Notices: While every effort has been made to prepare an accurate, thorough and error-free document, your comments and suggestions regarding improvements to this user's manual are appreciated. Please forward suggestions and requests for clarification to ambushalley@gmail.com

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Ambush Alley Games

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INTRODUCTION: A FEW WORDS ABOUT THE GAME FROM ITS DESIGNERS

We designed **Ambush Alley** with modern urban combat in mind. We wanted a game that captured the *feel* of modern conflicts at a squad level, but was fast and simple to play. We also wanted a rule-set that could support games played on a smallish table – not everyone has room for a 4'x8' table in their house (or apartment, or dorm room, etc.)

With those basic parameters in mind, we sat down one evening and put together a shopping list of things we wanted to see in a game and, just as importantly, things we *didn't*. That list looked something like this:

We *wanted* to see:

- Rewards for solid, tactical play
- Universal mechanics
- Squad Level, but capable of handling Company level engagements.
- Rules detailed enough to feel realistic without becoming cumbersome.
- Morale rules that covered results other than Stand Fast or Run Away
- Scenario driven game-play
- Fog of War effects
- Easy adaptability to other settings and conflicts

We *didn't* want to see:
- Cumbersome charts and tables
- Action points
- Point driven "Army Lists"
- Rules that made the game feel like a math test
- Rules that made the game feel like a cartoon
- An I Go/You Go turn sequence

- An inordinate numbers of die rolls
- An inordinate number of modifiers

That list was in the back of our mind as we worked on the rules.

We spent a lot of time discussing the "feel" we wanted for the game while stealing a smoke and the occasional bottle of beer out on the porch. Quite a bit of research went into the game, and we wanted scenarios to "play out" according to what we'd read about skirmishes on the modern, mostly Iraqi, battlefield.

Two major points became apparent from our reading:

- Whatever the situation might be on the political or popular opinion front, First World military forces have an overwhelming advantage over insurgents on the battlefield. The training and group cohesion of a squad of professional soldiers are far more effective force multipliers than any high-tech ironmongery. They tend to retain the initiative unless faced by an overwhelming volume of insurgent fire.

- Urban battlefields are a landscape of unrestrained chaos. What seems like a relatively simple operation can quickly become a nightmare due to Fog of War. An overpowering mechanized advantage might be lost due to one wrong turn and a sewage filled ditch.

We did our best to capture those impressions in **Ambush Alley**, while still keeping the game a *game*. While it's true that Insurgents are unlikely to defeat a Regular force in a toe-to-toe shoot-out, scenario driven games guarantee that they do have a chance to obtain victory none-the-less.

If you're interested in contributing to the future development of this game through suggestions, constructive criticism, and the

occasional sarcastic post, please visit the Ambush Alley forum.

You can find the forum at:

ambushalleygames.com/forum

You can also contact the authors directly at:

ambushalley@gmail.com

Thanks for your interest in *Ambush Alley* We hope it brings you as many hours of enjoyment playing it as we've had designing it!

-Shawn & Robby Carpenter

GAME SCOPE

Originally, we intended *Ambush Alley* to provide players with a rule-set capable of addressing conflicts ranging from fierce urban battles between regulars troops and armed insurgents to stand-up battles between regular forces and everything in between.

In the process of designing the game, we came to the realization that trying to shoehorn several operational styles and tactical problems into a single rule-set would entail compromises that would rob games of the flavor we were striving for. As a result, we've decided to limit the scope of *Ambush Alley* to urban counter-insurgency operations.

Expansions to the game will follow that will contain the rules necessary to expand into other areas of combat, including Regular vs. Regular and mixed type engagements. In the meantime, we hope you'll find *Ambush Alley* and its frenetic street-fights a unique and enjoyable gaming experience!

A NOTE ON SCALE

Ambush Alley is intended to be played with 15mm to 28mm figures. The game can be played without changes to measurements, regardless of scale, but some players have found the game to feel a little "crowded" at scales above 20mm. If you wish to expand the measurements for larger scale figures, we suggest you simply double all distances noted in the rules.

Ground scale and time scale are undefined. As with many things in the game, we opted for weapon and movement ranges that "felt" and looked right on the table rather than resorting to actual scale conversions.

Since movement and fire are fairly abstract, we decided to avoid delving into the whole issue of time scale, as well. It seemed to us to have little to offer the game save unnecessary confusion.

A NOTE ON TABLE SIZES

As mentioned earlier, *Ambush Alley* was purposefully designed for play on a smallish table. Scenarios will indicate the ideal table size on which they should be played, but you'll find that we rarely ask for more than a 2'x2' table. 28mm games should be played on a 4'x4' table.

Feel free to play *Ambush Alley* on larger tables, but don't feel compelled to! Give the scenarios on smaller tables that start with forces already in contact a try – we suspect the fast, tense first turns will make a convert of many players who've felt they needed acres of space for pre-contact maneuver in the past . . .

A NOTE ON THE MINIATURES

In the examples of play, you'll see examples of miniatures from several different companies, namely:

Peter Pig:
www.peterpig.co.uk

Cannon Fodder Miniatures:
http://www.canfodmins.com

QRF (for 15mm Vehicles)
http://quickreactionforce.co.uk

We've found miniatures and service from all three companies to be outstanding and encourage you to consider their products for use in your *Ambush Alley* games.

Figures in *Ambush Alley* are independently based. We find that US pennies make perfect bases for 15mm figures. If you wish to use some other basing material, feel free – bases should be roughly ¾", either square or in diameter.

A Note of Thanks!

Ambush Alley Games would like to extend their heartfelt thanks to the following people, each of whom helped make this game possible in their own way:

- **Kenny Gordhamer:** An invaluable sounding board and the originator of the "Out of Contact Movement" rule concept!
- **Robert Davis:** Another great brainstorming partner and a thorough play tester!
- **The Boys at the Foreign Office:** Stuart, Aaron, and Jonathan gave the game a thorough going over! Their enthusiasm with the editor's blue pencil and erudite questions helped raise the game another notch in quality! (Check out Stuart's awesome blog at http://www.tabletop-terrain.com!)
- **Peggy Lee Carpenter:** For putting up with her husband's addiction to lead and the Discovery Military Channel.

FFL Scouting a Village Square

SEQUENCE OF PLAY

The Sequence of Play is described below. It references subjects that will be covered later in the rules, but provides a look at the game's overall structure.

Regulars vs. Insurgents Sequence of Play

1. **Choose a Scenario**
2. **Draw Fog of War Cards as dictated by the scenario**
3. **Draw any Asset Cards designated by the Scenario**
4. **Set up the table per the Scenario**
5. **Place Insurgent Hot Spots**
6. **Set up the Regular units on the Table per the Scenario**
7. **Set up Insurgent units on the Table according to the Scenario**
8. **On turns AFTER the first, Insurgent Player rolls against Insurgency Level to determine arrival of new units**
9. **Regular Player activates his first unit**
10. **Insurgent units may Interrupt**
11. **Repeat steps 9 & 10 until all Regular units have been activated**
12. **Once all Regular units have been Activated, the Insurgent player may move any Insurgent units that haven't Reacted.**
13. **Repeat Steps 8 through 12 until one side has met the Scenario Victory Conditions**

Choose a Scenario

Ambush Alley is a scenario driven game. The victor isn't determined by totaling up points of troops lost or by playing till one side is obliterated. Instead, the victory conditions of the scenario being played determine who gets bragging rights and who is left cursing their dice.

Players can either pick one of the provided scenarios to play or they can create their own. Future expansions will include scenarios for specific historical theaters, such as Somalia, the Balkans, and, of course, the Middle East wars.

Draw Fog of War Cards

"Fog of War" is a term used to describe the tendency for things to become confused and unmanageable on the battlefield. Fog of War cards simulate this effect by providing an opportunity for unpredictable challenges or opportunities to arise.

Scenarios generally dictate when and how many Fog of War cards should be drawn and the Regular Player may have to draw extra Fog of War cards, as dictated by his various Reaction rolls. See **Reaction Tests and Fog of War** for details.

Draw Asset Cards

Asset Cards describe extra combat support available to one or both sides, such as artillery, air support, or even sniper teams.

Each scenario card will describe how many, if any, Asset cards are drawn by each side. The Asset cards themselves describe their effects and how they are deployed in the game.

Set Up the Table

Each scenario contains a description of how the table should be set up, including the location of key roads, buildings, and other terrain features.

Table sizes in **Ambush Alley** vary from 2'x2' to 4'x4'.

Place Insurgent Hot Spots

At the beginning of the game, place 5 Insurgent Hot Spot counters on the table. Some scenarios will specify areas of the

board where the counters must be placed, others will leave their placement entirely to the player's discretion. Some scenarios may use board edges and forego the use of Hot Spots all together.

Hot Spots indicate locations from which Insurgent units may arrive. Each Hot Spot counter is labeled with a number from 1 to 5. No Hot Spot may be placed within 6" of another on the table.

Set Up Regular units

The scenario will indicate how many units the Regular player will receive, what their composition will be, and where they'll be placed on the table. Set up the Regulars as the scenario dictates.

Normally, all Regular units will be set up on the table at the beginning of play, but some scenarios will call for units to be held off the table for later deployment.

Set Up Insurgent units

The Insurgent player usually doesn't have very many units on the board at the beginning of the game, but they will be continuously reinforced during play, based on the Insurgency Level of the scenario.

Insurgent units are placed on the table as described in the scenario. This may sometimes place Insurgent units within range and line of sight of Regulars. Beginning play with units "in contact" is one of the defining features of *Ambush Alley!*

Arrival of Insurgent Reinforcements

At the beginning of each turn after the first, the Insurgent player rolls to see if fresh reinforcements arrive. To make the check, roll 1d6. If the score is equal to or less than the scenario's Insurgency Level, Reinforcements arrive. To determine the nature of the reinforcements, roll on the scenario's Insurgent Reinforcement table.

Roll 1d6 to determine which Hot Spot counter the reinforcements arrive near. On a roll of "6," the Insurgent player may *select* which Hot Spot they arrive at. Insurgent reinforcements are placed within 4" of the designated Hot Spot counter.

If the reinforcement roll calls for multiple groups of Insurgents, roll to determine which Hot Spot each group arrives at.

Hot Spots may be neutralized by Regular units. To neutralize a Hot Spot, the Regular unit must spend one turn stationary and in contact with its counter. Neutralized Hot Spots are removed from the table.

If the Insurgent player rolls a neutralized Hot Spot number when checking for placement of reinforcements, those reinforcements are lost. The Insurgent player may *not* re-roll for an active Hot Spot.

First Regular Unit Activates

One of the characteristics of Regular vs. Insurgent conflicts is a pattern of action and reaction: Regulars tend to move with purpose, discipline and according to a coordinated plan, while Insurgents tend to *react* to the Regular force's actions.

Ambush Alley reflects this by giving the Regular Player the initiative in every turn. Each of the Regular Player's units will be activated, one after the other, while Insurgent units attempt to interrupt their actions and throw them off mission.

The Regular Player may pick which unit he wishes to activate first.

Once activated, a unit may either Move and Fire or Fire and Move.

Insurgent units Interrupt Regular Actions

Insurgent units may attempt to Interrupt any Regular unit they see activated.

Each Insurgent unit may only Interrupt **once** per turn.

Continue Activating Regular units

Continue activating Regular units and resolving Insurgent Interruptions until all units have been activated.

Move any Remaining Insurgent units

Once all Regular units have been activated, any Insurgent units that have not attempted to interrupt the Regulars in that turn may be moved or fired.

Insurgent units with no leader must make a Quality Check to move and/or fire.

Play continues until one side has completed its Victory Conditions.

BASIC UNIT DEFINITIONS AND ATTRIBUTES

REGULARS AND INSURGENTS

For the purposes of *Ambush Alley,* all units fall into two broad categories: They are either **Regulars** or **Insurgents**.

Regulars are "professional" soldiers who have received military training, are under military discipline, and function as a cohesive group on the battlefield. Regulars might include members of a national army, Special Operations forces, paramilitary law enforcement groups (such as SWAT or Hostage Extraction Teams), "Contractors," or professional mercenaries.

Insurgents, on the other hand, are armed militants with minimal military training and discipline. They tend to fight in mobs or loosely affiliated packs rather than organized units and only recognize the command of those with sufficient firepower or force of will to intimidate and/or inspire them. Insurgents may occasionally be led by Regulars, but Insurgent troops cannot be integrated into a Regular unit. Insurgents might include (obviously) insurgent forces, private militias, rebels, criminal gangs, or simply armed civilians.

TROOP QUALITY AND MORALE RATINGS

In addition to being categorized as Regulars or Insurgents, each unit also has a Troop Quality and Morale Rating. These ratings help determine how effective the unit is in combat.

TROOP QUALITY

The Troop Quality measures a unit's level of training, expertise, and discipline. Regulars generally have a higher Troop Quality than Insurgents, but it is possible for a group of talented and motivated "amateurs" to have a high Troop Quality.

Troop Quality is broken down into the following categories: Elite, Veteran, Trained, and Untrained. Regulars will always have a Troop Quality of Trained or higher. Insurgents may never have a Troop Quality higher than Veteran.

Each Troop Quality rating has a die type associated with it. This is the type of die thrown by the unit when it makes the various Troop Quality Tests required by the rules.

Troop Quality Dice
Elite: d12
Veteran: d10
Trained: d8
Untrained: d6

EXAMPLES OF TROOP QUALITIES

Elite Units: Delta, SAS, OGA Operators

Veteran Units: Regulars with extensive combat experience highly trained or experienced terrorists.

Trained Units: Regular military formations, including Marines and Rangers, Police SWAT teams, remnants of the Iraqi army or secret police, "freedom fighters" with extensive training or experience.

Untrained Units: Armed civilians, Police, Jihadists, Rebels, Poor quality Military units, Most third-world military units.

MORALE

A unit's Morale rating reflects how motivated and eager (or resigned and fatalistic) it is to fight and continue fighting when things get dicey. Units with higher Morale ratings are less bothered by set-backs and casualties and are more likely to keep fighting in the

face of hardship. Low Morale units may show their heels at the first sign of trouble.

There's no real relationship between Morale and Troop Quality – a unit with Elite Troop Quality may have low Morale because they've been in the field too long or have lost their favorite squad-mate. A mob of rabble might be so inspired by charismatic leader that they're willing to face certain death to follow his commands.

The four Morale Ratings and the dice associated with them are described below:

> **Morale Ratings Dice**
> **High Morale: d12**
> **Good Morale: d10**
> **Average Morale: d8**
> **Low Morale: d6**

MERGING UNITS

Units may merge to form a larger unit if desired.

To merge, units must move within unit cohesion (explained later), at the beginning of the next turn, they are considered a single unit.

Merging units are *not* required to have the same Troop Quality or Morale. Units with different Troop Quality and Morale ratings are referred to as "mixed units."

MIXED UNITS

Troops of different Troop Quality or Morale may be thrown together into a single unit. This usually occurs when two units who have been ravaged with casualties merge to form a new unit.

If troops of different Troop Quality and Morale combine to form a single unit, the following rules apply:

MIXED UNIT MORALE

If a mixed unit has members with different Morale rating, its overall Morale is set by whichever of the following factors that most closely applies to it:

- If the mixed unit has a leader, it uses the leader's Morale for all checks. If there are more than one leader in the unit, use the highest leader Morale rating for the unit.
- If the unit doesn't have a leader, the unit has the morale of the majority of its members.
- If the unit doesn't have a leader and there are an equal number of troops with different morale in the unit, it uses the lesser of all morale values in the unit.

MIXED UNIT TROOP QUALITY:

If a unit is composed of figures with different Troop Quality, use the Troop Quality of the majority of figures in the unit. If the unit is evenly split between Troop Qualities, use the lowest quality for the unit.

MIXED UNIT RANGE:

If a unit is composed of different troops of different troop qualities, use the range value of the lowest troop quality. (Range will be explained in more detail later.)

UNIT COHESION

All figures in a unit must remain within 1" of one another.

A Regular unit may be spread more thinly and still effectively occupy and hold defensive positions. While wholly occupying a defensive position a Regular unit's cohesion distance is expanded to 2".

Units that break cohesion due to movement or terrain *must* regroup to restore it in their next activation.

Units with 1" Unit Cohesion

Regulars occupying a defensive position with 2" Unit Cohesion

SPLIT UNITS

Units may divide into smaller elements at the start of their activation. Only one element of a unit may move and fire on the activation that the unit is split. From that point on, each element is treated as a separate unit for the purposes of movement and fire.

Split elements may merge to reform their unit.

LEADERS

Leaders may move freely about the table. They are *not* subject to Unit Cohesion rules. However, leaders who are not within cohesion with a unit may not act as its leader unless it is established at the beginning of the game (or in the unit's notes) that he has the capability to contact units by radio, cell-phone, HUD, etc.

Leader figures are more critical to Insurgent forces than to Regulars.

Regulars have an established chain of command and when a leader is lost, a subordinate is there to take over his role. Leaders above fireteam leader give the unit they are in cohesion with a +1 to their Morale die rolls.

Leadership in Insurgent forces tends to be based on force of personality or charisma – without a leader, Insurgent units become hesitant and indecisive. This is reflected in the fact that Insurgents must make a Troop Quality test to perform any action if they do not have a designated Leader figure attached.

There is no limit to the number of Insurgents that a single Insurgent Leader may have in his Unit.

LEADERS JOINING A UNIT

A separated leader may join any unit it pleases by moving into cohesion with that unit.

If the unit the leader joins has already been activated in the turn he joins it, the unit and leader may perform no further actions They are finished for the turn.

If the unit has *not* been activated before the leader joins it, it may be activated later in the turn but may only fire, not move. The leader joining the unit counts as the unit's movement.

DIFFERENTIATING BETWEEN SPECIAL FIGURES

While not as big a problem with 20-28mm figures, it can sometimes be hard to tell the difference between 15mm figures,

especially at table distance. This can be a problem for the Insurgent player, as it's important to know which Insurgents are leaders and which are carrying support weapons.

We solve this problem by painting a colored dot on the back of the bases for of our special figures: Yellow for leaders, red for support weapons.

Feel free to use whatever method you wish to identify your own figures, but the colored dots have worked quite well for us!

ALTERNATE BASING

Many Ambush Alley players may already have modern military figures based on multi-figure stands for use with other games. This basing method works perfectly fine with Ambush Alley, so there's no need to rebase your existing armies or replace them with new figures. Simply treat each stand as a fireteam and keep track of how many casualties it has taken.

BASICS OF PLAY

THE (NEARLY) UNIVERSAL MECHANIC

Ambush Alley has one (nearly) universal mechanic that applies to the resolution of a wide range of unit actions, ranging from determining hits against the enemy to digging in under fire: Roll a 4 or better.

