

# **CONTRACTING TROUBLE**

***An Ambush Alley/Quick-Start Scenario***



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**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 [dscarpenter@gmail.com](mailto:dscarpenter@gmail.com)

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## INTRODUCTION

This booklet contains an *Ambush Alley* scenario and all the rules you need to play it. Only the most basic rules are presented here, but we're hoping that this little taste of our game will convince you that you *must* have the full version!

So – what makes *Ambush Alley* different from other modern wargames out there and why should you spend your hard earned money on the full version of the game?

Let's start with what we think makes our game a little different from many others. We designed *Ambush Alley* with certain goals in mind:

- We wanted a game that was fast, furious, and fun to play. Most people don't have time to play a five hour game that requires two hours of set-up.
- We wanted a game that could be played on a small table – not all of us have room for the traditional horizontal monolith we call a “standard table.”
- We wanted a game that would reward good tactics and, just as importantly, reward the player for playing the game – not for spending the most money on the game.
- We wanted a game that felt gritty and realistic but didn't require us to break our brains to learn the rules.

We think we've accomplished all those goals. We hope you'll agree after you've played through *Contracting Trouble* a time or two.

If you have any questions about these Quick Start rules or you want to know more about the full, commercial version, please drop us a line at:

[AmbushAlley@gmail.com](mailto:AmbushAlley@gmail.com)

## A NOTE ON SCALE

*Ambush Alley!* is intended to be played with 15mm or 28mm figures. If using 28mm figures, increase all measurements in the game by 150%.

Ground scale and time scale are undefined. We understand that this will drive some of you to apoplexy, but there you have it! 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 4'x4' table and often require only a 2'x2' surface.

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:**

<http://www.peterpig.co.uk>

**Cannon Fodder Miniatures:**

<http://canfodmins.com/>

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 half an inch, either square or in diameter.



**FFL Scouting a Village Square**

## BASIC UNIT INFORMATION

### REGULARS AND INSURGENTS

All units in *Ambush Alley* fall into two broad categories: They are either **Regulars** or **Insurgents**.

Regulars are professional soldiers. In most *Ambush Alley* games, they're the counter-insurgents. In this scenario, they're the US Marines sent to rescue the injured contractors.

Insurgents are, well, insurgents. Generally, they're not particularly well trained, but may be highly motivated. In this scenario, they're mobs of hastily armed civilians led by a handful of foreign "freedom fighters."

### TROOP QUALITY AND MORALE RATINGS

All units have two basic attributes: Troop Quality and Morale. Both are assigned die types.

Troop Quality is a reflection of how well-trained a unit is and, to a lesser degree, how well equipped.

The Marines in this scenario have a Troop Quality of 1d8. The Insurgents have a Troop Quality of 1d6, while their leaders have a Troop Quality of 1d8.

Morale represents how enthused the unit is about taking the fight to the enemy and sticking in their when the going gets tough.

The Marines in this scenario have a Morale of 1d10, as do the Insurgents and their leaders.

### UNIT COHESION

All figures in a unit must remain within 1" of one another *or* the entire unit must fit within a 4" radius from the unit's center. Units that break cohesion due to movement or terrain *must* regroup to restore it in their next activation.

### 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.

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.

Insurgent units must have a Leader in order to take any action without passing a Quality Check first.

*Example 1: An Insurgent unit wishes to fire on a Regular unit. The Insurgent unit has a leader attached, so the attack is immediately resolved.*

*Example 2: An Insurgent unit wishes to fire on a Regular unit, but the Insurgent unit has no Leader attached. Before the attack can be resolved, the Insurgent unit must roll a 4+ on its Troop Quality die. If it passes the roll, the attack is resolved. If it fails the roll, no attack is made and the Insurgent unit is finished for the turn.*

### 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 are done. Neither may perform any further actions in 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.

## MOVEMENT

When a unit is activated (more on that later), it may either move and shoot or shoot and move. Regardless of when the unit moves, it has its choice of three speeds: Halted, Cautious or Rapid.

Units using Cautious movement may move up to 6". Units using Rapid Movement may move 12."

### *HALTED (OR ON OVERWATCH)*

If the unit does not move or has been placed on Overwatch, it has Halted. 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.

Regular units using Cautious movement receive a +1 to all Reaction Rolls to reflect their training in spotting potential dangers and likely ambush positions. Insurgent units 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.

