or Armor dice. If the unit moves, it loses this advantage. Other units moving into the same position will *not* receive the additional Defense die.

This card may *not* be played on a fortified position.

This card is played immediately.

### **ROAD BLOCK**

The Somali Player may place a Road Block no closer than 6" from a UN unit.

Wheeled vehicles may not pass through the road block. Tracked vehicles may attempt to roll over it, but must pass a Quality Check to avoid a Mobility Hit.

If no vehicles are in play on the UN side, place 1d6+2 Somalis w/Small Arms behind the barricade.

Treat them as In Cover.

### **ROAD BLOCK**

The Somali Player may place a Road Block no closer than 6" from a UN unit.

Wheeled vehicles may not pass through the road block. Tracked vehicles may attempt to roll over it, but must pass a Quality Check to avoid a Mobility Hit.

If no vehicles are in play on the UN side, place 1d6+2 Somalis w/Small Arms behind the barricade.

Treat them as In Cover.

### **ROAD BLOCK**

The Somali Player may place a Road Block no closer than 6" from a UN unit.

Wheeled vehicles may not pass through the road block. Tracked vehicles may attempt to roll over it, but must pass a Quality Check to avoid a Mobility Hit.

If no vehicles are in play on the UN side, place 1d6+2 Somalis w/Small Arms behind the barricade.

Treat them as In Cover.

### **ZERO ALPHA REPEAT LAST?**

The company net informs you that soldiers from your company have been injured or killed in another engagement. Roll 1D6 to determine how the news affects them:

1-3: Your force becomes despondent and demoralized. Lower your force's Morale die by one type (i.e., D8 Morale is reduced to D6). Morale cannot be lowered beyond D6.

4-6: Your force is fired up and hungry for some pay-back! Raise the Morale of every unit in your force by one die type (i.e., D8 Morale is raised to D10). Morale cannot be raised above D12.

This card is played immediately.

### **YOU'RE GROUNDED!**

A ferocious dust or sandstorm blows up, grounding all air assets.

All units have their Optimum Range reduced to 6".

This card is played immediately.

### **AMMO CONDITION BLACK**

A supply snafu has left your units low on ammo. Your force is now considered to be Poorly Supplied.

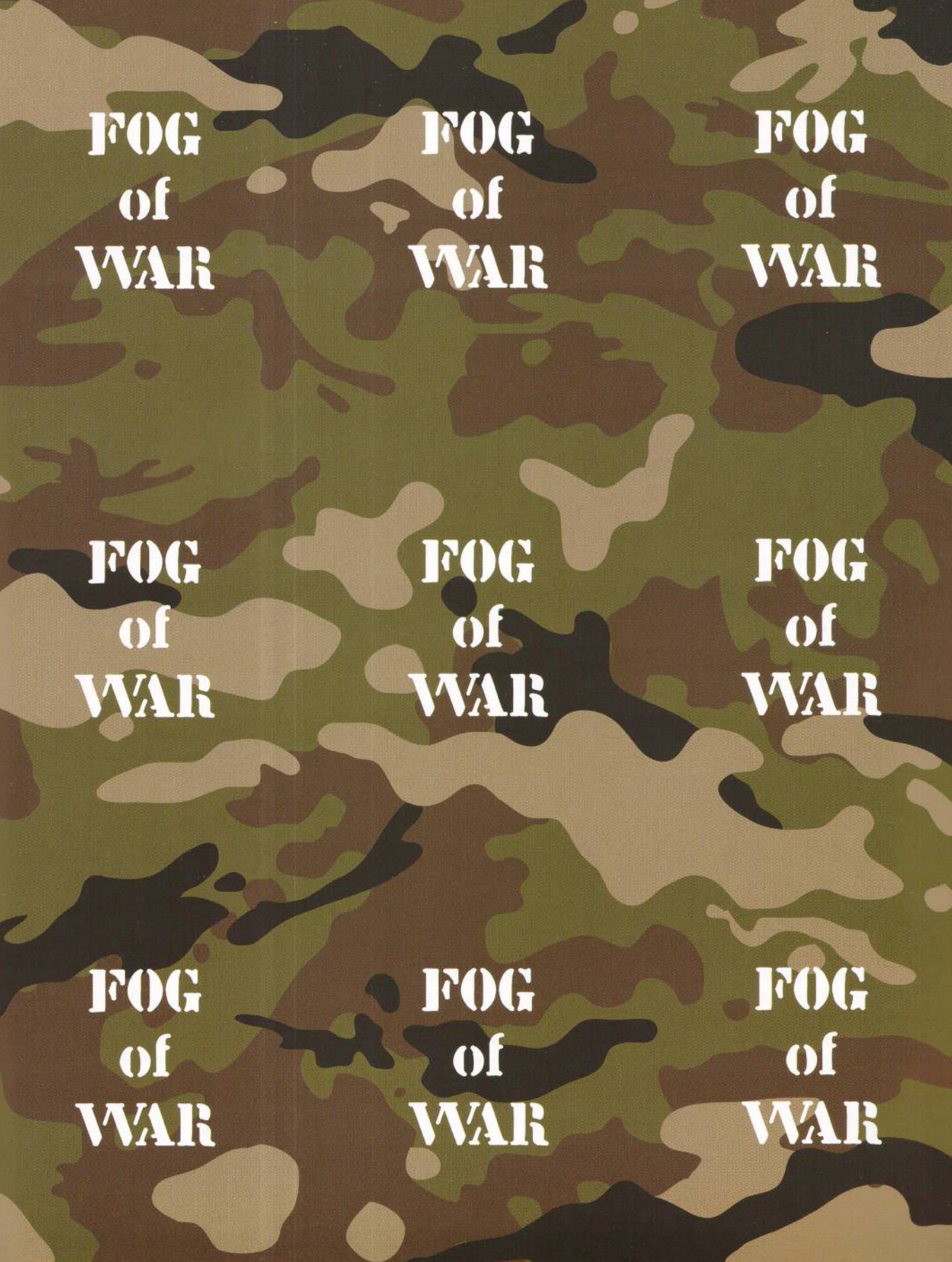
This card is played immediately.

