

The Cavalry

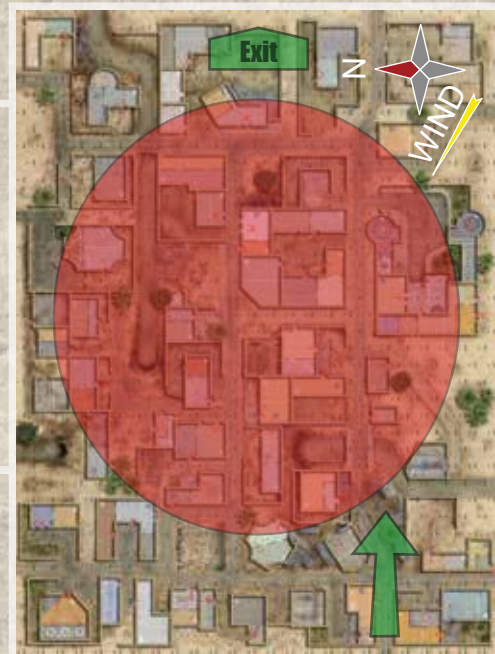
Thomas Pouchin



Mogadishu - 04 October 1993, 0050 hrs

Progress is slow, because of the continuous fire and because the Malaysians are seeking to keep their Condors out of enemy range, particularly from the RPG7s. The situation of the besieged Rangers and Delta Force units is relatively stable, but several wounded require an emergency medical evacuation.

The objective is to reach the Super 61 crash site, located a few hundred meters west, as soon as possible. The UN's firepower, their helicopters and their night vision goggles are precious assets, but the militiamen are still numerous. Losses have already been too heavy; be careful not to suffer any more.



Quick Reaction Force "Terminator" element

Block availability

If playing this scenario as a stand-alone game, all listed blocks are available.

If playing it as part of a campaign, the blocks shaded in red may/may not be available based on the outcomes of previous scenarios.

Events

No events for this scenario

Night vision

Only Impulse Forces 1, 2 and 3 are equipped with night vision equipment. Impulse Force 4 and the SNA side are not equipped.

Force 4 and the SNA side are not equipped.



Malaysian convoy

- All the blocks of Impulse Force 4 may be activated on each game turn.

- As soon as a Condor block is the target of a Fire or an Opportunity Fire action, resolve combat normally, but its movement is stopped and an Activated marker is placed on all blocks of Impulse Force 4.



1st Platoon 2nd Lt. Wright ★★

Support Antitank ★★

CP

IMPULSE FORCE 1

0	1	2	A		
PLT COMD	PLT SUPPORT	INFANTRY	ANTITANK		
	2	3	4		
	INFANTRY	INFANTRY			

Unit Card - Infantry Unit Card - Anti-tank
Setup - the whole Impulse Force enters on Turn 1 through hex 3806

2nd Platoon 2nd Lt. Hollis ★★

Support Engineers ★★

CP Cpt. Meyerowich ★★

IMPULSE FORCE 2

0	1	2	1		
PLT COMD	PLT SUPPORT	INFANTRY	ENGINEERS	CP0	CP1
				COY COMD	COMD POST
	2	3			
	INFANTRY				

Unit Card - Infantry Unit Card - Engineers Unit Card - CP
Setup - the whole Impulse Force enters on Turn 1 through hex 3806

3rd Platoon 2nd Lt. Crum ★★

Support

CP ★★

IMPULSE FORCE 3

0	1	2			
PLT COMD	PLT SUPPORT	INFANTRY			
	2	3	4		
	INFANTRY	INFANTRY			

Unit Card - Infantry Unit Card - CP
Setup - the whole Impulse Force enters on Turn 1 through hex 3806

IMPULSE FORCE 4

B Company ★

Maj. Abd Rashid Ahmad

5	6
APC	APC
7	8
APC	APC

5	6
APC	APC
7	8
APC	APC

Campaign only

5	6
APC	APC
7	8
APC	APC

Unit Card - Condor
Setup - 6 blocks enter on Turn 2, and the rest on Turn 3, through hex 3806.

3D support	#	U	T+1	T
AH-1 Cobra	9/1	0	-	1-9
OH-58 Kiowa	9/1	0	-	1-9

No 3D Support request possible on Turn 1