

# Aegan Pivot

05/11/2020

**BLUEFOR Vs REDFOR**

**Imrali Island**

**9.00pm (Paris)**

Document version : 1.1  
Last document update : 06/10/2020

English version

Diffusion :  
**REDFOR Side**

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# Features

- One mission.
- 1 objective per side.
- 1 capture zone
- 2 hours mission
  - There will be no bonus round this time
- 

## ■ *Rules*

- The OFCRA rules apply, [they are available here](#).
- L'utilisation des slots de secours est réservé en cas de mort due à un bug ou à une fesse manipulation pendant le saut The use of reserve slots is allowed only if you die because of a bug or an accident during the paradrop. If you die because you got shot, even during the paradrop, respawning is not allowed.

***Modset « Aegan-Pivot »***

# Mission 3 22/10/2020

## [AP] M03 "Fiery dagger"

### *Specificities*

- 1) 1 Objective to destroy / defend according to the side.
- 2) Bring the VIP back to the zone / kill the VIP.
- 3) **REDFOR must bring the VIP to a zone**
- 4) **BLUEFOR must kill the VIP**
- 5) 1 zone to capture.
- 6) 2 hours game, 15 minutes warmup.
- 7) In-game briefing.
- 8) 10 reserve slots by side

### *Warning(s)*

- 📦 You have two hours, think before you move !
- 📦 The VIP doesn't have a radio, he was just on vacation.
- 📦 This mission might seem complicated, but similar ones were played in the past and had a quite good feedback.
- 📦 The sun will rise after one hour of gameplay. Start of the game is at 4.30.
- 📦 The Redfor tank has got all of its ammunition.
- 📦 Redfor doesn't not know where bluefor starts.
- 📦 Bluefor equipment has been dropped in the area, its location is only known by bluefor.
- 📦 BLUEFOR launches an amphibious assault.
- 📦 REDFOR does not know BLUEFOR's starting point or the vehicles made available.
- 📦 Other elements are on the map. It's up to you to find them.
- 📦 Reserve slots are simple riflemen.

# ***Logistics***

Each side will be given a specific PBO to do their recon.

The test server should be up 7 days before the mission.

## **Contact :**

- **Flip4Flap** (*OFCRA*) > For any diplomatic question.
- **Manchot** (*OFCRA*) > For any question regarding the organisation.
- **Mrwhite350** (*OFCRA & Campagne Maker*) > For any question regarding the mission.

# *Sitac*

Exhausted by the fighting, both sides are joining the negotiating table under pressure from NATO, which threatens the belligerents with harsh sanctions. The end of the conflict is only a matter of the day and the military commands of the two countries launch their last forces in order to obtain a favourable position for the negotiations.

The bluefor command has received a crucial information: a defector is on vacation on the island of Imrali. This penny is a key figure in the direction of operations within private military companies in connection with the enemy. Its elimination will considerably weaken the clandestine military policy of redfor, forcing it to withdraw from certain hot spots.

Besides the defector, the island of Imrali has a military port that is vital for logistics within the Aegean Sea. Its possession would enable the belligerents to secure an even stronger hold on the Aegean Sea. The bluefor command made the decision to launch an amphibious operation to eliminate the defector and to seize the military installations of the island to take short the troops redfor stationed on the spot.

# Objectives

## → Common

### → The airbase is under control (3pts).

The transmission post of Imraly is the only that's powerful enough to communicate with high command. Its capture will allow reinforcements to be called.

Condition : At least one person inside to capture it.

### → Supremacy bonus (2pts).

You get two points if the enemy side has less than 5 players.

## ◆ BLUEFOR

### ■ VIP is dead. (5pts).

Condition : The VIP is dead at the end of the game. If he's unconscious, he's still considered as alive.

## ◆ Redfor

### ■ VIP is in the zone (5pts).

Condition: VIP has to be in the zone. He has to be alive or at least unconscious.

