Mog '93

OCTOBER 3, 1993

A loose recreation of modern small unit tactics

DEDICATION

This work is dedicated to Donald Featherstone, who is to me the father of wargaming in its current form. His works have inspired me to keep mine as simple as possible while still getting the job done.

INTRODUCTION

On October 3, 1993, Task Force Ranger undertook a mission in the Bakara Market district in Mogadishu, Somalia, intent on capturing two top lieutenants in the Habdr Gidr clan led by Mohammed Farah Aidid. The raid was conducted in daylight, and while the lieutenants were captured, things quickly went out of control as Aidid's forces congregated on the mission zone, threatening to overwhelm the Americans. The situation was further complicated by the downing of first one, and then a second Black Hawk helicopter.

The intent of this small set of wargaming rules is to allow the players to recreate a portion of this battle using miniature figures, scenery and models. Unlike most wargaming rules, all the players in Mog '93 play the American forces. The Somalis run themselves on 'auto-pilot', using a simple scheme of die rolls to determine where they appear and their actions. The Americans check to see if they get hit any time they perform an action based on the number of armed Somalis who have LOS. These rules assume that you have some basic wargaming experience, as I have no inclination to write out wargaming basics such as what LOS is and what does and does not constitute cover, etc.

The author's basic scenario assumes that the initial stage of the mission is complete: The Delta operators have captured and secured the targets, who have been loaded on the vehicles and sent off on their way back to base. The first Blackhawk has been shot down and crashed. At the beginning of play, Rangers and Delta Operators (and SEAL and air force personnel as well, if you have the figures) are on the ground, trying to make their way to secure the crash site and prepare for extraction. What happens from there is up to the players and the dice.

I would like to add that John Sanchez gets at least some credit for these rules, which are based in large part on our combined effort, "The Zombie Game", and many of the mechanics found herein come in whole or in part from that work.

THE BASICS

Each player will control a 'unit' of American special forces soldiers, typically either a unit of Delta operators or Rangers. The term 'unit' is used because you'll have to decide how many models will form a unit – it can be as large a stick of Rangers (12 models), to as few as two models each if you have a lot of players. My advice to you is to allow each player 4 to 6 models, maximum, as he will need to keep track of ammunition and wounds for each model.

The Somalis will come into play as 'mobs'. A mob will consist of one or more Somali models, armed, unarmed, or a mixture of both. The Somalis are on autopilot. They are moved according to a protocol described herein, but otherwise perform no actions other than to be on the battlefield, assuming to be firing in whatever direction they are facing at any Americans who happen to be in their LOS.

ACTION CARDS & ACTIONS

Before play create an Action Card Deck using standard playing cards. Each American unit will be represented by two cards of the same value and color (the 3 of clubs and spades, for example). The Somalis are represented by two Jokers. Leave the Aces out of the deck as the will be used to represent Blackhawk support and the ground convoy during the game.

Alternative Action Card Deck: Use one card per American unit, but keep the two Jokers for the Somalians. The intent of this change is to increase the "recycling" of the Somalians so that there are more on the battlefield at all times. It also recreates the Somalians' local knowledge by allowing them to, on the average, move just a little bit further per turn than the Americans.

Shuffle the deck at the start of each turn. Then start the turn by turning over a single card. The unit represented by that card will get to act, starting with one model and performing all its actions before going to another model. When that unit is done (all models have acted), turn over the next card and continue. At the end of the turn, reshuffle the deck and get going on the next turn.

LINE OF SIGHT

Line of sight for Americans is 90º for Rangers, Air Force and Army personnel, and 180º for Delta Operators. SEALs can be either – it's up to the players to decide prior to starting play based on their knowledge of this branch of special forces (I have very little information on SEAL training and methods, and don't want to make a judgment call that may upset some).   All LOS lines are drawn from the direction the model is facing unless it is patently obvious that it is meant to be facing otherwise.