Units that have moved rapidly receive a -1 penalty to all Reaction rolls and lose 1 die of Firepower.



## **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. **Set up the table per the Scenario**
2. **Place Insurgent Hot Spots**
3. **Set up the Regular Units on the Table per the Scenario**
4. **Set up Insurgent Units on the Table according to the Scenario**
5. **On turns AFTER the first, Insurgent Player rolls against Insurgency Level to determine arrival of new units**
6. **Regular Player activates his first unit**
7. **Insurgent Units React**
8. **Repeat steps 8 & 9 until all Regular units have been activated**
9. **Once all Regular Units have been Activated, the Insurgent player may move any Insurgent Units that haven't Reacted.**
10. **Repeat Steps 7 through 11 until one side has met the Scenario Victory Conditions**

### ***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'.

The Table Set Up for this scenario is described in the Mission Brief at the end of the rules.

### ***PLACE INSURGENT HOT SPOTS***

At the beginning of the game, place 5 Insurgent Hot Spot counters on the table.

Hot Spots indicate locations from which Insurgent units may arrive. Each Hot Spot counter is labeled with a number from 1 to 5. Hot Spots must be placed at least 6" apart on the table.

When Insurgent reinforcements come available, roll 1d6 to determine what Hot Spot counter they arrive near. On a roll of "6," the Insurgent Player may select which Hot Spot they arrive at.

Upon arrival, Insurgent reinforcements are placed within 4" of the rolled (or selected) Hot Spot counter.

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 new arrivals, those arrivals are lost. The Insurgent player may *not* re-roll for an active Hot Spot.

### ***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 Regular Units as the Mission Brief dictates.

### ***SET UP INSURGENT UNITS***

The Insurgent player usually has only a few Units on the board, 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 FRESH INSURGENTS***

On turns after the first, the Insurgent player rolls to see if fresh Insurgent units arrive. To make the check, roll 1d6. If the score is equal to or less than the Scenario's Insurgency Level, roll on the Scenario's Insurgent Reinforcement table to determine how many fresh insurgents arrive and how they are armed.

Insurgent reinforcements arrive at Hot Spots previously placed on the table.

### ***FIRST REGULAR UNIT ACTIVATES***

One of the characteristics of Regular vs. Insurgent conflicts is a pattern of action and reaction: Regular Units 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 each turn.

Each of the Regular Player's Units will be activated, one after the other, while Insurgent Units are forced to react to them.

The Regular Player may pick which Unit he wishes Activate first.

Once Activated, a Unit may either Move and Fire or Fire and Move.

### ***INSURGENT UNITS REACT TO REGULAR ACTIONS***

Insurgent Units may attempt to Interrupt any Regular Unit they see activated.

An Insurgent Unit can only Interrupt ***once*** per turn.

### ***ALTERNATE ACTIVATING REGULAR UNITS***

Alternate activating Regular Units and resolving Insurgent Reactions until all units have been activated.

### ***MOVE ANY REMAINING INSURGENT UNITS***

Once all Regular Units have been activated, any Insurgent Units that have not Reacted in the turn may be moved/fired. Play continues until one side has completed its Victory Conditions



## 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*

### INTERRUPTIONS AND REACTION TESTS

#### *INSURGENT INTERRUPTIONS OF REGULAR'S MOVEMENT/FIRE*

When a Regular Unit moves or fires within Line of Sight (LOS) of an Insurgent Unit it may attempt to interrupt with movement or fire of their own. The Insurgent player must declare which of his units is Interrupting and whether he is interrupting the Regular unit's movement or fire. If movement is being interrupted, the interrupted player must indicate where in the move the Interruption occurs.

Insurgent units may also sacrifice an Interrupt action by firing on **Disrupted** or **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 REACTION TEST

**Without Leader: 4+ on Troop Quality Die. If this roll fails, the unit may take no further action this turn.**

**With Leader: No Roll Required**

#### *REACTION TESTS*

When an Insurgent unit attempts to interrupt a Regular unit's movement or fire, a Reaction Test is made to determine whether the interrupt was successful.

A regular unit whose movement/fire has been interrupted may **always** react.

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 and it may take no further action.

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

#### TAKING THE REACTION TEST

When a Regular Unit's movement or fire 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.

