

## SCENARIO 7: EIGHT SOULS ON BOARD

(HISTORICAL)

### Mission Brief

Super Six-One has been downed by an RPG. The Black Hawk has crash landed in an alley less than six blocks from the target building. Super Six-Eight, a CSAR chopper carrying PJs and a Combat Air Controller from the USAF as well as seven Rangers and five Special Forces operators, is sent in to recover the Six-One's crew and passengers. The CSAR team and any survivors from the crash will be evacuated via ground transport.

### Regular Mission Objective

The CSAR team must secure Six-One's casualties and destroy any sensitive equipment or material aboard her. This will require a minimum of two turns and require the team to remain within 3" of the downed chopper.

Roll a d10 at the beginning of each turn after the second. On a roll of 4+, casualties have been recovered. Roll 1d3 to determine how many. There were 8 men aboard Six-One, 7 of whom must be recovered (the pilot died during the crash and his body is pinned in the wreckage – it will require special equipment to free). None of the recovered casualties are in any condition to aid in their own defense. They are all treated as Dependants.

The CSAR may also opt to spend a turn "sanitizing" Six-One by destroying sensitive technologies and removing or disabling any weapons left aboard. Casualties may not be recovered during this turn.

Once all seven casualties are recovered, the CSAR team may evacuate the alley in which the Six-One crashed and establish a more secure defensive point to await evacuation. This requires the CSAR team

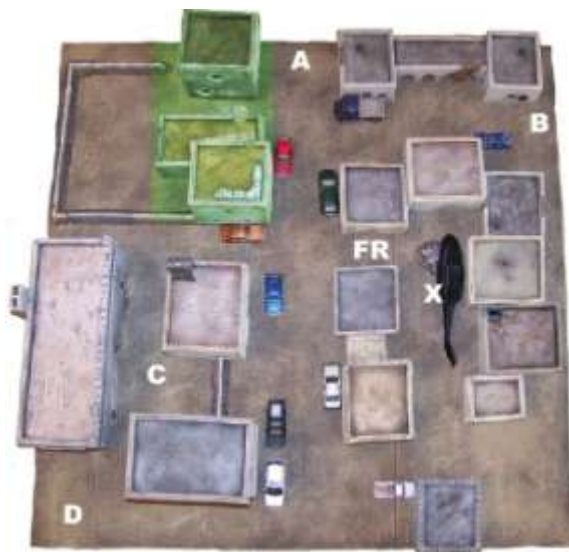
and its dependants to evacuate the exposed alley and take up defensive positions in one or more buildings. If multiple buildings are occupied, they must be adjacent to one another.

A Casualty Collection Point (CCP) can be established once the CSAR is in their defensive position, but both PJs must be assigned to it.

### Somali Mission Objective

Overwhelm the Americans! Drive them away from the downed helicopter before they can collect their wounded or destroy evidence of their criminal activities (or carry away valuable loot).

### Table Set-Up (2'x2' 15mm, 4'x4' 25mm)



**X:** Crash Site

**FR:** Position CSAR inserts by Fast Rope

**Green Area:** Position to be secured by CSAR

**A:** 4x Civilians, 6x gunmen w/Small Arms, 1x Leader

**B:** 4x Civilians, 4xgunmen w/small arms, 1x Leader

**C:** 4 x Civilians, 4x gunmen w/small arms, 1x RPG

**D:** 6xgunmen w/Small Arms, 1x RPG, 1x Leader