

Cold Earth

11/06/2020

US Army Vs USSR

Namalsk

9.00pm (Paris)

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English version

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Features

- ➔ One mission
- ➔ 2 common objectives
- ➔ Imposed OBs
- ➔ 2 hours mission

Règles

- OFCRA rules apply, [you can find those HERE](#).
- By playing, you agree to respect these rules.
- By taking part to the game as an officer (side leader), you agree that you've read the warnings listed on the next page.
- The soviet officer is not allowed to take his cap off.
- To be able to take the helicopters, you need to take a pilot for each helicopter.

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 4 11/06/2020

[CE] M04 "Last Battle"

Specifications

- 1) Escort a VIP.
- 2) The VIP is the REDFOR side leader, he's played by a human.
- 3) **REDFOR defends.**
- 4) **BLUEFOR Attacks.**
- 5) 1 capture zone.
- 6) 2 hours, 15 minutes of warmup.
- 7) Briefing in-game.

Warning(s)

- Each side is allowed to choose between various vehicles at the beginning of the game. This choice can only be made by the side leader.
- The vehicles which haven't been chosen will be deleted.
- The list of vehicles is indicated bellow in the OB lists.
- To manage the OBs, click on the link and follow the procedure. It will be done directly the evening before the event: <https://github.com/OFCRA/templates/tree/master/campaigns/37-mangusta#2-vehicles-choice>
- The REDFOR side leader must be played.
- View distance is limited to 2500m.
- Fog is meant to appear towards the end of the mission.

Logistics

Each side will be given a PBO in order to examine the mission and do their recon. One PBO file for each side.

Test test server will be up at least 7 prior the date of the event.

➔ Each side has a server Chaque camp possède un serveur :

- OFCRA Bluefor for the US side.
- OFCRA RedFor for the USSR side.

Contact :

- **Flip4Flap** (*OFCRA*) > For all diplomatic questions.
- **Manchot** (*OFCRA*) > For all questions regarding organisation.
- **Mrwhite350** (*OFCRA & Campagne Maker*) > For all question regarding the conduct of the campaign and the missions.

📧 Communication preferably goes through:

- ★ On the [OFCRA](#) forum, through a public post or private messages
- ★ On the [OFCRA](#) forum, through private messages or a in a channel.

Any request through another other means will not be considered valid

Sitac

After several weeks of intensive battle, the HQs of the two camps noticed their resources as well as their patience reducing. The US command wants to try everything for all in order to cut the head of the commander of the regiment of the guard. As for the Soviets, they have heard of the disappearance of the secret liquid and must contact the secret scientific section directly attached to the Kremlin as soon as possible. To do this, the commanding officer must go to the communications relay to enter the secret codes used to activate the Soviet cryptographic protocols. No one knows the reason for this sudden panic after the disappearance of this mysterious liquid. Only a few native civilians on the island have had bizarre symptoms of insanity and hallucinations. The Americans have heard of the movement of the Soviet commander and think that its elimination could lead the regiment of the guard to surrender. A daring operation was therefore mounted for an intervention in full enemy territory. The side that won this last battle has expanded the dominion over the enemy and will expel it from Namalsk.

Objectives

→ Common

→ The base is under control: 1 capture zone

This soviet base is vital for the supplies of all the regiment. Capturing it will allow any side to get a lot of supplies.

→ Soviet base (3pts).

Condition : At least one player in the zone.

→ Supremacy Bonus (2pts).

If at least 5 people or less are left on the ennemy team, you get 2 bonus points.

◆ Bluefor

■ The side leader is dead. (5pts).

We were told about the itinerary of the soviet commander who is currently in charge of all forces on Namalsk. Taking him out will allow us to put our hands on cryptographic informations of high rank and will destroy any kind of organisation they have left, which will make their surrender even closer.

Condition: Ennemy side leader is dead.

