

BARRACKS BRAWL

September 26, 2006

Elements of the Australian Overwatch Battle Group (West) find themselves pinned inside the Iraqi Army barracks inside the town of Al Rumaythah, Iraq.

Using the cover of their sniper teams, the Australians must withdraw in good order while inflicting as many casualties on the insurgents as possible.

SCENARIO INFORMATION

Initiative: Insurgents

Support: The Australians receive 2x sniper teams. See “DMRs and Sniper Rifles” in the core *Eleven Bravo* rulebook.

Deployment: The Australians deploy all of their *Rally Point* markers in the middle third of the board. At least one squad must be deployed in the center 12” of the board, which is the barracks itself. The insurgents may deploy their *Rally Point* markers anywhere else on the board as long as it is at least 12” away from the barracks.

Hot Spots: The Insurgent player may designate D3+1 buildings as Hot Spots. Number these buildings from 1. Any time an insurgent unit is destroyed, roll a D6: if you roll one of the numbered buildings, the destroyed unit deploys from the numbered building during the Insurgent player’s next initiative phase.

Securing/Occupying the Barracks: The barracks are considered secured/occupied if there is a unit inside it that is not Pinned, Suppressed or Panicked.

AUSTRALIAN MISSION

Use fire and movement to withdraw in good order and prevent the insurgents from encircling your position.

AUSTRALIAN VICTORY

The Australians score a Victory if at least 50% of their units have made it off their table edge AND the barracks is not currently occupied by the insurgents whenever the initiative switches.

AUSTRALIAN FORCES

Troop Quality: D8

ASSAULT GROUP

1x Rifleman w/F88SA1 Rifle

1x LSW Gunner w/F89 Light Support Weapon (support weapon)

1x Rifleman w/F88SA1 Rifle + M72A6 (support weapon, anti-armor)

GUN GROUP

1x Section 2iC w/F88SA1 Rifle

1x LSW Gunner w/F89 Light Support Weapon (support weapon)

1x Rifleman w/F88SA1 Rifle + M72A6 (support weapon, anti-armor)

SCOUT GROUP

1x Section Commander w/F88SA1 Rifle

1x Lead Scout w/F88SA1 Rifle

1x Cover Scout w/F88GLA Rifle (support weapon)

AUSTRALIAN ARMY INFANTRY SECTION

1x Scout Group

1x Gun Group

1x Assault Group

AUSTRALIAN ARMY PLATOON

1x Platoon Commander w/F88SA1 Rifle

1x Platoon Sergeant w/F88SA1 Rifle

1x RTO w/F88SA1 Rifle

1x Medic w/F88SA1 Rifle

3x Infantry Sections

INSURGENT MISSION

Use RPGs and your concealed positions to harry the Australians as they withdraw.

INSURGENT VICTORY

The Insurgents score a Victory if at least 50% of the Australian units are Panicked or otherwise destroyed or an Insurgent unit has occupied the barracks whenever the initiative switches.

INSURGENT GROUP ONE

- 1x Leader w/AKM
- 2x Gunner w/RPG (support weapon, anti-armor)
- 2x Gunner w/RPK-74 (support weapon)
- 4x Rifleman w/AKM

INSURGENT GROUP TWO

- 1x Leader w/AKM
- 2x Gunner w/RPG (support weapon, anti-armor)
- 1x Gunner w/RPK-74 (support weapon)
- 4x Rifleman w/AKM

INSURGENT GROUP THREE

- 1x Leader w/AKM
- 1x Gunner w/RPG (support weapon, anti-armor)
- 1x Gunner w/RPK-74 (support weapon)
- 6x Rifleman w/AKM

INSURGENT HUNTER KILLER TEAM

- 1x Leader w/AKM
- 2x Gunner w/RPG (support weapon, anti-armor)
- 1x Gunner w/RPK-74 (support weapon)
- 1x Sniper w/SVD

INSURGENT CELL

- 1x Insurgent Group One
- 1x Insurgent Group Two
- 2x Insurgent Group Three
- 2x Insurgent Hunter Killer Teams