

Scenario Grenada-1

Morning Classes

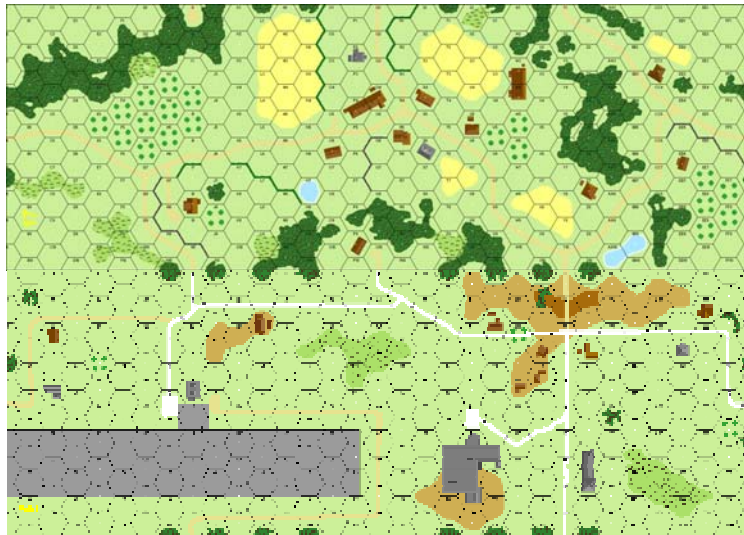
Point Salines Airport, Grenada, 25 October 1983. Following the execution of the Grenadian Prime Minister Maurice Bishop on the 19th October in a military coup the U.S. and Caribbean nations put together a force to restore order to the island and bring stability to the region. Operation Urgent Fury would take the form of a twin assault by the U.S. Marines, Rangers and Airborne, preceded by Special Forces, with a joint Caribbean Peace-Keeping force (C.P.F.) to be deployed once the island was secured. The plan called for the Rangers to seize Point Salines Airport early in the morning of the 25th, take the "True Blue" campus buildings near the eastern edge of the runway and evacuate the U.S. students there. They would hand over to the 82nd Airborne and elements of the C.P.F. at dawn. Meanwhile the marines would take Pearls Airport, on the other side of the island. All the fighting should be over by noon on the first day.

Things did not go well from the start. It was found that the runway was blocked and so the rangers, who planned to land in their C-130s, had to rig to jump. The initial drop, between 0500 and 0530, was delayed due to planing & mechanical failures, resulting in the rangers being deployed in a disorganised manner. The last not getting onto the ground until 0700. Once there they had to overcome stubborn resistance from the local militia and Cuban construction workers who were dug in and possessed a number of anti aircraft guns. Fighting in the area surrounding the airport continued for the rest of the day. In the afternoon a number of counter attacks were launched by the P.R.A. but these were limited in size and easily beaten off by the now established rangers. This initial setback caused a large amount of delay and confusion, and it would be seven days before the whole island was cleared.

Victory Conditions: To win the Rangers must clear the runway (Grey area enclosed by A7-A9-P6-P8) by Turn 8 *and* Control building U8 (True Blue campus) at Game End.

Turns: 12

North ^



Board Falkland-1

U.S. OoB Move First [ELR: 4] [SAN: 3]

1st Bn/75th Rangers: Enter by Paradrop on Turn 1.



2nd Bn/75th Rangers: Enter by Paradrop on Turn 3.



8th Special Operations Squadron: Enter as Cargo in C-130 on Turn 5, may attempt landing (SSR 5) on any subsequent turn (see SSR 5, Landing Procedures).

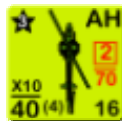


2x MG Jeep, 1x 106mm RCL Jeep,

3

16th Special Operations Squadron: Enter on Turn after Radio contact is made by FAC.

1x AC-130H Spectre gun ship



HMM 261: Enter on Turn after contact by FAC.

USN Carrier Air Wing No.6: Enter on Turn after contact by FAC

1x A-7 Corsair (1 Auto-can., 4 Bombs)

Optional Reinforcements (May or may not be used - *depends on playtest*): Arrive as Passengers on Turn 9 on a C-130 (SSR 5).

Caribbean Peace-keeping Force (CPF): Enter by aircraft (C-130) as passengers on Turn 10.

Jamaican Defense Force:



5

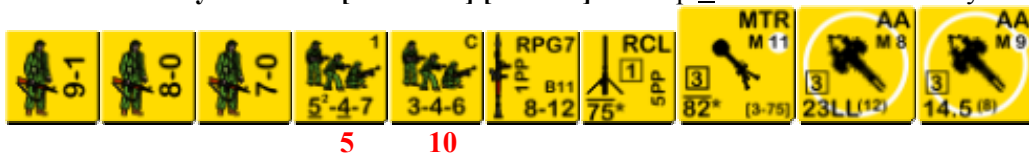
Barbados Defense Force:



4

Cuban/P.R.A. OoB Set Up First

Cuban Advisory Battalion [ELR: 2/3] [SAN: 3]: Set up ≤ 3 hexes of the runway.



1x Bulldozer (See SSR 2)

1x Glider (See SSR 4)

1-2-7 Crew

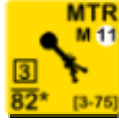
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P.R.A. Reinforcements: [ELR 2] On Turn 4, 6 & 8, the PRA player makes a dr and receives the reinforcement groups indicated on the next odd Turn number (5, 7, 9).

(1-2) Motorized Company:

7-0			1-2-7 Crew	BTR-60PB	Truck
2	5			2	

(3-4) Mobile Company:

8-1	7-0		1-2-7 Crew	GAZ Trucks,	
		4		3	

(5-6) Rapid Mobilization Company:

9-2		BRDM-2
	3	2

Special Rules

1. The FAC can begin calling for air support beginning on Turn 4. The FAC must establish Radio Contact for the air support to be received. Each air asset may be called by the same FAC, but only one unit at a time. Player may select which unit is being called. Air support, once received, have a maximum of 5 turns on the map, after which they are automatically Recalled. Air support units may be on-map simultaneously. *(The AC-130H "Spectre" is armed with 1 20mm Auto-can., 1 40mm can. and 1 105mm can.)*
2. The Cuban Construction workers were ordered not to fire unless fired upon first. Before the start of the game a D6 should be rolled, 1-3 these orders stand, 4-6 they may fire as they see fit. The Bulldozer must be placed on/adjacent to any Runway hex and may not be intentionally Eliminated/Immobilized.
3. Two additional AA weapons (a ZU-23-2 AA gun and a ZPU-4 quad AAMG) were available at the airfield but there were no trained crews. These weapons manned by 1st Line infantry suffer only the Non-Qualified Use penalty (A21.13) while if manned by Conscript Infantry suffer both the Non-Qualified Use and the Captured Use (A2.12) penalties.
4. The Glider represents an aircraft blocking the runway. This aircraft can be cleared from the Runway by having the Bulldozer in the same hex and expending ¼ MP per hex that the aircraft (Glider) is moved.
5. **Landing Procedure:** Place C-130 on runway edge (Board Edge). Make a dr and move down the runway the number of hexes indicated receiving any AA fire as it proceeds (as if an AFV). The last hex is the C-130's unloading hex. Passengers may unload into the aircraft's hex during the Advance Phase. Mobile Cargo (Jeeps) may unload during the next Movement Phase, using ¼ MP to unload. A Large Aircraft provides a +2 TEM for the units unloading.

Notes: Blue Font represents counters needed.

Adkin, Mark & Cooper, Leo, **Urgent Fury - The Battle for Grenada**, 1989.