Regular units who were making a Patrol Move or were stationary/on Overwatch the previous turn receive a +1 to their Troop Quality die for the Reaction Test. Regular Units who were running receive a -1 to their die roll.

If the Insurgent player rolls a 4+ and the roll is higher than the Regular unit's roll, the interruption occurs before the interrupted unit can React. Once the Interruption is resolved (see ***Interruption by Fire*** and ***Interruption by Movement***), the Regular unit may React by returning fire. If the interrupted unit's movement was not yet complete, it may finish its movement once the Interruption and Reaction are resolved.

If the insurgent player fails to roll a 4+ or does not roll higher than the Regular player, the interruption still occurs but the Regular player is allowed to React first. The Regular player may *either* fire at the interrupting unit before it takes its declared Interrupt action or move into cover or out of sight.

Regular units lose one Troop Quality die from their ***Firepower*** and lose 1" of movement each time they're interrupted. These modifiers are cumulative.

#### 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 fails a Reaction Test when being interrupted by Insurgent fire, resolve the fire immediately. Regular troops who

survive the attack make a ***Morale Check***. If they are not forced to ***Pull Back*** or are not ***Pinned***, the Regular Unit may return fire and finish their movement if appropriate.

The Insurgent Unit receives a -1 penalty to their firing dice if their target was making a Cautious move.

If a Regular unit ***passes*** 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 ***Pinned*** or ***Fleeing*** may then take their interruption fire. Once all fire combat is resolved, the Regular player may finish his movement if appropriate.
  - Regular units 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.

### ***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.

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

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

## OVERWATCH

Only Regular units 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 Insurgent units.

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.



## FIRE COMBAT

Fire Combat occurs whenever one Unit takes another under fire, whether as a direct action or as an interruption or 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.

### ***EFFECTIVE RANGE***

In this Scenario, your Marines have an effective range of 8" and the Insurgents have an effective range of 6".

Support Weapons have twice the figure's normal effective fire range.

### ***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 (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 unit's Troop Quality to its Defense.

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

### Unit Defense

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

### COVER DICE

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

Units receive additional dice to their Defense based on the presence of cover beyond the usual battlefield clutter or activity that allows units to take better advantage of what cover is there.

### Cover Dice

**Moving Cautiously: +1 Defense Die**  
**Hunkered Down: +1 Defense Die**  
**Solid Cover: +1 Defense Die**  
**Exposed: +1 Firepower Die for  
Attacker**

### Moving Cautiously (+1 Defense Die)

If a unit being fired at is using Cautious Movement, It receives a bonus Defense Die.

**Hunkered Down (+1 Defense Die):** A unit that spends one turn in place may declare that it has "Hunkered Down" on the next turn. Additionally, pinned units can also claim to have "Hunkered Down." This bonus die is cumulative with other applicable Cover Dice.

**Solid Cover (+1 Defense Dice):** Cover that has a good chance of deflecting or outright stopping bullets is considered to be Heavy Cover. Some examples of Heavy 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.

**ARMOR DICE**

Units who are wearing body armor receive additional Defense dice.

In this scenario, the Marines get an additional die to their defense for body armor. The Insurgents aren't wearing any armor and receive no extra dice.

**Examples of Defense**

**Example 1:** A unit of Marines is moving down a street when they are fired upon. There are 4 figures in the fireteam, giving them a base Defense of 4 dice. They are also wearing armor, so they receive a bonus die, bringing their total Defense to 5 dice, in this case, 5d8.

**Example 2:** The same fireteam above is fired upon while taking cover in a building. There are still four figures in the unit, giving it a base Defense of 4 dice. They also receive a bonus armor die. Since they are in a building which provides a Solid Cover bonus of 1 die, their final Defensive is  $4 + 1 + 1 = 6d8$ .

**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 more than 2" from any cover, they are considered to be Exposed and anyone firing at them will receive a bonus Firepower die.

**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 small arms (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.

**SUPPORT WEAPON DICE**

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

In this scenario, only two types of special weapons are available – Light and Medium.

The Marine fireteams have a SAW and an M203 grenade launcher. These weapons add one additional Firepower die each to the units they're attached to.

The Insurgents have light machineguns which add 1 die Firepower die to the units fielding them, and RPGs which add 2 dice.