◆ Redfor

■ The side leader reached the zone. (5pts)

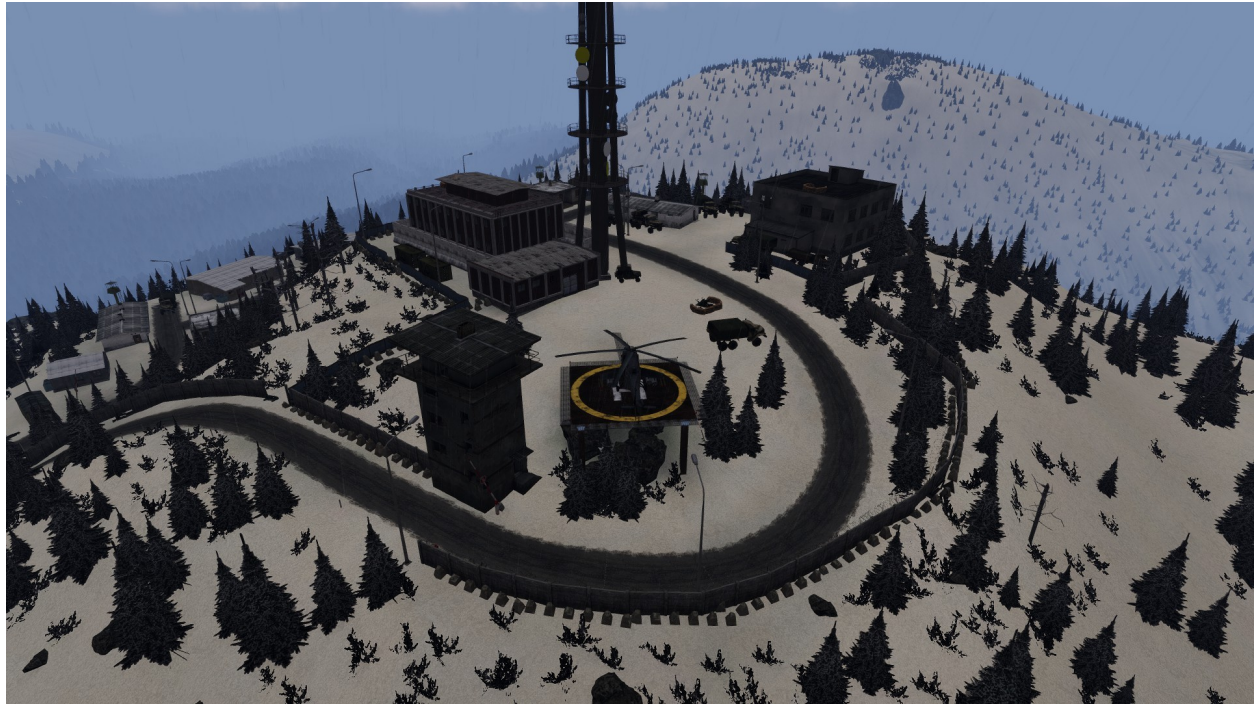
The fellow officer must contact the secret scientific section of the Kremlin as soon as possible. According to these statements, the survival of humanity as a whole is at stake, the disappearance of this liquid with unknown properties is causing great nervousness among scientists. To be able to communicate in the best conditions, the fellow officer must go to the long-range radio relay and stay there!

Condition: Soviet officer is **alive**

Game area



Transmission relay



Soviet base



Soviet officer



US Army



USSR



OB Bluefor

1 Commanding squad – 4 assault squads– 2 support squad – 3 pilot squads

YOU CAN CHOOSE BETWEEN 1 OF THE 2 FOLLOWING OB:

OB AIR ATTACK : 2x UH-1H – 1x UH-1H Gunship

OB GROUND ATTACK : 3x M1025 – 1x M1025-TOW – 1x M1025-M2 – 1x M113-MK19 (50 % Ammo) – 1x M113-M2 – 1x M113-M240

