

Cyber island

10/12/2020

**US Army Vs Armed
Forces of the Russian
Federation**

Napf

9.00 pm (Paris)

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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 :
 - BMD2
 - BTR80
 - S25
- For REDFOR, it is forbidden to use the enemy vehicles listed below :
 - M2A2
- Obligation to use **at least one** crewman only for the following vehicles:
 - Bradley
 - 2S25 Sprut-SD
- Only crewman type slots are allowed to use the :
 - Driver
 - Shooter

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 2 10/12/2020

[CI] M02 "Vernam"

Specifications

1. One mission.
2. One common objective
3. Bluefor must protect a datacenter !
4. Redfor must destroy the datacenter !
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.
- 10 technical slots are available per camp. 2 transport vehicles (Hum-vee & UAZ) are available for the technical slots. These slots and vehicles are to be used ONLY in case of technical problems.
- A box with 3 LP radios is available for each camp. These radios can ONLY be used in case of technical problems.
- To get the points, it is necessary to destroy the datacenter in the bunker.
- Viewing distance limited to 2500 meters.
- **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 the channel "cyber island campaign"

✘ **A request via any other mean of communication will not be considered.**



Sitac

Operations are ongoing, the GRU has identified a data centre used by the Americans for their cyber operations. A battle plan is drawn up. Ironically, it is thanks to this datacenter that the Americans knew that the Russians had succeeded in identifying their infrastructures.

Objectives

→ Common

→ US Cyber command under control (3 pts) :

A section of the best code offuscation specialists is stationed not far from the datacenter. They operate from a farm that has been requisitioned and transformed into an operations centre. The capture of this HQ would be a great plus for the belligerents.

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

■ The datacenter is protected and operational. (5pts).

We have installed this datacenter in a tempest type bunker to protect us from attempts at compromise by electromagnetic signals. The data collected by our interception systems is sent raw to this datacenter awaiting processing.

Victory condition : Datacenter (inside the bunker) intact at the end of the game.