GENERATING SOMALIANS

Somalis will be generated into play at the start of the first turn, and at the start of every turn afterwards. Roll 1d10 on the chart below for every American unit to determine where and how many Somalis are deployed. The Somalis are deployed in relation to the unit for which you are currently rolling. If a unit has 4 or more models in it, roll twice for it. If a unit has more than 6 models, roll three times.

SOMALI GENERATION TABLE						
1D10 ROLL	UNARMED SOMALIS	SOMALIS WITH SMALL ARMS	SOMALIS WITH RPG'S	SOMALIS WITH SUPPORT WEAPON	SOMALI TECHNICAL	SPECIAL
1	None	None	None	None	None	None
2	None	1d3 SL	None	None	None	1 RL
3	None	1d6+1 SL	None	None	None	None
4	1d3	2d3 SL	None	None	None	Leader SL
5	1d3	2d3+1 SL	1 on 7+	None	None	1d3 RL
6	2d3	2d6 SL	1 on 6+	None	None	1d3+1 RL
7	2d3	2d6+2 SL	1 on 6+	None	None	Leader SL
8	3d3	3d6+3 SL	1 on 5+ RL	1 on 6+ SL	1 on 7+	1d3+1 RL
9	None	2d3 RL	1 on 5+ RL	1 on 6+ RL	None	Leader RL
10	3d3	3d6 SL	1 on 5+	None	1 on 5+	None

SL = Street Level   RL = Roof Level   Leader = special model that modifies action roll

If a mob is generated with 10 or more Somalis, then one model in the mob will have grenades.

If two or more mobs on the same level come within 5" of each other, the mobs will join into a single mob.

Roll on the following chart to determine where the Somalis generated appear (roll twice, once for direction and once for distance; you can quickly do this with two differently colored d8's):

MOB APPEARANCE TABLE		
1D8 ROLL	DIRECTION	DISTANCE
1	North	12+1d6"
2	South	12+1d6"
3	East	16+1d6"
4	West	16+1d6"
5	Northeast	20+1d6"
6	Northwest	20+1d6"
7	Southeast	24+1d6"
8	Southwest	24+1d6"

You need to use some judgment when placing the mobs. Only those designated as appearing at Roof Level will be placed on roofs. Other Somalis will all be placed in the open. They can move into buildings later if that makes sense, but otherwise, a mob that starts at Street Level will stay there. Do not put any models in places that do not make sense; you will find you have to often fudge starting locations.

AMERICAN ACTIONS

Americans start with a number of Action Points, based on the type of warrior they represent:

> American Army, Air Force or Navy personnel: 6 AP
> Ranger or US Marine: 8 AP
> Delta Operator: 8+2 AP
> Vehicle: 8 AP
> Helicopter: 8 AP (only used to keep track of damage)

Delta Operators have 8 basic AP, but they get 2 bonus AP that they can use every turn to either lose a suppression marker, aim, fire or reload a weapon. You may not use these AP to move and fire or for any other action.

Each AP is spent during a model's turn to act in the following manner:

> Move 1": 1 AP   *Vehicles move up to 2" for every AP*
> Fire & Move 1": 1 AP
> Go prone or stand up: 1 AP
> Get into or out of a vehicle: 1 AP
> Aim: 1 AP
> Fire a weapon: 1 AP
> Throw a grenade, fire a LAW or full auto weapon: 2 AP
> Reload a single or internal magazine weapon: 2 AP per round
> Reload a clip fed weapon: 2 AP
> Reload a belt fed weapon: 4 AP
> Lose one suppression marker: 2 AP

A model may expend its full, current AP every time it is eligible to act. A model may peform one action every time it acts, even if it does not have the full AP to do so (so you can reload even if you are down to 1 AP, for example).

AMERICAN MEDICS

American medics may attempt to patch up wounded comrades. To do so, they must be in contact with the model, and the medic must sacrifice all his AP for his action. Furthermore, the model being patched up must sacrifice all his AP for his next action as well.

A medic restores 1d2 AP when he patches up another model. A Delta medic rolls 1d3 instead. A medic has a limited amount of medical supplies, and may no longer patch up models when he is out of them.