Name	Type	Number	Slots
<i>Mike</i>	Platoon Leader	1	→ Officier (Colt.M4)
<i>Alpha</i>	Assault Squad	8	→ 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)
<i>Bravo</i>	Assault Squad	8	→ 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)
<i>Charlie</i>	Support Squad	7	→ Squad Leader (Colt.M4) → Team leader (M16A2-M203) → AT (SMAW) → AT.Assist (M16A2) → Gunner (M240) → Gunner.Assist (M16A2) → Medic (M16A2)

<i>Delta</i>	Support Squad	7	→ Squad Leader (Colt.M4) → Team leader (M16A2-M203) → AT (SMAW) → AT.Assist (M16A2) → Gunner (M240) → Gunner.Assist (M16A2) → Medic (M16A2)
<i>Echo</i>	Assault Squad	6	→ Squad Leader (Colt.M4) → Team leader (M16A2-M203) → AT.Light (M16A2-AT4HEAT) → Autorifleman (M249) → Medic (M16A2) → Marksman (M21)
<i>Foxtrot</i>	Assault Squad	6	→ Squad Leader (Colt.M4) → Team leader (M16A2-M203) → AT (SMAW) → Autorifleman (M249) → Medic (M16A2) → AT.Assist (M16A2)
<i>Golf</i>	Pilot Squad	4	→ Heli.Pilot (MP5) → Heli.Crew (MP5) → Heli.Crew (MP5) → Heli.Crew (MP5)
<i>Hotel</i>	Pilot Squad	4	→ Heli.Pilot (MP5) → Heli.Crew (MP5) → Heli.Crew (MP5) → Heli.Crew (MP5)
<i>India</i>	Pilot Squad	2	→ Heli.Pilot (MP5) → Heli.Crew (MP5)

OB REDFOR

1 Commanding squad – 4 assault squads– 2 support squad – 1x PKM-Nest – 5x barbwires

Fixed OB (These vehicles will be added to your choice bellow) : 4x Urals

YOU CAN CHOOSE BETWEEN 1 OF THE 2 FOLLOWING OB:

SUP BRDM2 : 3x BRDM2

SUP UAZ : 2x UAZ-DSHKM (3p) – 1x UAZ-SPG9 (3p) – 1x UAZ-AGS30 (50 % Ammo) (3p) – 2x UAZ

Name	Type	Number	Slots
<i>Zulu</i>	Platoon Leader	1	→ Officier (AKS74u)
<i>Oscar</i>	Assault Squad	7	→ Squad Leader (AKS74u) → Team leader (AKS74-GP25) → Demolition (AKS74) → Anti-Tank (AKS74-RPG7v2) → Autorifleman (RPK) → Grenadier (AKS74-GP25) → Medic (AKS74u)
<i>Papa</i>	Assault Squad	7	→ Squad Leader (AKS74u) → Team leader (AKS74-GP25) → Demolition (AKS74) → Anti-Tank (AKS74-RPG7v2) → Autorifleman (RPK) → Grenadier (AKS74-GP25) → Medic (AKS74u)
<i>Romeo</i>	Assault Squad	7	→ Squad Leader (AKS74u) → Team leader (AKS74-GP25) → Maksman (SVD) → Anti-Tank (AKS74-RPG7v2) → Autorifleman (RPK) → Grenadier (AKS74-GP25) → Medic (AKS74u)

<i>Sierra</i>	Support Squad	7	→ Squad Leader (AKS74u) → Anti-Tank (AKS74-RPG7v2) → Assist, AT (AKS74) → Gunner (PKM) → Gunner (PKM) → Assist.Gunner (AKS74) → Medic (AKS74u)
<i>Tango</i>	Support Squad	7	→ Squad Leader (AKS74u) → Anti-Tank (AKS74-RPG7v2) → Assist, AT (AKS74) → Gunner (PKM) → Gunner (PKM) → Assist.Gunner (AKS74) → Medic (AKS74u)
<i>Uniform</i>	Assault Squad	7	→ Squad Leader (AKS74u) → Team leader (AKS74-GP25) → Grenadier (AKS74-GP25) → Anti-Tank (AKS74-RPG7v2) → Autorifleman (RPK) → Assist.Autorifleman (AKS74) → Medic (AKS74u)

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