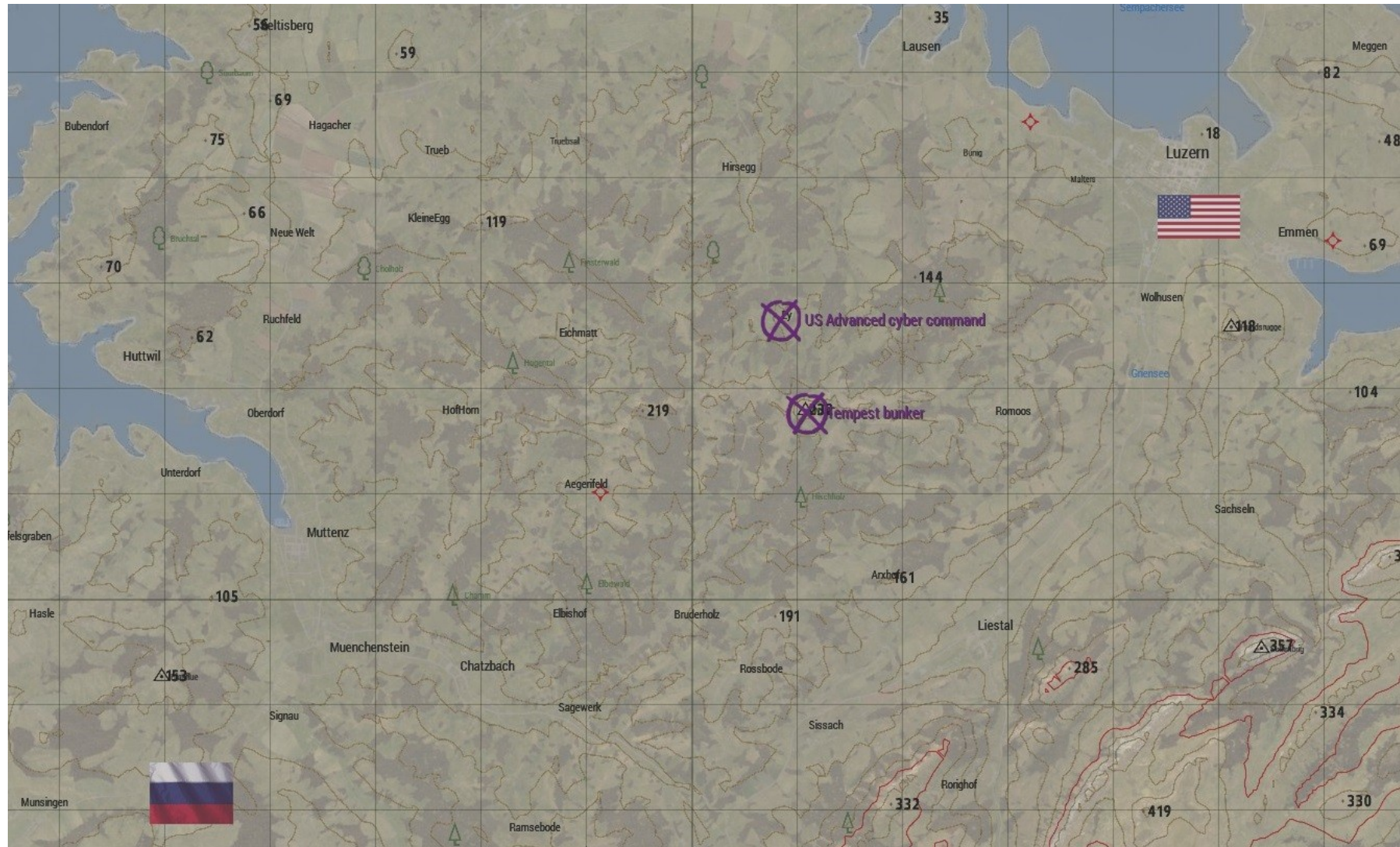
◆ Redfor

■ The datacenter is destroyed (5pts).

We have identified the datacenter to be destroyed by order of the GRU.

Victory condition : Datacenter (inside the bunker) destroyed at the end of the game.

Tac map



Bunker zone



Tempest bunker (datacenter)



US Cyber HQ



USA



Russian Federation



OB Bluefor

1 Commanding squad – 2 Mecanised squads – 3 Assault squad – 1 Support squad
2x M6A2 (no HE) – 2x M113-M2 – 1x M1230-M2– 1x [M1025-M2CROWS | M1025-TOW]

<p>➤ Platoon Leader Mike <i>M1025</i></p> <p>→ Officier (M4A1)</p>	<p>➤ Mecanised Squad 2 <i>Bravo</i> 8.Pax <i>M6A2</i></p> <p>→ Squad Leader (M4A1)</p> <p>→ Team leader (M16A4-M203)</p> <p>→ Autorifleman (M249)</p> <p>→ Medic (M16A4)</p> <p>→ Grenadier (M16A4-M203)</p> <p>→ AT.Light (M16A4-AT4-HEAT)</p> <p>→ Crew (M4)</p> <p>→ <i>Crew (M4)</i></p>	<p>➤ Assault Squad 2 <i>Delta</i> 8.Pax <i>M113-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>➤ Mecanised Squad 1 <i>Alpha</i> 8.Pax <i>M6A2</i></p> <p>→ Squad Leader (M4A1)</p> <p>→ Team leader (M16A4-M203)</p> <p>→ Autorifleman (M249)</p> <p>→ Medic (M16A4)</p> <p>→ Grenadier (M16A4-M203)</p> <p>→ AT.Light (M16A4-AT4-HEAT)</p> <p>→ Crew (M4)</p> <p>→ Crew (M4)</p>	<p>➤ Assault Squad 1 <i>Charlie</i> 8.Pax <i>M113-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>➤ Support squad 1 <i>Echo</i> 8.Pax <i>M1230-M2</i></p> <p>→ Squad Leader (M4A1)</p> <p>→ Team leader (M16A4-M203)</p> <p>→ Gunner (M240)</p> <p>→ Gunner (M240)</p> <p>→ Gunner.Assist (M16A4)</p> <p>→ AT (M16A4-MAAWS)</p> <p>→ AT.Assist (M16A4)</p> <p>→ Medic (M16A4)</p>
<p>➤ Assault Squad 3 <i>Foxtrot</i> 8.Pax <i>[M1025-M2CROW M1025-TOW]</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>	X	X

