

## World War III – Australia Invaded Campaign 2025 Player pack

Briscon 2025 – 18 May 2025 – Mt Gravatt Showgrounds

This campaign will focus on a hypothetical invasion of Australia (see next page for introduction)

Players to be split into two equal sized teams, for simplicity sake called Blue and Red, with Blue being Australia and Allies, while Red being hypothetical OPFOR troops. Campaign has no date assigned but occurs within the Team Yankee Universe.

**NOTE THERE MUST BE EQUAL NUMBERS EACH SIDE**

Each Army to be no more than 90 points, not including Firestorm troops

Permitted Armies – Blue Force :

1-3 ANZAC Forces

1-2 US Force (May have any USMC or 9<sup>th</sup> Light Infantry or 82<sup>nd</sup> Airborne or M113 Mech or Light Cavalry formations ONLY. NO US Army tank or Bradley forces)

0-1 British Force – FV432, Warrior, Airborne infantry, Medium Recce Formations ONLY

0-1 Singaporean Force – using Dutch as stand ins (no Leopard 1 or PRTL units but Stinger teams are allowed)

0-1 French Force – using VAB infantry, VBL or AMX10RC formations only.

Unless stated otherwise, other units may only be used as support within these forces.

Permitted Armies – Red Force:

2-3 Soviet Forces

0-1 Cuban Force

0-2 East German or Polish Forces – counts as North Koreans.

0-1 Czech – counts as Belarus

*Please note above force limitations, noting that if a formation type is not allowed, supports of that type may be. For example, M1A1 may be used as part of a Mech formation but not a full formation of such.*

Play to commence 830am Sunday morning

Only latest books allowed, therefore as an example you can't use NVA book for East Germans. This includes any books available and any errata as of 30 April 2025 via FM101 from the Team Yankee website. No formation will be duplicated, this means you can only have one T55 East German formation but could have an allied Polish T55 formation

Umpiring to be co-ordinated by the two team captains.

Terrain MUST be agreed before the game with both players in accord, if you can't decide, ask the umpire. Matchups will be random for initial round BUT noting where possible, people from same state will not be matched against each other - this cannot be guaranteed. From game two onwards it will be Swiss chess matched. All games will be played on 6x4' tables and using the January 2025 mission pack – see attached, noting there are HUGE changes to missions and vastly improved reserve rules. Each mission will have both players nominating to their opponent in secret either Attack, Manoeuvre or Defend and matching up the result

Scoring will be based on Wins/Losses with Bonus points for each formation broken by a team. A win is worth 5pts, loss is 1pt and each broken formation is worth a further 1 vp. Forfeits are worth zero points. This encourages games played to a conclusion. Even if you lose, you can gain bonus points by destroying enemy formations.

Players will be up for Best team, overall best player, best sport and best painted.

Timings :

