

Cold Earth

14/05/2020

US Army Vs URSS

Namalsk

9.00 pm (Paris)

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English version

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Features

- ➔ One mission.
- ➔ Two common objectives.
- ➔ Pre-defined OB.
- ➔ 2 Hours long mission.

Rules

- The rules of OFCRA apply
- Link: [Français](#) | [Anglais](#)

Modset « Cold Earth »

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

Mission 2 14/05/2020

[CE] M02 "Bloody Raid"

Specifications

- 1) 1 objective to destroy / defend depending on your side.
- 2) **REDFOR defends.**
- 3) **BLUEFOR attacks.**
- 4) 1 capture zone.
- 5) 2 hours mission, 15 minutes warmup.
- 6) Briefing in-game.

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 Soviets

Contact:

- **Flip4Flap** (OFCRA) > For any diplomatics related question.
- **Manchot** (OFCRA) > For any question regarding organisation.
- **Mrwhite350** (OFCRA & Campaign 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

Following the first part of the operation, Soviet forces began shelling the city in good order, causing heavy damage and the inability to restore electricity on a part of the island. The US forces got informations about the position of the self-propelled gun. They are planning an operation to take it out.

Objectives

→ Common

→ The dopt is under control: 1 capture zone

The armored vehicles depot set in the center of the island is a key logistical point. Its capture will ensure high logistical capacities for the side that manages to capture it.

→ Tank depot (3pts).

Condition : At least one player inside to get the points

→ Supremacy Bonus (2pts).

If there are less than 5 people on the opposite side, get two more points.

◆ Bluefor

■ Artillery is destroyed (5pts).

In order to keep the offensive going, it's necessary for us to destroy the enemy support units once and for all. That artillery canon is very dangerous for our next manoeuvres, it must be destroyed.

Victory condition: Vehicle is DESTROYED at the end of the game.

◆ Redfor

■ Artillery is still active (5pts).

Our artillery is vital to take control back of the northern part of the island. The americans know that it's necessary for us to protect so the mechanics can finish their job and put it back on track.

Victory condition: Vehicle is still active at the end of the game.

Game zone



Artillery



Tank depot



US Army



URSS



OB Bluefor

1 commanding squad – 3 assaults squads – 2 support squads

2x M1025-M2 – 1x M1025-MK19 (50 % Ammo) – 2x MTRV – 3x M1025 (6p)

➤ **Platoon Leader** *Mike*
→ Officier (Colt.M4)

➤ **Assault Squad 1** *Alpha 8.Pax*
→ Squad Leader (Colt.M4)
→ Team leader (M16A2-M203)
→ AT.Light (M16A2-AT4HEAT)
→ Autorifleman (M249)
→ Medic (M16A2)
→ Team leader (M16A2-M203)
→ AT.Light (M16A2-AT4HEAT)
→ Demolition (M16A2)

➤ **Assault Squad 2** *Bravo 8.Pax*
→ Squad Leader (Colt.M4)
→ Team leader (M16A2-M203)
→ AT.Light (M16A2-AT4HEAT)
→ Autorifleman (M249)
→ Medic (M16A2)
→ Team leader (M16A2-M203)
→ AT.Light (M16A2-AT4HEAT)
→ Demolition (M16A2)

➤ **Support Squad 1** *Charlie 7.Pax*
→ Squad Leader (Colt.M4)
→ Team leader (M16A2-M203)
→ AT (SMAW)
→ AT.Assist (M16A2)
→ Gunner (M240)
→ Gunner.Assist (M16A2)
→ Medic (M16A2)

➤ **Support Squad 2** *Delta 7.Pax*
→ Squad Leader (Colt.M4)
→ Team leader (M16A2-M203)
→ AT (SMAW)
→ AT.Assist (M16A2)
→ Gunner (M240)
→ Gunner.Assist (M16A2)
→ Medic (M16A2)

➤ **Assault Squad 3** *Echo 6.Pax*
→ Squad Leader (Colt.M4)
→ Team leader (M16A2-M203)
→ AT.Light (M16A2-AT4HEAT)
→ Autorifleman (M249)
→ Medic (M16A2)
→ Grenadier (M16A2-M203 | AT4HEDP)

OB REDFOR

1 commanding squad – 5 infantry squad

4x Urals – 1 PKM Nest – 1 DshKM low pod

- **Platoon Leader** *Zulu*
 - Officier (AKS74u)

- **Assault Squad 1** *November 7.Pax*
 - Squad Leader (AKS74u)
 - Team leader (AKS74-GP25)
 - Rifleman (AKS74)
 - Anti-Tank (AKS74-RPG7v2)
 - Autorifleman (RPK)
 - Assist.Autorifleman (AKS74)
 - Medic (AKS74u)

- **Assault Squad 2** *Oscar 7.Pax*
 - Squad Leader (AKS74u)
 - Team leader (AKS74-GP25)
 - Rifleman (AKS74)
 - Anti-Tank (AKS74-RPG7v2)
 - Autorifleman (RPK)
 - Assist.Autorifleman (AKS74)
 - Medic (AKS74u)

- **Assault Squad 3** *Papa*
 - Squad Leader (AKS74u)
 - Team leader (AKS74-GP25)
 - Rifleman (AKS74)
 - Anti-Tank (AKS74-RPG7v2)
 - Autorifleman (RPK)
 - Assist.Autorifleman (AKS74)
 - Medic (AKS74u)

- **Assault Squad 4** *Quebec 7.Pax*
 - Squad Leader (AKS74u)
 - Team leader (AKS74-GP25)
 - Rifleman (AKS74)
 - Anti-Tank (AKS74-RPG7v2)
 - Gunner (PKM)
 - Assist.Gunner (AKS74)
 - Medic (AKS74u)

- **Assault Squad 5** *Sierra 7.Pax*
 - Squad Leader (AKS74u)
 - Team leader (AKS74-GP25)
 - Rifleman (AKS74)
 - Anti-Tank (AKS74-RPG7v2)
 - Gunner (PKM)
 - Assist.Gunner (AKS74)
 - Medic (AKS74u)

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