OB REDFOR

1 Commanding squad – 5 Mecanised squads – 1 Assault squad – 1 Support squad – 1 Tank squad

2x BMD2 (no HE) – 3x BTR80 – 1x 2S25 Sprut-SD (no HE) – 1x UAZ – 2x Ural

<ul style="list-style-type: none"> ➤ Platoon Leader <i>Zulu</i> <i>UAZ</i> <ul style="list-style-type: none"> ➔ Officier (AK74M) 	<ul style="list-style-type: none"> ➤ Mecanised Squad 1 <i>November</i> 9.Pax BMD2 <ul style="list-style-type: none"> ➔ Squad Leader (AK74M) ➔ Team leader (AK74M-GP25) ➔ Grenadier (AK74M-GP25 RHSG2) ➔ Anti-Tank (AK74M-RPG7v2) ➔ Autorifleman (RPK74) ➔ Demolition (AK74M) ➔ Medic (AK74M) ➔ Crew (AKS74u) ➔ Crew (AKS74u) 	<ul style="list-style-type: none"> ➤ Mecanised Squad 2 <i>Oscar</i> 9.Pax BMD2 <ul style="list-style-type: none"> ➔ Squad Leader (AK74M) ➔ Team leader (AK74M-GP25) ➔ Grenadier (AK74M-GP25 RHSG2) ➔ Anti-Tank (AK74M-RPG7v2) ➔ Autorifleman (RPK74) ➔ Demolition (AK74M) ➔ Medic (AK74M) ➔ Crew (AKS74u) ➔ Crew (AKS74u)
<ul style="list-style-type: none"> ➤ Mecanised Squad 3 <i>Papa</i> 9.Pax BTR80 <ul style="list-style-type: none"> ➔ Squad Leader (AK74M) ➔ Team leader (AK74M-GP25) ➔ Grenadier (AK74M-GP25 RHSG2) ➔ Anti-Tank (AK74M-RPG7v2) ➔ Autorifleman (RPK74) ➔ Markman (SVD) ➔ Medic (AK74M) ➔ Crew (AKS74u) ➔ Crew (AKS74u) 	<ul style="list-style-type: none"> ➤ Mecanised Squad 4 <i>Quebec</i> 9.Pax BTR80 <ul style="list-style-type: none"> ➔ Squad Leader (AK74M) ➔ Team leader (AK74M-GP25) ➔ Grenadier (AK74M-GP25 RHSG2) ➔ Anti-Tank (AK74M-RPG7v2) ➔ Autorifleman (RPK74) ➔ Markman (SVD) ➔ Medic (AK74M) ➔ Crew (AKS74u) ➔ Crew (AKS74u) 	<ul style="list-style-type: none"> ➤ Support Squad 1 <i>Romeo</i> 7.Pax Ural <ul style="list-style-type: none"> ➔ Squad Leader (AK74M) ➔ Team leader (AK74M-GP25) ➔ Anti-Tank (AK74M-RPG7v2) ➔ AT.Assist (AK74M) ➔ Gunner (PKP) ➔ Gunner.Assist (AK74M) ➔ Medic (AK74M)
<ul style="list-style-type: none"> ➤ Assault Squad 1 <i>Sierra</i> 7.Pax Ural <ul style="list-style-type: none"> ➔ Squad Leader (AK74M) ➔ Team leader (AK74M-GP25) ➔ Grenadier (AK74M-GP25 RHSG2) ➔ Anti-Tank (AK74M-RPG7v2) ➔ Autorifleman (RPK74) ➔ Assist. Autorifleman (AK74M) ➔ Medic (AK74M) 	<ul style="list-style-type: none"> ➤ Tank Squad 1 <i>Tango</i> 3.Pax 2S25 Sprut-SD <ul style="list-style-type: none"> ➔ Vehicule.Commander (AKS74u) ➔ Crew (AKS74u) ➔ Crew (AKS74u) 	<ul style="list-style-type: none"> ➤ Mecanised Squad 5 <i>Uniform</i> 9.Pax BTR80 <ul style="list-style-type: none"> ➔ Squad Leader (AK74M) ➔ Team leader (AK74M-GP25) ➔ Grenadier (AK74M-GP25 RHSG2) ➔ Anti-Tank (AK74M-RPG7v2) ➔ Autorifleman (RPK74) ➔ Assist. Autorifleman (AK74M) ➔ Medic (AK74M) ➔ Crew (AKS74u) ➔ Crew (AKS74u)

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