### **AMMO CONDITION BLACK**

A supply snafu has left your units low on ammo. Your force is now considered to be Poorly Supplied.

This card is played immediately.





**FOG**  
of  
**WAR**

**FOG**  
of  
**WAR**

**FOG**  
of  
**WAR**

**FOG**  
of  
**WAR**

**FOG**  
of  
**WAR**

**FOG**  
of  
**WAR**

**FOG**  
of  
**WAR**

**FOG**  
of  
**WAR**

**FOG**  
of  
**WAR**



### **CONTACT!!**

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 UN units. 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 your unit.  
Treat as a Reaction.

4 – 5: Somalis charge to initiate an Infantry Close Assault! Treat as an interruption.

6: Somalis try to run away! Treat as an interruption.

This card is played immediately.

### **CONTACT!!**

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 UN units. 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 your unit.  
Treat as a Reaction.

4 – 5: Somalis charge to initiate an Infantry Close Assault! Treat as an interruption.

6: Somalis try to run away! Treat as an interruption.

This card is played immediately.

### **PHANTOM DONKEY CART**

A random UN 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 in play, the unit rolls one less Firepower die for the duration of the turn.

This card is played immediately.

### **PHANTOM DONKEY CART**

A random UN 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 in play, the unit rolls one less Firepower die for the duration of the turn.

This card is played immediately.

### **WHAT IS THIS, A PARADE?**

Mobs of civilians throng to the streets to watch the fighting. Some of the mobs are hostile and they're all damned inconvenient.

The Somali player may place 1D3 civilian mobs anywhere on the table, but no closer than 8 inches from a UN 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.

This card is played immediately.

### **WHAT IS THIS, A PARADE?**

Mobs of civilians throng to the streets to watch the fighting. Some of the mobs are hostile and they're all damned inconvenient.

The Somali player may place 1D3 civilian mobs anywhere on the table, but no closer than 8 inches from a UN 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.

This card is played immediately.

### **MY BEAUTIFUL HOUSE! MY BEAUTIFUL CAR!**

The local populace has grown sick of the militia's antics and support for their activities has decreased as property damage and personal abuse increase. Lower the Insurgency Level for the scenario by one level!

This card is played immediately.

### **MY BEAUTIFUL HOUSE! MY BEAUTIFUL CAR!**

The local populace has grown sick of the militia's antics and support for their activities has decreased as property damage and personal abuse increase. Lower the Insurgency Level for the scenario by one level!

This card is played immediately.