If the action calls for an opposed roll, such as firing on the enemy, Roll a 4 or better *and* roll higher than your opponent.

THE (Nearly) UNIVERSAL MECHANIC

Roll a 4+

If Opposed, Roll a 4+ and Higher than Opponent's Roll

LINE OF SIGHT (LOS)

All infantry units have a 360 degree line of sight. Figure facing is irrelevant.

There is no "maximum visual range." The boards on which the game is played are small enough that figures can see (and, indeed, *fire*) from one side to the other.

LOS can be blocked by terrain features, such as buildings, high walls, deep trenches, etc.

LOS is *not* determined on a per figure basis. LOS is traced from the rough center of the firing unit to the rough center of the target unit.

If half or more of the firing unit can see the target unit, it may fire. If less than half the target unit is visible to the firing unit, it cannot be fired upon.

Example: Six Insurgents are moving around a building. Two come into LOS of a unit of Regulars. Since the Regulars cannot see half or more of the Insurgents, they cannot react to them. Since less than half the Insurgents can see the Regulars, they cannot fire on them.

The Insurgents and Regulars in this instance do *not* have clear LOS to one another.

When we look at the example above, it may at first seem silly to say that the Regulars can see two out of six figures in an Insurgent unit but cannot shoot at the unit (or at the two exposed individuals, for that matter), but it is our intention to represent a fluid combat situation. Models on the table delineate the area controlled by a unit, but do not specifically represent the static location of individuals. Figure placement simply indicates that the unit is exhibiting some control of the area they are placed in.

When you embrace this idea, you'll discover it opens a wide array of tactical options. In practice, the Insurgent player will often benefit from any ploy that disrupts or otherwise slows the progress of the Regular player…

LINE OF FIRE (LOF)

A unit must have a clear line of sight to a target to fire at it. If there are other units or civilians between the firing unit and the target, Line of Fire must also be considered.

LOF is a line traced from the middle of the firing unit to the middle of the target unit. Any units or civilian stands within 2" of this line and at the same elevation or lower are considered to be "in the line of fire."

Units or stands that are within 2" of the LOF of a target unit at a higher elevation than the firing unit are not in the line of fire. but are at a higher elevation than the firing unit are not considered to be in the Line of Fire.

Example: A Regular unit is firing at an RPG gunner on a roof top. Another Regular unit is directly in front of them at street level. Since they are firing over the heads of the intervening unit at a target above them, the street level unit is not considered to be in the line of fire. The Regular unit can engage the RPG gunner.

The Regulars in the foreground may fire over the intervening Regulars to engage the RPG gunner on the roof top.

Regulars may not fire at a target if other Regulars are in the line of fire. They may fire if civilians are in the LOF, but they have a chance of hitting them (See **Civilians on the Battlefield**). Note, however, that some scenarios may forbid fire that might injure civilians.

Insurgents may fire at targets regardless of who or what is in their LOF unless a scenario restricts them.

No unit may fire directly through another unit at the same elevation.

Example: An Insurgent unit wants to fire at some Rangers. Unfortunately, a second Insurgent unit is directly between them and their desired target. The Insurgent units and the Rangers are all at street level, so the second Insurgent unit blocks the first unit's fire.

INTERRUPTIONS AND REACTION TESTS

INSURGENT INTERRUPTIONS OF REGULAR'S MOVEMENT/FIRE

When a Regular unit moves or fires within Line of Sight (including movement or fire that is part of a reaction) of Insurgent units, the Insurgents may attempt to interrupt with movement or fire of their own. The Insurgent player must declare all units that are interrupting and whether they are interrupting the Regular unit's movement or fire. If movement is being interrupted, the interrupting player must indicate where in the move the interruption occurs.

Insurgents may also sacrifice an interrupt action by firing on **Pinned** Regular units.

A Regular unit may be interrupted by more than one Insurgent unit, but each Insurgent unit may only interrupt one Regular unit per turn.

INSURGENT INTERRUPT CHECK

If an Insurgent unit has no leader attached, it must make an interrupt Check in order to take some independent action against the regulars. They must roll a 4+ on their Troop Quality die in order to perform an interrupt action.

Insurgent units with leaders attached can automatically interrupt and do not need to make this check.

> **INSURGENT INTERRUPTION TEST**
>
> **Without Leader: 4+ on Troop Quality Die**
>
> **With Leader: No Roll Required**

Regular Reaction to Interruptions

When an Insurgents attempt to interrupt a Regular unit's movement or fire, a Reaction Test is made to determine whether the Regulars were able to react before the interruption occurred. If the Regulars win the Reaction Test, they are able to fire or move before the Insurgents carry out their interruption. If the Regulars lose the Reaction Test, they aren't able to react until after the Insurgents' interrupt action.

Regulars may react when:

- An Insurgent unit declares an interruption against it.
- An Insurgent unit declares an interruption against another Regular unit within LOS (IF the reacting unit has not already been activated – see below).

Regular units may only react to Insurgent units that are interrupting them or interrupting the friendly unit they are reacting for.

A regular unit whose movement/fire has been interrupted may always react as long as it has Movement or Firepower remaining.

Regular units within line of sight of a friendly unit that is being interrupted may also react *if* they have not already been activated. Such a reaction counts as the unit's activation for the turn.

Overwatch units may always react to any interruption within their line of sight.

The Reaction Test

When a Regular unit is interrupted, a Reaction Test is taken. Both involved units roll their Troop Quality die. The interrupting player must roll a 4+ *and* roll higher than the Regular player to interrupt before the Regular player can react.

Regulars on Overwatch or who were stationary the previous turn receive a +1 to their Troop Quality die on Reaction Tests. Regulars moving Rapidly receive a -1 to their die roll.

If the Insurgent player rolls a 4+ *and* the roll is higher than the Regular's roll, the Regular unit has lost the Reaction Test and the interruption occurs before the interrupted unit can react. Once the interruption is resolved, the Regular unit may react by returning fire. It may then complete its Activation by finishing its movement and/or fire.

If the Insurgent player fails to roll a 4+ or rolls lower than the Regular player, the Regular unit has won the Reaction Test and may either complete its movement or fire on the interrupting unit before the interruption occurs.

If the Regular unit's movement was not yet complete, it may finish its movement once the interruption is resolved.

> **Reaction Test Results**
>
> **Insurgent Rolls 4+ and higher than Regular: Interruption is resolved before the Regulars can react.**
>
> **Otherwise: Regular Player may fire on Insurgents or complete their move before the Interruption is resolved.**

INTERRUPTIONS BY FIRE

If a Regular unit loses a Reaction Test when being interrupted by Insurgent fire, resolve the fire immediately. Regular troops who survive the attack make any required Morale checks. *Check.* If they are not **Pinned**, the Regular unit may return fire and finish their movement if appropriate.

If a Regular unit **wins** a Reaction Test when being interrupted by Insurgent fire, it may:

- Fire before the interrupting unit. Once the Regular fire has been resolved, the Insurgent player takes any necessary **Morale Check.** Surviving Insurgents who are not casualties or do not Shrink may then take their interruption fire.

  Once all fire combat is resolved, the Regular player may finish his movement if appropriate.

  Regulars roll one less Troop Quality die when resolving fire combat for each interruption after the first.

- Move into cover or out of the Insurgent unit's line of sight. The Regular unit may not move any farther than their regular movement. If their movement was interrupted, they may only move the remainder of their movement.

  Regular units lose 1" of movement for each interruption after the first during their activation.

INTERRUPTIONS BY MOVEMENT

If an Insurgent unit interrupts a Regular unit's movement by moving, simply move the insurgent unit as desired. State at the start of the move what movement type the Insurgents are using (Cautious or Rapid) and move the group the appropriate distance. The interrupted unit may **react** to it as described above.

Regulars who have not yet been activated and Overwatch units may also react to the interrupting Insurgent unit.

Regulars who haven't been activated lose their turn if they react to an Insurgent interruption of another unit's movement or fire.

RESOLVING CHAINS OF INTERRUPTIONS

The interruption/reaction process is pretty straightforward when one Insurgent unit is attempting to interrupt one Regular unit. During the course of play, however, it is quite common for more than one Insurgent unit to interrupt a single Regular's activation. This can get a little confusing, but the following guidelines should help keep everything straight:

- Remember, interruptions occur at the moment a Regular unit is activated. At that time, the Insurgent player must announce *ALL* units within LOS that are interrupting the activating unit. This announcement counts as the units' one interruption per turn, even if the interrupted unit is destroyed before they have a chance to fire at it.

  The only exception this rule occurs when a Regular unit moves into the LOS of a unit that could not see it at the time of its activation. In this case, the Insurgent unit(s) may declare an interruption as the Regulars move into sight.

- Make the Reaction Test for each interruption in turn, starting with the unit nearest the Regular unit being interrupted. Do *not* resolve interruption or reaction fire at this time, but note which units against which the Regular passed its Reaction Test and against which it failed.

- Once all Reaction Tests have been rolled, resolve successful interruptions first. Start with the unit nearest to the Regular and against whom the Regular

failed its Reaction Test, then the next furthest, etc.

- Once all successful interruptions have been resolved, resolve all reactions against units that the Regulars passed their Reaction Test against. Start with the unit nearest to the Regular, then the next furthest, etc.

- Once all successful and unsuccessful interruption attempts have been resolved, the unit may complete its activation. Remember that Regulars lose 1 dice of Firepower and 1" of Movement for each interruption after the first!

Example: The Regular player activates one of his units and the Insurgent player announces that three of his units within LOS are going to interrupt. We'll call the Insurgent units Alpha, Bravo, and Charlie.

The players make a Reaction Test for each interrupting unit, starting with the one nearest to the Regulars and moving out. For simplicity's sake, we'll say that Alpha was closest, Bravo next closest, and Charlie was furthest away.

The Regular player has some bad luck with the dice and loses the check against Alpha, wins the check against Bravo, and loses the check against Charlie.

Now that the players know the results of all three Reaction Tests, they resolve the actual interruption and reaction fire. The Insurgents against whom the Regular player lost Reaction Tests are resolved first: Alpha and Charlie. The interruption fire of the unit nearest the Regular unit is resolved first, then the next nearest, etc. In this case, that means that fire is resolved between the Regular and Alpha, and then Charlie.

The Insurgent player throws the Firepower dice for Alpha, and the Regular player throws his unit's Defense dice. Alpha is having a bad day and causes no casualties to the Regulars. The Regulars now get to

return the favor with their reaction fire. They cause one casualty among the Insurgents, who pass their Morale test and Stand.

Next the exchange of fire with Charlie is resolved. Like Alpha, Charlie fails to cause any casualties among the Regulars. Despite losing a die of Firepower for reacting to a second interruption in the same Activation, the Regular's reaction fire is lethal. Charlie loses three insurgents. Charlie's luck goes from bad to worse when their Morale Check leaves them Shaken AND the unit Shrinks by one less-than-enthused rebel.

Now all successful interrupts have been resolved, it is time to resolve the exchanges in which the Regular passed its Reaction Test. In this case, there is only one, with Bravo. The Regular rolls his Firepower dice, now reduced by two dice, as he is reacting to the third interruption in the same Activation. He still manages to cause one casualty to Bravo, though. Bravo passes its Morale test rains fire down on the Regulars, causing one casualty. The Regulars pass their Morale check and can finally move – albeit with a Movement reduced by 2" for reacting to three interruptions in the same Activation!

The Regulars move 4" into a courtyard and are now within LOS of Insurgent unit Delta! Delta declares an interruption, which is legal as the Regulars weren't within Delta's LOS at the time of their activation. This interruption is resolved normally, although the Regular's Firepower is no reduced by THREE dice for being interrupted four times within the same activation!

INTERRUPTION AFTERMATH

A Regular unit that survives being interrupted by Insurgents without being Pinned or forced to Pull Back may finish its activation as usual. It may finish its movement and fire, minus any movement penalties or lost Firepower dice accrued for reactions to interruptions.

Reaction Tests and Fog of War

Reaction Tests also serve as triggers for Fog of War events. If the *Regular* player rolls a "1" on their Quality Die when making a Reaction Test, a **Fog of War** card is drawn and the effects are applied.

Example: A Regular unit of Veteran Quality rolls a D10 to react to a unit of Insurgents who are about to fire on them. The die comes up with a score of 1. The Regular player draws a Fog of War card and the card's effects are read and put into effect immediately.

Optional Fog of War

If you'd like to see more Fog of War effects in your games, try this alternative rule: At the beginning of each turn make a Quality Check for the highest Quality unit in the Regular force. If the Quality Check *fails* draw a Fog of War Card!

Overwatch

Only Regulars can use Overwatch. A Regular unit can choose to go on Overwatch when activated.

Overwatch units may interrupt the actions of any Insurgent unit in their LOS, including interruptions.

Overwatch fire may not be interrupted by Insurgents.

Overwatch units lose one Troop Quality die from their **Firepower** for each interruption

after the first. They may continue to interrupt until they run out of dice.

When Overwatch fire interrupts an Insurgent interruption, make a Reaction Test as described previously. If the Overwatch unit passes the Reaction Test, they fire before the Insurgents. If not, they fire after the insurgents.

Overwatch fire takes place *before* the Regular unit being interrupted makes their Reaction Test.

MOVEMENT

When a player decides to move an activated unit, he must declare what unit he's moving and at what rate. If he doesn't declare a movement rate, it's assumed the unit is moving Cautiously.

A unit's movement type may change during the course of its move. If a unit's Move is interrupted and it isn't Pinned or forced to Pull Back, the player may choose to change to whatever Movement Rate they wish. If the unit's Movement Rate *increases* after an interruption, remember to deduct the distance already moved.

Default Movement Rates

In the war-torn streets of most **Ambush Alley!** scenarios, people who want to survive tend to move cautiously. To reflect this, all units have a default movement rate of **Cautious**. Regulars, who are trained in the use of patrolling techniques, get more advantage from Cautious movement than Insurgents. More on this later.

Moving Units on the Table

To simplify movement, Ambush Alley bases unit movement on the position of a unit's leader. To move a unit, simply measure movement for the unit's leader and then place the members of his unit within cohesion distance around him.

Halted or on Overwatch

If the unit does not move or has been placed on Overwatch, it does not move. Stationary units or units on Overwatch are considered to be on alert for attacks and receive a +1 to all Reaction Tests.

Cautious Movement

units using Cautious movement may not move more than 6" per turn.

Regulars using Cautious movement receive a +1 to all Reaction Test die rolls to reflect their training in spotting potentially dangers and likely ambush positions. Insurgents receive no such bonus.

Rapid Movement

Units that move more than 6" in a turn are using **Rapid** movement. No units may move more than 12" in a turn, unless they're using **Out of Contact Movement**.

Units may make a Rapid move and then fire, but may *not* fire and then make a Rapid move. It is much easier to dash into position and start firing than it is to disengage at a sprint.

Units that have moved rapidly receive a -1 penalty to all Reaction Test die rolls and lose 1 die of Firepower. Rapid moving units are also extremely vulnerable to fire, so units attacking them receive +1 Firepower.

Out of Contact Movement

Out of Contact Movement may only be utilized by Insurgents.

On the turn following its initial placement, an Insurgent unit that has never been "seen" by Regulars, i.e., no Regular unit (including UAVs) has had an open Line of Sight to it since its placement on the table, may move anywhere on the table as long as it can trace a path from its current position to the

spot it wishes to move to without crossing any Regular unit's line of sight.

Insurgents utilizing Out of Contact Movement must end their movement if they cross a Regular unit's line of sight.

Once an Insurgent unit has been within line of sight of a Regular unit it is considered "fixed" and may not use Out of Contact movement again, even if it moves out of sight of all Regular units on the table.

This unrestricted movement is meant to represent the uncertainty of Insurgent dispositions until the Regular force is able to fix their actual positions by moving into contact or through aerial reconnaissance.

Example: *The Insurgent player rolls for reinforcements and finds that 5 militants with small-arms have joined the fight. He rolls for the Hot Spot they'll arrive at finds they'll make their appearance in an alley. No Regular unit has a line of sight to the alley, so the militants hunker down for the rest of the turn.*

No Regulars move into LOS of the insurgents in the alley on the following turn. Once all Regulars have been activated, the Insurgent player begins moving his units which didn't attempt to interrupt Regulars during the turn. Since unit in the alley was never seen by the Regulars, the Insurgent player announces he'll move them using an Out of Contact Move. He traces a path across the board to bring the insurgents 18" across the board and into position on top of a building behind one of the Regular units. Since the path taken never places the Insurgent unit in Regular line of sight (until they end their move on top of the building), the move is completed as the Insurgent player desired.

FIRE COMBAT

Fire Combat occurs whenever one unit takes another under fire, whether as a direct action or as an interruption/reaction. In the following section, you'll find a description of how Fire Combat is resolved in **Ambush Alley!** You won't find a lot of charts and tables, though.

Ambush Alley! puts less emphasis on the specific weapons used in a firefight than on the skill and training of the combatants using them. Rather than focus minutely on the individual characteristics of weapons, comparing one weapon's range, reliability and accuracy to another's, we assume that all classes of weapons designed to perform the same battlefield tasks are basically analogous – it is the man using the tool that makes the difference.

Low Troop Quality units may be using "better" weapons than a higher Troop Quality unit, but it's doubtful that the differences in weapon performance will make up for the disparity in training and experience. On the other hand, high Troop Quality units are familiar with their weapons and know how to take advantage of their strengths and compensate for their weaknesses.

Resolving Fire Combat

To resolve Fire Combat, both units involved determine how many Troop Quality dice they have in Firepower and Defense. Each unit rolls the appropriate number of Troop Quality dice and discards any dice with a score lower than the target number (usually a 4+). The defender matches his dice to the attacker's dice, attempting to match or exceed the score on each dice. Any of the attacker's dice which the defender *cannot* match or exceed cause a casualty.

Defense

The better trained and more experienced a soldier is, the more likely he is to make the most effective use of whatever cover and concealment is available to him. We simulate this by linking a unit's Troop Quality to its Defense.

A unit's Defense is determined by totaling its number of figures and adding any Cover or Armor dice.

Unit Defense

Defense = Number of Figures in Target Unit + Cover Dice + Armor Dice

-1 die when charging into Close Assault

Defense Cap: No Defense may exceed 10D

The Defense Cap

Units may not have a Defense higher than 10 dice, total.

This "Defense Cap" may seem a little arbitrary, but it's intended to reflect the fact that the larger an Insurgent unit, the less disciplined it tends to be. Very large groups of Insurgents rapidly turn into seething mobs who don't take full advantage of cover and concealment. They have the courage, and rashness, of numbers.

