

# Cyber island

10/12/2020

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

Napf

**9.00 pm (Paris)**

Document version : 1.3  
Last Edition : 04/12/2020

English version

# Summary

Summary.....	2
Features.....	3
Rules.....	3
Modset « Cyber island ».....	3
Mission 2 10/12/2020.....	4
[CI] M02 “Vernam”.....	4
Specifications.....	4
Warning(s).....	4
Logistics.....	4
Sitac.....	5
Objectives.....	5
Tac map.....	6
Bunker zone.....	7
Tempest bunker (datacenter).....	8
US Cyber HQ.....	9
USA.....	10
Russian Federation.....	10
OB Bluefor.....	11
OB REDFOR.....	12

# 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>➤ <b>Platoon Leader Mike   M1025</b></p> <ul style="list-style-type: none"> <li>➔ Officier (M4A1)</li> <li>➔ Officier (M4A1)</li> </ul>	<p>➤ <b>Mecanised Squad 2 Bravo</b> 8.Pax M6A2</p> <ul style="list-style-type: none"> <li>➔ Squad Leader (M4A1)</li> <li>➔ Team leader (M16A4-M203)</li> <li>➔ Autorifleman (M249)</li> <li>➔ Medic (M16A4)</li> <li>➔ Grenadier (M16A4-M203)</li> <li>➔ AT.Light (M16A4-AT4-HEAT)</li> <li>➔ Crew (M4)</li> <li>➔ Crew (M4)</li> </ul>	<p>➤ <b>Assault Squad 2 Delta</b> 8.Pax M113-M2</p> <ul style="list-style-type: none"> <li>➔ Squad Leader (M4A1)</li> <li>➔ Team leader (M16A4-M203)</li> <li>➔ Markman (M14)</li> <li>➔ Autorifleman (M249)</li> <li>➔ Medic (M16A4)</li> <li>➔ Team leader (M16A4-M203)</li> <li>➔ AT (M16A4-MAAWS)</li> <li>➔ Rifleman (M16A4)</li> </ul>
<p>➤ <b>Mecanised Squad 1 Alpha</b> 8.Pax M6A2</p> <ul style="list-style-type: none"> <li>➔ Squad Leader (M4A1)</li> <li>➔ Team leader (M16A4-M203)</li> <li>➔ Autorifleman (M249)</li> <li>➔ Medic (M16A4)</li> <li>➔ Grenadier (M16A4-M203)</li> <li>➔ AT.Light (M16A4-AT4-HEAT)</li> <li>➔ Crew (M4)</li> <li>➔ Crew (M4)</li> </ul>	<p>➤ <b>Assault Squad 1 Charlie</b> 8.Pax M113-M2</p> <ul style="list-style-type: none"> <li>➔ Squad Leader (M4A1)</li> <li>➔ Team leader (M16A4-M203)</li> <li>➔ Markman (M14)</li> <li>➔ Autorifleman (M249)</li> <li>➔ Medic (M16A4)</li> <li>➔ Team leader (M16A4-M203)</li> <li>➔ AT (M16A4-MAAWS)</li> <li>➔ Rifleman (M16A4)</li> </ul>	<p>➤ <b>Support squad 1 Echo</b> 8.Pax M1230-M2</p> <ul style="list-style-type: none"> <li>➔ Squad Leader (M4A1)</li> <li>➔ Team leader (M16A4-M203)</li> <li>➔ Gunner (M240)</li> <li>➔ Gunner (M240)</li> <li>➔ Gunner.Assist (M16A4)</li> <li>➔ AT (M16A4-MAAWS)</li> <li>➔ AT.Assist (M16A4)</li> <li>➔ Medic (M16A4)</li> </ul>
<p>➤ <b>Assault Squad 3 Foxtrot</b> 8.Pax [M1025-M2CROW   M1025-TOW]</p> <ul style="list-style-type: none"> <li>➔ Squad Leader (M4A1)</li> <li>➔ Team leader (M16A4-M203)</li> <li>➔ Markman (M14)</li> <li>➔ Autorifleman (M249)</li> <li>➔ Medic (M16A4)</li> <li>➔ Team leader (M16A4-M203)</li> <li>➔ AT (M16A4-MAAWS)</li> <li>➔ Rifleman (M16A4)</li> </ul>	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"> <li>➤ <b>Platoon Leader</b> <i>Zulu</i>   <i>UAZ</i> <ul style="list-style-type: none"> <li>➔ Officier (AK74M)</li> <li>➔ Officier (AK74M)</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>➤ <b>Mecanised Squad 1</b> <i>November</i> 9.Pax   