Cyber island

11/02/2021

US Army Vs Armed Forces of the Russian Federation

Napf

9.00 pm (Paris)

Document version : 2.2
Last Edition : 25/01/2021

English version

Summary

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.
- It is possible for pilots to change helicopters once during the game.
- For BLUEFOR, it is forbidden to use the enemy vehicles listed below :
  - OB-681-2
- For REDFOR, it is forbidden to use the enemy vehicles listed below :
  - CH-53E
  - UH-1Y
  - AH-1Z

- **Obligation to use <u>at least one</u> crewman or pilot only for the following vehicles :**
  - CH-53E
  - UH-1Y
  - AH-1Z
  - OB-681-2
- 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. RHSSAF
7. @niarms_ak	15. @tfar
8. @niarms_compat_rhs	

Mission 5 11/02/2021

[CI] M05 "Euler Indicator"

Specifications

1. One mission.
2. One common objective
3. REDFOR has to bring 2 trucks into an area.
4. BLUEFOR must destroy these 2 trucks.
5. Pre-defined OB.
6. 2 Hours long mission, 15 minutes of warmup

Warning(s)

- 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 UH-1Y with rockets and AH-6J will be locked 10 minutes AFTER the start of the warm-up.
- Viewing distance limited to 2500 meters.
- The red zone is forbidden to BLUEFOR, a script kills any American who tries to venture there.
- Overflying the zone is however possible.
- The vehicles do not contain petrol. A refuelling truck is available for REDFOR at their spawn.
- 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 destruction of the US dactacenter the FSB installed an advanced hacking antenna. Unfortunately the Americans identified the location and decided to launch an operation.

Objectives

➜ Common

- ➜ VDV Base under control (3 pts) :
  The VDV database contains top secret information about the forces on the island. Its capture will allow us to get hold (or not!) of top strategic data.

  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 2 trucks are destroyed. (5pts).
  The FSB has had time to download the data from the antenna, the Russians must now evacuate the 2 trucks transformed into a datacenter to their line. We must destroy them before they are transferred!

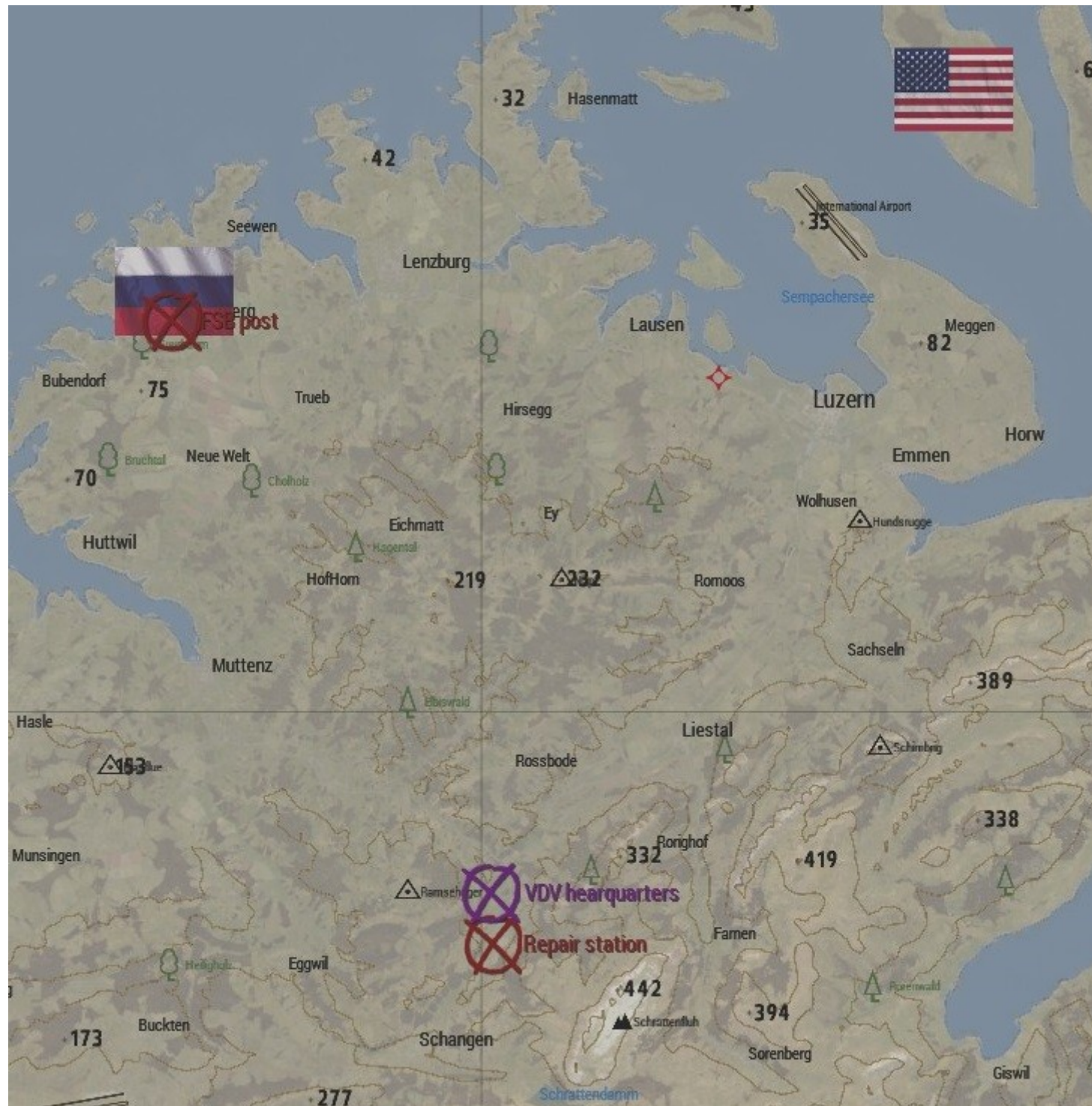 Victory condition : The 2 trucks are destroyed (severely damaged, burning or under BLUEFOR control).

