

Tiger Trap

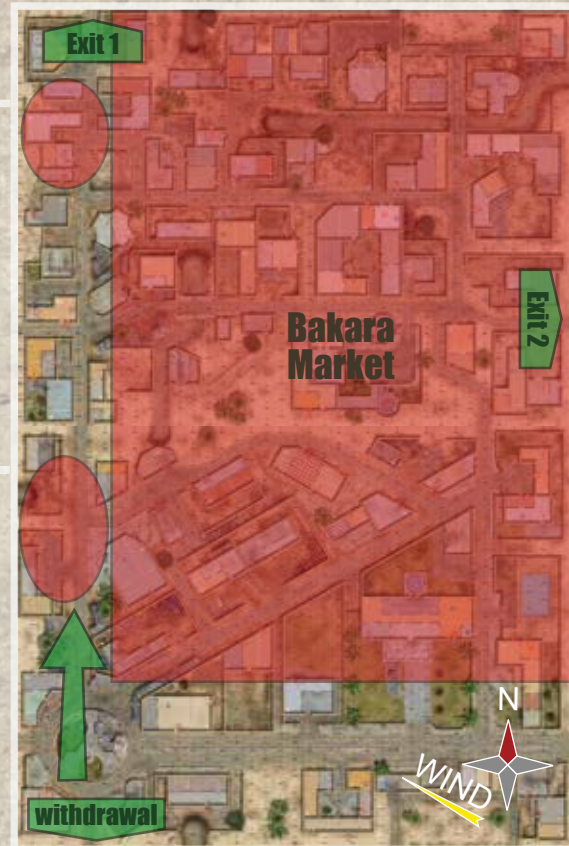
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There are two routes to the Super 64 crash site. The most direct crosses the Bakara Market, a hostile district, buzzing with activity since the events of the afternoon. The district is heavily populated and the militiamen are particularly tough. A difficult crossing is to be expected, under

constant fire, and improvised roadblocks of burning tires can be set up anywhere at a moment's notice. The second route avoids the Bakara Market by the north, avoiding the mousetrap. The problem is that militiamen are waiting for the convoy, galvanized by their success over the Rangers.



Quick Reaction Force "Tiger" element

Events
Build a 10-card deck using the UN cards from Scenario 3

Bakara Market
- The Bakara district begins east of the 32XX hex row on Maps C and D and north of the XX10 hex row on Map D.
- As long as a UN block is present in a Bakara Market hex (not a building), the SNA side may place one barricade counter per turn during the Events sequence, up to 5 EPs from a civil population counter and 5 EPs minimum from a UN block. No more than 5 barricade counters may be on the map at the same time.



1st Platoon ★★ **Support** **CP**★★★
Engineers ★★ Lt Col David

IMPULSE FORCE 1	0	1	2	3	4	1	4	CP0	CP1
	PLT COMD	PLT SUPPORT	INFANTRY	INFANTRY	INFANTRY	ENGINEERS	APC	COY COMD	COMD POST
	2	5	6	7	8			CP3	
		APC	APC	APC	APC			IFO	

Unit Cards - Infantry + HMMWV Unit Cards - Engineers + M35 Unit Card - CP
Setup - the whole Impulse Force enters on Turn 1 through hex D3301

2nd Platoon ★★ **Support** **CP**★★★

IMPULSE FORCE 2	0	1	2	3	4			CP2	
	PLT COMD	PLT SUPPORT	INFANTRY	INFANTRY	INFANTRY			LOGISTICS	
	2	5	6	7	8				
		SOFT SKIN	SOFT SKIN	SOFT SKIN	SOFT SKIN				

Unit Cards - Infantry + M35 Unit Card - CP
Setup - the whole Impulse Force enters on Turn 2 through hex D3301

3rd Platoon ★★ **Support** **CP**

IMPULSE FORCE 3	0	1	2	3	4			CP4	
	PLT COMD	PLT SUPPORT	INFANTRY	INFANTRY	INFANTRY			IFO	
	2	5	6	7	8				
		APC	APC	APC	APC				

Unit Cards - Infantry + HMMWV Unit Card - CP
Setup - the whole Impulse Force enters on Turn 3 through hex D3301



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