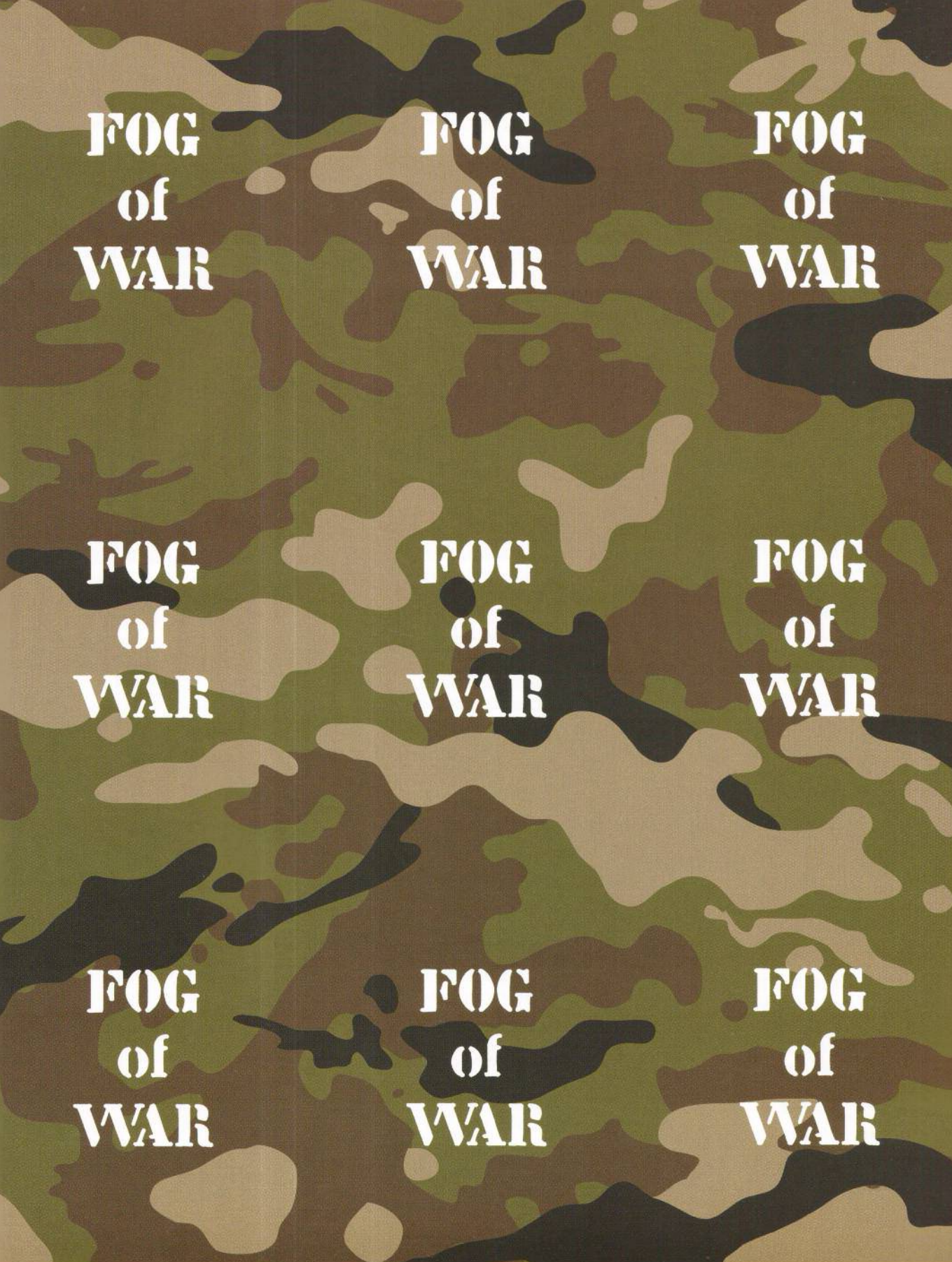
### **DIE, RANGER, DIE!!**

The local populace resents the UN force's presence and is actively supporting Militia activity in their area.

Raise the Insurgency Level for the scenario by one level!

This card is played immediately.





**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**



### **DIE, RANGER, DIE!**

The local populace resents the UN force's presence and is actively supporting Militia activity in their area.

Raise the Insurgency Level for the scenario by one level!

This card is played immediately.

### **TECHNICAL TROUBLE!**

A single technical appears no closer than 12" from a UN unit. This is a clear violation of weapon restrictions and the vehicle can be engaged!

The technical mounts a Dishkuh HMG (Hvy. AP:3/AT:1(L) with a crew of two gunners. There are three other Somalis in the vehicle. All are armed with AKs.

They are Troop Quality/Morale D8/D10.

This card is played immediately.

### **EYE IN THE SKY**

The UN force gains the use of a Little Bird with a two man Delta sniper team aboard (treat as a Heliborne Sniper Team). The Little Bird is not carrying any other weaponry. The Delta snipers have a Troop Quality/Morale of D10/D12. They are a Weapon Team.

The sniper team can attack targets of opportunity. The Little Bird is subject to ground fire.

On following turns, roll 1D6. On a 1 or 2 the Little Bird is withdrawn.

This card is played immediately.

### **DRAGUNOV!**

The Somali player gains a single sniper figure that can be placed anywhere within 12" of a UN unit. The sniper is "In Cover" and Hidden 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.

This card is played immediately.

### **DISHKUH!**

The Somali player may place a two man DSShK (a Russian HMG, Hvy. AP:3/AT:1(L) team on the table at least 12" from the nearest UN unit. The team begins play In Cover and Hidden. It is treated as having a leader attached.

Despite being an Irregular unit, this MG team is treated as a Weapon Team.

Their Troop Quality and Morale are D8/D10.

This card is played immediately.

### **D-BOYS LEND A HAND!**

Two Delta Operators have attached themselves to a unit of the UN player's choice. They are armed with CAR-15s, have night vision, and are Stealthy.

Their Troop Quality/Morale is D10/D12.

This card is played immediately.

