

Tiger Trap

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The two Ranger rescue convoys were beaten off outside the city center with heavy losses. The first crash site has been surrounded, the second one is under SNA control. Any enemy attempt to enter the site by force towards the Blackhawk wrecks has to be prevented at all costs.

A force of twenty vehicles was seen driving towards the K-4 roundabout. If they are crazy enough to cross Bakara Market, the convoy will have to be scattered and then overwhelmed by small groups. If they choose to bypass to the north, then they will cross two ambush sites. The objective is to trap the convoy so it can neither advance nor retreat.



Somali National Alliance
Habr Gidr Militia

Events

Build a 10-card deck using the SNA 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.

Militiamen - North group ★



Unit Card - Militiamen
Setup - buildings 45, 46 and 47 (Map C)

Militiamen - South group ★



Unit Card - Militiamen
Setup - buildings 29, 30, 31 and 32 (Map D)

Militiamen - West Bakara ★★



Unit Card - Militiamen
Setup - anywhere in Bakara Market

Militiamen - East Bakara

Yusef Dahir Mo'alim ★★



Unit Card - Militiamen

Support

Technicals ★★



Unit Card - Technical

Setup - enters by the east edge of the map, on the turn after a UN block enters the Bakara Market

