

Cyber island

26/11/2020

US Army Vs Armed Forces of the Russian Federation

Napf

9.00 pm (Paris)

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Last Edition : 07/11/2020

English version

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Features

Rules

- OFCRA rules apply for the campaign.
- Any request for a change of mission must be made 5 days before the date on which the mission will be played.
- For BLUEFOR, it is forbidden to use the enemy vehicles listed below :
 - BTR80
 - BTR80A
- For REDFOR, it is forbidden to use the enemy vehicles listed below :
 - Striker

Modset « Cyber island »

- | | |
|-----------------------|-----------------|
| 1. @ace | 9. @niarms_core |
| 2. @ace_compat_rhs | 10. @ofcra_v3 |
| 3. @acex | 11. @RHSAFRF |
| 4. @CBA_A3 | 12. @RHSGREF |
| 5. @CUP_Terrains_Core | 13. @RHSUSAF |
| 6. @Napf_island_a3 | 14. @tfar |
| 7. @niarms_ak | |
| 8. @niarms_compat_rhs | |

Mission 1 26/11/2020

[CI] M01 "Wassenaar"

Specifications

1. One mission.
2. One common objective
3. Bluefor must kill a hacker!
4. Redfor must protect the hacker
5. Pre-defined OB.
6. 2 Hours long mission, 15 minutes of warmup

Warning(s)

- The target will appear randomly on one of the two positions indicated on the map.
- **Obligation to respect the vehicle allocated to each squad!**
 - Under penalty of sanction!

Logistics

The PBO file is public for both sides. It is the file that will be used for the mission.

The test server will be up at least 7 days before the date of the game.

- ➔ Each side has a dedicated server:
- OFCRA Bluefor for the US
 - OFCRA RedFor for the Russian

Contact:

- **Flip4Flap** (OFCRA) > For any diplomatics related question.
- **Manchot** (OFCRA) > For any question regarding organisation.
- **Mrwhite350** (OFCRA & Campagne Maker) > For any question regarding the conduct of the campaign and the missions.

📌 The communications will take place:

- ★ On the OFCRA [forum](#), via private or public messages
- ★ On the OFCRA [discord](#), via private messages or public publications in a channel
- ✗ **A request via any other mean of communication will not be considered.**

Sitac

The hacker has been identified: Ivanov. The U.S. armed forces are mobilizing to get the initiative.

Objectives

→ Common

→ HQ under control (3 pts) :

The main HQ of the Russian forces have the majority of private keys needed for communications. Possession of these keys will greatly assist in further operations.

Condition : At least one person should be inside of a zone to consider it as captured.

→ Supremacy Bonus (2pts).

If there are less than 5 survivors on the opposite team, the team wins two more points.

◆ Bluefor

■ Ivanov is dead. (5pts).

We need to strike a big blow by giving a warning. The leader of the gang responsible for the attacks must be eliminated.

Victory condition : Ivanov killed at the end of the game.