COMBAT BASICS FOR AMERICANS

Whenever an American model uses an offensive action, he will need to roll to hit. The basic roll to hit is 7+ on 1d10. This number is modified as follows:

> The model is a Delta Operator: +1
> The model is a non Special Forces model: -1
> The model is using a Fire & Move action: -1
> The model used an Aim action: +1; +2 if Delta Operator
> Long Range: -1
> Point Blank Range: +1
> Using Burst Fire: +1 (does not apply to full auto 'bursts')
> Using Full Auto Fire: -1
> The target is in cover: -1
> Firing from a moving vehicle: -1
> Not shooting at the closest enemy: -1; does not apply to Delta Operators
> Each suppression marker: -1

The model must declare whether he is using single shot, burst or full auto mode when firing, and the weapon in question must be capable of that mode. Single shot uses a single round, burst uses three, and full auto uses 5 rounds per burst fired (you may roll to hit as many times with one full auto action as the weapons 'FA' rating).

When using an Aim action the American model must declare the target of the Aim. The bonus remains in effect until the American moves, changes targets or is hit, or the target moves out of LOS or is killed.

A successful hit to a Somali model removes that model from play. Whether it is killed or wounded is not critical; that they have had the fight knocked out of them is all that's important.

Rangers and other non-Delta models must shoot at either the closest target at street level, or the closest target at roof level (their choice) in the general direction of fire or they will suffer the –1 penalty to hit described above.

Americans must keep track of their ammo. A table of weapons is found on the next page, along with their stats and how much ammo is carried by the model carrying the weapon.

Support weapons being fired in full auto mode will not be able to pick out individual targets. The firing player must declare how many bursts he is firing with an action, and then roll as many dice as bursts fired to hit. He must target models all on either street or roof level (not both) with a single FA attack. He must allocate any hits starting with the closest model in the general direction of fire, working his way back from there. Full auto fire is intended to suppress the enemy, not necessarily cut swaths in their ranks.

WEAPONS TABLE							
WEAPON	PB RANGE	SHORT RANGE	LONG RANGE	DAMAGE	TYPES OF FIRE	AMMO	NOTES
Assault Rifle	4"	12"	36"	1d6	S or B	30x 6 mag	May mount the Grenade Launcher
Grenade	4"	8"	NA	1d6	S	1x 3	If hit, roll to hit all models within 3" of target.
Flash Bang	4"	8"	NA	NA	S	1x 2	Adds one panic marker to mob
Grenade Launcher	NA	12"	24"	1d8	S	1x 6 rds	If hit, roll to hit all models within 3" of target.
SAW	2"	12"	36"	1d6	B or FA-6	200x 2	Assistant gunners may have additional reloads.
M60	2"	12"	48"	1d8	B or FA-5	100x 2	Assistant gunners may have additional reloads.
Sidearm	6"	8"	16"	1d6	S	10x 3 mag	
SMG	6"	8"	16"	1d6	B or FA-4	20x 3 mag	
Shotgun	6"	8"	12"	1d10	S	5x 15 rds	Mounted to some Delta weapons
HMG	4"	16"	54"	2d10	B or FA-5	200 x4	Vehicle mounted for US, tripod mounted for Somalis
Minigun	4"	16"	48"	2d8	FA-8	NA	Copter mounted only
Sniper Rifle	NA	24"	48"	1d10	S	5x 6 mag	*Must* use Aim action
RPG	NA	10"	18"	1d8	S	1	Only carried by Somalis. If hit, roll to hit all models within 4" of target. Ignores cover.
LAW	NA	8"	16"	1d8	S	1	If hit, roll to hit all models within 4" of target. Ignores cover.

The 'damage' of a weapon is only used if you want to have two sides playing against each other using some tweaks to these rules. They are not used in this game as written.

AMERICANS BEING FIRED UPON

Somali attacks are passive, in the sense that the Americans are checking to see if they get hit every time they are eligible to act, instead of the Somalis picking targets and rolling dice to hit.