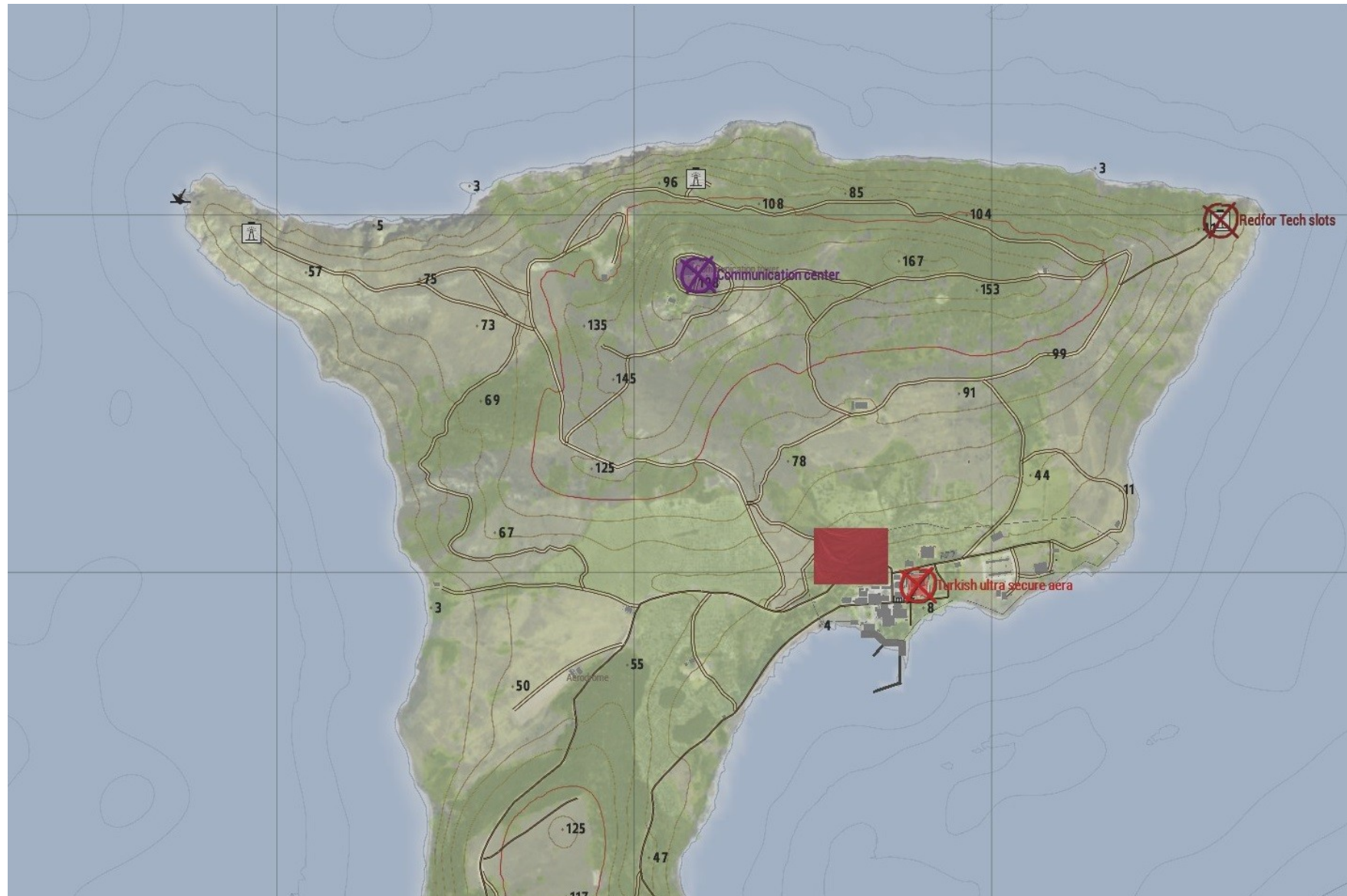


# Play areaOverall map (*redfor version*)





## Zoom tac-map





*VIP*



*Transmission post*



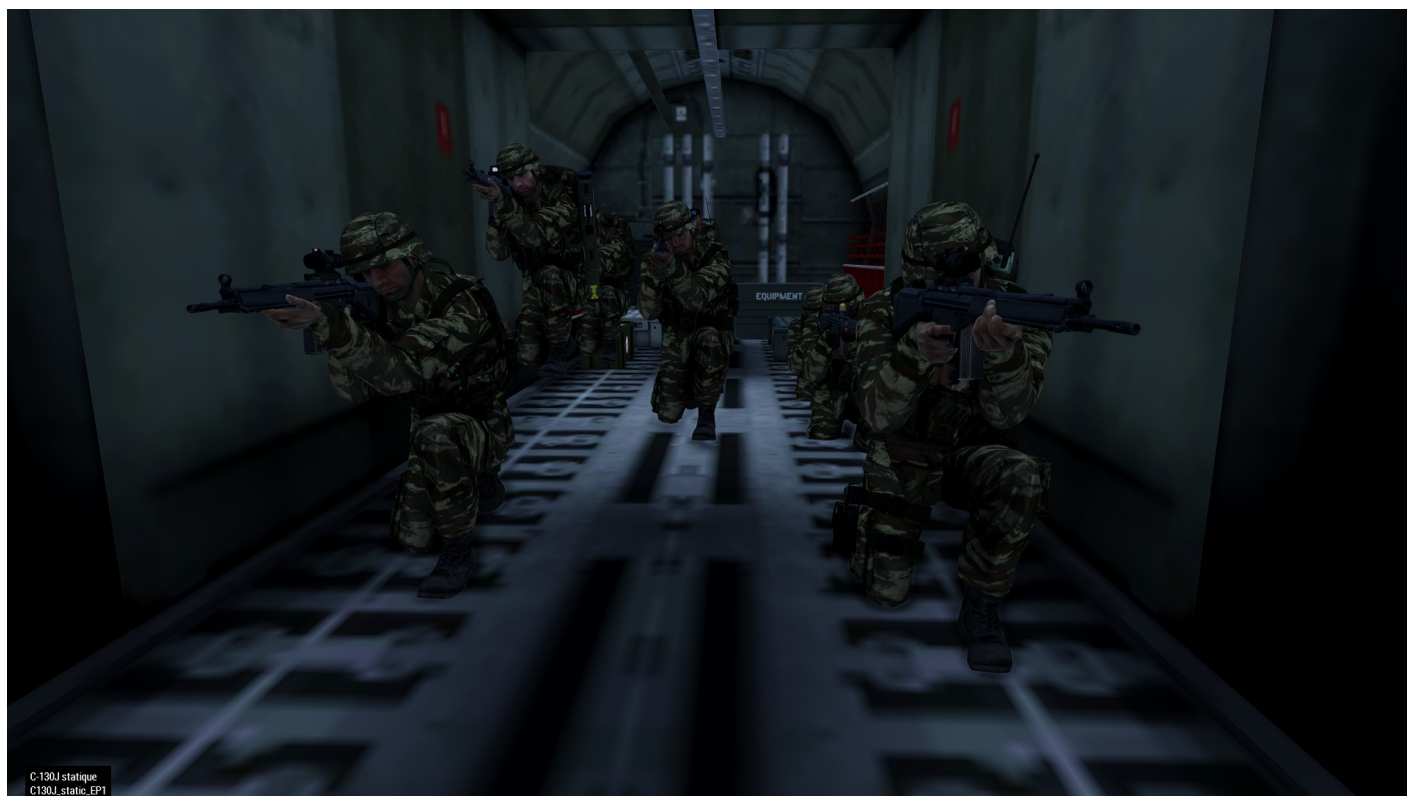


## *Secured area*





## ***BLUEFOR***



## ***REDFOR***



# OB BLUEFOR

*1 Command squad – 4 assault squads – 2 support squads. – 1 Diver squad*

*Secret*

- **Platoon Leader** *Mike*
  - ➔ Officier (G3)

- **Assault Squad 1** *Alpha 9.Pax*
  - ➔ Squad Leader (G3)
  - ➔ Team leader (G3)
  - ➔ AT.Light (G3-M72LAW)
  - ➔ Autorifleman (M249)
  - ➔ Assist.Autorifleman (G3)
  - ➔ Medic (G3)
  - ➔ Team leader (G3)
  - ➔ Grenadier (G3-M203)
  - ➔ Demolition (G3-M72LAW)

- **Assault Squad 2** *Bravo 9.Pax*
  - ➔ Squad Leader (G3)
  - ➔ Team leader (G3)
  - ➔ AT.Light (G3-M72LAW)
  - ➔ Autorifleman (M249)
  - ➔ Assist.Autorifleman (G3)
  - ➔ Medic (G3)
  - ➔ Team leader (G3)
  - ➔ Grenadier (G3-M203)
  - ➔ Demolition (G3-M72LAW)