### **D-BOYS LEND A HAND!**

Two Delta Operators have attached themselves to a unit of the UN player's choice. They are armed with CAR-15s, have night vision, and are Stealthy.

Their Troop Quality/Morale is D10/D12.

This card is played immediately.

### **WAIT, THE COLONEL SAID WHAT?!**

Radio communications is on the fritz and the UN Force has just received garbled orders that contradict its mission brief.

All UN units 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.

This card is played immediately.

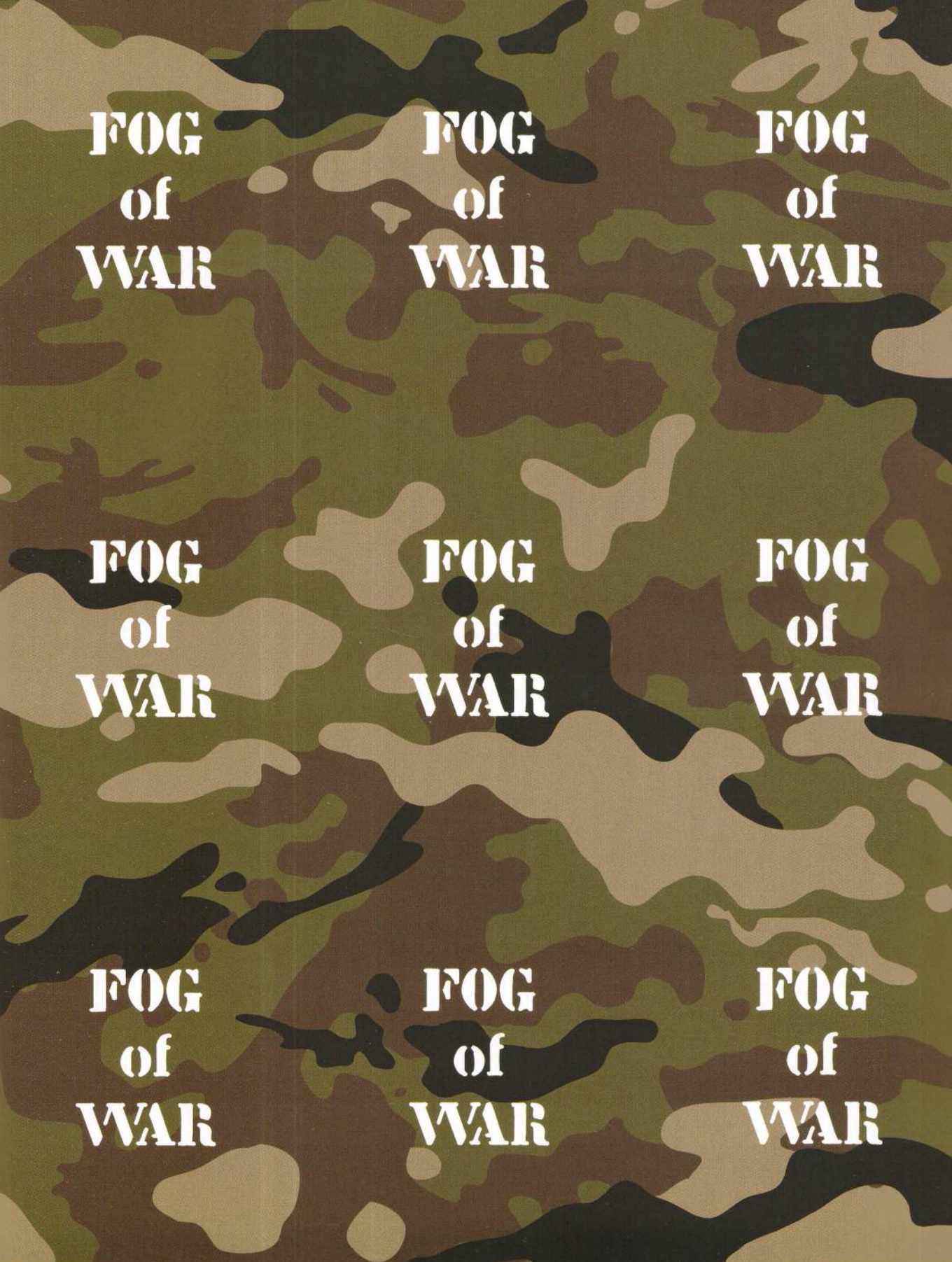
### **WAIT, THE COLONEL SAID WHAT?!**

Radio communications is on the fritz and the UN Force has just received garbled orders that contradict its mission brief.

All UN units 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.

This card is played immediately.





**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**



### CRACK ON!

A unit of your choice is in the zone! They're clicking along like a well-oiled machine and nothing can stand in their way!

The selected unit's TQ and Morale are raised by one die type and they are treated as if they have High Confidence for the duration of the turn (at the end of the turn, all values return to normal).

This card is played immediately.

