

Stratis Campaign Doc

Gear 0: Lee Enfield, AT4/RPG18

Gear 1: 5.56 and below, CCOs available, Binoculars unlocked

Gear 2: 6.5 and below,

Gear 3: 7.62 and below, 4x Scopes unlocked, Direct Fire AT + PCML unlocked

Gear 4: Titan Lock-On AT unlocked, Rangefinder unlocked

Gear 5: All Gear Unlocked (except high powered scopes) (yes this includes suppressors you smarmy folks)

BLUFOR is S side, OPFOR is N side

The team with the lower gear level goes first (in this case BLUFOR), going on a DRO to a location along the Line of Attrition. Attacked location via Ground Insert are required to be along the Line of Attrition [which is created by making a line between each team's most forward points] to be attacked. If the attacking team takes over an objective marked by a star (eg. Camp Maxwell, Air Station Mk 26) a Gear Point is stolen from that team. Normal Control Points simply increase the Line of Attrition to that point on the map.

The attacking team is decided via d6 dice roll. 1-3 makes the team with less gear points attack, 4-5 makes the team with more gear points attack, 6 makes FIA (guerilla faction) attack. The team in control of all control points wins the map. After that, the losing faction does an ESCAPE MISSION.

Advanced Rules:

Each team has a commander decided by either roll or by choice. That commander also chooses a 2IC that can make decisions in their stead

Air inserts are allowed, but no backpack gear, as well as a limited AMOUNT of air inserts.

BLUFOR: 3

OPFOR: 2

Looting is allowed for Backpacks during air drops and AT Missile systems owned by enemies, even if that team doesn't have the gear level for that AT system. Weapon looting is allowed as per Squad Leader orders

Log:

BLUFOR takes control of Air Station Mk. 26: BLUFOR Gear: 3, OPFOR Gear: 2.

OPFOR takes control of Camp Tempest: BLUFOR Gear: 3, OPFOR Gear: 2

OPFOR takes control of Girna: BLUFOR Gear: 3, OPFOR Gear: 2

FIA... fails to take control of Military Range: BLUFOR Gear: 3, OPFOR Gear: 2

Wow we didn't succeed once today

OPFOR takes control of Camp Maxel: BLUFOR Gear: 2, OPFOR Gear: 3

Legend:

Star = Gear Point Location

Circle = Control Point Location



Legend:

Star = Gear Point Location

Circle = Control Point Location