When a model is chosen to act, before it uses a single AP, roll 1d100 to see if it is hit. The base chance of it being hit is equal to the number of armed Somalis within range with LOS to the American model in question. So, if there are 11 armed Somalis with LOS and range to your model, then your base chance of being hit is 11 or less on 1d100. A model will have to again if it moves from cover to the open while performing an Action, but not if it moves from the open to cover. There are modifiers to the base chance as described below. The chance to be hit can never fall below 1%.

> SNA member firing small arms – +1 point
> Any Somali small arms firing from Point Blank range – Increase points by 100%
> Any Somali small arms firing from Long Range – Reduce points by 50%
> Somali HMG, RPG or Recoilless – +10 points
> Somali with grenade – +5 points
> American prone – Reduce points by 25%
> American in hard cover – Reduce points by 50%
> Every panic marker on a mob – Reduce points by 50% per marker

All modifiers are cumulative, and are applied in the order listed above on a model-by-model basis.

If an American is hit, he takes 1d8 damage, which is subtracted from his AP total.

If an American is not hit by a margin of 20% or less, then he earns himself 1d3 suppression marker. If he is being fired on by RPG's, grenades or support weapons of any kind, the model will get 1d3 suppression markers on a missed attack of 30% or less.

Somalis do not keep track of ammo. An RPG model is assumed to have enough spare rounds to keep applying the bonus until that model is removed from play. The same applies to grenades, etc.

SOMALI ACTIONS

Somalis will act whenever their action card comes up, just like American units. Unlike Americans, however, all Somali mobs on the battlefield will act. Somali mob actions are limited to movement, since the results of all their fire are determined during American actions. To determine how a mob will move, roll 1d10 and refer to the chart below:

MOB MOVEMENT	
1D10 ROLL	RESULT
Less than 1	The entire mob has had enough and disperses into the surrounding neighborhood, never to return. Remove the mob from play.
1	Half the mob flees as above. The rest fall back 5" away from the nearest threat in a logical direction and gain another panic marker.
2	The mob moves away as above.
3-5	The mob stays put.
6-7	The mob advances 5" towards the nearest Americans. Remove a panic marker from the mob.
8-9	The mob vigorously advances towards the nearest Americans 7". Remove a panic marker from the mob.
10+ or Natural 10	The mob swells! Add 2d6 Somalis to the mob (half armed and half unarmed). They move forward 5". Remove all panic markers from the mob.

Modifiers to the above roll are:

> Panic markers – -1 for every marker
> Leader present with mob – +1
> Technical with mob – +1
> Mob has no LOS to any Americans – +2

When moving, mobs will always have their civilians in front, facing the nearest Americans. Somalis in the same mob may draw line of sight over/through their other Somali models without any penalty or danger of hitting them. SNA members will try to make use of cover, while non-SNA models will not. You must decide in advance which models are SNA. For example – all models wearing red. All models with RPG's, grenades or support weapons (including technicals) are automatically SNA.

SOMALI PANIC MARKERS

Somali mobs will receive panic markers (similar in function to a pin marker for the Americans) whenever any of the following happens:

- The mob takes 33% casualties in a single American units' action.
- The mob is fired on with as many bursts equal to the number of models in a mob in a single American unit's action.

Panic markers affect a mob's movement roll, and it's ability to inflict hits on Americans. Besides a chance of removing panic markers from a mob due to the move movement roll, remove a single panic marker at the end of every turn from each mob.

HELPING THE WOUNDED

One or two American models may help a 'wounded' comrade along or even carry him if he has become a casualty. If one American helps another to move, average their AP to determine how many AP they can spend for movement. The models will move during the helping model's Action.

If two models help another, then add +1 to the total AP allowable for movement, but it cannot exceed 8 AP in any case.

This is an important rule as the Americans have to recover the bodies of their casualties in order to succeed.

GROUND VEHICLES

Both US and Somalis use vehicles: Trucks and Humvees for the former, and technicals for the later. They both use similar rules.

