

Val Verde

Cartel Briefing

Manuel,

As you know, the rebels are becoming unspeakably bold. The time has come to make a bold example. The American scientists you brought to me from the university have been working to ready a nuclear device that we shall use to show not only the rebels, but the entire world that Val Verde will not be trifled with!

Today, I want you to head to the church of Santa Theresa, outside Porto Virena. There you will find the SS Elizabeth Dane, and our new source of ultimate power. I require you to take over the guarding of the scientists, as word is sure to have reached the dissidents that we have them.

Of more importance, you are to meet with a financial representative and show him the power we possess, and convince him that the parties he represents have nothing to fear regarding the stability of our regime. I have placed at your disposal a team of our best men, and remember, there is also a military outpost a short distance away should you require further assistance.

All the men have been sufficiently stimulated, and will be on a high alert

Papi

Raul Esperanza,

President General of Val Verde

Set up

Secretly note down where the scientists are being held, either the church, the hut, or the freighter or Barges bridge.

The door into this room has an IED booby-trap. This can affect the scientists if it is triggered if they are within the blast radius.

From turn 2, Esperanza may use his long range comms to call in a squad of soldiers in a BTR APC. This enters either along the road, or the river, at the Cartel players discretion

Place the Sanchez crew on the freighter or Barge, as well as the crew for the freighters weapon systems.

Esperanza, the banker, and their body guards are placed in the church.

All other teams may be placed at will.

Cartel Player Objectives

Primary Objective

- Keep Manuel, and the Banker alive. From turn 4 they may enter a vehicle and escape the engagement by moving off one of the board edges. They begin the game in the church, and may not leave the building until turn 3.

Secondary objective

- Prevent the scientists escaping. They may only be attacked once they have been rescued by either the CIA or SEALS however.

Forces

Cartel

Manuel Esperanza

Professional Commander, Body Armour, SMG, Stimulant, Long Range Comms

Esperanza body guard

3 xTrained Soldier Assault Rifles, Stimulants

Ramone García

Trained Squad Leader, Pistol, Stimulant, Long Range comms

Garcia crew

5 xTrained Soldier Assault Rifles, Stimulants, 1 M203 UGL with Frag Grenades, stimulants

Ernesto Hernandez

Trained Squad Leader, Pistol, Stimulant, Long Range comms, Compact Light Machine Gun

Hernandez Crew

6 xTrained Soldier 1 assault rifle, 2 machine Pistol, multiple grenade launcher, heavy sniper rifle, auto shotgun, stimulants.

Ingacio Sanchez

Trained Squad Leader, Pistol, Stimulant, Long Range comms, machine pistol

Sanchez crew

4 xTrained Soldier, 2Assault Rifles, Stimulants, 1 M203 UGL with Frag Grenades. 1 Light Machine Gun, 1 RPG Frag, stimulants

The Banker

Civilian, Body armour. Only uses civilian reaction rules if body guards are down/dead

Body Guards

Professional, Pistol, Body armour

2 hostages, use the civilian reaction rules only if they are out of their cell, and and unescorted.

Sicarios

'Pucara' Gustavo

Professional leader, body armour, personal med kit, 1 sub machine gun. Red dot sights, laser sights, pistol

4 professional soldiers, body armour, personal med kits, 2 Carbine, 1 sub machine gun. Red dot sights, laser sights, pistols. 1 flame thrower.

Val Verde army

Trained Leader, Assault rifle, body armour.

7 Trained Soldier, 5 assault rifles, body armour. 1 light machine gun, 1 RPG HEAT

SEAL Briefing

Major,

You will be aware of the deteriorating political situation in Val Verde. 2 weeks ago a pair of American scientists working at the University of Matanzas. Diplomatic attempts to resolve the situation have broken down, and you are instructed to facilitate their extraction.

To complicate matters, we believe they have been forced to arm a nuclear device of unknown yield. The device is not your objective however, a specialist demolition team has already infiltrated Val Verde and will neutralise this threat.

Intelligence is limited and confused, we believe the hostages to be being held either aboard one of several derelict vessels moored in the river, or potentially within either a nearby church or motor home.

Defence and readiness of Cartel forces is high, and they are heavily armed. The Freighter is believed to be armed, and these weapons must be disabled for extraction to occur safely.

Val Verde national army forces may also be available.

Intelligence has provided one piece of confirmed information however, that Manuel Esperanza, son of President Raul Esperanza may be present conducting negotiations with an unknown party. Capturing either of these is also a high priority.

Primary Objective.

- Neutralise heavy weapons on freighter
- Rescue x2 hostages, and extract via boat. Demolition team may have alternative extraction sources, however security regarding this operation is above Top Secret. Advise adapting as situation develops.

Secondary objectives

- Capture Esperanza and other HVT present

.Set Up

Choose

Low Ball

Sniper team deploys on board edge in cover. Rest of team is in boat ready to be called in once defences are neutralised

High Ball

SEALS have initiative in turn one, and enter from board edge in attack boat.

SEAL Team Actual

Hawkeye 1-1

1 Elite Commander

Body armour, long range comms, Pistol, Carbine, Frag and Stun grenades, red dot sight, laser sight, personal medkit

3 Elite Operator

Body armour, long range comms, Pistol, Carbine, Frag and Stun grenades, red dot sight, laser sight, personal medkit

Dual Role Dog

Dog body armour, long range Comms

Hawkeye 1-2

Elite Team Leader Heavy Sniper rifle, ghillie suit, pistol, long range comms, scope personal medkit

Elite Operator Sniper rifle, ghillie suit, pistol, long range comms, scope personal medkit

CIA Briefing

Operation Erebus

1. Infiltrate team Matrix into Val Verde, train and instigate uprising amongst dissidents.
2. Infiltrate agents into University, position these to be able to weaponised and make ready nuclear device acquired by Esperanza Cartel.
3. Team Matrix to activate detonation sequence on device and extract. Assassinate HVT if opportunity presents. Extract.
4. Resultant detonation to provide legitimacy for US led peace keeping operation in Val Verde.

Set up

Team Blane placed on board corner. Rest of team in armoured Humvee off board, to enter at CIA players discretion, from Turn 2 onwards.

Primary Objective

- Activate Nuclear device on freighter. To do this, CIA player moves to contact the device, and declares they are carrying out the demolition process. This is passed with a command check. CIA player then notes down how many turns until the device detonates, as they see fit.
- Extract mission area. CIA player may use long range comms to call in extraction helicopter. This will arrive in D2 Turns. CIA Team may enter as with boarding any vehicle. It is assumed the Helicopter has capacity for the entire team. Persuade SEALS to allow hostages to board helicopter.

Secondary Objective

- Kill Esperanza and/or the Banker

Strike Team Matrix

1 Elite Commander

Body armour, long range comms, Pistol, Carbine, Frag and Stun grenades, red dot sight, laser sight, personal medkit

4 Elite Operator

Body armour, long range comms, Pistol, 2 Carbine, 2 SMG Frag and Stun grenades, red dot sight, laser sight, personal medkit

Team Blane

Elite Team Leader

Body armour, long range comms, Pistol, Airburst grenade launcher, Frag and Stun grenades, red dot sight, laser sight, personal medkit

3 Elite Operators

Body armour, long range comms, Pistol, 2 Carbine, 1 heavy sniper rifle. Frag and Stun grenades, red dot sight, laser sight, personal medkit