

Cyber island

14/01/2021

US Army Vs Armed Forces of the Russian Federation

Napf

9.00 pm (Paris)

Document version : 2.1
Last Edition : 06/01/2021

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 :
 - MI8
 - MI24
- For REDFOR, it is forbidden to use the enemy vehicles listed below :
 - M2A2
 - M1A1
- Obligation to use **at least one** crewman or pilot only for the following vehicles :
 - MI24
 - MI8
 - M2A2
 - M1A1
- Only crewman and pilots type slots are allowed to use the :
 - Driver
 - Shooter
 - Pilot
 - Shooter (in heli)

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 3 14/01/2021

[CI] M03 "Hellman"

Specifications

1. One mission.
2. One common objective
3. Bluefor must protect a NSA analyst and bring him into a zone !
4. Redfor must kill the NSA analyst !
5. Pre-defined OB.
6. 2 Hours long mission, 15 minutes of warmup

Warning(s)

- The NSA analyst must be played by a human.
- 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.
- The MI24 will be locked 10 minutes AFTER the start of the warm-up.
- Viewing distance limited to 2500 meters.
- The Russians don't know or spawn the NSA analyst.
- **Obligation to respect the vehicle allocated to each squad!**

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

After the loss of the datacenter the Americans are cornered and try to regroup. The various cyber specialists deployed in the field have to be evacuated to secure areas.

Objectives

→ Common

→ US FOB under control (3 pts) :

This FOB allows the Americans to ensure comfortable logistics for their operations, its possession is strategic.

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 NSA analyst are in the aera. (5pts).

The NSA analyst was able to recover the cryptographic keys used in the datacenter and Advanced Cyber HQ. His keys must be returned to the US HQ to prevent Russian forces from getting their hands on them. The loss of its keys could compromise the entire security of American information.

Victory condition : Analyst in the area at the end of the game

◆ Redfor

■ The analyst is dead (5pts).

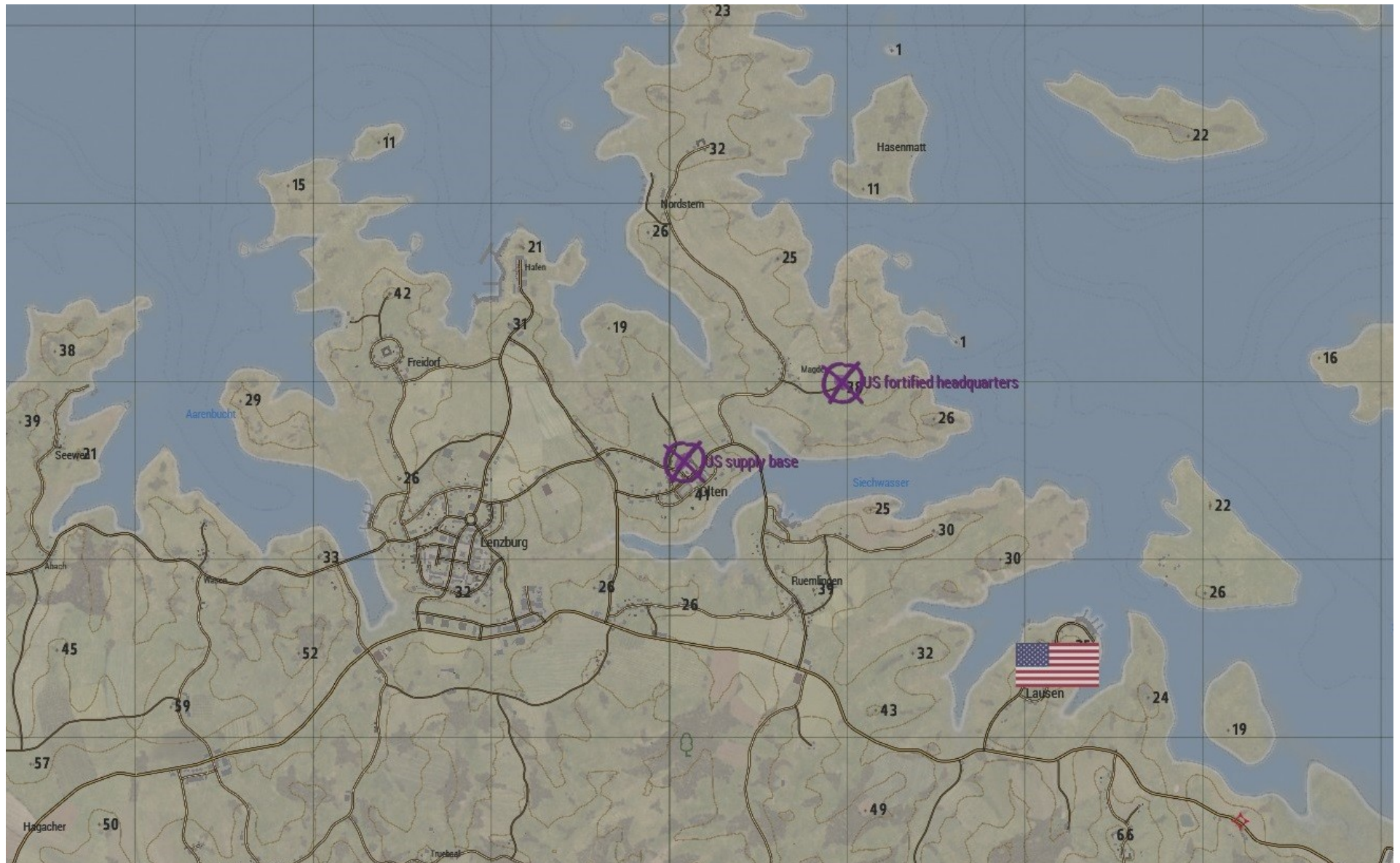
This NSA agent is a spy who must be executed. He possesses cryptographic keys of great importance. His elimination will greatly hinder the Americans in the conduct of their cyber operations.