Because the streets of Mogadishu are littered with trash and debris, we assume that vehicles are not capable of moving anywhere near full speed, although do get 2" of movement for every AP spent. It costs a vehicle 1 AP to change 45° of facing.

Somali technicals are shot at just like any other Somali model, except that there is a –2 modifier to hit for the Assault Rifle, Sidearm, Shotgun, SMG and Sniper Rifle. Unlike other Somali models, you do keep track of AP for the technical itself. Somalis in the technical or in its bed count as being in hard cover. Shots specifically at them do not harm the vehicle.

Shooting at Humvees and trucks is done just like with American foot models. Halve any points for small arms fire before rolling the dice (the vehicle counts itself as 'hard cover'). Models in a Humvee or truck must check to be hit as well, and count as being in hard cover.

HELICOPTERS

Because my personal collection only has Blackhawks, these rules take into account those machines and not the smaller but heavily armed Little Birds.

Any American model may request air support in the form of a Blackhawk on a 1d10 roll of 6+. There may only be one attempted air support roll per turn, and the target for the Blackhawk's firepower must be declared when rolled. On the turn after the successful roll, insert a card (one of the Aces ideally) to

represent the Blackhawk into the action card deck. When the card comes up, place the Blackhawk in position over the target zone where it must first check to see if it is hit just as with any other vehicle. If the Blackhawk is hit and there are no RPG's firing at it, then it takes damage as normal (1d8). If there is an RPG firing at it, then it takes 2d8 damage. The Blackhawk will move off the battlefield at the end of the turn, checking once more for taking fire before it does so. You may also use a Blackhawk to insert a single Delta sniper team at the crash site.

If a Blackhawk is reduced to 4 or fewer AP, then it will move off and not return for the rest of the game. For this game, there is only one Blackhawk available.

If a Blackhawk is reduced to 0 AP, it is no longer able to fly and will crash. Roll a scatter die to determine the direction it crashes in, and move it along 4d10" to indicate how far it travels along this path before hitting the ground. Each of the four crew members (two pilots and two gunners) will take 1d10 damage each. Place bodies for casualties as normal. The crew will need to be taken over by someone and run like any other unit. Anyone/anything under the helicopter when it crashes is destroyed.

You may not have Blackhawk support in consecutive turns. You may call on one turn, receive support the next, call the following turn, receive support the next, etc.

THE MISSION

The Americans must move through several blocks of Mogadishu streets in order to get to the crashed Blackhawk and rescue the crew. Once there, they must wait for extraction by the ground convoy (my convoy has three deuce-and-a-half trucks and five Humvees, each with a .50 on the top).

Once the Americans have the crash site secured, which they will do by having at least one unit on each street corner surrounding the crash site and one at the site itself, they may begin checking on the arrival of the ground convoy starting on the following turn. Roll 1d6, and add +1 for every turn after the first of checking. On a roll of 5+, the convoy will appear on the far table edge ('National' on my map – refer to the maps in *Blackhawk Down* for details) and start heading towards the crash site. Place two cards (two same colored Aces) in the Action Card Deck to represent the convoy. If a Blackhawk crashes during play, the ground forces will have to secure that crash site as well, a difficult proposition.

Each vehicle in the convoy has a driver and assistant driver, and the Humvees also have a gunner. In order to keep things simple, only the gunners will fire. The gunners are Rangers with 8 AP to start. The vehicle crew will not exit the vehicle. If the gunner becomes a casualty or if he is too wounded to be effective, the assistant driver may come replace him by expending both the models' full action.

A convoy vehicle may be entered by any friendly American model if that vehicle did not move during its last action (i.e., it came to a stop).

VICTORY!

The Americans win a total victory if they can get all Americans off the battlefield. This includes casualties – no one gets left behind. If any Americans are left behind, but took less than 25% casualties, then it is a partial American victory. Any other result is a victory for the Somalis. Since no one plays them, that should reduce the post-game gloating.