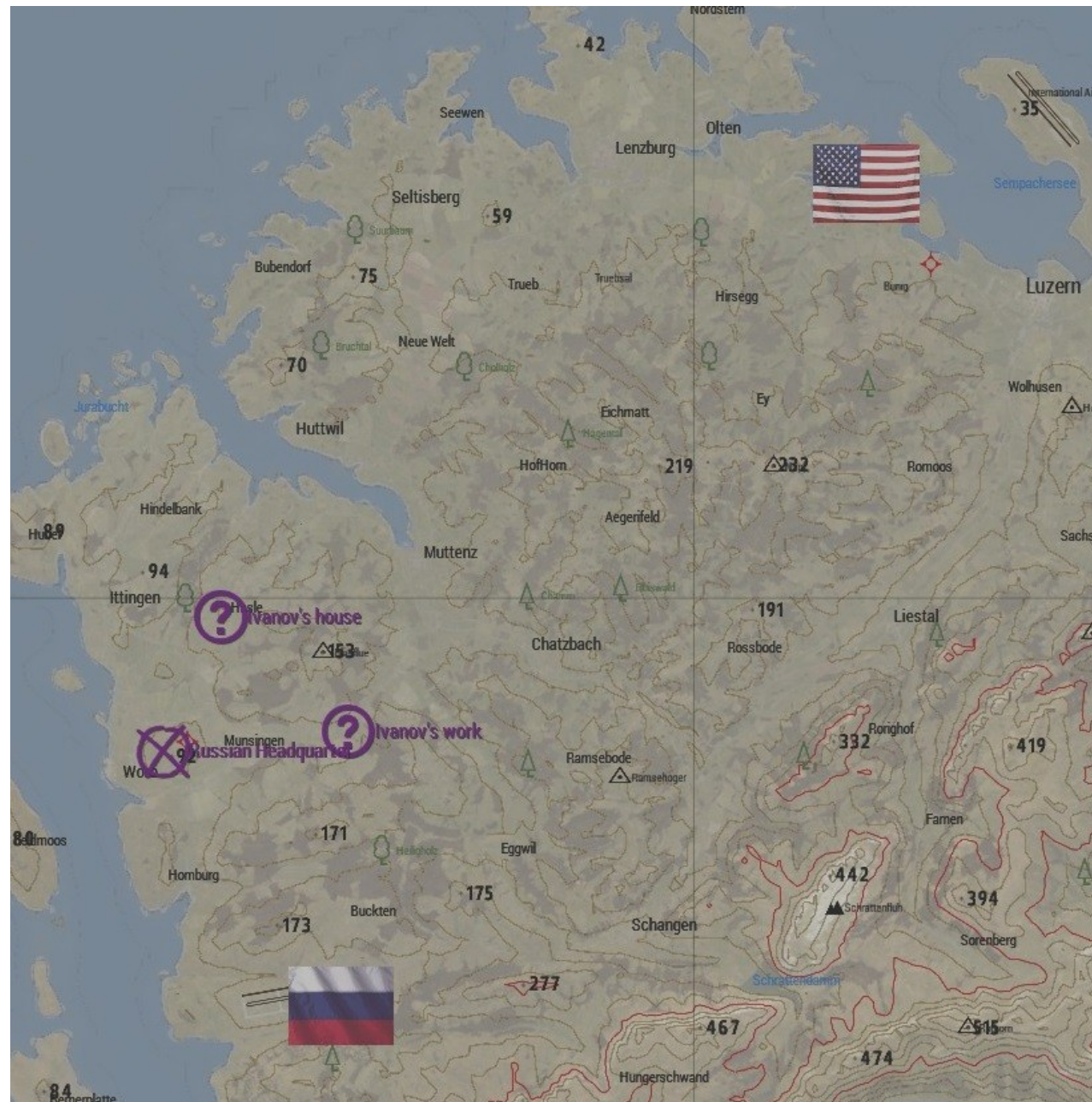
◆ Redfor

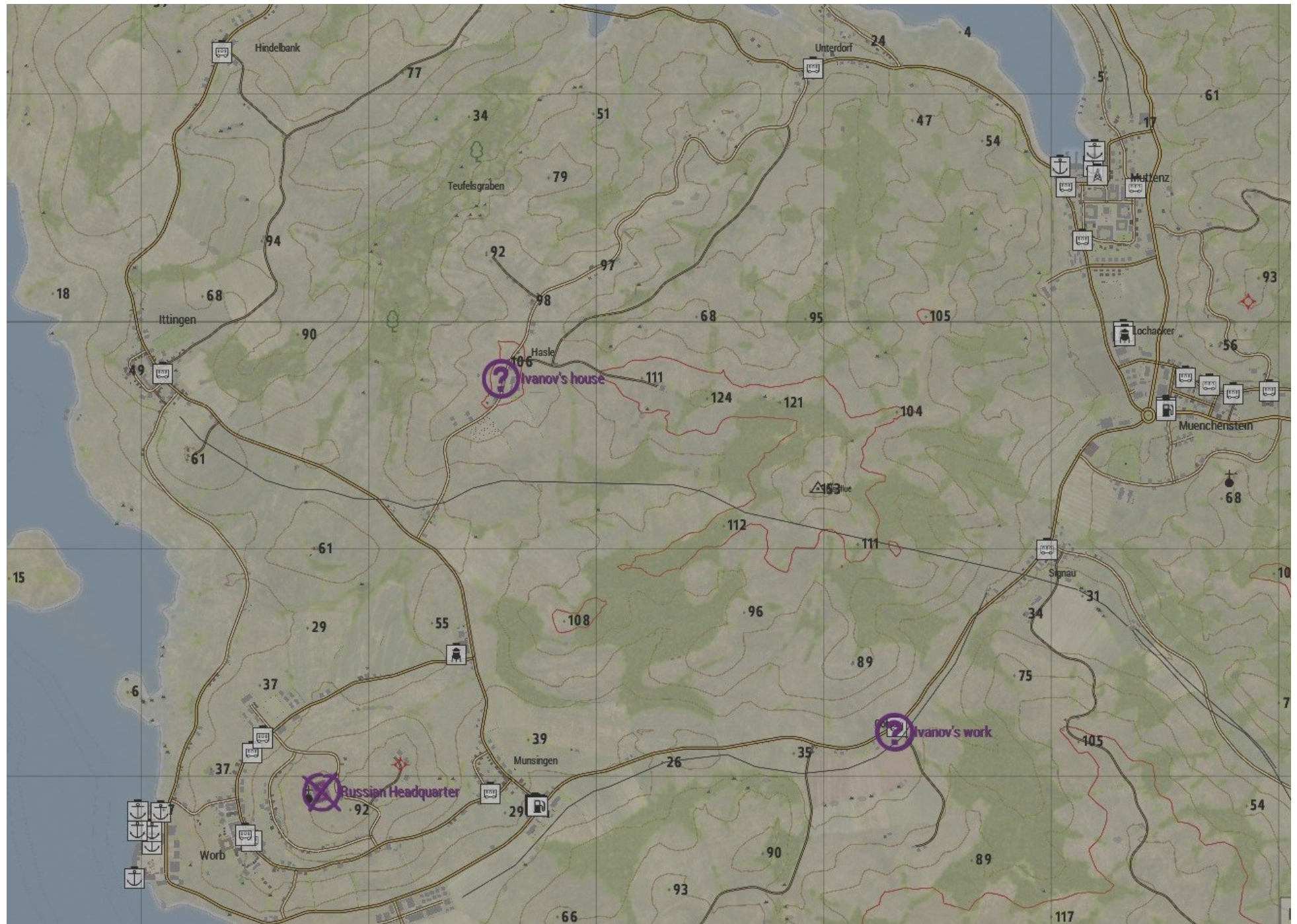
■ The mole is in the zone (5pts).

Comrades, we must protect Ivanov from the American imperialists who think they can do anything here!

Victory condition : Ivanov alive at the end of the game.