### MAN DOWN!

A randomly selected unit in your force has suffered a non-combat casualty. Immediately treat the unit as if it has taken a casualty. Roll on the First Aid table appropriate to the unit to determine the severity of the casualty's injuries.

This card is played immediately.

### THE COST OF THE LOWEST BIDDER

A randomly determined vehicle in your force suffers a breakdown of some sort.

Roll a D6:

1 – Electrical system failure. Vehicle completely disabled

2 – 3: Mobility failure – vehicle is immobilized

4 – 5: MGs or AGLs are so jam prone that they cannot lay down effective fire

6 – Main gun disabled

This card is played immediately.

### THE COST OF THE LOWEST BIDDER

A randomly determined vehicle in your force suffers a breakdown of some sort.

Roll a D6:

1 – Electrical system failure. Vehicle completely disabled

2 – 3: Mobility failure – vehicle is immobilized

4 – 5: MGs or AGLs are so jam prone that they cannot lay down effective fire

6 – Main gun disabled

This card is played immediately.

### FIRE! FIRE!

Enemy rounds strike something flammable and set a structure ablaze!

Your opponent may designate any building in their force's 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 Reactions available.

The building is impassable for the duration of the game.

This card is played immediately.

### FIRE! FIRE!

Enemy rounds strike something flammable and set a structure ablaze!

Your opponent may designate any building in their force's 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 Reactions available.

The building is impassable for the duration of the game.

This card is played immediately.

### AMPED UP!

Your force's squad and platoon level leaders are doing a fine job of focusing your men's attention on the job at hand – their situational awareness is so amped up that it's highly unlikely anyone will get the jump on them!

Your units receive a +1 to all Reaction tests for the duration of the game.

This card is played immediately.

### AMPED UP!

Your force's squad and platoon level leaders are doing a fine job of focusing your men's attention on the job at hand – their situational awareness is so amped up that it's highly unlikely anyone will get the jump on them!

Your units receive a +1 to all Reaction tests for the duration of the game.

This card is played immediately.

### WHERE'D THEY COME FROM?

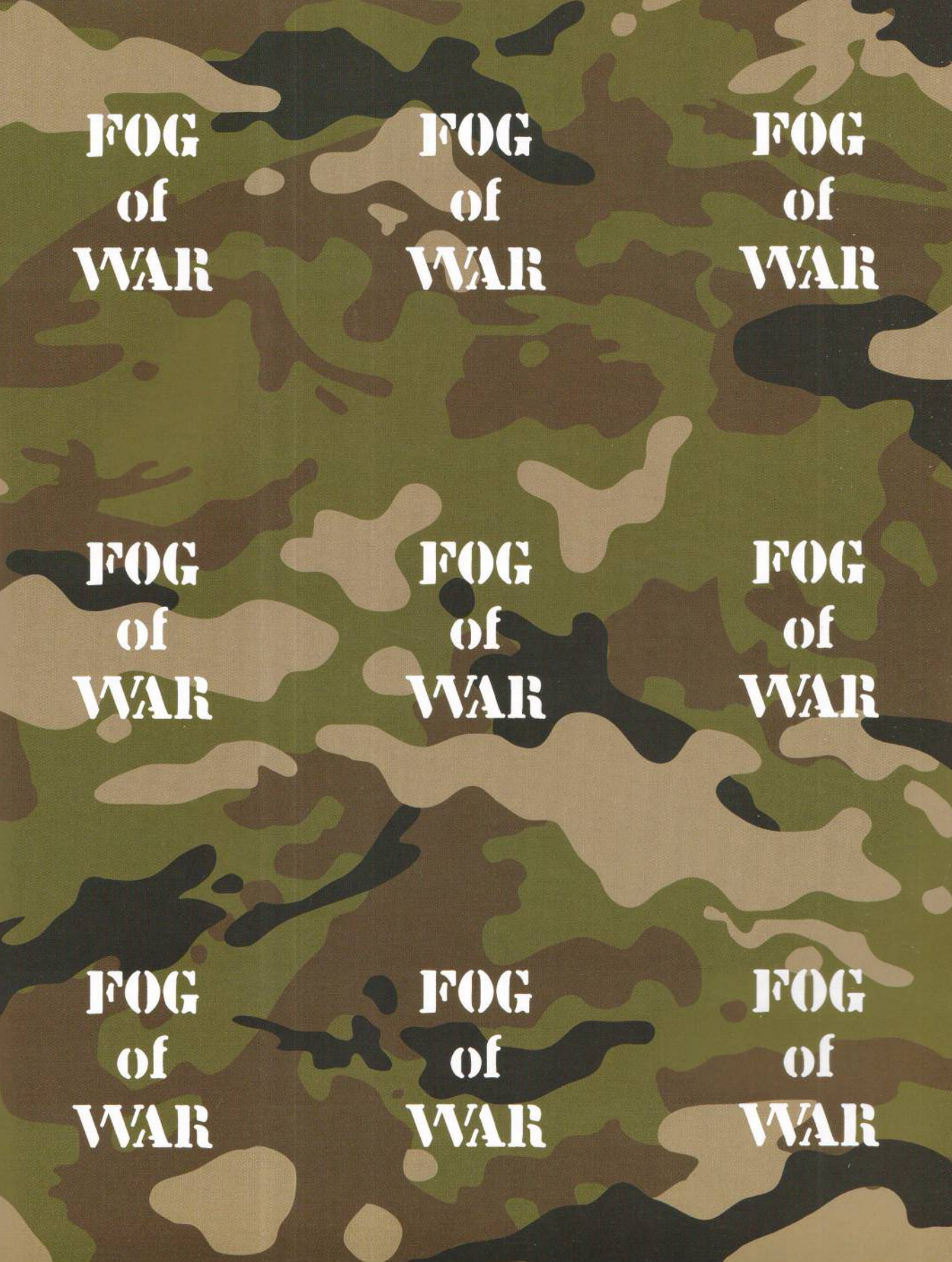
The sound of gunfire has brought the bad guys running!