◆ Redfor

- ■ The 2 trucks are in the area. (5pts).
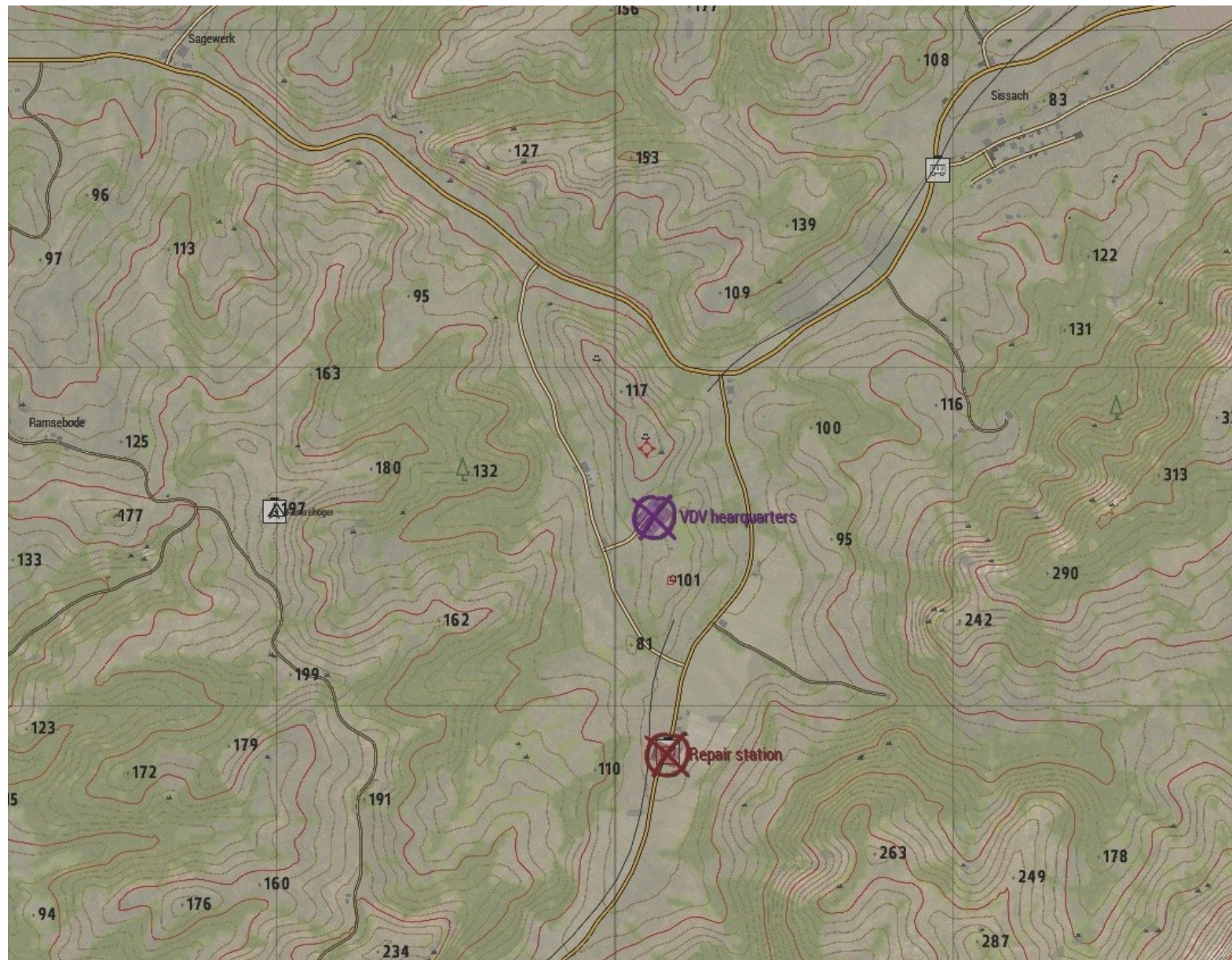 We have to evacuate the trucks to our maintenance area to be able to secure this data.