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

Tac map



Tac map 2



VIP



US HQ



US FOB



USA



Russian Federation



OB Bluefor

1 Commanding squad – 3 Mecanised squads – 3 Assault squad – 1 Tank squad

1x M6A2 (no HE) – 1x M1A1 (no HE) – 2x M113-M2 – 1x [M1025-M2 | M1025] – 1x M1237-M2 – 1x [M1025-CROWM2 | M1025]

<p>➤ Platoon Leader Mike <i>M1025</i></p> <ul style="list-style-type: none">➔ Officier (M4A1)➔ Officier (M4A1)	<p>➤ Mecanised Squad 2 <i>Bravo 8.Pax M113-M2</i></p> <ul style="list-style-type: none">➔ Squad Leader (M4A1)➔ Team leader (M16A4-M203)➔ Markman (M14)➔ Autorifleman (M249)➔ Medic (M16A4)➔ Team leader (M16A4-M203)➔ AT.Light (M16A4-AT4-HEAT)➔ AT.Light (M16A4-AT4-HEAT)	<p>➤ Assault Squad 1 <i>Delta 8.Pax M1025-M2 M1025</i></p> <ul style="list-style-type: none">➔ Squad Leader (M4A1)➔ Team leader (M16A4-M203)➔ Autorifleman (M249)➔ Assist. Autorifleman (M16A4)➔ Medic (M16A4)➔ Team leader (M16A4-M203)➔ AT (M16A4-MAAWS)➔ Rifleman (M16A4)
<p>➤ Mecanised Squad 1 <i>Alpha 9.Pax M6A2</i></p> <ul style="list-style-type: none">➔ Squad Leader (M4A1)➔ Team leader (M16A4-M203)➔ Autorifleman (M249)➔ Medic (M16A4)➔ Grenadier (M16A4-M203)➔ AT.Light (M16A4-AT4-HEAT)➔ Crew (M4)➔ Crew (M4)➔ Crew (M4)	<p>➤ Mecanised Squad 3 <i>Charlie 8.Pax M113-M2</i></p> <ul style="list-style-type: none">➔ Squad Leader (M4A1)➔ Team leader (M16A4-M203)➔ Markman (M14)➔ Autorifleman (M249)➔ Medic (M16A4)➔ Team leader (M16A4-M203)➔ AT.Light (M16A4-AT4-HEAT)➔ AT.Light (M16A4-AT4-HEAT)	<p>➤ Assault Squad 1 <i>Echo 8.Pax M1237-M2</i></p> <ul style="list-style-type: none">➔ Squad Leader (M4A1)➔ Team leader (M16A4-M203)➔ Autorifleman (M249)➔ Assist. Autorifleman (M16A4)➔ Medic (M16A4)➔ Team leader (M16A4-M203)➔ AT (M16A4-MAAWS)➔ Rifleman (M16A4)
<p>➤ Assault Squad 3 <i>Foxtrot 8.Pax M1025-CROWM2 M1025</i></p> <ul style="list-style-type: none">➔ Squad Leader (M4A1)➔ Team leader (M16A4-M203)➔ Autorifleman (M249)➔ Assist. Autorifleman (M16A4)➔ Medic (M16A4)➔ Team leader (M16A4-M203)➔ AT.Light (M16A4-AT4-HEAT)➔ AT.Light (M16A4-AT4-HEAT)	<p>➤ Tank Squad <i>Golf 4.Pax M1A1</i></p> <ul style="list-style-type: none">➔ Crew (M4)➔ Crew (M4)➔ Crew (M4)➔ Crew (M4)	<p>➤ NSA Squad <i>Hotel 3.Pax M1025-CROWSM2</i></p> <ul style="list-style-type: none">➔ NSA analyst (G17)➔ Bodyguard (M4A1)➔ Bodyguard (M4A1)➔ Bodyguard (M4A1)