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

This card is played at the beginning of the next turn.





**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**



### **WHERE'D THEY COME FROM?**

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

This card is played at the beginning of the next turn.

### **I JUST GAVE IT A GOOD SMACK!**

An enterprising crew member is able to put his mechanical skills to good use and restore one of your broken-down vehicles to action!

If your Force has suffered any Fog of War induced vehicle breakdowns (not combat damage), this card will restore one of them to action. Randomly determine which vehicle is repaired.

This card may be held and played later.

### **I JUST GAVE IT A GOOD SMACK!**

An enterprising crew member is able to put his mechanical skills to good use and restore one of your broken-down vehicles to action!

If your Force has suffered any Fog of War induced vehicle breakdowns (not combat damage), this card will restore one of them to action. Randomly determine which vehicle is repaired.

This card may be held and played later.

### **WHO GOES THERE?**

A dust or sandstorm descends upon the battlefield, obscuring vision and muting sound.

All fire is treated as if it is outside Optimum Range and units more than 18" away may not be engaged at all.

All units on both sides may only make Tactical moves for fear of drawing friendly fire.

Vehicles with advanced thermal optics function normally.

This effect remains in play for the duration of the game unless a Fog of War card negating it is drawn.

This card is played immediately.

### **A BREAK IN THE CLOUDS**

The sun breaks through the clouds and momentarily drives away the dust, sandstorm or any other negative weather effect currently in play.

This card negates any weather related Fog of War or scenario effects for the duration of the game or until a new weather Fog of War card is drawn.

This card is played immediately.

### **WHAT'S THIS WALL MADE OF? SWISS CHEESE?**

A position that seemed to provide decent cover turns out to be a bad spot due to poor construction or weird lines of sight.

Your opponent 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.

This card is played immediately.

### **WHAT'S THIS WALL MADE OF? SWISS CHEESE?**

A position that seemed to provide decent cover turns out to be a bad spot due to poor construction or weird lines of sight.

Your opponent 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.

This card is played immediately

### **IT'S A BAD DAY TO DIE**

One of your units is seized by a sense of impending doom that fills them with dread and melancholy.

A randomly determined unit in your force suffers a -1 Negative Die Shift to their Morale (cannot be reduced below D6 by this card) and loses one level of Confidence (cannot be reduced below Poor Confidence with this card) for the duration of the game or until countered by another Fog of War card.

This card is played immediately.


### **IT'S A GOOD DAY TO DIE**

One of your units is filled with a gallant disregard for their own safety and intense desire to "get the job done."

A randomly determined unit in your force receives a +1 Positive Die Shift to their Morale (cannot be raised above D12 by this card) and gains one level of Confidence (cannot be raised above High Confidence with this card) for the duration of the game or until countered by another Fog of War card.

This card is played immediately.





**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**



### HYDRATION CHECK!

The exertion of combat and the heavy loads carried by the troops has taken its toll on an infantry unit belonging to the initiative player. A randomly determined infantry unit which has not yet been activated must spend the duration of the turn re-hydrating. It may react to enemy fire, but with a -1 die roll modifier to its Reaction test die-roll. The unit's firepower is halved.

This card is played immediately.

### CAUGHT NAPPING!

Lack of sleep, heat and constant stress has taken its toll on a UN unit on Overwatch. A randomly determined infantry unit on Overwatch which has not yet failed a Reaction test (i.e., is still eligible to React) loses its ability to React to enemy units. The unit may react to enemy fire directed at it, but with a -1 die roll modifier to its Reaction test die-roll. The unit's firepower is halved.

This card can be held and played later.

### WHERE'D THEY COME FROM?

A base of civilians, a goat herder or donkey cart appears in the middle of the battlespace. Randomly determine direction by rolling for table edge. The civilians will then continue across the board in a straight line at 3" movement per turn until they exit the board or are dispersed by UN forces.

This card is played immediately.