Regulars rarely operate in basic units greater than four to six, so this cap is nearly meaningless for them. Still, some of the logic above still applies: It is more difficult for a large group to take advantage of the cover available in an urban battleground. Only so many men can get behind a garden wall or burning car.

Cover Dice

In the urban environment that **Ambush Alley!** Simulates, wide open avenues and plazas are less common that streets strewn

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with debris and parked (or wrecked) cars. Most gamers don't have enough scenic pieces to replicate this cover-rich environment on their tabletop, so we assume that any unit that is not **Exposed** (see the rules on being exposed under **Firepower**) is taking advantage of unseen terrain features.

Cover is not determined on a per figure basis, it is based on the position of the *unit*. If half or more of a given unit are in cover, the entire unit receives the benefit of that cover.

Example: Six Insurgents move into position in the cover of some low walls surrounding a fountain. 4 of the Insurgents make it behind the walls, but two are left in the open. Since half or more of the Insurgent figures are in Solid Cover, the entire unit is considered to be in Solid Cover.

More than Half the Insurgents Are In Solid Cover

Units may receive additional dice to their Defense based on any additional cover beyond the usual battlefield clutter:

In Cover (+1 Defense Die): A unit does not move may declare that it is "In Cover." Regular units are automatically In Cover on any activation that they do not move and are not Exposed. Insurgents that have not moved during their activation may declare themselves In Cover by passing a Quality Check. Additionally, pinned units can also take a Quality Check to get In Cover even if they have moved. This bonus die is cumulative with other applicable Defense Dice.

Solid Cover (+1 Defense Dice): Cover that has a good chance of deflecting or outright stopping bullets is considered to be Solid Cover. Some examples of Solid Cover might include concrete or adobe buildings, sand bags, stone walls, wrecked APCs, etc

Exposed (+1 Firepower Die for Attacker): If a unit is in open ground and is not within 2" of a scenic piece representing cover of some sort, it is considered to be Exposed. Exposed units are extremely vulnerable to fire, so units attacking them receive an extra Firepower Die.

Cover Dice

In Cover: +1 Defense Die
Solid Cover: +1 Defense Die
Exposed: +1 Firepower Die for Attacker

Armor Dice

Units who are wearing body armor receive additional Defense dice:

Light Body Armor (standard SAPI type vest and pads): +1 Troop Quality Die

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Armor Dice

Light Body Armor: +1 Troop Quality Die

Examples of Defenses

Example 1: *A fireteam of Rangers are moving down a street when they are fired upon. There are 5 figures in the fireteam, giving them a base Defense of 5 dice. They are also wearing light armor, so they receive a bonus die, bringing their total Defense to 6 dice. Since they are considered to be a unit of Trained quality, they will throw 6d8.*

Example 2: *The same fireteam above is fired upon while taking cover in a building. There are still five figures in the unit, giving it a base Defense of 5 dice. The unit is wearing light armor, so they receive a bonus armor die. They are also in a building which*

provides a Solid Cover bonus of 1 die. Their final Defensive is 5 + 1 + 1 = 7. They are of Trained troop quality, so they'll throw 7d8 for their Defense roll.

Example 3: A unit of 6 insurgents are moving across an open field. They have a base Defense of 6 dice. They are not wearing armor or in cover and receive no bonus dice. Since they are Untrained quality troops, they roll 6d6 for their Defense roll.

Example 4: A unit of 11 Insurgents are taking cover in a walled courtyard. Normally this would give them a Defense of 12 (11 + 1 for Solid Cover), but due to the Insurgent Defense Cap, their Defense is lowered to 10.

FIREPOWER

A unit's Firepower represents its capability to bring effective fire on the enemy. As previously discussed, *Ambush Alley!* works on the assumption that the quality of the man using the weapon is more important than the minor differences between individual weapons within the same class. As a result, a unit's Troop Quality is the most important factor in determining its Firepower.

To determine a unit's Firepower, total the number of figures in the unit armed with standard weapons (Assault Rifles, AKs, M4s, etc.). Subtract any dice lost from interrupts or Overwatch fire. The resulting total is the attacking unit's basic Firepower.

Add any Special Weapon dice to the basic Firepower dice to determine the final number of Troop Quality dice to be thrown in the attack.

THE FIREPOWER CAP

No unit may have a total Firepower greater than 10 dice.

This rule reflects the fact that there are limits to even the most highly trained unit's fire discipline.

Note that all negative penalties are applied to the 10d cap, regardless of the number of figures in the unit.

Example: A unit with 15 figures and several support weapons has a base Firepower of 10d due to the Firepower cap. It is firing at a unit that that is Close Assaulting it and so receives a -1 to Firepower. It's modified Firepower is 9d.

FIREPOWER

Firepower: Number of Figures + Special Weapon Dice = Number of Troop Quality Dice in Firepower

+1 die if in Optimum Range

-1 die for each Interruption after the first in a single Activation

-1 die in defensive fire vs. Close Assault

+1 die if target Unit is Exposed or making a Rapid Move

Firepower may never exceed 10d. All negative penalties are applied to the 10d cap, regardless of the number of figures in the unit.

OPTIMUM RANGE

Most weapons can easily fire from one edge to the other due to the table sizes used in *Ambush Alley!* Units who are within Optimum Range of a target, however, have a better chance of causing casualties. Troops with better training or more experience have a greater Optimum Range than less experienced opponents.

Optimum Range should not be confused with "effective range," which is a term with a very specific meaning. It is the distance at which a Distance at which a weapon may be expected to fire accurately to inflict damage or casualties. The effective range for most weapons used in the game will be

many times the width of even the largest tables.

Our term, Optimum Range, refers to the distance on the tabletop at which the average trooper of a given troop quality is likely to cause a wounding hit. It is a measure of the firer's ability to shoot well, rather than a gauge of the weapon's innate accuracy.

Optimum Range is directly linked to a firing unit's Troop Quality:

OPTIMUM RANGES

Elite (d12) Units have an Optimum Range of 12"

Veteran (d10) Units have an Optimum Range of 10"

Trained (d8) Units have an Optimum Range of 8"

Untrained (d6) Units have an Optimum Range of 6"

Support Weapons have twice the unit's regular Optimum Range. Vehicle mounted and emplaced Support Weapons always treat their attacks as being within Optimum Range, regardless of the distance fired.

A unit only receives one Optimum Range die regardless of how many of the unit's weapons or weapon types are in Optimum Range. A unit receives the extra Optimum Range die if <u>any</u> of its attached weapons are firing at targets within Optimum Range, unless fire is being split. In an instance of split fire, only the portion of the unit with a weapon or weapons in Optimum Range receives a bonus die.

Support Weapon Dice

Figures using Support Weapons add dice to their unit's Firepower in excess of the dice received for the figures themselves:

SUPPORT WEAPON DICE

Light Support Weapons: +1 Die
Medium Support Weapons: +2 Dice
Heavy Support Weapons: +3 Dice

Special Weapons fall into the following general categories:

Light (+1 Firepower Die): Light Support Weapons are man-portable and can be operated without assistance – although an assistant gunner may be on hand to spot or pass ammunition, his services are not required to operate the weapon effectively. Light Support Weapons generally use standard small arms ammunition, but have a greater range or rate of fire than their smaller brethren.

Examples of Light Support Weapons include: SAWs, Rifle Grenade Launcher, Grenade Launcher

Medium (+2 Firepower Die): Medium Support Weapons usually require a crew of at least two for transport and effective operation. They are often vehicle mounted or emplaced. Other Medium Support Weapons, such as RPGs and other shoulder launched missiles, are easily portable but cause increased damage due to their explosive power.

Examples of Medium Support Weapons include: HMGs, AGLs, standard RPGs

Heavy (+3 Firepower Die): Heavy Support Weapons require a crew of at least two to operate. Heavy Support Weapons are rarely transported into the field by infantry and are more often vehicle mounted or emplaced. However, some of the more powerful man-portable missile systems are also classified as Heavy Support Weapons due to their devastating explosive power.

Heavy Support Weapons include: Tank guns, AT missiles.

Examples of Firepower

Example 1: A Ranger fireteam of four figures is about to fire on a unit of insurgents. The team has a basic Firepower of 4. One of the figures is armed with a SAW, a Light Support Weapon that adds a bonus die, raising the fireteam's Firepower to 5. Since the Rangers are of Trained quality, they'll throw 5d8 for their Firepower roll.

Example 2: The same Ranger fireteam described above has been interrupted by fire twice while moving into position. It now fires. Its Firepower is 5, as described above, but the two interrupts cost the unit two dice - their final Firepower is therefore 3.

NIGHT FIGHTING

In the modern era, Regulars rule the night. Superior night vision devices give Regular troops a decided edge over opponents who are not similarly equipped.

In **Ambush Alley** we assume that all Regulars possess night vision devices unless otherwise stated in a scenario. Likewise, Insurgents *never* possess night vision devices unless dictated by a scenario.

Units fighting at night and lacking night vision devices lose one die of Firepower and have their Optimum Range cut in half. Units with night vision devices suffer no such penalty.

Example: An Insurgent unit with a Firepower of 6 and a Troop Quality of Untrained is fighting at night. The unit has no night vision capability, so its Firepower is reduced to 5 and its Optimum Range, which was 6", is reduced to 3".

SPLITTING FIRE

Units normally find that it is tactically advantageous to group their fire, but there may be situations where a unit will benefit from splitting its fire.

Note that a unit that fires on infantry with its small arms while using Support Weapons to engage a vehicle is *not* considered to be splitting its fire.

To split fire, the owning player must announce what targets a unit is going to engage and how many Firepower Dice will be devoted to each target. Support Weapon dice must be allocated to one target and may not be split among multiple targets.

The number of targets a unit can service is limited by its Troop Quality.

> **Targets Engaged by Quality**
>
> **Untrained: May only engage ONE target**
> **Trained: May engage TWO targets**
> **Veteran: May engage THREE targets**
> **Elite: May engage FOUR targets**

Example: A Regular unit taking cover in a traffic circle is being engaged from two sides by Insurgents. The Regulars are trained, so they can split their fire between two targets. They have a Firepower of 6 (4 figures plus 2 dice for two Light Support weapons – a SAW and RGL). The player

decides to split his fire exactly in half, with one rifleman and the SAW gunner engaging one group of Insurgents and the other rifleman and RGL engaging the other. The Regulars engage each unit with a Firepower of 3.

MAKING THE ATTACK ROLL

To determine the outcome of an attack during a firefight, the attacker rolls his Firepower versus the defending unit's Defense.

The attacker rolls a number of dice equal to his Firepower and discards any dice with a score of less than 4.

The defender rolls a number of dice equal to his Defense.

The defender matches his Defense dice to the attacker's Firepower dice, attempting to match each of the attacker's dice with an equal or higher die roll. The Defender may arrange his successful dice against the Attacker's successful dice as he sees fit.

Any of the attacker's dice with a score of 4 or greater that cannot be equaled or exceeded by a Defense Die indicates a casualty.

Example: *A fireteam of 5 Veteran marines (3 with rifles, one with a SAW, and one with a Rifle GL) make a ranged fire attack on a unit of 3 Fedayeen crouched behind a low mud wall. The Fedayeen are within the Marine's Effective Fire Range.*

The Marine player's Firepower is 7 (one for each figure in the fireteam), +1 die each for the SAW and Rifle GL, which are Light Support Weapons). The unit therefore throws 7 Troop Quality dice, or 7d10.

The Fedayeen player's Defense is 3 dice, one for each member of the unit, +1 Solid Cover die for being behind the low mud wall. These Fedayeen are Trained, so their Defense is 4d8.

The Marine unit (Veteran Troop Quality) rolls 7d10, noting each individual roll: 10, 9, 7, 5, 4 (he also rolled a 3 and a 1, but since those are not a 4 or higher, they are discarded)..

The Defending (Trained Troop Quality) player throws 4 Troop Quality dice to defend itself and notes the result of each die: 8, 5, 4, 4.

The dice are laid out and the defender matches his dice against the attacker's as best he can, trying to match or exceed as many of the attacker's scores as possible.

He arranges the dice as shown (underlined numbers are the Attacker's dice):

$$\underline{10}\text{-X}, \quad \underline{9}\text{-4}, \quad \underline{7}\text{-8}, \quad \underline{5}\text{-5}, \quad \underline{4}\text{-4}$$

Since the defender had no die rolls that could equal or exceed the attacker's 10 and 9 rolls, he leaves the 10 unanswered and sacrifices one of his 4s against the 9. This allows him to put his 8, 5 and remaining 4 against the attacker's 7, 5 and 4, negating them. End result – the defender takes two casualties, leaving one very lonely Fedayeen hunkered behind the bullet-pocked mud wall!

CASUALTIES AND CASUALTY EVACUATION

Casualties are resolved differently for Regulars and Insurgents. Insurgent casualties are immediately removed from play, while Regular casualties receive a First Aid check to determine their status.

Insurgents *may* attempt to secure and provide aid for their casualties, but they're not *required* to do so unless the scenario specifies.

WHO GOT HIT?

When a unit takes casualties, it can occasionally be important to determine who

the casualty *is*. As in most things, when this is important varies depending on whether it is a Regular or Insurgent unit that has taken the hits.

For the most part, it doesn't matter what figure in a Regular unit was hit. If the Fireteam Leader was hit, one of the other Fireteam members will take over. If a Special Weapon gunner was hit, everyone in the fireteam is cross-trained on the weapon, so someone else will pick it up. In fact, the only time it matters who got hit in a Regular unit is if the unit has a higher level Leader (a platoon leader, company commander, etc.) or medic attached. If they do, simply dice to see if they were hit.

Insurgents aren't as flexible in their command structure as Regulars, nor are they as well trained. So, it's important to see who went down when an Insurgent unit takes casualties. Always dice to see if an Insurgent's casualties include its Leader or Special Weapon gunners.

If an Insurgent Leader or Special Weapon Gunner is hit, the following effects apply:

Leader is a Casualty: If an Insurgent unit loses a leader, it remains leaderless until joined by a new leader.

Special Weapon Gunner is a Casualty: If a Special Weapon Gunner is hit, the unit must make a Quality Check to see if anyone else is able to use the weapon. If the Check succeeds, another Insurgent can use it. If the check fails, either nobody else in the unit knows how to use the weapon or the weapon has been damaged and is no longer usable.

FIRST AID CHECKS FOR REGULARS

When a Regular unit takes casualties, it must spend its next turn determining the nature of their injuries. If it is not already in a position that is out of LOS from any Insurgent units or in Solid Cover at the beginning of its next turn, it must move into

or towards such a position. Regulars may not make a First Aid check until they are in Solid Cover or out of LOS from all Insurgents.

While tending to its wounded (or transporting them to a safe location to tend them), the unit may only react to Insurgents. It may not fire unless it is reacting to an Insurgent action and may only move if it must in order to reach a safe position. If more figures are wounded while moving into cover, their status can be checked in the same turn they were wounded (in other words check last turn and this turn's wounded all at once).

If a Regular casualty is found to be dead or wounded, its figure is removed from play and its owning unit is subject to Dependant penalties until it makes contact with an aid station or casualty evacuation unit.

To determine the seriousness of a casualty's injuries, roll for each figure hit by enemy fire on the First Aid table:

STANDARD FIRST AID TABLE

Roll a D6:

1: KIA. The unit gains a Casualty which may count as a victory condition for some scenarios. The figure is removed from play.

2 - 4: WIA. The unit gains a Casualty which may count as a victory condition for some scenarios. The figure is removed from play.

5 - 6: The casualty figure's injuries are slight. Casualty returns to action at beginning of next turn.

MEDICS & SPECIAL FORCES UNITS

Units with Medics follow the same rules above, but the Medic's specialized training translates into a better chance of survival for his "patients."

Members of Special Forces units all receive advanced life-saving training, so all Special Forces figures count as Medics.

If casualties are being treated by a Medic or Special Forces trooper, roll on the table below for the Aid Check:

MEDIC FIRST AID TABLE

Roll a D6:

1: KIA. The unit gains a Casualty which may count as a victory condition for some scenarios. The figure is removed from play.

2 - 3: WIA. The unit gains a Casualty which may count as a victory condition for some scenarios. The figure is removed from play.

4 - 6: The casualty figure's injuries are slight. Casualty returns to action at beginning of next turn.

Casualty Evacuation (Casevac)

If the Regular force has CASEVAC assets available (helicopters, ambulances, an on-table aid station, etc.), then a unit may lose its Dependants by moving into contact with the CASEVAC asset. Wounded are assumed to be passed over for treatment, freeing the unit up to move without transporting their casualties.

Dependants & Casualties

Dependants

Dependants are non-combatants that have become attached to a unit through one means or another. Dependants have the unfortunate effect of degrading a unit's combat effectiveness and mobility.

Units that are escorting POWs, VIPs, or other non-combatants are considered to have Dependants. The special rules for some scenarios may dictate other circumstances under which a unit may acquire or dispose of dependants.

Figures representing the Dependants should be added to the unit escorting them. This allows the figures to be captured (or re-captured} by the opposition.

Units with Dependants lose one die of Firepower and may not use Rapid Movement.

Casualties

If ANY of a Regular unit's figures are removed as casualties, the unit must make a Quality Check each time it attempts to move faster than Cautious for the rest of the game. This reflects the fact that the men in the unit are a little less eager to stick their noses into a hornet's nest after seeing what happened to their buddy.

Casualty figures are removed from play.

Disposing of Dependants & Casualties

If a unit with Dependants moves to a friendly edge of the table, it can hand its POWs or casualties off board unit and negate the Dependant penalty. Casualties can also be handed off at aid stations or to casualty evacuation units, as designated by a scenario.

ABANDONING CASUALTIES

Regular units may, as a last resort, abandon their casualties. This action goes against all their training and seriously shakes their unit confidence.

A unit that abandons its casualties is no longer subject the rules concerning Dependants and Casualties, but it suffers sever consequences that may outweigh this short-term gain. The unit's Troop Quality and Morale are both reduced by one die type. If this reduction takes either value below D6, the unit is no longer combat effective and is removed from play.

Abandoned casualties may fall into enemy hands at the end of the scenario. Roll 1d6 for each abandoned casualty. On a roll of 4+, the casualty becomes a POW.

Insurgents suffer no negative effects for abandoning their casualties.

RELEASING POWs

Regular or Insurgent units may release any POWs in their custody at any time without adverse effect (other than any victory points they might lose).

FIRE AT UNITS WITH DEPENDANTS & CASUALTIES

If a unit with Dependants (wounded, POWs, etc.) is fired upon, it makes its Defense roll as normal. Note that only combat effective figures contribute a defense die – in other words, casualties and dependants do not add dice to the unit's Defense. However, if the unit rolls more failures (scores of 3 or less on their Defense dice) than successes *and* it is determined that they have suffered casualties, then one (1) of the casualties must be counted against a Dependant or Casualty.