Zone de jeu





Russian HQ



Ivanov



USA



Russian Federation



OB Bluefor

1 Commanding squad – 4 Mecanised squads – 1 Assault squad

3x M1127-M2 – 1x M1127-M2/LRAS3 – 1x M1025 – 1x M1025-M2 – 1x M1025-TOW

<p>➤ Platoon Leader <i>Mike M1025</i></p> <p>→ Officier(M4A1)</p>	<p>➤ Mecanised Squad 2 <i>Bravo 10.Pax M1127-M2</i></p> <p>→ Squad Leader (M4A1)</p> <p>→ Team leader (M16A4-M203)</p> <p>→ Markman (M14)</p> <p>→ Autorifleman (M249)</p> <p>→ Medic(M16A4)</p> <p>→ Team leader (M16A4-M203)</p> <p>→ AT (M16A4-MAAWS)</p> <p>→ Rifleman (M16A4)</p> <p>→ Crew (M4)</p> <p>→ Crew (M4)</p>	<p>➤ Mecanised Squad 4 <i>Delta 10.Pax M1127-M2/LRAS3</i></p> <p>→ Squad Leader (M4A1)</p> <p>→ Team leader (M16A4-M203)</p> <p>→ Markman (M14)</p> <p>→ Autorifleman (M249)</p> <p>→ Medic(M16A4)</p> <p>→ Team leader (M16A4-M203)</p> <p>→ AT (M16A4-MAAWS)</p> <p>→ Rifleman (M16A4)</p> <p>→ Crew (M4)</p> <p>→ Crew (M4)</p>
<p>➤ Mecanised Squad 1 <i>Alpha 10.Pax M1127-M2</i></p> <p>→ Squad Leader (M4A1)</p> <p>→ Team leader (M16A4-M203)</p> <p>→ Markman (M14)</p> <p>→ Autorifleman (M249)</p> <p>→ Medic(M16A4)</p> <p>→ Team leader (M16A4-M203)</p> <p>→ AT (M16A4-MAAWS)</p> <p>→ Rifleman (M16A4)</p> <p>→ Crew (M4)</p> <p>→ Crew (M4)</p>	<p>➤ Mecanised Squad 3 <i>Charlie 10.Pax M1127-M2</i></p> <p>→ Squad Leader (M4A1)</p> <p>→ Team leader (M16A4-M203)</p> <p>→ Markman (M14)</p> <p>→ Autorifleman (M249)</p> <p>→ Medic(M16A4)</p> <p>→ Team leader (M16A4-M203)</p> <p>→ AT (M16A4-MAAWS)</p> <p>→ Rifleman (M16A4)</p> <p>→ Crew (M4)</p> <p>→ Crew (M4)</p>	<p>➤ Assault squad 1 <i>Echo 8.Pax 1x M1025-M2 – 1x M1025-TOW</i></p> <p>→ Squad Leader (M4A1)</p> <p>→ Team leader (M16A4-M203)</p> <p>→ Team leader (M16A4-M203)</p> <p>→ Markman (M14)</p> <p>→ Gunner (M240)</p> <p>→ Recon (Mk18)</p> <p>→ Rifleman (M16A4)</p> <p>→ AT.Light (M16A4-AT4HEAT)</p>

OB REDFOR

1 Commanding squad – 4 Mecanised squads – 1 Assault squad

2x UAZ – 1x BTR-80A (No HE) – 3x BTR-80 – KORD (static)

➤ **Platoon Leader** *Zulu* UAZ
→ Officier (AK74M)

➤ **Mecanised Squad 1** *November*
9.Pax | BTR80A
→ Squad Leader (AK74M)
→ Team leader (AK74M-GP25)
→ Team leader (AK74M-GP25)
→ Anti-Tank (AK74M-RPG7v2)
→ Autorifleman (RPK74)
→ Marksman (SVD)
→ Medic (AK74M)
→ Crew (AKS74u)
→ Crew (AKS74u)

➤ **Mecanised Squad 2** *Oscar*
9.Pax | BTR80
→ Squad Leader (AK74M)
→ Team leader (AK74M-GP25)
→ Team leader (AK74M-GP25)
→ Anti-Tank (AK74M-RPG7v2)
→ Autorifleman (RPK74)
→ AT.Light (AK74M-RPG26)
→ Medic (AK74M)
→ Crew (AKS74u)
→ Crew (AKS74u)

➤ **Mecanised Squad 3** *Papa*
9.Pax | BTR80
→ Squad Leader (AK74M)
→ Team leader (AK74M-GP25)
→ Team leader (AK74M-GP25)
→ Anti-Tank (AK74M-RPG7v2)
→ Autorifleman (RPK74)
→ AP.Light (AK74M-RHSG2)
→ Medic (AK74M)
→ Crew (AKS74u)
→ Crew (AKS74u)

➤ **Mecanised Squad 4** *Quebec*
9.Pax | BTR80
→ Squad Leader (AK74M)
→ Team leader (AK74M-GP25)
→ Team leader (AK74M-GP25)
→ Anti-Tank (AK74M-RPG7v2)
→ Autorifleman (RPK74)
→ AP.Light (AK74M-RHSG2)
→ Medic (AK74M)
→ Crew (AKS74u)
→ Crew (AKS74u)

➤ **Assault Squad 1** *Quebec*
7.Pax | UAZ
→ Squad Leader (AK74M)
→ Team leader (AK74M-GP25)
→ AT.Light (AK74M-RPG26)
→ Gunner (PKP)
→ Recon (AS-VAL)
→ Marksman (SVD)
→ Medic (AK74M)

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