**Examples of Firepower**

**Example 1:** A Marine 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 and another has an M203. Each of these adds an additional die to the team's Firepower, raising it from 4 to 6D8.

**Example 2:** A group of 5 insurgents is about to fire on a unit of Marines. They have 4 men armed with Small Arms and one with an RPG. The RPG adds two dice to the team's firepower, raising it from 5 to 7D6.

## 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 if the target unit is within Effective Range, or less than 7 if not.

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 4 marines (2 with rifles, one with a SAW, and one with an M203) 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 6D8 (one for each figure in the fireteam), +1 die each for the SAW and M203).*

*The Fedayeen player's Defense is 4 dice, one for each member of the unit, +1 Solid Cover die for being behind the low mud wall. The Fedayeen will throw 5D6 in Defense.*

*The Marine unit rolls 6D8, noting each individual roll: 7, 7, 6, 5, 4 (he also rolled a 3, but since that roll is not a 4 or higher, it is 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):*

**7-x, 7-8, 6-4, 5-4, 4-5**

*Since the defender had only one die roll that could equal or exceed the attacker's 7 rolls, he leaves one of them unanswered and negates the other with his 8 roll. He sacrifices one of his 4s against the 6, which he could not beat, and another against the 5. This allows him to put his 5 against the attacker's 4. The net result? The Insurgent takes 3 casualties, wiping the entire unit out!*

## CASUALTIES TO REGULAR UNITS

Insurgent Casualties are removed immediately. Regulars are trained in Buddy Care and First Aid and roll on the chart below to determine the fate of their casualties as they are taken:

### STANDARD FIRST AID TABLE

Roll a D6:

1 - 2: The casualty figure's injuries are slight.

3 - 4: Casualty has suffered moderate injuries and becomes a Dependant.

5 - 6: Casualty has suffered serious injuries and becomes a Dependant. Unit must take a morale test.

## DEPENDANTS

If a unit has wounded figures, it is said to have Dependants. Dependants have the unfortunate effect of degrading a unit's combat effectiveness and mobility.

Units with Dependants have their Troop Quality reduced by one level and may not use Rapid Movement.

**Example:** A Marine fireteam with a Troop Quality of D8 suffers a casualty and therefore gains a Dependant. For all Quality Checks (Firepower attacks, Reaction checks, etc.) the unit will now roll a D6 rather than a D8. The unit may not use Rapid Movement and may only move Cautiously.



## **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, apply all applicable modifiers, and consult the appropriate Morale Check Table.

#### ***INSURGENT MORALE CHECKS***

Insurgent Units 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 a casualty

#### ***REGULAR MORALE CHECKS***

Regular Units take a Morale check:

##### **REGULAR MORALE CHECK POINTS**

- Each time a Regular Unit takes a casualty

### ***MORALE MODIFIERS:***

Insurgent and Regular forces react differently to various examples of battlefield stress. The following tables illustrate those differences.

#### **INSURGENT MORALE MODIFIERS**

All modifiers are cumulative.

Each casualty taken	-1
Leader is a casualty	-1
Unit has taken more than 50% casualties	-1
Unit has a Leader attached	+1

#### **REGULAR MORALE MODIFIERS**

All modifiers are cumulative.

Each casualty taken	-1
Leader is a casualty	-1
Unit has taken more than 50% casualties	-1
Unit has abandoned casualties	-1

### ***MORALE EFFECTS***

If a unit has been forced to make a Morale Check, roll a Morale Die for each figure in the unit modify each die by all applicable Morale Modifiers. 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.

If rolling a Morale Check for Insurgents, keep track of each “1” rolled.

## REGULAR MORALE EFFECTS

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

- **Stand:** If a Regular unit makes a Morale Check and the number of Successes (4+) is equal to or greater than the number of Failures, the unit's morale holds and they suffer no adverse effects.
- **Pinned:** If a Regular Unit makes a Morale Check and the number of Failures is greater than the number of Successes, the unit is Pinned.
- **Pull-Back:** 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

Insurgent units will also respond in one of three ways to Morale Checks. They will either **Stand** or they will **Shrink** or be **Shaken**.

- **Stand:** If an Insurgent unit makes a Morale Check and the number of Successes (4+) is equal to or greater than the number of Failures, the unit's morale holds, but they still may Shrink.
  - **Shrink:** 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:** If an Insurgent unit makes a Morale Check and the number of Failures is 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 will immediately **Hunker Down**.

