

Daraya Tank Raid

About The Scenario

This is one for the modern 'Tread heads' amongst you!

You will need the base game CMSF patched to 1.32

The actual scenario is very loosely based on events in Daraya, a suburb of Damascus where rebels from the Free Syrian Army (FSA) have attempted to create a stronghold near Damascus centre. In August 2012, the Syrian Army defeated the rebel forces and took control of the town. After the failed rebel offensive in late July 2012, the Syrian army started a campaign against rebels in the Damascus suburb.



This, the 2nd Battle of Darayya, is the ongoing battle between the Syrian Army and the rebels in the Damascus suburbs of Darayya. In mid-December when the Army intensified their attacks with heavy shelling and Tanks raids into the city.

This scenario depicts an armoured raid, typical of the tactics used by the Syrian Army to seize control of Daraya. You can view the video which shows these raids using footage (often filmed whilst under fire) shot by the rebels [Syria - Men versus Tanks in Daraya - The Powerful T-72 Raids](#)

So your scenario looks like the scenes in the above film I'd suggest modding your game using the following excellent mods: [MikeyD's Plain Sand BMP 2](#) [Longleft Flank's Shot up Building](#)

[Earl Grey's Plain Sand T72](#) [Birdstrike's Syrian Infantry Dirty Camo](#)

Map and Scenario Size

This is a fairly small map although it's very built up.

Map Size: 720m x 512m

Forces: Syrian Republican Guard armour Vs Syrian rebels (combatants and fighters)



DARAYA TANK RAID

DATE: 1st May

TIME: 1730Hrs

WEATHER: Clear and hot with light, westerly winds.

GROUND CONDITIONS: Very dry.



Scenario Background

As part of the Syrian Army operations to scout and probe rebel positions a gap was identified in the rebel line.

Yesterday morning elements from a Syrian armoured combat team – consisting of several platoons mounted in BMPs and supported by T72s, advanced along HIGHWAY 1, debussed from their BMPs then cleared and occupied STRONGPOINT 1 AND STRONGPOINT 2 (SP1 and SP2) taking up all round defensive positions.

At sunset, and to avoid close assault from rebel tank hunter teams the armoured vehicles pulled back along HIGHWAY 1 behind our lines.

However it would appear this raid was more akin to putting a stick into an anthill and giving it a good rake about... Since

dawn today the dismounts at SP1 and SP2 have been subjected to almost constant sniping and rebel attacks using small arms and RPGs from all directions.

After 24hours holding these positions the occupants of SP1 and SP2 are running low on ammo and water. The Rebels are looking to press home their advantage before the Syrian Army can mount a rescue mission...

Designer Note: Side specific briefings give detailed orders and specific breakdown of objective/points to secure a win. Please read your briefing and follow your orders!



Playing The Scenario

Can be played RT or WEGO. This is best played Blue Vs Red AI or H2H only.

There are two RED AI Plans.

If playing H2H it is recommended the more experienced player takes the Blue side.

The scenario is NOT playable as Red VS Blue AI.

Acknowledgements

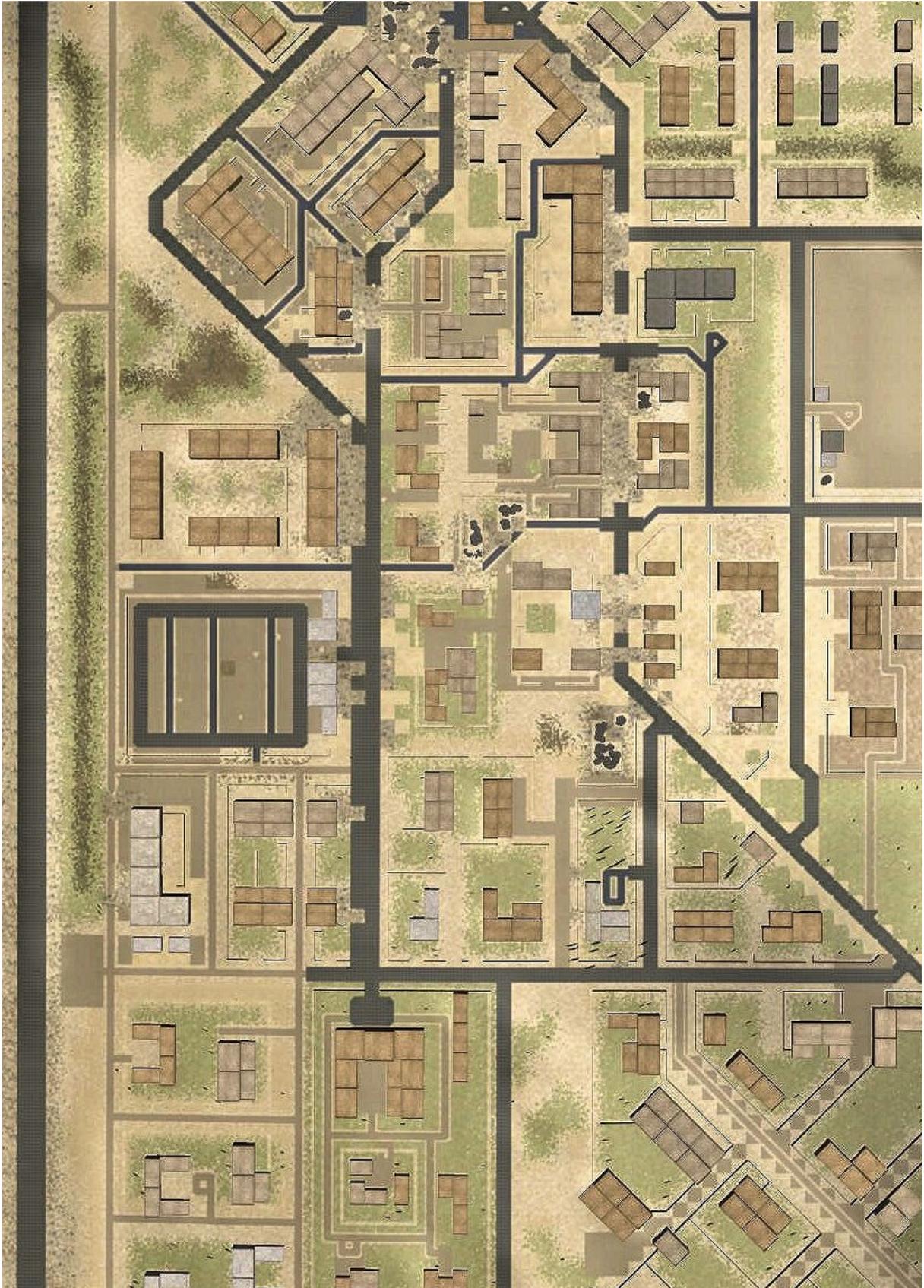
Many thanks to Buzz, Erwin and Snake Eye at the BFC forum who played through the early Blue Vs Red versions and provided a lot of feedback. Cheers Guys!

Any comments etc you can email me at georgemc@blowtorchscenarios.com



Daraya Tank Raid MASTER MAP

RED



BLUE