### WHERE'D THEY COME FROM?

A base of civilians, a goat herder or donkey cart appears in the middle of the battlespace. Randomly determine direction by rolling for table edge. The civilians will then continue across the board in a straight line at 3" movement per turn until they exit the board or are dispersed by UN forces.

This card is played immediately.

### IS THAT A CIVIE?

A base of civilians appears in the middle of the battlespace in a randomly determined structure or building. They will attempt to flee the contact or until they are dispersed by UN forces.

This card is played immediately.

### IS THAT A CIVIE?

A base of civilians appears in the middle of the battlespace in a randomly determined structure or building. They will attempt to flee the contact or until they are dispersed by UN forces.

This card is played immediately.

### RENDER AID

A base of civilians carrying a wounded child who has been caught in the crossfire appears within 6" of a randomly determined UN unit. The UN unit *must* provide basic medical care or call forward their medic/Corpsman to do so for one full turn before sending the civilians toward a nearby UN patrol base - they will walk at 3" per turn toward the safest, logical table edge.

This card is played immediately.

### SMILE FOR THE CAMERA!

A press crew appears in the middle of the chaos. Place the crew within 4" of a random UN 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 (UN and Somali Players alternate placing mobs at least 6" from a UN unit - Somali places a mob first).

If the UN force causes civilian casualties within 12" of the camera crew, the tragedy will be caught on video. The UN player loses 2 Victory Points for each civilian casualty. Three such deaths result in automatic loss of the game, regardless of any other victory conditions that may have been met.

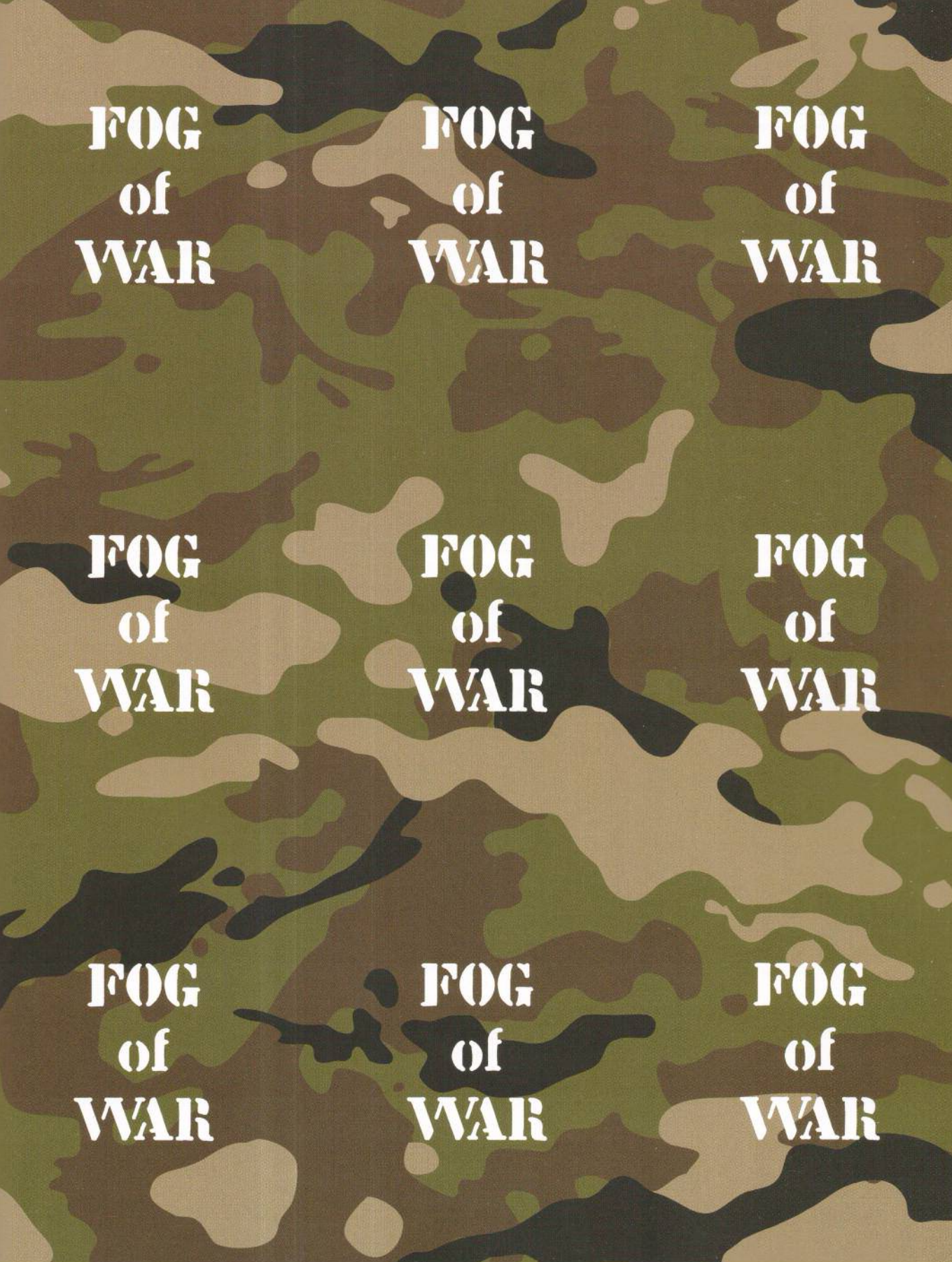
This card is played immediately.

