

# AMBUSH ALLEY!

*Ambush Alley is a modern miniature wargame that allows players to recreate the intense counter-insurgency actions in an urban environment that have become the hallmark of 21st century warfare. The rules revolve around a universal mechanic that is easy to grasp but supports a high level of detail and rewards sound tactical play. The game's dynamic turn sequence captures the turmoil of the modern city fight and integrated "fog of war" keeps things chaotic and unpredictable!*

*Ambush Alley contains complete rules for all the key elements of modern counter-insurgency and street-fighting, including: Civilians on the Battlefield, Full Vehicle Rules, Night Fighting, UAVs, IEDs, and much more!*

*Ambush Alley includes five scenarios, sample organizational charts for US, British, and Australian forces.*

*The game can be played at any scale from 15mm up. 15mm scenarios call for a 2'x2' table, while 28mm games only require a 4'x4' table. Ambush Alley is easy on the pocketbook where miniatures are concerned. Few scenarios require more than ten figures for the Regular force and a dozen or so for the Insurgents.*

*Ambush Alley also offers full solo-play rules, so players can still have fun pushing their figures around the table even when a flesh and blood opponent isn't available!*

## A Game of Modern Urban Combat



# AMBUSH ALLEY GAMES