

# **Bashing Around Basra – An Ambush Alley Mini- Campaign**

This campaign takes place during the period in which British forces took an active role in the pacification of the Iraqi city of Basra.

The campaign is fictional but based on various stories and events that took place. Players will require the Ambush Alley main rules to play this campaign. Players will also need to substitute any US Fog of War cards with a suitable British equivalent... So for the M1A1 use a Challenger 2 and for the Bradley use a Warrior.

## **Campaign Background**

Attacks on British personnel have been increasing over the last few weeks. Attacks by the local militias are increasing and the Iraqi Police seem impotent to stop them. Consequently it has fallen to the British forces to conduct a series of operations across the city to teach the enemy a lesson.

The operations dedicated to 2<sup>nd</sup> Platoon are a series of ops designed to strike a blow against the militias and to also uncover the possibility of Iranian involvement in supplying the militias.

Just as 2<sup>nd</sup> Platoon begin their first mission they come under enemy mortar fire.

## **Scenarios**

A note on troop quality and morale; all British troops are considered to have a troop

quality of trained (D8) and a D10 morale. All troops wear body armour.

All insurgents are considered to be untrained (D6) and a D10 morale. Insurgent Leaders are classed as trained (D8) and a D10 morale.

## **Scenario 1 – “They're firing Sir, they're firing...”**

Sgt. Mackenzie and his platoon moved down the quiet streets early in the morning. His men were tasked with a number of early morning raids on suspected militia weapons caches, though Mackenzie doubted whether the informer could really be trusted. All this talk of Iranian weapons being smuggled across the border had the men uneasy. It was good to get them out and about and get their minds focused on something else. It was also a beautiful morning with a perfect blue sky and the sun blazing overhead.

Mackenzie was brought back to reality by a distant whistling sound followed by the shouts of ‘incoming’ from several of his men. As they scattered for cover a mortar round exploded in the street. Mackenzie pulled himself into a doorway and barked into his radio. “Danny-boy, this is Broadsword, we have contact, enemy mortar fire, over”. The radio crackled into life. “Broadsword, this is Danny-boy, engage enemy, over”.

Mackenzie looked over at Corporal Higgins. “Get up on that fookin’ roof and see if you can spot the little bastard that’s trying to fill us full of shrapnel, Higgy!”. Higgins sprung into action and vaulted up a nearby set of stairs to the house roof. He shouted down to

Mackenzie, “I can’t see the little buggers, Sarge.... They must have an OP team somewhere”. Mackenzie looked at his other men waiting for orders.

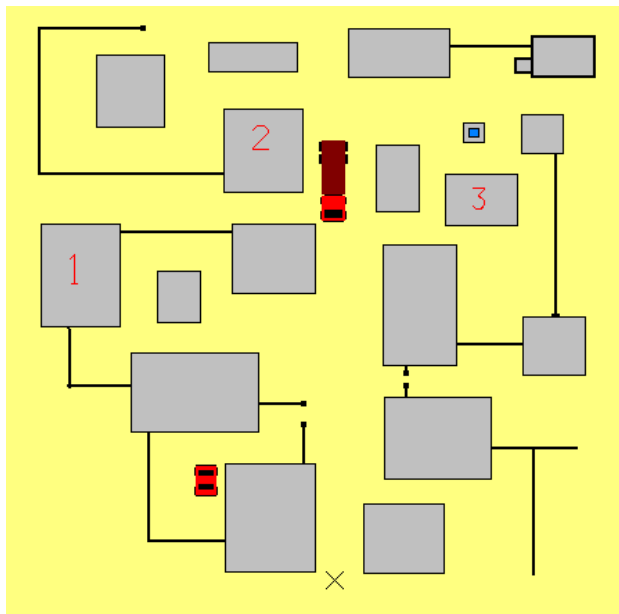
“Alrite you bunch of cocksuckers... Get out there and knacker up that OP!”

## Mission Brief

**Regular Mission Objective** – The British troops must eliminate all insurgent Hot Spots before the mortar team get things on target! The British have eight turns to complete their objective before the enemy fire forces them to retreat.

**Insurgent Mission Objective** – Kill as many of the British infidels as possible!

## Table Set Up



X – Regulars/British Starting Zone

1,2,3 – Insurgent Group Start Points

## Insurgent Reinforcements

2 – 1D6 with small arms

3 – 1D6 with small arms and Leader

4 – 1D6 with small arms, 1 with SAW and Leader

5 – 1 with RPG

6 – 1D6 + 2 with small arms

7 – 1D6 + 2 with small arms and Leader

8 – 1D6 + 2 with small arms, 1 with SAW and Leader

9 – 1D6 + 3 with small arms and leader

10 – 1D6 + 2 with small arms, 1 with RPG and Leader

11 – 1D6 + 3 with small arms, 1 with SAW and Leader

12 – 2D6 with small arms and Leader

Insurgency level is **four**.