Example: *A Marine fireteam is escorting two wounded contractors to safety when it is fired upon by Insurgents. The Marine player rolls 4d8 for Defense and scores a 1, 2, 3, and 4. The Insurgent player rolls 4d6 for Firepower and scores a 2, 3, 5, and 6.*

The Marine player allocates his Defense dice and determines that the unit will suffer 2 casualties. Since more than half of the Marine players Defense dice were failure rolls (with scores less than 4), one (and only one) of those two casualties must be a Dependent.

CLOSE ASSAULTS AGAINST UNITS WITH DEPENDANTS & CASUALTIES

If a unit with Dependants and/or Casualties launches or receives a Close Assault, the Dependants and Casualties are not counted as combatants. If a unit with Dependants or Casualties is wiped out or captured as the result of a Close Assault, the unit that defeated it takes custody of its Dependants/Casualties and is subject to the usual Dependant penalties.

CLOSE ASSAULT

Even on today's battlefield, combat is sometimes up close and personal. Taking an objective or clearing a building often involves a close assault – a terrifying melee of gun-shots, grenades, knives, bayonet and rifle-butts.

If one or more figures in a unit are within Rapid movement distance of an opponent unit, the entire unit may launch a charge and attempt to engage the enemy in a "close assault."

Close Assault Quality Checks

Once a unit has declared a Close Assault on another unit, it must make a Unit Quality Check.

If the unit passes the Quality Check (it rolls a 4+ on a Troop Quality die), it may proceed with the Close Assault. If the unit fails its Quality Check, it must remain in place and forfeits its activation. The unit may spend its activation taking cover or tending to its wounded, however. It may also still react to Insurgents.

If the Assaulting unit passes its Quality Check, the defending unit must make a unit Quality Check of its own.

If the defending unit passes its Quality Check (by rolling a 4+ on its Troop Quality die), it may either opt to attempt to break the charge with defensive fire or flee one full Rapid movement away. Units with Dependants may *not* flee. Regardless of how it responds to the assault, unit forfeits any other actions for the turn.

Resolve defensive fire in the same manner as regular fire combat, but subtract 1 die from the defending unit's Firepower to reflect the unnerving effect of being charged and 1 die of Defense from the Assaulting unit to represent how heedless they are of

danger during their break-neck charge into the enemy. Assaulting units are subject to this modifier even when being fired upon as part of reactions or interruptions from units not directly involved in the close assault itself.

If the Assaulting player takes casualties, he must make a morale check as usual. A Pinned or Shaken result aborts the assault. Pinned and Shaken units are returned to their positions prior to the assault and are subject to the usual Pinned/Shaken effects

If the Assaulting player takes no casualties or passes his morale check, move the assaulting figures into contact with the defenders and resolve the Close Assault.

If the defending unit fails its Quality Check it can either stand in place and fight with no defensive fire or it can flee up to one full Rapid move and become Pinned.

If the defending unit doesn't flee, the assaulting figures are moved into contact with the defenders and the Close Assault is resolved.

Resolving an Infantry vs Infantry Close Assault

Infantry Close Assaults are resolved in the same manner as Fire Combat, except the combat continues until one side is either wiped out or captured. Additionally, neither side may claim Cover dice.

The assaulting unit makes the first attack roll, casualties are determined, and morale checks are resolved. If the defending unit isn't wiped out or captured, it may make an attack using its surviving figures. This process continues until one side is wiped out or surrenders.

Insurgent Morale checks and effects are resolved normally. Insurgents in Close Assaults *are* subject to Shrinkage. If an Insurgent unit becomes Shaken enough to

break (its morale is reduced below d6), they are considered to be captured by their opponents.

Regulars are not subject to Morale checks at all during close combat. They will fight until wiped out. This reflects their extreme aversion to capture by Insurgents who are not bound by the usual rules of conduct towards POWs.

If a Regular unit is wiped out in Close Assault, roll 1D6 to determine the fate of each of its figures. Each figure that rolls a "1" is captured and becomes a POW (if the Insurgents deign to take prisoners). On any other roll, the figure is a casualty and removed from play.

Insurgents may choose to finish off captured opponents rather than take prisoners and suffer from Dependant penalties. Regulars *MUST* take prisoners.

POWs

If Regular figures surrender to Insurgents, they are kept with the victorious unit until they are either escorted off the table or the game ends. This allows the Regular player a chance to rescue them. Rescued POWs become Dependants to the unit that rescues them.

Insurgent POW figures are removed from the table, but the unit which captured them is treated as having ***Dependents*** (rules for Dependents are covered later) until the unit moves to a friendly board edge (where it is considered to have handed off the POWs to another friendly unit) or disposes of the POWs in some other way dictated by a scenario's special rules.

MORALE

Even the most highly motivated units have their limits – a unit that has been badly mauled will often take a moment to reflect on cost vs. gain. In *Ambush Alley*, these moments of battlefield introspection are referred to as Morale Checks.

MORALE CHECKS

Regular and Insurgent Troops take morale checks under different circumstances. In general, Insurgent troops are more brittle and thus take more checks during the course of a game.

When a unit is called upon to make a Morale Check, it must roll a Morale Die for each figure in the unit and consult the appropriate Morale Effects rules for Regulars or Insurgents.

INSURGENT MORALE CHECKS

Insurgents take a Morale Check:

INSURGENT MORALE CHECK POINTS

- **Each time an Insurgent Unit without a leader is fired upon**
- **Each time an Insurgent Unit takes casualties**
- **Each time an air strike or Regular artillery mission hits within 6"**

REGULAR MORALE CHECKS

Regulars take a Morale check:

REGULAR MORALE CHECK POINTS

- **Each time a Regular Unit takes casualties**
- **Each time an IED is detonated within 10"**
- **Each time fire from their unit injures/kills a civilian non-combatant**

MORALE EFFECTS

If a unit has been forced to make a Morale Check, roll a Morale Die for each figure in the unit. All rolls of 4+ are counted as Successes and all rolls less than 4 are counted as Failures. Total the number of Successes and Failures and consult the appropriate rules below for effects on Regular or Insurgent units.

REGULAR MORALE EFFECTS

Regulars will respond in one of three ways to Morale Checks. They will either *Stand* or they will be *Pinned* or *Pull Back*.

Stand Result: If a Regular unit makes a Morale Check and the number of Successes (4+) is greater than the number of Failures, the unit's morale holds and they suffer no adverse effects.

Pinned Result: If a Regular unit makes a Morale Check and the number of Failures is

equal to or greater than the number of Successes, the unit is Pinned.

Pull-Back Result: If a Pinned Regular unit is "Pinned" again, it must attempt to Pull-Back unless it is already in a defensible position.

INSURGENT MORALE EFFECTS

Insurgents will respond in one of two ways to Morale Checks. They will either *Stand* (and possibly *Shrink*) or be *Shaken*.

Stand Result: If an Insurgent unit makes a Morale Check and the number of Successes (4+) is greater than the number of Failures, the unit's morale holds, but they still may *Shrink*.

Shrink Result: Even if an Insurgent unit passes its Morale Check, it still may Shrink. Any figure that rolled a "1" on its Morale Die during the Morale Check is removed from play.

Shaken Result: If an Insurgent unit makes a Morale Check and the number of Failures is equal to or greater than the number of Successes, the unit is Shaken. Reduce the unit's Morale die by one level. Units whose Morale is reduced below d6 are broken and flee – such units are removed from play.

EXPLANATION OF MORALE EFFECTS

STAND

Units that Stand have passed their Morale Check and suffer no negative effects.

PINNED

Even the most well-trained and highly motivated unit of soldiers will take pause when suddenly reminded of their mortality in the face of enemy fire or faced with moral predicaments that take them "out of the zone." This (usually) temporary drop in motivation is referred to as being *Pinned* in *Ambush Alley!*

Pinned units must move to cover if they have any movement left. They may not move towards the enemy while seeking cover.

A pinned unit that cannot move to cover without moving towards the enemy may attempt to *Get In Cover.*

Pinned units may fire at enemy units during their normal activation or interrupt an enemy movement with fire. However, pinned units lose 1 Quality Die on any test they're called on to make.

The Morale Dice of pinned units are unaffected unless a Morale Card result states otherwise.

Pinned units become "un-pinned" at the end of the turn in which they were Pinned.

PULL BACK

Regulars that have been Pinned may be forced to Pull-Back if they are Pinned a second time in the same turn. A unit that is forced to Pull-Back will immediately move *away* from the last enemy unit that fired at it and take up a covered position to re-group. It can move up to 6" to find cover (regardless of how far it has already moved), but must move into the *nearest* covered position.

Units that are forced to Pull Back must spend their next turn regrouping. They can fire or go on Overwatch while regrouping, but they may not move. At the end of the turn they are re-grouped and may move as desired on the following turn.

A unit that is regrouping following a Pull Back may be Pinned again by enemy fire and forced to pull back if Pinned a second time.

SHRINK

Insurgent units that are forced to take a Morale Check may Shrink, even if they pass the check. This represents the tendency for

less motivated members of an Insurgent unit to show the better part of valor when the fighting really starts.

Any time an Insurgent unit makes a Morale Check, any figures in the unit that roll a "1" on their Morale Die are removed from play. Insurgent Special Weapons figures are always the last to be removed due to "shrinkage."

Insurgent leaders are never removed in this manner. They are too devoted to the cause to "shrink" from combat.

SHAKEN

Insurgent units that fail a Morale Check (they roll more Failures than Successes on their Morale Check) are Shaken. The Morale level of a Shaken unit is reduced by 1 level (i.e., a unit with a Morale Die of d10 that becomes shaken has its Morale Die reduced to a d8). Units whose Morale Die is reduced below a d6 have broken and are removed from play.

Shaken units must move to cover if they have any movement left. They may not move towards the enemy while seeking cover.

Shaken units must spend the *next* turn recovering their will to fight. They may only move away from the enemy and may not take any aggressive actions.

SPECIAL RULES

HOUSE CLEARING

In most scenarios, buildings that are not occupied by enemy figures may be freely entered by Regular or Insurgent forces. Some scenarios calls for Regular forces may to "clear" any building they enter. In those instances, use the rules below.

Note that House Clearing rules only apply to buildings that are *not* occupied by Insurgent figures. If Insurgent figures are present in a building, it must be captured by removing the figures through the normal rules governing fire combat or close assault.

To clear a building, follow the steps below:

1. Regular player declares which building will be cleared, how many figures will perform the clearance, and any modifiers applicable.
2. Roll 1d6.
3. If the roll is greater than the scenario's Insurgency Level, the building is empty of hostiles. The unit loses the rest of its turn clearing the building, but has no chance of taking casualties. The building is cleared.
4. If the roll is equal to or less than the scenario's Insurgency Level, roll the clearing unit's Combat Quality Die, add/subtract the modifiers listed, and consult the Building Clearance Table.

CLEARANCE MODIFIERS (CUMULATIVE):

- +1 – Leader above fireteam level participates in building clearing
- +1 - For every 5 figures participating in the clearance
- +1 - Clearing group spends a turn "stacking" to clear the building

- +1 - If clearing unit possesses special equipment or are specifically trained for clearing operations
- -1 - If 3 or less figures participate in the clearance
- -1 - if clearing unit doesn't spend a turn "stacking."

STACKING

In military and police parlance, the term "stacking" refers to forming up for a rapid, shock inducing entrance. Members of the entry team line up in a "stack" by the door and enter the room in a concerted rush. Each member of the stack has a specific duty to perform and an area to cover with his weapon. The entrance is generally so loud and violent that defenders within a room are stunned for a split second or so, giving the assault force the initiative.

For game purposes, simply line a unit's figures up against a wall of the building it is attempting to clear. On the following turn they may assault the building and receive the benefit of "stacking."

Regulars "Stacked" to Enter a Building

Building Clearance Table

Roll a Quality Die, if result is -

<1	**Clearing unit takes 2 potential casualties. Building is NOT cleared. Roll again next turn.**
0	**Clearing unit takes 2 potential casualties. Building is cleared.**
1	**Clearing unit takes 1 potential casualty. Building is clear.**
>2	**Unit loses next turn, but takes no casualties. Building is cleared.**

Roll First Aid Checks for potential casualties as usual. For each First Aid roll that results in a KIA or WIA, roll a Quality Test. A failed Quality Test indicates the casualty is left behind as a POW if the clearing unit withdraws. If an entire unit is wiped out clearing a building, its members are considered POWs until the building is successfully cleared by another unit.

CIVILIANS ON THE BATTLEFIELD

Some scenarios call for the presence of civilians on the battlefield. While the scenario may have some special rules governing the behavior of these civilians, the following general rules usually apply:

- We understand that many players won't have a collection of civilian casualties – and unfortunately there aren't many modern, non-combatant civilians figures out there – so feel free to use substitutes if you wish!

  We use 2"x3" paper "stands" to represent civilians and suggest that civilian figures be mounted on stands this size, if you have them (assuming you're using 15mm figures – if you're using a larger scale, adjust the stand size accordingly).

- The initial location of civilian mobs is usually dictated by the scenario card.

- Civilian mobs are moved at the end of each turn. They move 3" towards the nearest Regular gunfire. They will stop when they come within 6" of a Regular unit. Note however, that some scenarios may dictate special movement rules.

- Regulars may not fire or move through a mob (stand) of civilians.

- If a Regular or Insurgent unit shoots at a target that results in a line of fire that passes within 3" of a civilian mob, a check must be made for civilian casualties. Roll the firing unit's Quality Die. On a die-roll of 1 or 2, the mob has suffered a casualty.

REGULARS AND CIVILIAN MOBS

Regulars may not purposefully engage civilians, but they may attempt to peacefully disperse them.

A Regular unit must be within 6" of a civilian mob to attempt to disperse it. To disperse the mob, the unit must attempt to reason with it. To succeed, the unit must roll greater than the Insurgency Level of the scenario on its Quality Die. If it fails, the civilian mob remains in place. If it succeeds, the mob is removed from play – it has dispersed.

A unit may attempt no other actions in a turn in which it attempts to disperse a civilian mob.

INSURGENT LEADERS AND CIVILIAN MOBS

Insurgent leaders may attempt to manipulate civilian mobs or convert them into armed insurgents. To do so, an Insurgent leader must be in base to base contact with the civilian mob. It must announce whether it's attempting to manipulate the mob or transform it into an armed insurgent unit. To succeed, the Insurgent leader must roll equal to or less than the current Insurgency Level.

If the Insurgent leader's roll was successful and he was attempting to manipulate the civilian mob, the Insurgent player may immediately move it 6" in any direction. Once the civilian mob has moved, it is no longer under the Insurgent leader's influence.

If the Insurgent leader's roll was successful and he was attempting to transform the mob into armed insurgents, he must follow the same process described for manipulating the mob. Additionally, he must have at least one insurgent figure with him to pass out weapons. The more insurgent figures with him, the larger an armed mob he's able to create.

If the Insurgent leader succeeds in transforming a civilian mob into an armed mob, roll 1d6 on the table below. Add +1 to the die roll for each insurgent with the Leader:

Die Roll	Insurgent Unit Created
1 - 5	1D6 Insurgents w/Small Arms
6	1d6 Insurgents w/Small Arms and 1 Insurgent with RPG
7	1d6+2 Insurgents w/Small Arms and 1 with RPG
8	1d6+3 Insurgents w/Small Arms and 1 with RPG
9	1d6+4 Insurgents w/Small Arms and 1 with RPG
10	1d6+5 Insurgents w/Small Arms and 1 with RPG

UAVs

Some scenarios allow the Regular player the use of a UAV. A UAV may also be drawn as an Asset Card.

Most UAVs are unarmed, but are still a powerful asset. If a UAV is present over the

battlefield, the Insurgent player may not use Out of Contact Movement!

An armed UAV has the same effect, but has some limited offensive power as described on its card.

Special Weapon Teams

Where Firepower is concerned, some teams are worth more than the sum of their parts. Machine gun teams, anti-tank teams, and sniper teams generally project more power on the battlefield than suggested by their small size. For this reason, Special Weapon Teams receive a two dice bonus to their Firepower.

Note that this bonus ONLY applies to units that are specifically designated as Special Weapons Teams and who have a Troop Quality of Trained or better. Just having a SAW or AT weapon in a squad doesn't make that squad a Special Weapons team, the unit's entire purpose must be to operate their special weapons in accordance with the tactics associated with those weapons.

EXAMPLES:

The Regular Force has an Asset Card that grants them a Machine Gun Team. The team consists of a gunner and assistant gunner with a Troop Quality of Trained. Normally their Firepower would be 3d8 (1 die for each figure and a third die for the light support weapon), but with their Special Weapon Team bonus, their Firepower is raised to 5d8.

The Insurgent player makes a reinforcement roll and gets 2 Insurgents, 1 with a light support weapon. He wants to field these two as an MG Team, but their Troop Quality is Untrained, so he can't.

Sniper Teams

In addition to the extra dice received for being a Special Weapon Team, sniper teams may also designate Leaders as casualties in a unit they've scored a hit against. Note that only one of a unit's Leader figures may be killed in a single sniper team attack.
Simply having a sniper attached to a unit does not convey this advantage. If the sniper is part of a normal unit, his dice are simply added to that units firepower as usual.

Everything on the table is in Optimum Range for a Sniper Team.

EXAMPLE: A Regular sniper team scores three casualties. Normally the Insurgent player would dice to see if the leader was hit, but since the casualties were caused by a sniper, the Insurgent unit's leader is automatically removed.

VEHICLE RULES

Ambush Alley! is not meant to focus on AFV combat, but infantry units are often supported by soft-skin vehicles, APCs and even the occasional tank. The rules supplied here will allow you to include such vehicles in scenarios, but we suggest you use them sparingly.

VEHICLE MOVEMENT

Considering the close quarters and chaos of urban combat environments vehicle movement is anything but a Sunday drive. In broad terms, all vehicles have two movement rates – ***Patrol*** and ***Cruising***.

PATROL SPEED

Vehicles use Patrol Speed when actively patrolling or rolling in support of dismounted infantry. Vehicles may move up to 10" per turn when using Patrol Speed.

CRUISING SPEED

Vehicles use Cruising Speed when they need to move quickly and no maneuvers are required. A vehicle at Cruising Speed may move up to 18." It may not make any turns and must end its movement facing in the same direction it started.

LOADING AND UNLOADING PASSENGERS

A vehicle may not move on the turn it loads or unloads passengers.

Passengers unloading from a vehicle may only use Cautious movement. Passengers may use Rapid movement to board a vehicle, however.