BMD2 <ul style="list-style-type: none"> <li>➔ Squad Leader (AK74M)</li> <li>➔ Team leader (AK74M-GP25)</li> <li>➔ Grenadier (AK74M-GP25   RHSG2)</li> <li>➔ Anti-Tank (AK74M-RPG7v2)</li> <li>➔ Autorifleman (RPK74)</li> <li>➔ Demolition (AK74M)</li> <li>➔ Medic (AK74M)</li> <li>➔ Crew (AKS74u)</li> <li>➔ Crew (AKS74u)</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>➤ <b>Mecanised Squad 2</b> <i>Oscar</i> 9.Pax   BMD2 <ul style="list-style-type: none"> <li>➔ Squad Leader (AK74M)</li> <li>➔ Team leader (AK74M-GP25)</li> <li>➔ Grenadier (AK74M-GP25   RHSG2)</li> <li>➔ Anti-Tank (AK74M-RPG7v2)</li> <li>➔ Autorifleman (RPK74)</li> <li>➔ Demolition (AK74M)</li> <li>➔ Medic (AK74M)</li> <li>➔ Crew (AKS74u)</li> <li>➔ Crew (AKS74u)</li> </ul> </li> </ul>
<ul style="list-style-type: none"> <li>➤ <b>Mecanised Squad 3</b> <i>Papa</i> 9.Pax   BTR80 <ul style="list-style-type: none"> <li>➔ Squad Leader (AK74M)</li> <li>➔ Team leader (AK74M-GP25)</li> <li>➔ Grenadier (AK74M-GP25   RHSG2)</li> <li>➔ Anti-Tank (AK74M-RPG7v2)</li> <li>➔ Autorifleman (RPK74)</li> <li>➔ Markman (SVD)</li> <li>➔ Medic (AK74M)</li> <li>➔ Crew (AKS74u)</li> <li>➔ Crew (AKS74u)</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>➤ <b>Mecanised Squad 4</b> <i>Quebec</i> 9.Pax   BTR80 <ul style="list-style-type: none"> <li>➔ Squad Leader (AK74M)</li> <li>➔ Team leader (AK74M-GP25)</li> <li>➔ Grenadier (AK74M-GP25   RHSG2)</li> <li>➔ Anti-Tank (AK74M-RPG7v2)</li> <li>➔ Autorifleman (RPK74)</li> <li>➔ Markman (SVD)</li> <li>➔ Medic (AK74M)</li> <li>➔ Crew (AKS74u)</li> <li>➔ Crew (AKS74u)</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>➤ <b>Support Squad 1</b> <i>Romeo</i> 7.Pax   Ural <ul style="list-style-type: none"> <li>➔ Squad Leader (AK74M)</li> <li>➔ Team leader (AK74M-GP25)</li> <li>➔ Anti-Tank (AK74M-RPG7v2)</li> <li>➔ AT.Assist (AK74M)</li> <li>➔ Gunner (PKP)</li> <li>➔ Gunner.Assist (AK74M)</li> <li>➔ Medic (AK74M)</li> </ul> </li> </ul>
<ul style="list-style-type: none"> <li>➤ <b>Assault Squad 1</b> <i>Sierra</i> 7.Pax   Ural <ul style="list-style-type: none"> <li>➔ Squad Leader (AK74M)</li> <li>➔ Team leader (AK74M-GP25)</li> <li>➔ Grenadier (AK74M-GP25   RHSG2)</li> <li>➔ Anti-Tank (AK74M-RPG7v2)</li> <li>➔ Autorifleman (RPK74)</li> <li>➔ Assist. Autorifleman (AK74M)</li> <li>➔ Medic (AK74M)</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>➤ <b>Tank Squad 1</b> <i>Tango</i> 3.Pax   2S25 Sprut-SD <ul style="list-style-type: none"> <li>➔ Vehicule.Commander (AKS74u)</li> <li>➔ Crew (AKS74u)</li> <li>➔ Crew (AKS74u)</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>➤ <b>Mecanised Squad 5</b> <i>Uniform</i> 9.Pax   BTR80 <ul style="list-style-type: none"> <li>➔ Squad Leader (AK74M)</li> <li>➔ Team leader (AK74M-GP25)</li> <li>➔ Grenadier (AK74M-GP25   RHSG2)</li> <li>➔ Anti-Tank (AK74M-RPG7v2)</li> <li>➔ Autorifleman (RPK74)</li> <li>➔ Assist. Autorifleman (AK74M)</li> <li>➔ Medic (AK74M)</li> <li>➔ Crew (AKS74u)</li> <li>➔ Crew (AKS74u)</li> </ul> </li> </ul>



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