- **Assault Squad 3** *Charlie 9.Pax*
  - ➔ Squad Leader (G3)
  - ➔ Team leader (G3)
  - ➔ AT.Light (G3-M72LAW)
  - ➔ Autorifleman (M249)
  - ➔ Assist.Autorifleman (G3)
  - ➔ Medic (G3)
  - ➔ Team leader (G3)
  - ➔ Grenadier (G3-M203)
  - ➔ Demolition (G3-M72LAW)

- **Support Squad 1** *Delta 9.Pax*
  - ➔ Squad Leader (G3)
  - ➔ Team leader (G3)
  - ➔ Gunner (FN-MAG)
  - ➔ Assist.Gunner (G3)
  - ➔ Medic (G3)
  - ➔ Team leader (G3)
  - ➔ AT (G3-MAAWS)
  - ➔ AT. Assist (G3)
  - ➔ Marksman (PSG1)

- **Support Squad 2** *Echo 9.Pax*
  - ➔ Squad Leader (G3)
  - ➔ Team leader (G3)
  - ➔ Gunner (FN-MAG)
  - ➔ Assist.Gunner (G3)
  - ➔ Medic (G3)
  - ➔ Team leader (G3)
  - ➔ AT (G3-MAAWS)
  - ➔ AT. Assist (G3)
  - ➔ Marksman (PSG1)

- **Assault Squad 4** *Foxtrot 9.Pax*
  - ➔ Squad Leader (G3)
  - ➔ Team leader (G3)
  - ➔ AT.Light (G3-M72LAW)
  - ➔ Autorifleman (M249)
  - ➔ Assist.Autorifleman (G3)
  - ➔ Medic (G3)
  - ➔ Team leader (G3)
  - ➔ Grenadier (G3-M203)
  - ➔ AT.Light (G3-M72LAW)

- **Diving Squad 4** *Golf 4.Pax*
  - ➔ Squad Leader (P90)
  - ➔ Demolition (P90)
  - ➔ Commando (P90)
  - ➔ Marksman (HK417)

# OB REDFOR

*1 Command squad – 3 infantry squads – 2 support squad – 1 crew*

*1x M60 Patton – 2x M113-M2 – 1x Jeep – 2x MTRV – 2x Nids de MG*

- **Platoon Leader Zulu**
  - Officier (HKG33)

- **Assault Squad 1 November 9.Pax**
  - Squad Leader (HKG33)
  - Team leader (HKG33)
  - AT.Light (HKG33-M72LAW)
  - Team leader (HKG33)
  - Autorifleman (MG3)
  - Assist.Autorifleman (HKG33)
  - Grenadier (HKG33-M203)
  - Medic (HKG33)
  - AT.Light (HKG33-M72LAW)

- **Assault Squad 2 Oscar 9.Pax**
  - Squad Leader (HKG33)
  - Team leader (HKG33)
  - AT.Light (HKG33-M72LAW)
  - Autorifleman (MG3)
  - Assist.Autorifleman (HKG33)
  - Team leader (HKG33)
  - Grenadier (HKG33-M203)
  - Medic (HKG33)
  - AT.Light (HKG33-M72LAW)

- **Support Squad 1 Papa 9.Pax**
  - Squad Leader (HKG33)
  - Team leader (HKG33)
  - Gunner (FN-MAG)
  - Assist.Gunner (HKG33)
  - Marksman (SR25)
  - Team leader (HKG33)
  - AT. (HKG33-RPG7v2)
  - AT.Assist (HKG33)
  - Medic (HKG33)

- **Support Squad 2 Quebec 9.Pax**
  - Squad Leader (HKG33)
  - Team leader (HKG33)
  - Gunner (FN-MAG)
  - Assist.Gunner (HKG33)
  - Marksman (SR25)
  - Team leader (HKG33)
  - AT. (HKG33-RPG7v2)
  - AT.Assist (HKG33)
  - Medic (HKG33)

- **Assault Squad 3 Romeo 9.Pax**
  - Squad Leader (HKG33)
  - Team leader (HKG33)
  - AT.Light (HKG33-M72LAW)
  - Autorifleman (MG3)
  - Assist.Autorifleman (HKG33)
  - Team leader (HKG33)
  - Grenadier (HKG33-M203)
  - Medic (HKG33)
  - AT.Light (HKG33-M72LAW)

- **Tank Crew Sierra 3.Pax**
  - Chief. (Colt.M4)
  - Crew (Colt.M4)
  - Crew (Colt.M4)

- **VIP Squad Tango 1.Pax**
  - VIP

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