

# The Cavalry

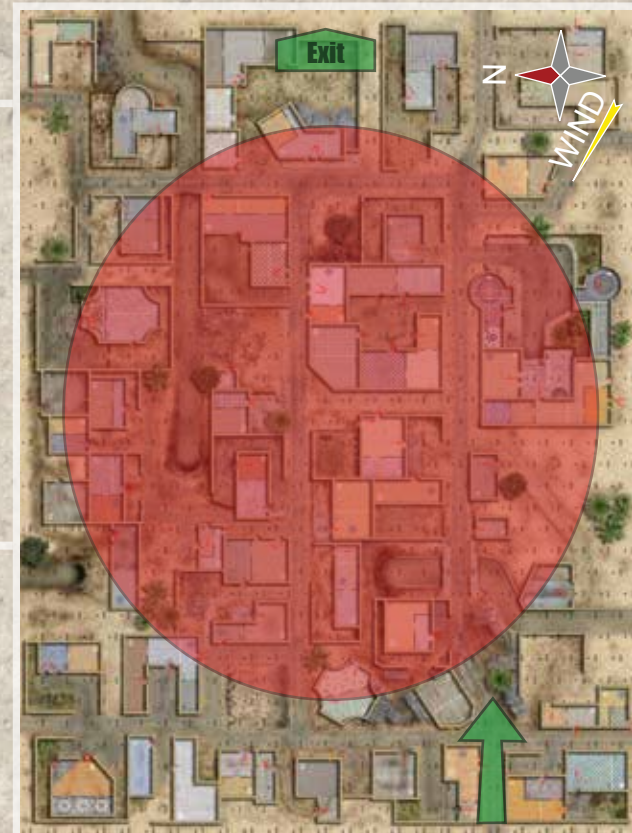
Thomas Pouchin



## Mogadishu, 04 October 1993, 0050 hrs

The Americans have thrown all their forces into battle to reach the Super 64 crash site and release the trapped Rangers. Their firepower is overwhelming and the dark gives them a decisive advantage with their night vision equipment. Taking the Americans by frontal assault now seems impossible.

The objective is to slow them down as much as possible, let them get caught in the mousetrap and wait for dawn, while inflicting a maximum of losses. The convoy of armored vehicles painted in UN colors seems to flee from direct combat. Striking them is certainly the best way to slow down, or even stop, the rescue force's progress.



**Somali National Alliance**  
Habr Gidr Militia

**Events**  
No events for this scenario

**Night**  
The Americans are equipped with night vision goggles; Malaysian armored vehicles and militiamen are not.

**UN Malaysian convoy**  
As soon as a UN 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 UN Impulse Force 4.

**Leader group** ★★

**IMPULSE FORCE 1**

0	2	3	4
PLT COMD	INFANTRY	INFANTRY	INFANTRY

Unit Card - Militiamen  
Setup - in buildings 28 and 29

**Militiamen group 1** ★

**IMPULSE FORCE 2**

0	2	3	4
PLT COMD	INFANTRY	INFANTRY	INFANTRY

Unit Card - Militiamen  
Setup - in buildings 11, 12 and 13

**Militiamen group 2** ★

**IMPULSE FORCE 3**

0	2	3	4
PLT COMD	INFANTRY	INFANTRY	INFANTRY

Unit Card - Militiamen  
Setup - in buildings 41, 42 and 43

**Militiamen group 3** ★

**IMPULSE FORCE 4**

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

Unit Card - Militiamen  
Setup - up to 6 EPs from hexes 1007, 0913 and/or 0720