### DELTA'S COMING IN

A patrol of four special operators on a special reconnaissance tasking in the area links up with your force. They attach themselves to a UN unit designated by the UN player. The unit is Stealthy and has Night Vision. They are armed with assault rifles with UGLs, one SAW, and wear 1D body armor. They are all Advanced First Aid trained. They have a Troop Quality/Morale of D10/D12. They may be separated from the unit to act on their own if desired.

This card is played immediately.





**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**

**FOG  
of  
WAR**



### **BIG BROTHER IS WATCHING...**

An off-board US sniper team chimes onto your net and announces they have eyes on your operation. These "Hunters of Gunmen" will add a little punch to your force! On each turn, you may pick one enemy unit for the off-board sniper teams to engage.

Roll 1D6 to determine if the sniper team is in position to effectively engage the target unit:

1: Sniper team can't engage the target unit.

2-3: Sniper team engages target w/5D10 Firepower. Cannot designate leaders/support weapons as casualties.

4-5: Sniper team engages target w/5D10 Firepower. Can designate leaders/support weapons as casualties.

6: Sniper team has been recalled. No fire this turn. Discard this card immediately.

Off board teams may not be fired upon.

This card is played immediately.

### **THAT'S A MEDAL OF HONOR RIGHT THERE...**

A member of one of a UN unit performs an act of self-sacrificing valor to save the lives of his comrades. This card can be played when a UN infantry unit receives multiple casualties in a single round of fire. The number of casualties taken, however many there were, is reduced to 1 (randomly roll which one remains a casualty). This card may be held and played later.

### **STOPPAGE!**

A randomly determined support weapon in a randomly determined unit in your force seizes up and cannot be restored to action for the duration of the game (unless the "I Just Gave it a Good Smack" card is played).

This card is played immediately.

### **STOPPAGE!**

A randomly determined support weapon in a randomly determined unit in your force seizes up and cannot be restored to action for the duration of the game (unless the "I Just Gave it a Good Smack" card is played).

This card is played immediately.

### **PERSON OF INTEREST**

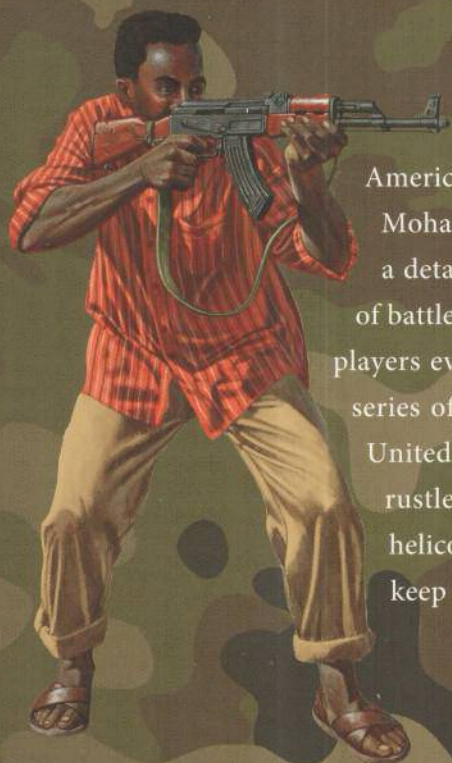
A suspected High Value Target has been identified in your AO. Randomly determine which enemy unit contains this POI and add a figure to the table.

UN forces now have a secondary FRAGO objective of capturing/killing this suspect individual. If captured and alive at end of game, add 3 Victory Points. If killed at any point, add 1 Victory Point.



# DAY OF THE RANGERS

SOMALIA 1993



Take your wargames to the dusty, trash-strewn streets of Mogadishu in the early 1990s, where the elite soldiers of America's Task Force Ranger battled against the militia gangs of Mohamed Farrah Aidid and other Somali warlords. Containing a detailed historical background, twenty scenarios, and orders of battle for all of the main participants, *Day of the Rangers* gives players everything they need to fight a one-off battle or to run a series of interconnected games charting the United States' and United Nations' missions in Somalia. From rounding up cattle rustlers to rescuing the crew of a downed Black Hawk helicopter, this book offers a host of tactical challenges that will keep *Force on Force* players on the edge of their seats.



FORCE ON FORCE COMPANION 5

US \$24.95 / \$25.95 CAN / UK £14.99

ISE



OSPREY  
PUBLISHING