## Regular Forces – British Troops

Elements of 2<sup>nd</sup> Platoon, all troops wear body armour.

### Team Broadsword

#### Team 1

1 x NCO with SA-80

1 x Grenadier with SA-80 & UGL

1 x Rifleman with LSW

1 x Gunner with Minimi (SAW)

### ***Team 2***

1 x NCO with SA-80

1 x Grenadier with SA-80 & UGL

1 x Rifleman with LSW

1 x Gunner with Minimi (SAW)

### ***Team 3***

1 x NCO with SA-80

1 x Grenadier with SA-80 & UGL

1 x Rifleman with LSW

1 x Gunner with Minimi (SAW)

### ***MG Team***

1 x Gunner with GPMG

1 x Assistant Gunner with GPMG

### ***Sniper Team***

1 x Sniper with Scoped Rifle

1 x Spotter with SA-80

## **Insurgent Forces – Mahdi Army**

Close protection units for the militia mortar team. Once per turn **one** of the insurgent Leaders may elect to call down mortar fire instead of his normal interrupt. The Leader and the unit must remain stationary for the whole turn and have line of sight to their intended target. If the leader rolls a 4+ on his quality dice he may hit the enemy unit with a 3D8 mortar strike.

### **Group 1**

1 x Leader

4 x Militiamen with small arms

1 x SAW Gunner

### **Group 2**

1 x Leader

6 x Militiamen with small arms

### **Group 3**

1 x Leader

4 x Militiamen with small arms

1 x Militiaman RPG

## **Fog Of War**

Both sides may draw one Fog Of War card at the start of the game.

## **Victory Points**

### **Regulars/British**

- All Hot Spots eliminated – 10 points
- No friendly casualties – 5 points
- Every Insurgent Leader eliminated – 2 points

### **Insurgents/Militia**

- For each Regular KIA or WIA – 1 point
- For each Hot Spot still on the table at the end of the game – 2 points

**Make a note of casualties as these will not be available to the Regular Forces in the next game.**

## **Scenario 2 – “Knock, Knock... Avon calling...”**

Mackenzie crouched in the doorway, his SA-80 across his knees. He puffed away on one of his B&H. Next to him, Lance-Corporal Hegarty was cleaning the GPMG and other platoon members were scattered about keeping watch. Higgins came jogging down the road. He slumped down next to Mackenzie. “That’s the last of them... Give us a tab”. Mackenzie passed Higgins the box of Benson & Hedges, “HQ said they have neutralised the mortar team. 1<sup>st</sup> Platoon got sight of the little fuckers and hit with some arty”. Higgins puffed on the cigarette as he nodded away. “What now then, Sarge?” he asked Mackenzie. “Guess we get on with our job as we were supposed to do before those gits tried to ruin our day... Get the lads ready to move out to our first objective”. Higgins nodded, and then sprung up and began rounding up the other soldiers.

Mackenzie reached for his radio. “Danny-boy, this is Broadsword, over”. The radio crackled into life, “This is Danny-boy, go ahead Broadsword”. Mackenzie stood up and ground the cigarette butt into the ground. “We are ready to move on our primary objective. Enemy threat eliminated, over”. The radio hissed, “Good work Broadsword, 1<sup>st</sup> Platoon will move to your position to collect and evac any casualties before you continue, over and out”. Mackenzie clipped the radio to his harness.

1<sup>st</sup> Platoon was not far away. They would look after the wounded guys while the rest of them moved onto find this weapons cache.

An hour later, 2<sup>nd</sup> Platoon was nearing the target house. It was a run down complex off the main street and looked decidedly uninviting, just the sort of place to hide some stuff. His men were deployed along the rooftops, with the GPMG team in a position to cover an advance on the house. But it was quiet, very quiet. No civilians, no cars moving, nothing was stirring. Mackenzie knew that was a bad sign.

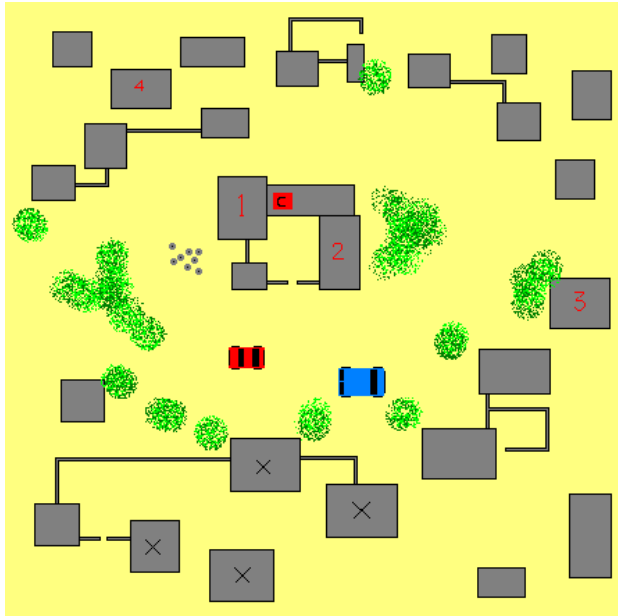
“So what we gonna do then, Sarge?” Private Topper asked. “Well, what do ya think we are gonna do, Topper? Knock on the bleeding front door and see if he has any RPGs to sell?” Mackenzie grinned at the young soldier. “Depends what we are gonna knock on the door with, Sarge...” Topper replied loading his grenade launcher.