  Victory condition : The 2 trucks are in the area.

Tac map

Tac map 2

Trucks

Repair station

VDV Base

USA

Russian Federation

OB Bluefor

1 Commanding squad – 7 airborne squad squads – 4 Pilots squad
1x CH-53E – 1x UH-1Y (with 14 AP rockets) – 1x UH-1Y (No rockets) – 1x AH-1Z (modified, no HE) – 1x Static TOW (in box)

➢ **Platoon Leader** *Mike* → Officier(M4A1) → Officier(M4A1) → Medic(M16A4) → Recon (MK11)	➢ **Airborne Squad 2** *Bravo* 8.Pax → Squad Leader (M4A1) → Team leader (M16A4-M203) → Autorifleman (M249) → Assist.Autorifleman (M16A4) → Medic(M16A4) → Team leader (M16A4-M203) → AT (M16A4-MAAWS) → Markman (M14)	➢ **Airborne Squad 4** *Delta* 8.Pax → Squad Leader (M4A1) → Team leader (M16A4-M203) → Autorifleman (M249) → Assist.Autorifleman (M16A4) → Medic(M16A4) → Team leader (M16A4-M203) → AT (M16A4-MAAWS) → Demolition (M16A4-AT4-HEAT)
➢ **Airborne Squad 1** *Alpha* 8.Pax → Squad Leader (M4A1) → Team leader (M16A4-M203) → Autorifleman (M249) → Assist.Autorifleman (M16A4) → Medic(M16A4) → Team leader (M16A4-M203) → AT (M16A4-MAAWS) → Markman (M14)	➢ **Airborne Squad 3** *Charlie* 8.Pax → Squad Leader (M4A1) → Team leader (M16A4-M203) → Autorifleman (M249) → Assist.Autorifleman (M16A4) → Medic(M16A4) → Team leader (M16A4-M203) → AT (M16A4-MAAWS) → Demolition (M16A4-AT4-HEAT)	➢ **Airborne Squad 5** *Echo* 6.Pax → Squad Leader (M4A1) → Team leader (M16A4-M203) → Autorifleman (M249) → Medic(M16A4) → Grenadier (M16A4-M203|AT4-HEDP) → AT.Light (M16A4-AT4-HEAT)
➢ **Airborne Squad 6** *Foxtrot* 6.Pax → Squad Leader (M4A1) → Team leader (M16A4-M203) → Autorifleman (M249) → Medic(M16A4) → Grenadier (M16A4-M203|AT4-HEDP) → AT.Light (M16A4-AT4-HEAT)	➢ **Airborne Squad 7** *Golf* 6.Pax → Squad Leader (M4A1) → Team leader (M16A4-M203) → Autorifleman (M249) → Medic(M16A4) → Grenadier (M16A4-M203|AT4-HEDP) → AT.Light (M16A4-AT4-HEAT)	➢ **Pilot Squad 1** *Hotel* 4.Pax *CH-53E* → Pilot (MP7) → Heli.Crew (MP7) → Heli.Crew (MP7) → Heli.Crew (MP7)
➢ **Pilot Squad 2** *India* 4.Pax *UH-1Y* → Pilot (MP7) → Heli.Crew (MP7) → Heli.Crew (MP7) → Heli.Crew (MP7)	➢ **Pilot Squad 3** *Juliet* 4.Pax *UH-1Y* → Pilot (MP7) → Heli.Crew (MP7) → Heli.Crew (MP7) → Heli.Crew (MP7)	➢ **Pilot Squad 4** *Kilo* 2.Pax *AH-1Z* → Pilot (MP7) → Heli.Crew (MP7)