OB REDFOR

1 Commanding squad – 7 airborne squad squads – 3 Pilots squad

1x MI24V – 2x MI8 – 1x Metis

<ul style="list-style-type: none"> ➤ Platoon Leader Zulu <ul style="list-style-type: none"> ➔ Officier (AK74M) ➔ Officier (AK74M) 	<ul style="list-style-type: none"> ➤ Airborne Squad 1 November 7.Pax <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) 	<ul style="list-style-type: none"> ➤ Airborne Squad 2 Oscar 7.Pax <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)
<ul style="list-style-type: none"> ➤ Airborne Squad 3 Papa 7.Pax <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) 	<ul style="list-style-type: none"> ➤ Airborne Squad 4 Quebec 7.Pax <ul style="list-style-type: none"> ➔ Squad Leader (AK74M) ➔ Team leader (AK74M-GP25) ➔ Grenadier (AK74M-GP25 RHSG2) ➔ Anti-Tank (AK74M-RPG7v2) ➔ Gunner (PKM) ➔ Demolition (AK74M) ➔ Medic (AK74M) 	<ul style="list-style-type: none"> ➤ Airborne Squad 5 Romeo 7.Pax <ul style="list-style-type: none"> ➔ Squad Leader (AK74M) ➔ Team leader (AK74M-GP25) ➔ Grenadier (AK74M-GP25 RHSG2) ➔ Anti-Tank (AK74M-RPG7v2) ➔ Gunner (PKM) ➔ Demolition (AK74M) ➔ Medic (AK74M)
<ul style="list-style-type: none"> ➤ Airborne Squad 6 Sierra 7.Pax <ul style="list-style-type: none"> ➔ Squad Leader (AK74M) ➔ Team leader (AK74M-GP25) ➔ Grenadier (AK74M-GP25 RHSG2) ➔ Anti-Tank (AK74M-RPG7v2) ➔ AT.Assist (AK74M) ➔ Gunner (PKM) ➔ Medic (AK74M) 	<ul style="list-style-type: none"> ➤ Airborne Squad 7 Tango 7.Pax <ul style="list-style-type: none"> ➔ Squad Leader (AK74M) ➔ Team leader (AK74M-GP25) ➔ Grenadier (AK74M-GP25 RHSG2) ➔ Anti-Tank (AK74M-RPG7v2) ➔ AT.Assist (AK74M) ➔ Gunner (PKM) ➔ Medic (AK74M) 	X
<ul style="list-style-type: none"> ➤ Pilot squad 1 Victor 2.Pax MI24V <ul style="list-style-type: none"> ➔ Pilot (PP-2000) ➔ Pilot (PP-2000) 	<ul style="list-style-type: none"> ➤ Pilot squad 2 Whisky 2.Pax MI8 <ul style="list-style-type: none"> ➔ Pilot (PP-2000) ➔ Heli.Crew (PP-2000) ➔ Heli.Crew (PP-2000) ➔ Heli.Crew (PP-2000) 	<ul style="list-style-type: none"> ➤ Pilot squad 3 X-Ray 2.Pax MI8 <ul style="list-style-type: none"> ➔ Pilot (PP-2000) ➔ Heli.Crew (PP-2000) ➔ Heli.Crew (PP-2000) ➔ Heli.Crew (PP-2000)

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