### **Mission Brief**

**Regular Mission Objective** – The British troops must capture the building complex and the weapons cache located in the target building. To capture the cache the British player must clear the compound and have no insurgents within 6” of the cache at the end of 8 turns.

**Insurgent Mission Objective** – Stop the British capturing the weapons.

## Table Set Up



X – British may deploy in any marked building

1,2,3,4 – Insurgent Starting Points

C – Weapons Cache

## Insurgent Reinforcements

2 – 1D6 with small arms

3 – 1D6 with small arms and Leader

4 – 1D6 with small arms, 1 with SAW and Leader

5 – 1 with RPG

6 – 1D6 + 2 with small arms

7 – 1D6 + 2 with small arms and Leader

8 – 1D6 + 2 with small arms, 1 with SAW and Leader

9 – 1D6 + 3 with small arms and leader

10 – 1D6 + 2 with small arms, 1 with RPG and Leader

11 – 1D6 + 3 with small arms, 1 with SAW and Leader

12 – 2D6 with small arms and Leader

Insurgency level is **four**.

## Regular Forces – British Troops

Elements of 2<sup>nd</sup> Platoon, all troops wear body armour. The below units are for a stand-alone game. If playing a campaign use those who survived the first game.

### Team Broadsword

#### Team 1

1 x NCO with SA-80

1 x Grenadier with SA-80 & UGL

1 x Rifleman with LSW

1 x Gunner with Minimi (SAW)

#### Team 2

1 x NCO with SA-80

1 x Grenadier with SA-80 & UGL

1 x Rifleman with LSW

1 x Gunner with Minimi (SAW)

### ***Team 3***

1 x NCO with SA-80

1 x Grenadier with SA-80 & UGL

1 x Rifleman with LSW

1 x Gunner with Minimi (SAW)

### ***MG Team***

1 x Gunner with GPMG

1 x Assistant Gunner with GPMG

### ***Sniper Team***

1 x Sniper with Scoped Rifle

1 x Spotter with SA-80

## **Insurgent Forces – Mahdi Army**

Protect the compound and do not let the British capture the weapons cache at all costs!

### **Group 1**

1 x Leader

6 x Militiamen with small arms

1 x SAW Gunner

### **Group 2**

1 x Leader

5 x Militiamen with small arms

### **Group 3**

1 x Leader

5 x Militiamen with small arms

1 x Militiaman RPG

1 x SAW Gunner

### **Group 4**

1 x Leader

3 x Militiamen

2 x Militiamen RPG

## **Fog Of War**

Both sides may draw one Fog Of War card at the start of the game.

## **Victory Points**

### **Regulars/British**

- Cache captured – 15 points
- No friendly casualties – 5 points

### **Insurgents/Militia**

- For each Regular KIA or WIA – 1 point
- For each insurgent within 6” of the cache at the end of the game – 2 points

**Make a note of casualties, as these will not be available to the Regular Forces in the next game.**

## Scenario 3 – “Is Mr. Farzad home?”

Mackenzie and Higgins watched the last truck depart with the weapons from the cache. Most of the weapons found seemed to have come from Iran. Good news was that the informant was reliable, bad news was the Iranians might be involved.

At least it now was worth moving onto the platoon’s second objective for the day. 2<sup>nd</sup> Platoon were now tasked with capturing a certain Mr. Farzad, who was assumed to be the go between with the Iranians and one of the main weapons suppliers in the area. Trouble is it wasn’t going to be easy getting to him. Farzad was known to have not only his own gunmen but also close links with the militias. Getting him was going to be difficult, especially as the Brass wanted him alive for questioning.

As Mackenzie and his men began to move off towards Farzad’s known location his radio crackled into life, “Broadsword this is Danny-boy, over”. Mackenzie picked up the radio “Broadsword here, go ahead”. The voice on the radio spoke with some urgency, “Broadsword, your target has been seen in the primary location. A special operations team is on site and has confirmed his presence. You are to move to that location with all speed and acquire the target, over”. Mackenzie looked up to the sky, now he had bloody specials in the area too, “Understood Danny-boy, we will proceed as planned”. The dismembered voice spoke again “Good work so far Broadsword, get this guy for us and I will make sure your guys get a few beers and a steak tonight, over and out”.