VEHICLE WEAPON DICE

Class 0 Weapons: Infantry Small Arms
Class 1 Vehicle Weapons: 2 Dice
Class 2 Vehicle Weapons: 3 Dice
Class 3 Vehicle Weapons: 4 Dice

VEHICLE FIREPOWER

All vehicle mounted weaponry falls into one of three classes, with Class 1 having the least ability to defeat armor and Class 3 having the best.

Below are some examples of weapons in each class:

Class 0 – Infantry's small arms and most squad support weapons fall into this category. Examples include assault rifles, SAWs, rifle grenade launchers, GPMGs, etc.

Class 1 Vehicle Weapons – Machine guns such as the M2 .50 or DSHK 12.75mm; Automatic Grenade Launchers; "regular" RPGs.

Class 2 Vehicle Weapons – Light auto-cannons, such as the 25mm Bushmaster; AT RPGs

Class 3 Vehicle Weapons – Main tank guns; AT missiles such as the TOW or Javelin

VEHICLE DEFENSE

VEHICLE DEFENSE

Vehicle armor is rated in four classes, with Class 0 being the least protection (none, actually) and Class 3 being the best.

Below are examples of vehicles from each Defense Class:

Class 0 Vehicle Defense – Unarmored or "soft-skin" vehicles, such as civilian vehicles or military utility vehicles have NO armor and afford their passengers little or no protection. All weapons roll their full Firepower against Class 0 vehicles.

Class 1 Vehicle Defense – Light armored vehicles, such as M113 or Saxon APCs, provide rudimentary protection against small arms fire and shell fragments.

Class 2 Vehicle Defense – "Medium" vehicles, such as the Bradley ICV, are designed to provide direct combat support to the squads they transport. Their armor provides protection against small arms, artillery, and light anti-tank weaponry.

Class 3 Vehicle Defense – "Heavy" vehicles, such as the M1A1 Abrams MBT, are the kings of the battlefield. Class 3 AFVs are practically immune to any weapon system not specifically designed to overcome their massive armor and defense systems.

VEHICLE DEFENSE DICE

Class 0: 1d6 Dice
Class 1: 2d8 Dice
Class 2: 3d10 Dice
Class 3: 4d12 Dice

Example: a typical Class 0 civilian vehicle would have a Defense of 1d6, and a Class 1 LAV would have a Defense 2d8.

Vehicle Defense vs. Weapon Class

When attacking armored vehicles it is important to compare the weapon's penetration to the vehicle's armor rating.

- **Weapon Class < Armor:** Weapons with insufficient penetration value are completely ineffective against thicker armor.
- **Weapon Class = Armor:** Weapons that match the vehicle's armor may still inflict some damage – although the Firepower is halved. Round-down factions and if the number of dice is reduced below 1 then the attack is ineffective.
- **Weapon Class > Armor:** Weapons with a penetration value greater than the vehicle's armor may inflict damage as normal.

Example: Three Insurgent units are firing at a Stryker IFV. One Insurgent unit is armed only with Small Arms. The second has an RPG, while the third has an AT-RPG.

The first Insurgent unit compares its weapon class (0) against the Stryker's Defense (2) and finds it cannot damage the IFV at all.

The second Insurgent unit compares its weapon class (1) to the Stryker's Defense (1) and finds that it can damage the IFV, but that its firepower is at half strength.

The third Insurgent unit compares its weapon class (2) to the Bradley's Defense (1) and finds that it can damage the IFV and that it's firepower is at full strength for the attack.

Determining Vehicle Damage

For each penetrating hit scored against a vehicle, the defender must check to see if the vehicle has sustained any significant damage. The check is made by rolling a test using the vehicle's Reliability Die type. On a 4+, the vehicle suffers no damage. On a roll of three or less, the vehicle must roll on the ***Breakdown Table***.

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VEHICLE RELIABILITY DIE TYPES

Class 0 Vehicles: d6
Class 1 Vehicles: d8
Class 2 Vehicles: d10
Class 3 Vehicles: d12

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Vehicle Breakdown

If a vehicle fails a Reliability Check, roll 1d6 against the table below to determine how it has failed:

1d6 ROLL	BREAKDOWNS
1 – 2	Mobility failure
3 – 4	Armament failure
5 – 6	Reliability failure

Note that penetrating hits that pack enough punch to breakdown the vehicle frequently inflict damage on its crew or passengers.

Effects of Mobility Breakdowns

- The first Mobility breakdown a vehicle suffers permanently reduces its maximum Patrol and Cruising speed by 1d6".
- The second Mobility breakdown a vehicle suffers completely immobilizes it. In addition, make a 4+ Quality Check to avoid losing 1 random crew/passenger as a casualty.

Effects of Armament Breakdowns

- The first Armament breakdown a vehicle suffers reduces its Firepower dice by -1.
- The second Armament breakdown a vehicle suffers destroys its offensive capabilities in other words it has NO Firepower. In addition, make a 4+ Quality check to avoid losing 1 random crew/passenger as a casualty.

Effects of Reliability Breakdowns

- Reliability breakdowns reduce the "die-type" used for Reliability checks by one level. In addition, make a 4+ Quality check to avoid losing 1 random crew/passenger as a casualty.
- When a vehicle's reliability is reduced below d6 it is completely destroyed. Make a 4+ Quality check for each crew/passenger to avoid becoming a casualty.

Vehicle Special Rules

Crew/Passengers: A vehicle may not move on the turn it loads/unloads passengers. On the turn a unit loads/unloads from a vehicle it may not Rapid move.

Up-Armored Softskin: An up-armored softskin vehicle has a Defense of 2d6, rather than just 1d6. In addition, the vehicle is considered "armored" against small arms fire. Small arms fire may still inflict some damage – although the Firepower is halved. Round-down factions and if the number of dice is reduced below 1 then the attack is ineffective.

Up-Armored AFV: Some AFV variants offer the option to up-armor. An up-armored AFV receives +1d Defense. For example a Stryker with slat-armor would have a Defense of 3d8, rather than 2d8.

Anti-Armor: Some weapons fire special anti-armor rounds denoted by an asterisk immediately following weapon size. When these weapons are fired at a vehicle of the same class (i.e. Light vs. Light) their Firepower is NOT halved, as would normally happen in this case.

Fire-or-Move: Weapons or vehicles that are Fire-or-Move may only fire when it is stationary. It may not fire on the same turn that it move, or move on the same turn that it fired.

SAMPLE VEHICLES

Up-Armored M1043 HMMWV:
In response to vulnerability from small arm, RPG and IED attacks an up-armored HMMWV was developed to provide increased ballistic and blast protection:

Firepower:	**Class 0 / 2d**
Defense:	**Class 0 * / 2d6**
Survivability:	**4+ / 1d8**
Crew:	**1 + 3**

M1126 Stryker ICV:
The ICV Stryker provides light armored transport for 9 infantry as well as direct fire support for the dismounted squad:

Firepower:	**Class 2 / 3d**
Defense:	**Class 1 / 2d8**
Survivability:	**4+ / 1d8**
Crew:	**2 + 9**

M2A2 Bradley IFV:
The high survivability Bradley A2 matches a TOW II missile system to its formidable 25mm Chain Gun:

Firepower:	**Class 3 * / 4d**
	Class 2 / 3d
	Class 1/ 2d
Defense:	**Class 2 / 3d10**
Survivability:	**4+ / 1d10**
Crew:	**3 + 7**

Special: Cannot move and fire tow in same turn.

SOLO AND CO-OP GAMING

Ambush Alley has been designed from the ground up to support solo gaming. It would be nice if everyone had a group of friends they could game with on a regular basis, but the reality is that many of us infrequently have the time or opportunity to play face to face games. The following solo rules will mean that we don't have to let our figures and terrain go to waste!

A variant of the solo rules arose from our addiction to video gaming: The Co-Op game. Co-Op games pit two or more regular players against insurgent forces that are not controlled by a player – it's like a group solo game.

Co-Op games use the same rules as Solo games, but two or more players assume command of one or more Regular units on the table. The players cooperate (imagine that!) to achieve the mission objectives for the scenario they're playing.

Co-Op games are a great way to introduce new players to the game in a non-competitive way – and are just plain fun!

Solo Game Turn Sequence

The regular Turn Sequence chart can be used for Solo games. There are some special notes regarding Hot Spot placement and Insurgent interruptions, but otherwise the game plays no differently than the head-to-head version.

Regulars vs. Insurgents
Sequence of Play

1. **Choose a Scenario**
2. **Draw Fog of War Cards as dictated by the scenario**
3. **Draw any Asset Cards designated by the Scenario**
4. **Set up the table per the Scenario**
5. **Place Insurgent Hot Spots**
6. **Set up the Regular units on the Table per the Scenario**
7. **Set up Insurgent units on the Table according to the Scenario**
8. **On turns AFTER the first, Insurgent Player rolls against Insurgency Level to determine arrival of new units**
9. **Regular Player activates his first unit**
10. **Check for Insurgent Unit Interruptions**
11. **Repeat steps 9 & 10 until all Regular units have been activated**
12. **Once all Regular units have been Activated, the Insurgent player may move any Insurgent units that haven't Reacted.**
13. **Repeat Steps 8 through 12 until one side has met the Scenario Victory Conditions**

Hot Spots in a Solo Games

We could have devised a tremendously complex method of randomly assigning the locations of Hot Spots at the beginning of a game. Instead, we've opted to trust the common sense of our players.

Place the five Hot Spots on the table in logical locations in the manner described in the head-to-head version of the rules. Role-play a little and pretend you're the Insurgent player – would you really want a Hot Spot in the middle of an open field? Or would it be better placed in that walled compound?

The better you place the Insurgent Hot Spots, the better and more challenging your Solo or Co-Op game will be!

INSURGENT MOTIVATION

Since there's no player controlling the Insurgents in a Solo or Co-Op game, we'll have to rely on some basic rules that dictate how they'll act under different circumstances.

All Insurgent units and leaders are governed by a set of basic motivations. These motivations determine how they'll act when confronted by Regular movement or fire. Keeping these motivations in mind will help you govern Insurgent actions properly.

The basic motivations for all Insurgent units/figures are described below:

Insurgent Leaders: Find an Insurgent unit to join

Leaderless Insurgent Units: Join with a Leader or other friendly units

Insurgent Units with a Leader: Join with another friendly unit or find and attack the enemy.

INSURGENT ACTION CHECKS

As each Regular unit is activated, an Action Check for all Insurgents in LOS must be made. Start with the nearest Insurgent unit to the activated and work out from there.

If an Insurgent unit has a Leader, it may automatically make an Action Check. Insurgents may only make one Action Check per turn.

Leaderless units must make a successful Quality Check to make an Activation Check. If they fail the Quality Check, they may not attempt to act again until next turn.

To make the Action Check, consult the appropriate Action Check table. Start at the top of the list of possible Actions and work down until you find the motivation that

seems to apply best to the Insurgent's current situation:

Civilians

- If regular Unit is in sight move towards them.
- If no regular Unit is in sight, but an Insurgent Unit is, move towards the Insurgent Unit.
- If no Unit is in sight, will move toward the nearest Regular objective.
- If combat has occurred within six inches, move toward it.
- If a Civilian mob takes a casualty from Regular fire, up the Insurgency level by 1. Lower by 1 for casualties caused by Insurgents. Insurgency level may only be raised and/or lowered once per turn.

Insurgent Leaders w/No Unit

IF REGULARS MOVE OR FIRE IN LOS:
- If Regulars move in LOS, Leader will interrupt to get out of LOS, preferably towards a friendly unit
- If Regulars fire at Leader, he will interrupt to move out of LOS or into cover, preferably towards a friendly unit.

IF MOVING AT END OF TURN:
- Move at full speed along safest route towards nearest friendly, leaderless unit. Joins unit if able to come into cohesion range.
- If no friendly, leaderless unit in LOS, move at full speed along safest route towards a Hot Spot.
- If within 3" of a Hot Spot and no friendly, leaderless units in sight, take cover.

Insurgents w/No Leader
(Must pass Quality Check to act)

IF REGULARS MOVE OR FIRE IN LOS:
- If activated Regular unit is a vehicle and Insurgent unit has a Support Weapon that would harm that vehicle, Interrupt to fire at vehicle.
- If not in cover and Firepower is >6, Interrupt to move into cover.
- If not in cover and Firepower is <6, Interrupt to move out of LOS and towards nearest friendly unit.
- If within double Optimum Range, roll D6: On a 1 or 2, interrupt to move into Optimum Range, on a 3+ Interrupt to fire at Regulars.
- If within Optimum Range, Interrupt to fire.
- If Fired on by Regulars and Insurgent Firepower is <6, Interrupt to move out of LOS.
- If fired on by Regulars and Insurgent Firepower is >6, interrupt to fire.

IF ACTIVATED AT END OF TURN:
- If combat occurred within 6" and unit is not in cover, move to take cover but remain out of LOS of enemy.
- If combat occurred within 6" and unit is not in LOS of enemy and in cover, remain in place.
- If a friendly leader is in LOS, move at top speed along safest route to come into cohesion with leader.
- If a friendly unit is in LOS, move at top speed along safest route to come into cohesion with unit.

Insurgents w/Leader

IF REGULARS MOVE OR FIRE IN LOS:
- If activated Regular unit is a vehicle and Insurgent unit has a Support Weapon that would harm that vehicle, Interrupt to fire at vehicle.
- If not in cover and Firepower is >6, Interrupt to move into cover.
- If not in cover and Firepower is <6, Interrupt to move out of LOS and towards nearest friendly unit.
- If within double Optimum Range and Firepower less than 6, roll D6: On a 1 or 3, interrupt to move into Optimum Range, on a 4+ Interrupt to fire at Regulars.
- If in Optimum Range, Interrupt to fire at Regulars.
- If not in Optimum Range but Insurgents have a Firepower of >6, Interrupt to fire.
- If Fired on and Insurgent Firepower is <6, Interrupt to move out of LOS.
- If fired on by Regulars and Insurgent Firepower is >6, interrupt to fire.

IF ACTIVATED AT END OF TURN:
- If combat occurred within 6" and unit is not in cover, move to take cover and gain LOS of enemy.
- If combat occurred within 6" and unit is in cover within LOS of the enemy, remain in place.
- If no enemy unit in sight and no combat has occurred within 10", move at Cautious speed towards nearest objective.
- If no enemy in sight but combat has occurred within 10," move at Cautious speed towards nearest enemy unit to gain cover and LOS of enemy.

VICTORY POINTS

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

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

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

```
            Margin of Victory Table

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

SUGGESTED VICTORY POINT VALUES

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