OB REDFOR

1 Commanding squad – 5 mecanised squad squads – 2 AA squad

2x OB-681-2 (modified, no HE) – 3x BTR80 – 2x Ural Zu23 (modified, no HE) – Igla (in box, with missiles)

➢ **Platoon Leader** *Zulu* → Officier(AK74M) → Officier(AK74M) → Medic(AK74M) → Recon (AS-VAL)	➢ **Mecanised Squad 1** *November* 9.Pax | OB-681-2 → 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)	➢ **Mecanised Squad 2** *Oscar* 9.Pax | OB-681-2 → 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)
➢ **Mecanised Squad 3** *Papa* 9.Pax | BTR80 → Squad Leader(AK74M) → Team leader(AK74M-GP25) → Grenadier(AK74M-GP25| RHSG2) → Anti-Tank(AK74M-RPG7v2) → Autorifleman(RPK74) → Assist.autorifleman (AK74M) → Medic(AK74M) → Marksman (SVD) → Rifleman (AK74M)	➢ **Mecanised Squad 4** *Quebec* 9.Pax | BTR80 → Squad Leader(AK74M) → Team leader(AK74M-GP25) → Grenadier(AK74M-GP25| RHSG2) → Anti-Tank(AK74M-RPG7v2) → Autorifleman(RPK74) → Assist.autorifleman (AK74M) → Medic(AK74M) → Marksman (SVD) → Rifleman (AK74M)	➢ **Mecanised Squad 5** *Romeo* 9.Pax | BTR80 → Squad Leader(AK74M) → Team leader(AK74M-GP25) → Grenadier(AK74M-GP25| RHSG2) → Anti-Tank(AK74M-RPG7v2) → Autorifleman(RPK74) → Assist.autorifleman (AK74M) → Medic(AK74M) → Marksman (SVD) → Rifleman (AK74M)
➢ **AA Squad 1** *Sierra* 7.Pax | Ural-Zu23 → Squad Leader(AK74M) → Team leader(AK74M-GP25) → Grenadier(AK74M-GP25| RHSG2) → Anti-Tank(AK74M-RPG7v2) → Autorifleman(RPK74) → Assist.autorifleman (AK74M) → Medic(AK74M)	➢ **AA Squad 2** *Tango* 7.Pax | Ural-Zu23 → Squad Leader(AK74M) → Team leader(AK74M-GP25) → Grenadier(AK74M-GP25| RHSG2) → Anti-Tank(AK74M-RPG7v2) → Autorifleman(RPK74) → Assist.autorifleman (AK74M) → Medic(AK74M)	X

End of the document