Mackenzie replaced his radio. The Major may be a stickler but he treated the men

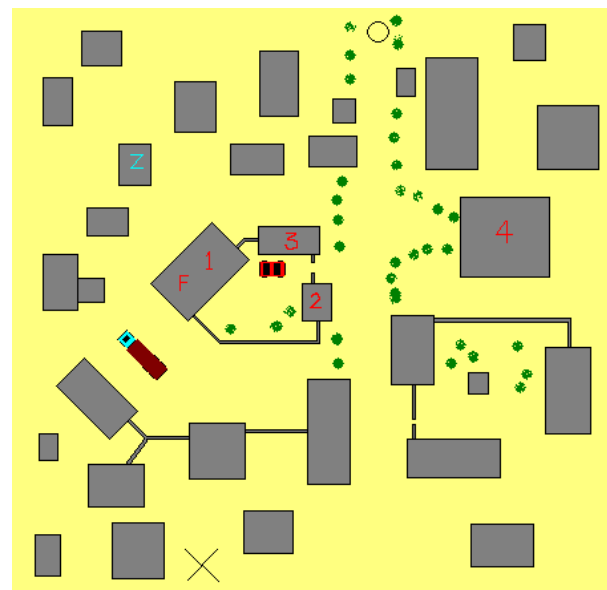
well. If he said a few beers and a steak, he sure as hell meant it. Sod all that Queen and country balls, Mackenzie now had a real reason to catch this guy. Nothing motivated him like the promise of free beer and a decent meal!

### Mission Brief

**Regular Mission Objective** – The British troops must capture Mr. Farzad by the end of 8 turns and escort him off the table.

**Insurgent Mission Objective** – Stop the British capturing Mr. Farzad

### Table Set Up



X – British Entry Point

O – British Exit Point

Z – Team Zulu OP

F – Mr. Farzad

1,2,3,4 – Gunmen starting locations.

## **Insurgent Reinforcements**

2 – 1D6 with small arms

3 – 1D6 with small arms and Leader

4 – 1D6 with small arms, 1 with SAW and Leader

5 – 1 with RPG

6 – 1D6 + 2 with small arms

7 – 1D6 + 2 with small arms and Leader

8 – 1D6 + 2 with small arms, 1 with SAW and Leader

9 – 1D6 + 3 with small arms and leader

10 – 1D6 + 2 with small arms, 1 with RPG and Leader

11 – 1D6 + 3 with small arms, 1 with SAW and Leader

12 – 2D6 with small arms and Leader

Insurgency level is **five**.

## **Regular Forces – British Troops**

Elements of 2<sup>nd</sup> Platoon, all troops wear body armour. The below units are for a stand-alone game. If playing a campaign use those who survived the first game. Also note the addition of Team Zulu.

## **Team Broadsword**

### ***Team 1***

1 x NCO with SA-80

1 x Grenadier with SA-80 & UGL

1 x Rifleman with LSW

1 x Gunner with Minimi (SAW)

### ***Team 2***

1 x NCO with SA-80

1 x Grenadier with SA-80 & UGL

1 x Rifleman with LSW

1 x Gunner with Minimi (SAW)

### ***Team 3***

1 x NCO with SA-80

1 x Grenadier with SA-80 & UGL

1 x Rifleman with LSW

1 x Gunner with Minimi (SAW)

### ***MG Team***

1 x Gunner with GPMG

1 x Assistant Gunner with GPMG

### ***Sniper Team***

1 x Sniper with Scoped Rifle

1 x Spotter with SA-80

**Team Zulu – Special Ops  
Observation unit (Veteran (D10)  
Moral D10)**

1 x SF with M16A2 and M204

1 x SF with M4 SOPMOD

*This unit may not move from their OP position and will only engage units that fire on them. They are well hidden and will only be spotted by insurgent leaders who roll a successful quality check at 6+. Once Farzad is captured, the team will 'bug-out' and is removed from the table.*

**Insurgent Forces – Mahdi  
Army**

Protect the Mr. Farzad

**Mr. Farzad**

Unarmed – May not move from his starting position unless taken prisoner by a regular.

**Group 1**

1 x Leader

6 x Gunmen with small arms

1 x SAW Gunner

**Group 2**

1 x Leader

6 x Gunmen with small arms

**Group 3**

1 x Leader

6 x Gunmen with small arms

1 x Gunman RPG

**Group 4**

1 x Leader

6 x Gunmen with small arms

**Fog Of War**

Both sides may draw one Fog Of War card at the start of the game.

**Victory Points**

**Regulars/British**

- Farzad captured – 5 points
- Farzad off-table – 10 points
- No friendly casualties – 5 points

**Insurgents/Militia**

- For each Regular KIA or WIA – 1 point
- Farzad not captured – 10 points