```
            Regular Victory Points

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

```
            Insurgent Victory Points

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

These victory point values are only suggestions. Some scenarios may give the same victory conditions completely different point values. You may decide that victory point values should be adjusted up or down based on their relative importance in scenarios you write yourself.

SCENARIOS

The following scenarios represent generic engagements typical of those seen in Iraq during the days leading up to and following the regime change. With some tinkering, they could easily be modified to fit other areas of operation, such as Afghanistan, the Balkans, Somalia, etc.

The scenarios use Marine fireteams as a rule, but they can be replaced with any other fireteams from the supplied Orders of Battle (ORBATs) if desired. We simply had a supply of Marine figures on hand, so the scenarios became somewhat "Marine-centric" as we wrote them.

Each scenario includes a photo suggesting a possible table lay-out. These photos were taken of our actual play-test table. The terrain on the table (and in all game photos in the rule book) was produced by our sister company, **BattleBuilders.**

BattleBuilders offers a special **Ambush Alley** terrain set which includes a 2'x2' playing surface and all the buildings and walls needed to play any of the scenarios included in this game for a package price of $150US, plus shipping and handling. If you're interested in the terrain set, please contact **_battlebuilders@gmail.com_**.

Ambush Alley Games is also releasing a series of scenario packs to support this game. In addition to scenarios, each pack will contain special rules for the area of operations and ORBATs for the forces involved. These packs will address conflicts in urban combat zones including Mogadishu, Fallujah, and Grozny.

SCENARIO 1: CONTRACTING TROUBLE!

This scenario introduces the basic concepts of *Ambush Alley!* No special rules or Assets are in play. No Fog of War cards are drawn, regardless of Reaction Rolls.

Mission Brief

An SUV carrying two civilian contractors was hit by gunfire as it moved through a neighborhood in one of city's red zones.

UAV footage indicates that the contractors are injured but alive. The contractors have held the small group of Insurgent gunmen who attacked their vehicle at bay for nearly a quarter of an hour, but more armed men have been spotted converging on the disabled SUV.

A squad of US Marines is in the vicinity and can be on site within the hour.

Regular Mission Objective

The Marines must locate the contractors and escort them off the south or west table edge. The contractors are wounded and out of ammunition by the time the Marines arrive on the table and may not fire on the Insurgents. It is important to keep Marine losses to a minimum!

Insurgent Mission Objective

Prevent removal of contractors from the table. Due to poor command and control, the Insurgent player *may not* attempt to seize or kill the contractors before the US Marines reach them.

Table Set-Up (2'x2' 15mm, 4'x4' 25mm)
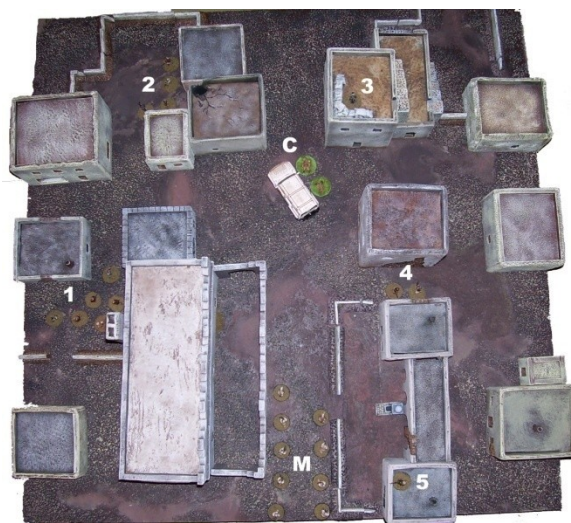
M: Partial Marine Squad
C: Contractors and wrecked SUV
1: 6xInsurgents w/Small Arms
2: 4xInsurgent Leaders
3: 1xInsurgent w/RPG (Med. Support)
4: 1xInsurgent Leader, 1xInsurgent w/RPG (Med. Support)
5: 1xInsurgent w/RPG (Med. Support)

Insurgency Level

The Insurgency Level of this game is "Automatic." New Insurgent reinforcements automatically arrive at the end of each turn.

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

Die Roll	Insurgent Unit
2	1d6 w/Small Arms + 1w/L Support
3	1 w/RPG *
4	1d6 w/Small Arms & ROLL AGAIN
5	1 w/RPG *
6	1d6+2 w/Small Arms
7	1d6 w/Small Arms +Leader +1 L Support
8	1d6+2 w/Small Arms
9	1d6 w/Small Arms & ROLL AGAIN
10	1 w/L Support
11	1d6 w/Small Arms +Leader +1 RPG *
12	2d6 w/Small Arms

*Roll 1d6 – a roll of 5-6 indicates an AT RPG

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

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

Marine Force Composition

The Regular player has a partial Marine Squad containing:

1 Corporal – Squad Leader (+1 to Morale Rolls)
2x Fireteams (2xRiflemen, 1xRGL, 1xSAW)

The Marines have a Troop Quality of Trained (d8) and a Morale of 1d10

No special Combat Assets are available.

Insurgent Force Composition

Other than the units in place at the beginning of the turn, Insurgent forces are randomly. All Insurgents in this scenario have a Troop Quality of 1d6 and Morale of 1d10.

Fog of War

There are no Fog of War effects in play for this scenario.

Regular Victory Conditions

- Per contractor escorted off the table by Marines: 5 pts.
- Marines leave no friendly Casualties or POWs behind: 5 pts.

Reminder: Once a Marine squad begins escorting a Contractor off the table, it is has acquired Dependants.

Insurgent Victory Conditions

- Per Marine Wounded: 1 pt.
- Per Marine killed: 2 pts.
- Per captive held at end of game (Contractor or POW): 5 pts.

Special Rules

Moving the Contractors

Regulars may move the contractors upon contact – in other words, as soon as a Regular figure comes in contact with one of the Contractor figures, the Contractors are absorbed into the Regular figure's unit as Dependants. The Regular unit may continue moving if it has any movement left and may fire as normal if it has not already fired.

Insurgents may not move the Contractors at all. They may only prevent units containing the Contractors off the board or capture them in Close Assault. The Contractors cannot become casualties if the unit they are Dependant to is fired on.

Optional Rules

- Use Fog of War cards. Regular Player draws 1 Fog of War card at the beginning of the game and draws another each time he rolls a "1" on a Reaction Test.

And/or:

- Place 3 civilian mobs on the board. No mob may be within 8" of the contractors at the beginning of the game.

Scenario 2: Turkey Shoot

Mission Brief

A mobile sniper team consisting of two US Marine Snipers supported by a Marine Recon Squad has received orders to engage high priority targets from the southern flank of an evolving engagement between a Marine company and a large number of insurgents bolstered by foreign Jihadists.

The mobile sniper team will find an appropriate position from which they can engage and neutralize insurgent command and control elements and special weapons. The Recon Squad will escort the team into position and provide security for the snipers once they are in place.

Regular Mission Objective

The Recon Marines must escort the snipers to the indicated building and provide security for them.

They must keep the sniper team alive in the objective building for three turns, during which the sniper may not fire on any on-board targets (the sniper is assumed to be firing on leadership assets off the table's edge). The sniper team is considered "alive" as long as one member is left able to fire.
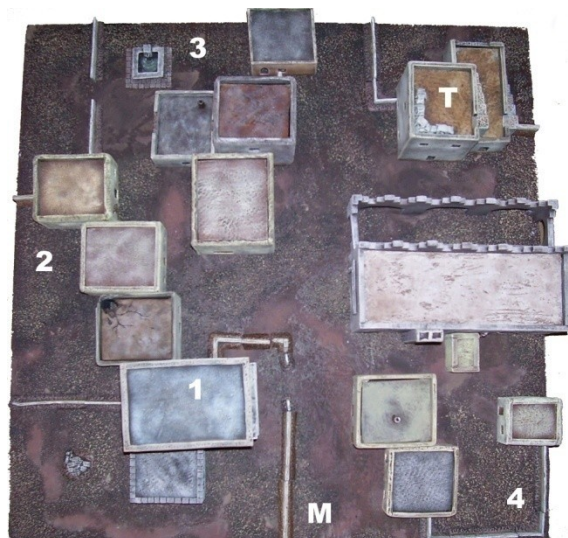
They must escort the sniper team off the south side of the table once the snipers have completed their fire mission.

Marine casualties must be kept to a minimum.

Insurgent Mission Objective

Prevent the snipers from completing their objective. Prevent any Marines from exiting the board. Cause as many casualties as possible!

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

M: Marine Entry and Exit Point
T: Target Building
1: 1xLeader, 1xInsurgent w/RPG (Med. Support)
2: 1xLeader, 6xInsurgents w/Small Arms
3: 1xLeader, 1xSAW (Lt. Support)
4xInsurgents w/Small Arms
4: 1xLeader, 1xRPG (Med. Support), 4xInsurgents w/Small Arms

Insurgency Level

The Insurgency Level of the game is 4. At the end of each turn, the Insurgent player will roll a 1d6. On a roll of 4 or less, new Insurgent fighters will arrive from a random Hot Spot.

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

Die Roll	Insurgent Unit
2	1d6 w/Small Arms + 1w/L Support
3	1 w/RPG *
4	1d6 w/Small Arms & ROLL AGAIN
5	1 w/RPG *
6	1d6+2 w/Small Arms
7	1d6 w/Small Arms +Leader +1 L Support
8	1d6+2 w/Small Arms
9	1d6 w/Small Arms & ROLL AGAIN
10	1 w/L Support
11	1d6 w/Small Arms +Leader +1 RPG *
12	2d6 w/Small Arms

*Roll 1d6 – a roll of 5-6 indicates an AT RPG

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

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

Marine Force Composition

The Regular player has a partial Recon Marine Squad containing:

1 Corporal – Squad Leader (+1 to Morale Rolls)
3x Fireteams (2xRiflemen, 1xRGL, 1xSAW)

This squad has a Troop Quality of Veteran (1d10) and Morale of 1d10.
The Recon Team serves as security for a two man mobile sniper team consisting of:

1x Sniper with sniper rifle
1x Spotter with spotting scope and M4

The snipers have a Troop Quality of Veteran (d10) and Morale of 1d10.

The Recon Squad and Sniper Team are initially deployed in an APC (LVTP-1) armed with a Heavy MG. The APC's 4 man crew will not leave the APC unless it is destroyed. They have a Troop Quality of Trained and Morale of 1d8.

Insurgent Force Composition

The Insurgent forces are randomly generated other than those that begin on the table per the scenario. All Insurgents in this scenario have a Troop Quality of Untrained (D6) and have a Morale value of 1d10. Insurgent Leaders have a Troop Quality of Trained (D8) and Morale of 1d8.

Fog of War

Draw one Fog of War Card at the beginning of the game. Draw others based on Regular Reaction Tests.

Assets

The Regular player has two Asset Cards: Attached Sniper Team and Attached APC.

Regular Victory Conditions

- Snipers accomplish fire mission: 15 pts.
- Marines escort at least 1 sniper off south board edge: 5 pts.

Insurgent Victory Conditions

- Per Marine wounded: 1 pt.
- Per Marine killed: 2 pts.
- Prevent Sniper team from performing fire mission: 10 pts.
- Sniper Team killed/captured: 5 pts.
- Per captive held at end of game: 5 pts.

- Per Vehicle immobilized or destroyed: 5 pts.

Optional Rules

- Building Clearing: The target building (and any other building entered by the Marines) must be cleared using the Building Clearing rules.

SCENARIO 3: MIDNIGHT AT THE ALAMO

Mission Brief

Marines are clearing a city of foreign fighters and insurgents. Fighting has been block to block and building to building. Night is falling and orders have come down for Marines to find appropriate buildings in which to "go firm" for the night. The Marines settle in for a wary night's sleep, but the Insurgents have other ideas for the night . . .

Regular Mission Objective

A full Marine squad is firmed up in a complex of up to four buildings. They must survive a vicious surprise attack and attempt to provide security for their off-table flanking units.

If things get too hot, the Marines may attempt to link up with off-board units by exiting the northern table edge. They may not evacuate until turn 4 or the game.

The news media is covering this engagement closely, so Marine casualties must be kept to a minimum!

Insurgent Mission Objective

The invaders are weak and tired from the day's fighting. Now is the time to strike! The Insurgent player must throw everything he has against the Marine squad in effort to cause as many casualties as possible – and prevent the infidels from escaping!

The Insurgent's surprise night-time assault will last 6 turns.

Table Set-Up (2'x2' 15mm, 4'x4' 25mm)
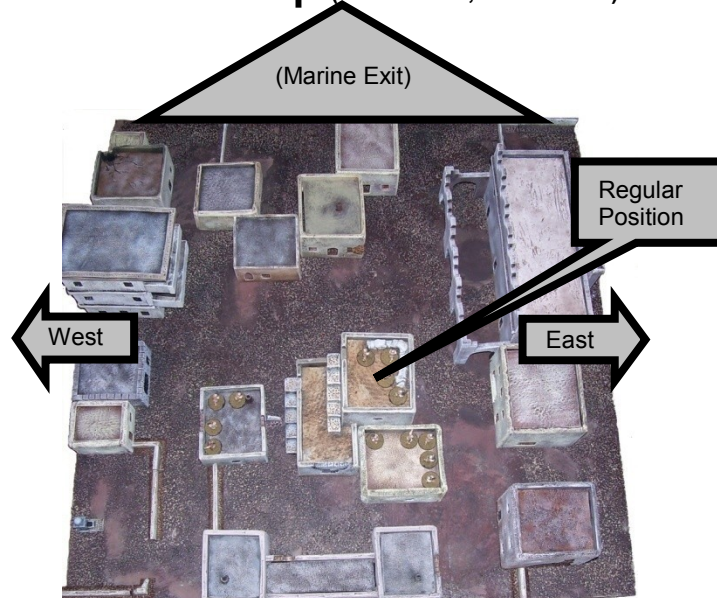
The Marines should be situated in a building complex on the south edge of the board. To maintain perimeter, each of the Marine held buildings must be within 4" of another.

The Insurgent player begins play with the following units:

Positioned within 3" of the West side of the board:

- Unit 1: 1xLeader, 1xRPG (Med. Support) and 4xSmall Arms
- Unit 2: 1xSAW (Lt. Support) 4x Small Arms
- Unit 3: 2xLeaders, 6xSmall Arms

Positioned within 3" of the East side of the board:

- Unit 4: 1x Leader, 1xSAW 3xSmall Arms
- Unit 5: 4xSmall Arms
- Unit 6: 4x Small Arms, 1xSAW (Lt. Support), 1xRPG (Med. Support)

Insurgency Level

The Insurgency Level of the game is 5. At the end of each turn, the Insurgent player will roll a 1d6. On a 5 or less, new Insurgent

fighters will arrive from a random table edge (Roll 1d6):

1-3: East Edge
4-6: West Edge

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

Die Roll	Insurgent Unit
2	1d6 w/Small Arms + 1w/L Support
3	1 w/RPG *
4	1d6 w/Small Arms & ROLL AGAIN
5	1 w/RPG *
6	1d6+2 w/Small Arms
7	1d6 w/Small Arms +Leader +1 L Support
8	1d6+2 w/Small Arms
9	1d6 w/Small Arms & ROLL AGAIN
10	1 w/L Support
11	1d6 w/Small Arms +Leader +1 RPG *
12	2d6 w/Small Arms

*Roll 1d6 – a roll of 5-6 indicates an AT RPG

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

If a roll on the table results in the arrival of multiple units, roll separately for each unit to determine which table edge they arrive from.

Marine Force Composition

The Regular player has a Marine Squad containing:

1x Squad Leader
3x Fireteams (2xRiflemen, 1xRGL, 1xSAW)

This squad has a Troop Quality of Trained (1d8) and Morale of 1d8.

Insurgent Force Composition

The Insurgent forces are randomly generated other than those that begin on the table per the scenario. All Insurgents in this scenario have a Troop Quality of

Untrained and have a Morale value of 1d8. Insurgent Leaders have a Troop Quality of Trained and Morale of 1d10.

Special Rules

This scenario takes place at night. Use the *Night Fighting* rules.

Fog of War

Draw one Fog of War Card at the beginning of the game. Draw others based on Regular Reaction Tests.

Assets

The Regulars have no special assets.

Regular Victory Conditions

- If Marines hold the compound until the end of Turn 6: 10 pts.
- For each Marine who exits the north end of the board after turn 3: 1 pt.
- If over 50% of the Marine Force survives, either holed up till turn 6 or by exiting the north edge of the table after turn 3: 5 pts.

Insurgent Victory Conditions

- Per Marine wounded: 1 pt.
- Per Marine killed: 2 pts.
- Per captive held at end of game: 5 pts.
- Marines quit the table after Turn 3: 5pts.

Optional Rules

- Building Clearing: Use the Building Clearing rules if the Marines enter any structures other than those included in the building complex they occupy.

SCENARIO 4: SWEEP & CLEAR

Mission Brief

Regular forces have been tasked with chasing Insurgents out of town. To achieve this objective, they've initiated at block by block sweep to draw the Insurgents out and mop them up.

Regular Mission Objective

The Regular force must clear neutralize the majority of the Hot Spots within this zone and then move on to the next. They will enter the zone from the south and exit from the north.

Regular casualties must be kept to a minimum.

Insurgent Mission Objective

Stop the Regulars! Do not let them neutralize the Hot Spots or exit the zone! Make them pay for their impudence!

Table Set-Up (2'x2' 15mm, 4'x4' 25mm)
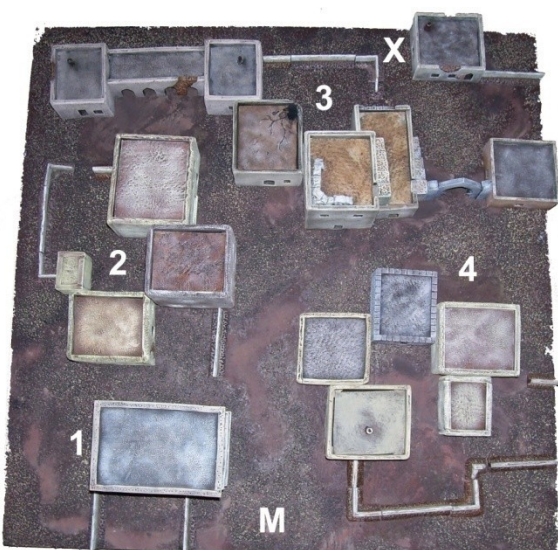
M: Marine Entry Point
X: Marine Exit Point
1: 1xLeader, 4xInsurgent w/Small Arms, 1xSAW (Lt. Support)
2: 2xLeaders, 5xInsurgents w/Small Arms

3: 2xLeaders, 1xSAW (Lt. Support), 6x Insurgents w/Small Arms
4: 1xLeader, 1xRPG (Med. Support), 4xInsurgents w/Small Arms

Insurgency Level

The Insurgency Level of the game is 5! At the end of each turn, the Insurgent player will roll a 1d6. On a roll of 5 or less, new Insurgent fighters will arrive from a random Hot Spot.

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

Die Roll	Insurgent Unit
2	1d6 w/Small Arms + 1w/L Support
3	1 w/RPG *
4	1d6 w/Small Arms & ROLL AGAIN
5	1 w/RPG *
6	1d6+2 w/Small Arms
7	1d6 w/Small Arms +Leader +1 L Support
8	1d6+2 w/Small Arms
9	1d6 w/Small Arms & ROLL AGAIN
10	1 w/L Support
11	1d6 w/Small Arms +Leader +1 RPG *
12	2d6 w/Small Arms

*Roll 1d6 – a roll of 5-6 indicates an AT RPG

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

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

Marine Force Composition

The Regular player has a Marine Squad containing:

1 Corporal – Squad Leader (+1 to Morale Rolls)
3x Fireteams (2xRiflemen, 1xRGL, 1xSAW)

This squad has a Troop Quality of Trained (1d8) and Morale of 1d8.

Insurgent Force Composition

The Insurgent forces are randomly generated other than those that begin on the table per the scenario. All Insurgents in this scenario have a Troop Quality of Untrained (D6) and have a Morale value of 1d10. Insurgent Leaders have a Troop Quality of Trained (D8) and Morale of 1d8.

Fog of War

Draw one Fog of War Card at the beginning of the game. Draw others based on Regular Reaction Tests.

Assets

The Regular player has no special assets assigned.

Regular Victory Conditions

- Each Hot Spot Neutralized: 5 pts
- Exit from north edge after neutralizing at least 3 Hot Spots: 5pts.

Insurgent Victory Conditions

- Per Marine wounded: 1 pt.
- Per Marine killed: 2 pts.
- Per captive held at end of game: 5 pts.
- Per Hot Spot remaining: 5 pts.

Optional Rules

- Add 3 civilian mobs and use the **Civilians on the Battlefield** rules.

Scenario 5: Hornet's Nest

Mission Brief

A Regular Squad has captured a POI (Person of Interest) and is attempting to return him to base for processing. While there are apparently few Insurgents in the immediate area, the commotion of the capture has drawn a large crowd of civilian onlookers, many of whom view the POI as a local hero. The mood on the street is tense and it would take very little to ignite the situation.
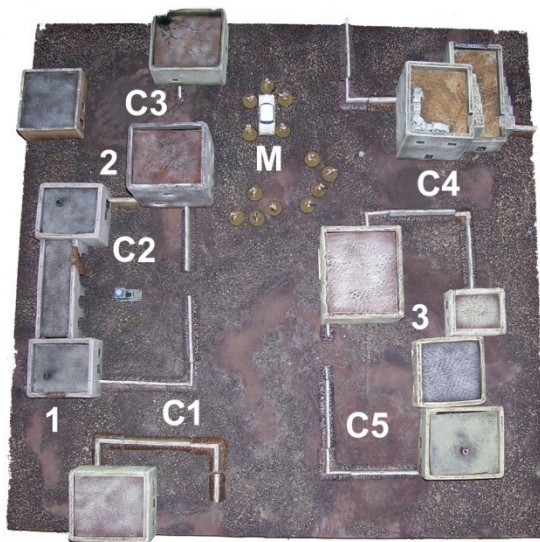
Regular Mission Objective

The Regular force must escort the POI off the south edge of the board to be processed.

Regular and civilian casualties must be kept to a minimum.

Insurgent Mission Objective

Rescue the POI, or at least blunt the Regular victory by engineering a publicity nightmare!

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

M: Marine starting position
C1 – C5: Civilian Mobs
1: 1xLeader, 4xInsurgents w/Small Arms
2: 1xLeader, 3xInsurgents w/Small Arms
3: 1xLeader, 3xInsurgents w/Small Arms, 1xRPG (Med. Support), 1xSAW (Lt. Support) 4xInsurgents w/Small Arms

Insurgency Level

The Insurgency Level of the game is 2. At the end of each turn, the Insurgent player will roll a 1d6. On a roll of 2 or less, new Insurgent fighters will arrive from a random Hot Spot.

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

Die Roll	Insurgent Unit
2	1d6 w/Small Arms + 1w/L Support
3	1 w/RPG *
4	1d6 w/Small Arms & ROLL AGAIN
5	1 w/RPG *
6	1d6+2 w/Small Arms
7	1d6 w/Small Arms +Leader +1 L Support
8	1d6+2 w/Small Arms
9	1d6 w/Small Arms & ROLL AGAIN
10	1 w/L Support
11	1d6 w/Small Arms +Leader +1 RPG *
12	2d6 w/Small Arms