0830 – Briefing

0900 – Team captains to be nominated who will then assign players to locations

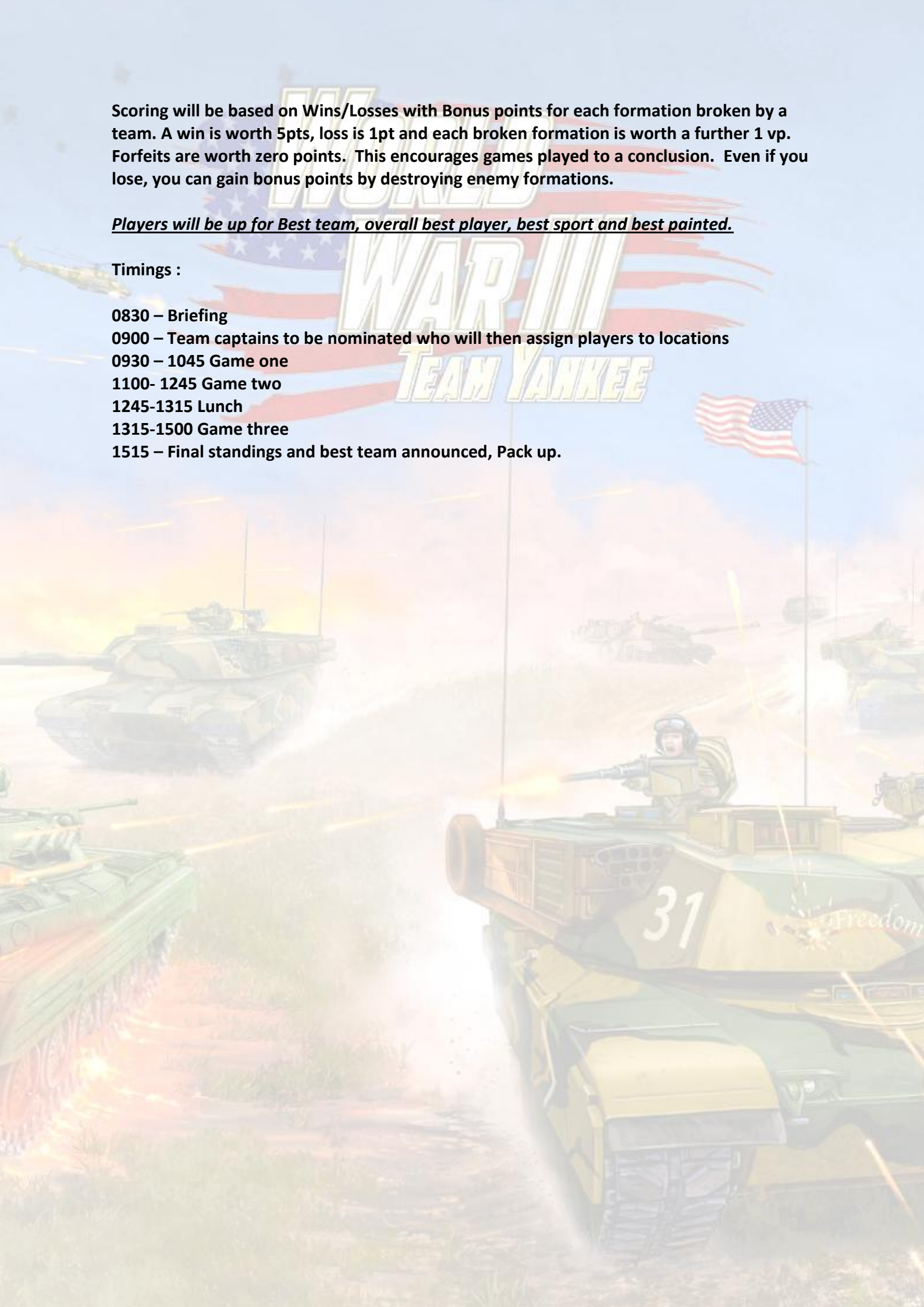
0930 – 1045 Game one

1100- 1245 Game two

1245-1315 Lunch

1315-1500 Game three

1515 – Final standings and best team announced, Pack up.



## Introduction

It had long been obvious since the fall of Gorbachev arising from the Coup in 1991 that the resurgence of the Soviet Union had become a fait accompli. A weaker and divided USA had resulted in larger territorial disputes throughout Europe without the firm guiding hand of the senior Army in NATO. With distractions aplenty in the Balkans and the rest of Europe, coupled with the unexpected Brexit outcome, NATO had never been more tepid and lacking confidence.

With the world focussed on internal issues in the US and turmoil in the EU, it had seemed a simple solution for a rebuilt Soviet Pacific Fleet to transport a sizeable force including willing allies from China and Cuba to test the west. Using false flag civilian container ships, a major landing at Broome in the north of Australia co-ordinated with similar landings at Darwin and Cooktown had stretched the Royal Australian Navy to its limits and beyond. With most ANZAC naval forces either repairing in port after sabotage or missile strikes, or more commonly, burnt out hulks following surprise attacks, the coastline was open to the invader.

A focus on the mineral rich red soils of the north of Australia saw the combined Red Forces eyeing off a fast and focussed capture of vital offshore oil and gas, abundant gold, uranium and diamond deposits and copper, manganese and rare earth minerals that had been studiously ignored by an increasingly green leaning Australian government. A plum bounty of incredible riches ripe for the plucking. It had been even more of a shock to see that the North Koreans and Cubans had leapt at the chance to provide more than vocal support to the Red war machine.

War had begun unexpectedly with Australia waking up on Good Friday to find the Jindalee Over The Horizon radar system suddenly offline and explosions rocking both Perth and Sydney's naval bases. The media screamed sabotage although no trace of perpetrators had been found. With most naval and military forces on stand down along with regular maintenance for warships, the fleet on active service was pitifully small. This fleet in being disappeared in minutes after an ambush from a Soviet cruiser force gutted the plucky Aussie ships with an overwhelming barrage.

Australia had wasted no time in invoking the ANZUS treaty with New Zealand and the USA rushing what forces they could to assist their antipodean allies. The US had surprised many observers with a determined and co-ordinated response that belied considerable divisions within the society – everyone remembered their “mates downunder” as people there thought of their friends in the land of Crocodile Dundee.

“Let's throw another Commie on the Barbie” had been David Letterman's catchcry and it had caught on immediately. Even across the Atlantic, the oldest of allies, Great Britain had announced help in the form of an expeditionary force to be rushed downunder. Even France had nominated forces from nearby colonial New Caledonia to provide support.

It could only be hoped that the forces streaming in would be enough to safeguard the Aussie coastline and bountiful natural resources.

Now it is up to the Commanders in Chief of each side to determine the outcomes.

## Firestorm Troops

Each side has a number of additional forces they may assign to a player for one battle only and these units carry over (if they survive) to another battle.

Blue Force (one of each) :

Battery – 4 Tracked Rapier

M109 Battery – 3 USMC M109 and HMMWV OP

Platoon – 4 M1A1HC

Flight – 2 A10

Flight – 4 Harrier British aircraft

Militia Platoon – full strength from US Support

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Red Force (one of each) :

2S9 Nona Battery – 3 NONA and BMD OP

Platoon – 3 T80

Platoon – 3 T80

Flight – 4 HIND

Recon – 4 BMP3

Flight – 4 SU22 Fitter from East German list (may have missiles)

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Afgantsy Airmobile Platoon – medium size with 2 Spigot, 1 Grenade Launcher and 1 SA14 teams