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

Regular Units 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.

### 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.

### FLEE

When a unit **Flees**, it is immediately removed from play and taken off the table.

Regular units **never** Flee.



## **MISSION BRIEF: CONTRACTING TROUBLE!**

This scenario introduces the basic concepts of **Ambush Alley!** No special rules, Fog of War, or Asset cards 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 Khadbad'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 in another quarter of an hour.

### **Regular Mission Objective**

The US Marines must locate the contractors and escort them off the south or west table edge to achieve a full victory. Any other result is a win for the Insurgents. The contractors are out of ammunition by the time the Marines arrive on the table and may not fire on the Insurgents.

### **Insurgent Mission Objective**

Prevent removal of contractors or their bodies 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**

This scenario should be played on a 2'x2' table with moderate to dense urban terrain (2+ building or wall features per square foot of table). A road should run through the

middle of the table, running in a relatively straight line from the south edge to the north. A second road running east and west should intersect this road slightly past the middle of the table. Other streets/trails/paths may be added if desired.

The two contractors and their disabled SUV are in the intersection near the middle of the board. Paper "counters" may be used if you do not have miniatures to represent the SUV and contractors. The contractors may not fire. They may not move until they are in base to base contact with a Marine figure that is escorting them off the table.

The Marine squad (13 marines - see unit composition below) begins broken down into fireteams and may be positioned on the center N/S road or 2" - 4" on either side of it. They may not be placed more than 8" from the southern table edge.

4 Insurgent Leaders are located in a bunch at a location in cover 4" - 6" N of the contractors.

1 Insurgent with an RPG is placed within 1' of the south edge of the board and 4" - 6" from the center road. He may be in LOS of the Marines. He may be placed on top of a building. This insurgent begins the game Hunkered Down.

1 Insurgent with an RPG is located within 6" of the Contractors but NOT as part of the Insurgent Leader group. He may be placed in LOS of the Marines and may be on top of a building. This insurgent begins the game Hunkered Down.

Two units of 6 Insurgents with AK47s are located 6" - 8" east of the contractors. They may be out of LOS of the Marines. They may NOT be on top of a building.

### **Insurgency Level**

The Insurgency Level of the game is 4. At the beginning of each turn after the first, the Insurgent player will roll a 1d6. On a 4+ new

Insurgent fighters will arrive from a random Hot Spot.

To determine what Insurgent reinforcement unit(s) arrive, roll 2d6 and consult the table below:

Die Roll	Insurgent Unit
2	1d6 w/Small Arms + 1w/L Support
3	1 w/RPG (M Support)
4	1d6 w/Small Arms & ROLL AGAIN
5	1 w/RPG (M Support)
6	1d6+2 w/Small Arms
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 M Support
12	2d6 w/Small Arms

Insurgent Units that do not automatically have a leader roll 1d6. On a roll of 1 they have a leader. Otherwise they come on the board leaderless.

Roll to see which Hot Spot the each Insurgent reinforcement unit arrives from.

## Marine Force Composition

The Regular player has one Marine Squad containing:

1 Corporal (Squad Leader)  
3x Fireteams (3xRiflemen, 1xSAW)

This squad has a Troop Quality of Trained (d8) and a Morale of 1d10

No special Combat Assets are available.

## 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 1d6 and a Morale of 1d8.

## Fog of War

Fog of War cards and Asset cards are not used in this scenario.

Fog of War cards may be drawn randomly during the course of a turn. They represent the chaos of the battlefield and generally present some sort of unexpected challenge or peril to one or both sides. Forty Fog of War cards are provided in the full version of **Ambush Alley!**

Asset cards represent additional combat assets that might be assigned to a Regular unit. Each card describes a combat asset and gives a full description of how that asset is used in play. Assets range from available air-strikes to attached medics. There are 30 Asset cards included in the full version of **Ambush Alley!**

## Regular Victory Conditions

**Decisive Victory:** Marines get both contractors off the table.

**Marginal Victory:** Marines get one Contractor off the table.

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

## Insurgent Victory Conditions

**Decisive Victory:** Prevent Regulars from achieving their victory conditions.

## 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. The Contractors cannot become casualties if the unit they are Dependant to is fired on.