*Roll 1d6 – a roll of 5-6 indicates an AT RPG

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

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

Marine Force Composition

The Regular player has a Marine Squad containing:

1 Corporal – Squad Leader (+1 to Morale Rolls)
3x Fireteams (2xRiflemen, 1xRGL, 1xSAW)

This squad has a Troop Quality of Trained (1d8) and Morale of 1d8.

Insurgent Force Composition

The Insurgent forces are randomly generated other than those that begin on the table per the scenario. All Insurgents in this scenario have a Troop Quality of Untrained (D6) and have a Morale value of 1d10. Insurgent Leaders have a Troop Quality of Trained (D8) and Morale of 1d8.

Fog of War

Draw one Fog of War Card at the beginning of the game. Draw others based on Regular Reaction Tests.

Assets

The Regular player has no special assets assigned.

Special Rules

The Regular player must designate which one of his fireteams has custody of the POI. That fireteam is subject to the Dependants rule.

Regular Victory Conditions

- Escort POI off south board edge: 10 pts.
- For each Civilian Mob dispersed: 5 pts.
- Kill no civilians: 5 pts.

Insurgent Victory Conditions

- "Rescue" POI (either by actually taking custody of him through Close Assault or by killing him through fire): 10 pts.
- Per Marine wounded: 1 pt.
- Per Marine killed: 2 pts.
- Per POW held at end of game: 3 pts.
- Per Civilian killed by Regulars: 5 pts.
- Per Civilian killed by Insurgents: 2 pts.

Optional Rules

- Play the scenario using the Night Fighting rules.

COMMON ORBATS

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

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

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

AUSTRALIA

ROYAL AUSTRALIAN REGIMENT (REGULARS)

The basic building block of the Royal Australian Regiment (RAR) is the Brick. Two Bricks form a Section. Three Sections form a Platoon.

Additionally, Maneuver Support Teams (MSTs) are available to support regular Rifle Bricks. MSTs are bricks armed with AT weapons or heavier infantry suppression weapons than the standard infantry brick. MSTs may be attached as half a section, as their own section at the platoon level or as a company asset.

Troop Quality of RAR units ranges from Trained to Veteran.

RAR Morale defaults to D8, but scenarios may indicate higher or lower value.

The following ORBAT is for a regular RAR Infantry Platoon.

RAR RIFLE BRICK

1xBrick Leader w/F88*

1x Grenadier w/F88/M203 (RGL, Lt. Support)
1x Gunner w/F89 (SAW, Lt. Support)
1x Rifleman w/F88

RAR SECTION

2xRAR Rifle Bricks

Or

1xRAR Rifle Brick
1xRAR MST Brick

*Note that one Brick Leader is the Section Leader and the other is the Assistant Section Leader.

RAR PLATOON

3xRAR Rifle Sections

Or

2x RAR Rifle Sections
1x RAR MST Section

RAR MST BRICK

1xBrick Leader w/F88*
1x Grenadier w/F88/M203 (RGL, Lt. Support)
1x Gunner w/FN MAG58 (GPMG, Med. Support)
1x Sniper w/SR-25 or SR-98 rifle

UNITED KINGDOM

BRITISH ARMY (REGULARS)

The basic building block of the British Army is the Fireteam. Two Fireteams form a Section. Three Sections form a Platoon.

Troop Quality of British Army units ranges from Trained to Veteran.

British Army Morale defaults to D8, but scenarios may indicate higher or lower value.

The following ORBAT is for a regular British Army Rifle Platoon.

BRITISH ARMY FIRETEAM

1x Fireteam Leader w/IW*
1x Grenadier w/IW-RGL (Lt. Support)
1x Gunner w/L108A1 (SAW, Lt. Support)
1x Rifleman w/L86 LSW

*Note that one Fireteam Leader is the Squad Leader and the other is the Assistant Squad Leader.

BRITISH ARMY SECTION

2x British Army Rifle Fireteams

BRITISH ARMY RIFLE PLATOON

1x Platoon Commander w/IW
1x Platoon Sgt. w/IW
3x British Army Rifle Sections

BRITISH ROYAL MARINES (REGULARS)

The basic building block of the British Royal Marines is the Fireteam. Two Fireteams form a Section. Three Sections plus a Maneuver Section form a Troop.

Troop Quality of British Royal Marine units ranges from Trained to Veteran.

British Royal Marine Morale defaults to D10, but scenarios may indicate a higher or lower value.

The following ORBAT is for a Troop from a Royal Marine Close Company.

BRITISH ROYAL MARINE FIRETEAM

1x Fireteam Leader w/IW*

1x Grenadier w/IW-RGL (Lt. Support)
1x Gunner w/L108A1 (SAW, Lt. Support)
1x Rifleman w/L86 LSW

*Note that one Fireteam Leader is the Squad Leader and the other is the Assistant Squad Leader.

BRITISH ROYAL MARINE MANEUVER SUPPORT SECTION

1x Section Leader w/IW
1x Sniper w/Sniper Rifle
1x Gunner w/51mm Mortar (Med. Support)*
1x Rifleman w/IW

*This is a handheld, light mortar.

BRITISH ROYAL MARINE SECTION

2x British Royal Marine Fireteams

BRITISH ROYAL MARINE TROOP

1x Platoon Commander w/IW
1x Platoon Sgt. w/IW
3x British Royal Marine Sections
1x British Royal Marine Maneuver Support Section

UNITED STATES OF AMERICA

USMC (REGULARS)

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

Troop Quality of USMC units ranges from Trained to Veteran.
USMC Morale defaults to D10, but scenarios may indicate higher or lower value.

The following ORBAT is for a regular Marine Rifle Platoon.

USMC FIRETEAM

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

Total Firepower: 6D

USMC SQUAD

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

USMC PLATOON

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

USAR LIGHT INFANTRY (REGULARS)

The basic building block of the US Army Light Infantry is the Fireteam. Two Fireteams under a Squad Leader make up a Squad. Four Squads make up a Platoon.

Troop Quality of USAR Light Infantry units ranges from Trained to Veteran.

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

The following ORBAT is for a generic USAR Light Infantry Rifle Platoon.

USAR RIFLE FIRETEAM

1x Fireteam Leader w/M-16 or M-4
1x Grenadier w/M-203 (RGL, LT. Support)
1x Gunner w/M-249 (SAW, Lt. Support)
1x Assistant Gunner w/M-16 or M-4

USAR RIFLE SQUAD

1x Squad Leader w/M-16 or M-4
2x USAR Rifle Fireteam

USAR RIFLE PLATOON HQ SQUAD

1x Platoon Leader w/M-16 or M-4
1x Platoon Sgt. w/M-16 or M-4
1x Radio Operator w/M-16 or M-4
2x Gunners w/M-249 (SAW, LT Support)
2x Assistant Gunners w/M-16 or M-4

USAR RIFLE PLATOON

1x Rifle Platoon HQ Squad
3x Rifle Squads

USAR RANGERS (REGULARS)

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

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

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

The following ORBAT is for a generic USAR Ranger Platoon.

USAR RANGER RIFLE FIRETEAM

1x Fireteam Leader w/M-16 or M-4
1x Grenadier w/M-203 (RGL, LT. Support)
1x Gunner w/M-249 (SAW, Lt. Support)
1x Assistant Gunner w/M-16 or M-4

USAR RANGER RIFLE SQUAD

1x Squad Leader w/M-16 or M-4
2x USAR Rifle Fireteam

USAR Ranger Machine Gun Squad

1x Squad Leader w/M-16 or M-4
3x Gunners w/M249 (SAW, Lt. Support)
3x Assistant Gunners w/M-16 or M-4
3x Ammo Bearers w/M-16 or M-4

USAR Ranger Platoon

1x Platoon Leader w/M-16 or M-4
1x Platoon Sgt. w/M-16 or M-4
1x Radio Operator w/M-16 or M-4
3x USAR Rifle Squads
1x USAR Ranger Machine Gun Squad

GLOSSARY

GAME TERMS

A

Activate: Units are "Activated" when a player declares their movement or fire during a turn.

B

Broken: An Insurgent unit is considered "broken" when it is Shaken to the point that it's Morale drops below D6. Some scenarios grant Regular Victory Points for broken Insurgent units.

C

Cover Dice: Extra Defense Dice a unit receives if at least half of its members are in some kind of cover. See also **SOLID COVER, IN COVER,** and **EXPOSED.**

D

Defense: Every unit has a Defense, which is a pool of dice used in an opposed roll against an attacker's **Firepower**.

E

Exposed: Units that are more than 3" from the nearest terrain piece on the table that could provide cover are considered to be Exposed. Fire at Exposed units garners an additional Firepower die.

F

Firepower: Every unit has a Firepower, which is a pool of dice used during attacks on other units.

I

In Cover: Stationary units that are able to make a successful **Quality Test** may take advantage of cover such as shallow depressions, curbs, or small piles of rubble that may not be visible on the table.

K

KIA: Killed in Action

Q

Quality Test: Some rules require a unit to make a Quality Test or Check. To make a successful Quality Test, the unit must roll a 4+ on its Troop Quality Die.

S

Solid Cover: Terrain pieces on the table such as walls, rubble piles, buildings, trenches, etc, can provide a unit with an extra Cover die for their **Defense**.

T

Troop Quality: Each unit has a Troop Quality assigned to it. The Troop Qualities are Untrained, Trained, Veteran, and Elite.

Troop Quality Die: Each Troop Quality is assigned a specific die type. Units with a Troop Quality of **Trained**, for instance, have a Troop Quality Die of D6.

W

WIA: Wounded in Action.

MILITARY JARGON

A

ACOG: Advanced Combat Optical Gunsight
ACR: Advanced Combat Rifle
AFV: Armored Fighting Vehicle
AGL: Automatic Grenade Launcher
AICW: Advanced Infantry Combat Weapon
AIFV: Advanced Infantry Fighting Vehicle
AMR: Anti-Materiel Rifle
AP: Anti-Personnel or Armor Piercing
APC: Armored Personnel Carrier
APDS: Armor Piercing Discarding Sabot
AT: Anti-Tank
ATGL: Anti-Tank Grenade Launcher
ATGM: Anti-Tank Guided Missile

C

C3I: Command, Control, Communications, & Intelligence
CEV: Combat Engineering Vehicle
CNVD: Clip-On Night Vision Device
CW: Chemical Warfare

D

DMR: Dedicated Marksman Rifle
DP: Dual Purpose

E

EOD: Explosive Ordinance Disposal
EZ: Extraction Zone

F

FFL: French Foreign Legion
FRAGO: Fragmentary Order

G

GL: Grenade Launcher – often mounted under the barrel of an Assault Rifle, but sometimes a separate, single purpose weapon.
GPMG: General Purpose Machine Gun

H

HMG: Heavy Machine Gun
HUD: Head Up Display

I

IFV: Infantry Fighting Vehicle

K

KIA: Killed In Action

L

LAV: Light Armored Vehicle
LMG: Light Machine Gun
LOS: Line of Sight
LZ: Landing Zone

M

MBT: Main Battle Tank
MICV: Mechanized Infantry Combat Vehicle
MOUT: Military Operations in Urban Terrain

N

NCO: Non-Commissioned Officer
NOD: Night Observation Device
NOE: Nap of Earth

O

OGA: Other Government Agency
OPORD: Operations Order
OSW: Objective Sniper Weapon
SOF: Special Operations Forces

R

RGL: Rifle Grenade Launcher: Generally a breach loaded grenade launcher slung under the barrel of an assault rifle.

S

SAPI: Small Arms Protection Insert
SAS: Special Air Service
SAW: Squad Automatic Weapon
SMG: Sub-Machine Gun
SWAT: Special Weapons and Tactics (Police)

T

TOW: Tube Launched, Optically tracked, Wire guided missile (An ATGM)

U

UW: Urban Warfare

UAV: Unmanned Autonomous Vehicle or Unmanned Aerial Vehicle
UGV: Unmanned Ground Vehicle

V

VTOL: Vertical Take Off & Landing

W

Whisky Charlie: Worthless Civilian
WIA: Wounded in Action

INDEX

AMBUSH ALLEY Quick Reference Sheet

Regulars vs. Insurgents Sequence of Play

1. **Choose a Scenario**
2. **Draw Fog of War Cards as dictated by the scenario**
3. **Draw any Asset Cards designated by the Scenario**
4. **Set up the table per the Scenario**
5. **Place Insurgent Hot Spots**
6. **Set up the Regular units on the Table per the Scenario**
7. **Set up Insurgent units on the Table according to the Scenario**
8. **On turns AFTER the first, Insurgent Player rolls against Insurgency Level to determine arrival of new units**
9. **Regular Player activates his first unit**
10. **Insurgent units may Interrupt**
11. **Repeat steps 9 & 10 until all Regular units have been activated**
12. **Once all Regular units have been Activated, the Insurgent player may move any Insurgent units that haven't Reacted.**
13. **Repeat Steps 8 through 12 until one side has met the Scenario Victory Conditions**

Troop Quality Dice
Elite: d12
Veteran: d10
Trained: d8
Untrained: d6

Morale Ratings Dice
High Morale: d12
Good Morale: d10
Average Morale: d8
Low Morale: d6

THE (Nearly) UNIVERSAL MECHANIC

Roll a 4+

If Opposed, Roll a 4+ and Higher than Opponent's Roll

INSURGENT INTERRUPTION TEST

Without Leader: 4+ on Troop Quality Die

With Leader: No Roll Required

Reaction Test Results

Insurgent Rolls 4+ and higher than Regular: Interruption is resolved before the Regulars can react.

Otherwise: Regular Player may fire on Insurgents or complete their move before the Interruption is resolved.

Movement
INFANTRY:
    Cautious Movement: 6"
    Rapid Movement: 12"

VEHICLES:
    Patrol Movement: 10"
    Cruise Movement: 18"

FIREPOWER

Firepower: Number of Figures + Special Weapon Dice = Number of Troop Quality Dice in Firepower

+1 die if in Optimum Range

-1 die for each Interruption after the first in a single Activation

-1 die in defensive fire vs. Close Assault

+1 die if target Unit is Exposed or making a Rapid Move

Firepower may never exceed 10d. All negative penalties are applied to the 10d cap, regardless of the number of figures in the unit.

SUPPORT WEAPON DICE

Light Support Weapons: +1 Die
Medium Support Weapons: +2 Dice
Heavy Support Weapons: +3 Dice

OPTIMUM RANGES

Elite (d12) Units have an Optimum Range of 12"

Veteran (d10) Units have an Optimum Range of 10"

Trained (d8) Units have an Optimum Range of 8"

Untrained (d6) Units have an Optimum Range of 6"

Support Weapons have twice the unit's regular Optimum Range. Vehicle mounted and emplaced Support Weapons always treat their attacks as being within Optimum Range, regardless of the distance fired.

Unit Defense

Defense = Number of Figures in Target Unit + Cover Dice + Armor Dice

-1 die when charging into Close Assault

Defense Cap: No Defense may exceed 10D

Cover Dice

In Cover: +1 Defense Die
Solid Cover: +1 Defense Die
Exposed: +1 Firepower Die for Attacker

Armor Dice

Light Body Armor: +1 Troop Quality Die

Targets Engaged by Quality

Untrained: May only engage ONE target
Trained: May engage TWO targets
Veteran: May engage THREE targets
Elite: May engage FOUR targets

STANDARD FIRST AID TABLE

Roll a D6:

1: KIA. The unit gains a Casualty which may count as a victory condition for some scenarios. The figure is removed from play.

2 - 4: WIA. The unit gains a Casualty which may count as a victory condition for some scenarios. The figure is removed from play.

5 - 6: The casualty figure's injuries are slight. Casualty returns to action at beginning of next turn.

MEDIC FIRST AID TABLE

Roll a D6:

1: KIA. The unit gains a Casualty which may count as a victory condition for some scenarios. The figure is removed from play.

2 - 3: WIA. The unit gains a Casualty which may count as a victory condition for some scenarios. The figure is removed from play.

4 - 6: The casualty figure's injuries are slight. Casualty returns to action at beginning of next turn.

1d6 ROLL	BREAKDOWNS
1 – 2	Mobility failure
3 – 4	Armament failure
5 – 6	Reliability failure

INSURGENT MORALE CHECK POINTS

- **Each time an Insurgent Unit without a leader is fired upon**
- **Each time an Insurgent Unit takes a casualty**
- **Each time an air strike or Regular artillery mission hits within 6"**

REGULAR MORALE CHECK POINTS

- **Each time a Regular Unit takes casualties**
- **Each time an IED is detonated within 10"**
- **Each time fire from their unit injures/kills a civilian non-combatant**

VEHICLE WEAPON DICE

Class 0 Weapons: Infantry Small Arms
Class 1 Vehicle Weapons: 2 Dice
Class 2 Vehicle Weapons: 3 Dice
Class 3 Vehicle Weapons: 4 Dice

VEHICLE DEFENSE DICE

Class 0: 1d6 Dice
Class 1: 2d8 Dice
Class 2: 3d10 Dice
Class 3: 4d12 Dice

VEHICLE RELIABILITY DIE TYPES

Class 0 Vehicles: d6
Class 1 Vehicles: d8
Class 2 Vehicles: d10
Class 3 Vehicles: d12

FOG OF WAR & ASSET CARDS

The following pages contain Fog of War cards that can be copied and cut out for use in *Ambush Alley* games.

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

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

FOG OF WAR	**FOG OF WAR**	**FOG OF WAR**	**FOG OF WAR**	**FOG OF WAR**
AMBUSH ALLEY!	**AMBUSH ALLEY!**	**AMBUSH ALLEY!**	**AMBUSH ALLEY!**	**AMBUSH ALLEY!**
FOG OF WAR	**FOG OF WAR**	**FOG OF WAR**	**FOG OF WAR**	**FOG OF WAR**
AMBUSH ALLEY!	**AMBUSH ALLEY!**	**AMBUSH ALLEY!**	**AMBUSH ALLEY!**	**AMBUSH ALLEY!**

An Excellent Position (Insurgent)	*An Excellent Position (Regular)*	*What's this Wall Made of? Swiss Cheese? (Insurgent)*	*What's this Wall Made of? Swiss Cheese? (Regular)*	*Fire! Fire! (Regular)*
An Insurgent unit has found an excellent position that offers them unexpected protection from Regular fire! The Insurgent player may designate one of his units as being in an excellent defensive position. As long as the unit stays in that position, it receives an additional Defense die over and above any Cover, Armor, or In Cover dice. Once it moves, it loses this advantage and no other unit moving into the position later will receive a bonus to their Defense.	An Regular unit has found an excellent position that offers them unexpected protection from Insurgent fire! The Regular player may designate one of his units as being in an excellent defensive position. As long as the unit stays in that position, it receives an additional Defense die over and above any Cover, Armor, or In Cover dice. Once it moves, it loses this advantage and no other unit moving into the position later will receive a bonus to their Defense.	A position that seemed to provide decent cover turns out to be a bad spot due to poor construction or weird lines of sight. The Regular player may play this card on one building, wall, or other terrain piece that offers Solid Cover. For the duration of the game, that terrain piece no longer counts as cover.	A position that seemed to provide decent cover turns out to be a bad spot due to poor construction or weird lines of sight. The Insurgent player may play this card on one building, wall, or other terrain piece that offers Solid Cover. For the duration of the game, that terrain piece no longer counts as cover.	Regular rounds strike something flammable and set a structure ablaze! The Regular player may designate any building in their line of sight (or any building on the table if they have offensive air assets) and declare that it is burning. Any figures in the building must immediately evacuate to a point at least 4" from the building. They can be fired on by units that are in Overwatch or that still have interruptions available. The building is impassable for the duration of the game.

Fire! Fire! (Insurgent)	*The Bell Tolls*	*Road Block!*	*You're Grounded!*	*Dirty Fighting*
Insurgent rounds strike something flammable and set a structure ablaze! The Insurgent player may designate any building in their line of sight (or any building on the table if they have offensive air assets) and declare that it is burning. Any figures in the building must immediately evacuate to a point at least 4" from the building. They can be fired on by units that are in Overwatch or that still have interruptions available. The building is impassable for the duration of the game.	The Regular forces hear over radio chatter that one of their favorite NCOs has been injured or killed in another engagement. Roll a d6 to determine how the news effects them: 1 – 3: The Regular force becomes despondent and demoralized! Lower the Morale of Regulars by 1 die type. I.E., if the Regulars have a Morale die of d8, lower it to d6. Morale cannot be lower than d6. 4-6: The Regular force is fired up and hungry for a pay-back! Raise the Morale of Regulars by 1 die type. I.E., if the Regulars have a Morale die of d8, it is raised to d10. Morale cannot be higher than d12.	The Insurgent Player may place a Road Block on any street section that the Regular Force has not yet traversed. Wheeled vehicles may not pass through the road block. Tracked vehicles may attempt to roll over it, but must roll a Quality Check to avoid a Mobility Hit. If no vehicles are in play on the Regular side, place 1d6+2 Insurgents w/Small Arms behind the barricade. Treat them as In Cover.	A ferocious dust storm blows up, grounding all air assets, including UAVs. All units have their Optimum Ranges reduced to 6".	A dust storm kicks up that reduces the Optimum Range of all units on the table by 1 band, i.e., a unit with a 10" Optimum Range would be reduced to 8", while one with an 8" Optimum Range would be reduced to 6". No unit's range will be reduced below 6".

Tougher than They Look!	Tougher than They Look!	POI!	Where'd THEY Come From!?	Where'd THEY Come From!?
Intel isn't always 100% and this is one of those occasions – the opponent force is more highly skilled and motivated than reports indicated. This may be more of a stand-up fight than anticipated! Bump the Insurgent force's Troop Quality and Morale up by one die, neither to exceed D10.	Intel isn't always 100% and this is one of those occasions – the opponent force is more highly skilled and motivated than reports indicated. This may be more of a stand-up fight than anticipated! Bump the Insurgent force's Troop Quality and Morale up by one die, neither to exceed D10.	A Person of Interest has been spotted among the Insurgent forces! Taking him down becomes a new mission priority! Dice to determine which Insurgent Unit contains the POI. Immediately place an extra leader figure with that unit to represent the POI. The Regular Player can only obtain a Complete Victory if they fulfill all the scenario card's victory conditions *and* kill or capture the POI. Killing/capturing the POI will always constitute a marginal victory for the Regular side.	The sound of gunfire has brought the bad guys running! The Insurgent player receives an extra unit at the beginning of the next turn.	The sound of gunfire has brought the bad guys running! The Insurgent player receives an extra unit at the beginning of the next turn. The unit includes 1 leader and 1 SAW in addition to whatever the Insurgent card indicates.
Unexpected Help! (Regular)	**Unexpected Help! (Regular)**	**Praise the Lord and Pass the Ammunition!**	**IED Detonated!**	**IED Spotted!**
Unexpected assets become available to the Regular Player. They may or may not be useful, but they're available! Regular player draws an ASSET CARD.	Unexpected assets become available to the Regular Player. They may or may not be useful, but they're available! Regular player draws an ASSET CARD.	A supply snafu or a long march up have left your units low on ammo. They'll need to use a lot of fire discipline to make it through the rest of the day! All your units throw one die lower Quality die in their Firepower Pool – if they'd normally throw a d10, they throw a d8. No unit's Firepower Quality die can be reduced below a D6	An IED is detonated near one of the Regular player's units! Dice for the Unit hit by the IED. The affected unit takes an immediate attack (no reaction possible) with a Firepower Pool of 6d10. The stricken unit's Defense is determined as usual.	A possible IED has been spotted along the route of advance. There's no time to summon an EOD team, so the device must be bypassed! Dice to determine which unit has spotted the IED. Place a marker at least 6" from the lead figure in the unit and at least 4" from any other nearby units. No Regular Unit may approach within 4" of the IED.

Contact!

A group of 1d6 Insurgents armed with Small Arms round a corner or step out of a building and blunder directly into one of the Regulars. The Insurgents are shocked and surprised! Roll 1d6 and consult the table below to see how they react to the sudden encounter:

1 – 3: Insurgents fire on the Regulars. Treat as an interruption.

4 – 5: Insurgents charge to initiate an Infantry Close Assault! Treat as an interruption.

6: Insurgents try to run away! Treat as an interruption.

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6: Insurgents try to run away! Treat as an interruption.

We Love You, GI!

The local populace has grown sick of the Insurgents' antics and support for their activities has decreased. Lower the Insurgency Level for the scenario by one level!

We Love You, GI!

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Jihad! Jihad!

The local populace resents the Regular force's presence and is actively supporting Insurgent activity in their area.

Raise the Insurgency Level for the scenario by one level!

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Raise the Insurgency Level for the scenario by one level!

Smile for the Camera!

A press crew appears in the middle of the chaos. Place the crew within 4" of a random Regular unit. The crew will follow the unit for the rest of the game and stay within 4" of it. If there are not already Civilian mobs on the table, place three now (Regular and Insurgent Players alternate placing mobs at least 6" from a Regular unit – Insurgent places a mob first).

If the Regular force kills any civilians within 12" of the camera crew, the tragedy will be caught on video. Three such deaths result in automatic loss of the game, regardless of any other victory conditions that may have been met.

Wait, the Colonel Said WHAT?!

Radio communications is on the fritz and the Regular Force has just received garbled orders that contradict its mission brief.

All Regulars must remain in place for the next turn until the orders are sorted out. Units in the open may move into cover, no other movement is allowed.

Wait, the Colonel Said WHAT?!

Radio communications is on the fritz and the Regular Force has just received garbled orders that contradict its mission brief.

All Regulars must remain in place for the next turn until the orders are sorted out. Units in the open may move into cover, no other movement is allowed.

There's Nothing Friendly About it!

One random Regular unit is erroneously engaged by a friendly aircraft. Each figure in the unit must roll a 4+ on a Troop Quality Die to survive.

If the Regular force had air assets (other than a UAV), they are grounded and lost for the rest of the game.

Incoming! **A random Regular unit is caught in a barrage of poorly directed mortar fire! Make an attack against the unit with a Firepower of 6d6.**	***Incoming!*** **A random Regular unit is caught in a barrage of poorly directed mortar fire! Make an attack against the unit with a Firepower of 6d6.**	***Dragunov!*** **The Insurgent player gains a single sniper figure that can be placed anywhere within 12" of a Regular unit. The sniper is "In Cover" upon placement and may immediately begin interrupting on the turn he is placed.** **The sniper has a Firepower of 2d8 and a Morale of 1d10.** **The sniper is treated as a unit with a leader for activation and morale checks.**	***Since You're Already in the Area . . .*** **The Regular Force receives a radio message that a kidnap victim is being held in a building within 6" of a randomly determined Regular unit. The Insurgent player may designate the building. The Regulars may attempt to rescue the hostage by clearing the building using the Building Clearing rules.** **If the Regulars succeed in rescuing the hostage, they may raise a Draw to a Marginal Victory and a Marginal Victory to a Complete Victory. If they fail (or don't attempt the rescue), their victory level will be reduced by one (Draw to Marginal Insurgent victory, etc.)**	***Technical Trouble*** **A group of 1d3 technicals appear on the field. Each technical is considered to be a unit with a leader.** **The technicals are armed with a Medium Support Weapon (an MG), and have a Troop Quality of Untrained (d6). They have a d8 Morale Die.**
Technical Trouble **A group of 1d3 technicals appear on the field. Each technical is considered to be a unit with a leader.** **The technicals are armed with a Medium Support Weapon (an MG), and have a Troop Quality of Untrained (d6). They have a d8 Morale Die.**	***Cross-Town Traffic*** **A civilian vehicle drives onto the board from a random table edge. It moves at Cruise speed towards the nearest Regular unit.** **Roll 1d6 to determine the nature of the vehicle, but do NOT inform the Regular player:** **1-3: Unarmed Civilians** **4-5: d6 Insurgents w/Small Arms** **6: VBIED. Will detonate within 6" of Regular unit with a 8d8 blast effecting all units (Regular or Insurgent) within 8"** **Regular units within line of sight may make a Troop Quality check to determine the nature of the threat, but each check allows the car to move 4" closer to its target. The Regular unit may engage the car without determining whether it is a real threat, but if it is not a VBIED it will count as a civilian kill.**	***Cross-Town Traffic*** **A civilian vehicle drives onto the board from a random table edge. It moves at Cruise speed towards the nearest Regular unit.** **Roll 1d6 to determine the nature of the vehicle, but do NOT inform the Regular player:** **1-3: Unarmed Civilians** **4-5: d6 Insurgents w/Small Arms** **6: VBIED. Will detonate within 6" of Regular unit with a 8d8 blast effecting all units (Regular or Insurgent) within 8"** **Regular units within line of sight may make a Troop Quality check to determine the nature of the threat, but each check allows the car to move 4" closer to its target. The Regular unit may engage the car without determining whether it is a real threat, but if it is not a VBIED it will count as a civilian kill.**	***Dishkuh!*** **The Insurgent player may place a two man DSShK (a Russian MG, Support Weapon M) team on the table at least 12" from the nearest Regular unit. The team begins play In Cover and is treated as having a leader attached. The MG is also Emplaced.** **This is a Special Weapon Team with a Troop Quality of Trained and 1d10 Morale.**	***Eye in the Sky*** **The Regular force gains the use of a UAV. If the Regulars already have a UAV, They can disregard any results that would call for the loss of that asset.**

ASSET CARD	ASSET CARD	ASSET CARD	ASSET CARD	ASSET CARD
AMBUSH ALLEY!	AMBUSH ALLEY!	AMBUSH ALLEY!	AMBUSH ALLEY!	AMBUSH ALLEY!
ASSET CARD	ASSET CARD	ASSET CARD	ASSET CARD	ASSET CARD
AMBUSH ALLEY!	AMBUSH ALLEY!	AMBUSH ALLEY!	AMBUSH ALLEY!	AMBUSH ALLEY!

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

Attached MG Team	Off-Board Light Mortar Support	Off-Board Light Mortar Support	Off-Board Heavy Mortar Support	UAV
A two man Machine Gun Team is attached to your force. It is armed with a Medium Support Weapon. The team's Troop Quality and Morale may be set by the scenario. If not, roll a d6 to determine their value: 1 – 5: Troop Quality and Morale are equal to that of the highest Quality/Morale unit in the Regular Player's Force. 6: Troop Quality and Morale are one level higher than that of the highest Quality/Morale unit in the Regular Player's Force. Machine Gun Teams are Special Weapon Teams	Your unit has on call support from an off-board Light Mortar Team. Each turn one of your units may attempt to call for fire against one Insurgent unit from the mortar battery. To do so, the unit must remain stationary (it can still fire). Roll 1d6 to determine the result of the fire request: 1 : Unable to reach mortar battery 2 – 3: Mortar fire is inaccurate. Attacks with Firepower of 4d8. 4 -5: Spot on! Attack with Firepower of 6d8. 6: Attack with firepower of 6d8, but mortars are off-line. Discard this card.	Your unit has on call support from an off-board Light Mortar Team. Each turn one of your units may attempt to call for fire against one Insurgent unit from the mortar battery. To do so, the unit must remain stationary (it can still fire). Roll 1d6 to determine the result of the fire request: 1 : Unable to reach mortar battery 2 – 3: Mortar fire is inaccurate. Attacks with Firepower of 4d8. 4 -5: Spot on! Attack with Firepower of 6d8. 6: Attack with firepower of 6d8, but mortars are off-line. Discard this card.	Your unit has on call support from an off-board Heavy Mortar Team. Each turn one of your units may attempt to call for fire against one Insurgent unit from the mortar battery. To do so, the unit must remain stationary (it can still fire). Roll 1d6 to determine the result of the fire request: 1 : Unable to reach mortar battery 2 – 3: Mortar fire is inaccurate. Attacks with Firepower of 4d10. 4 -5: Spot on! Attack with Firepower of 6d10. 6: Attack with firepower of 6d10, but mortars are off-line. Discard this card.	Your force has an unarmed UAV supporting its mission. As long as the UAV is in play, Insurgents may not use Out of Contact Movement.

UAV **Your force has an unarmed UAV supporting its mission.** **As long as the UAV is in play, Insurgents may not use Out of Contact Movement.**	***Armed Predator*** **Your force has an armed UAV supporting its mission.** **As long as the UAV is in play, Insurgents may not use Out of Contact Movement.** **If you wish, the UAV may launch one Hellfire missile attack against a designated Insurgent unit. The attack is resolved with a Firepower of 6d10.** **If the UAV fires its Hellfire, it is removed from play. Discard this card.**	***Armed Predator*** **Your force has an armed UAV supporting its mission.** **As long as the UAV is in play, Insurgents may not use Out of Contact Movement.** **If you wish, the UAV may launch one Hellfire missile attack against a designated Insurgent unit. The attack is resolved with a Firepower of 6d10.** **If the UAV fires its Hellfire, it is removed from play. Discard this card.**	***Attached APC*** **Your force has an APC attached – either an LVTP or a Stryker, whichever is appropriate. You may use the APC as transport and/or a fire-support vehicle.** **The APC's crew is the same Troop Quality and Morale value as the majority of the Regular force.**	***Attached APC*** **Your force has an APC attached – either an LVTP or a Stryker, whichever is appropriate. You may use the APC as transport and/or a fire-support vehicle.** **The APC's crew is the same Troop Quality and Morale value as the majority of the Regular force.**
Ambulance on Call! **Your force has an ambulance APC attached – a Stryker MEV (Medical Evacuation Vehicle). The MEV is unarmed and may only be used for casualty evacuation, not troop transport.** **Any unit with Dependant casualties can evacuate them by making base to base contact with the MEV.**	***Attached Gun Truck*** **Your force has an up-armored Humvee gun truck attached. The Gun truck mounts a Light Support Weapon.** **The Humvee may be used for both fire support and troop transport.** **The truck's crew is the same Troop Quality and Morale value as the majority of the Regular force.**	***Attached Gun Truck*** **Your force has an up-armored Humvee gun truck attached. The Gun truck mounts a Light Support Weapon.** **The Humvee may be used for both fire support and troop transport.** **The truck's crew is the same Troop Quality and Morale value as the majority of the Regular force.**	***Attached Gun Truck*** **Your force has an up-armored Humvee gun truck attached. The Gun truck mounts a Light Support Weapon.** **The Humvee may be used for both fire support and troop transport.** **The truck's crew is the same Troop Quality and Morale value as the majority of the Regular force.**	***Available Air Support*** **Your force has air support available.** **Each turn one Regular unit may call for air support. While calling for air, it may fire but not move.** **Roll 1d6 to see the result of the call for air support:** **1 : Unable to reach air assets** **2 – 3: Gun run is inaccurate. Attacks with Firepower of 4d10.** **4 -5: Spot on! Attack with Firepower of 6d10.** **6: Attack with firepower of 6d8, but air support is off-line. Discard this card.**

Available Air Support	Tank Support	Attached IFV	Attached LAV-25	SMAW
Your force has air support available. Each turn one Regular unit may call for air support. While calling for air, it may fire but not move. Roll 1d6 to see the result of the call for air support: 1 : Unable to reach air assets 2 – 3: Gun run is inaccurate. Attacks with Firepower of 4d10. 4 -5: Spot on! Attack with Firepower of 6d10. 6: Attack with firepower of 6d8, but air support is off-line. Discard this card.	An M1 Abrams is available to support your mission. The tank's crew has a Troop Quality of Trained and a Morale Die of 1d8.	Your force has an IFV attached, most likely a Bradley. The IFV can be used for troop transport and/or fire support. The IFV's crew has a Troop Quality of Trained and a Morale Die of 1d8.	An LAV-25 has been attached to your force to support its mission. The LAV crew has a Troop Quality of Trained and a Morale of 1d8.	One of your units is equipped with a SMAW (Shoulder-Launched Multipurpose Assault Weapon). The SMAW is a Medium Support Weapon with Anti-Tank capabilities. It is a thermobaric weapon and ignores Solid Cover and In Cover dice.

SMAW	Attached Medic	Attached Medic	Draw Twice!	Player's Choice!
One of your units is equipped with a SMAW (Shoulder-Launched Multipurpose Assault Weapon). The SMAW is a Medium Support Weapon with Anti-Tank capabilities. It is a thermobaric weapon and ignores Solid Cover and In Cover dice.	A Medic or Corpsman has been attached to one of your units. Designate which unit the Medic is attached to and use the *Medic or Special Forces* chart to determine casualties for that unit.	A Medic or Corpsman has been attached to one of your units. Designate which unit the Medic is attached to and use the *Medic or Special Forces* chart to determine casualties for that unit.	The Regular Player may draw two Asset Cards and keep them both.	The Regular Player may pick any Asset from the deck other than the Draw Twice card.

NOTES: