

**Cyber island**

25/02/2021

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

**Napf**

**9.00 pm (Paris)**

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English version

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# 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 :
  - BMP2
  - T90
  - KA-60
- For REDFOR, it is forbidden to use the enemy vehicles listed below :
  - M1A1
  - M1A2
  - AH-6J
- Obligation to use **at least one** crewman or pilot only for the following vehicles :
  - BMP2
  - T90
  - M1A1
  - M1A2
  - KA-60
  - AH-6J
- 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 6 25/02/2021

## [CI] M06 "Entropy "

### *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.
- Viewing distance limited to 2500 meters.
- **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

It was the last straight line, after months of fighting mixed with attempts at appeasement at the United Nations, the two sides decided to end it all by launching a major offensive on the main city of Napf. It must be said that its control is of great importance: it is from here that the parent Internet connection cables under the sea...

## Objectives

### → Common

#### → Hospital under control (3 pts) :

For months now, the fighting has not ceased to cause casualties and injuries on both sides. The US-controlled hospital has the infrastructure and capacity to handle the daily influx of casualties. Its control will save many lives while waiting for the ceasefire.

Condition : At least one person should be inside of a zone to consider it as captured.

#### → The commander's property is under control.(2 pts) :

The commander's property is his resting place between battles his capture would not make him very happy.

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 commander is in the dock area (3pts).

Each camp commander has a procedure for taking direct control of the flow of light through the optical sheaths that connect the island to the rest of the world via telecommunications cables. The central node of these cables is located on the port docks. Control of this area will render the cyber operations of the opposing camp inoperative.

Victory condition : The commander is in the area (and alive! No coma!) at the end of the game.

### ◆ Redfor

#### ■ The commander is in the dock area. (3pts).

Each camp commander has a procedure for taking direct control of the flow of light through the optical sheaths that connect the island to the rest of the world via telecommunications cables. The central node of these cables is located on the port docks. Control of this area will render the cyber operations of the opposing camp inoperative.

Victory condition : The commander is in the area (and alive! No coma!) at the end of the game.



# Tac map





## Tac map 2





# Docks





# Military hospital





# Commander's property





**USA**



**Russian Federation**



# OB Bluefor

*1 Commanding squad – 3 mecanised squad squads – 1 airborne squad – 1 tank squad – 1 support squad – 4 infantry squad  
1x M1A1 – 1x M2A3 – 2x M1126-M2 – 1x AH-6J – 1x M1025 – 1x [M1025-M2CROWS | M1025-TOW]*

<ul style="list-style-type: none"> <li>➤ <b>Platoon Leader</b> <i>Mike M1025</i> <ul style="list-style-type: none"> <li>➔ Officier (M4A1)</li> <li>➔ Sniper (XM2010)</li> <li>➔ Medic (M16A4)</li> <li>➔ Recon (MK11)</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>➤ <b>Mecanised Squad 2</b> <i>Bravo 8.Pax M1126-M2</i> <ul style="list-style-type: none"> <li>➔ Squad Leader (M4A1)</li> <li>➔ Team leader (M16A4-M203)</li> <li>➔ Autorifleman (M249)</li> <li>➔ Rifleman (M16A4)</li> <li>➔ Medic (M16A4)</li> <li>➔ Team leader (M16A4-M203)</li> <li>➔ AT (M16A4-MAAWS)</li> <li>➔ Markman (M14)</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>➤ <b>Airborne Squad 1</b> <i>Delta 8.Pax AH-6J</i> <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>➔ AT (M16A4-MAAWS)</li> <li>➔ Demolition (M16A4-AT4-HEAT)</li> <li>➔ Pilot (MP7)</li> <li>➔ Heli.Crew (MP7)</li> </ul> </li> </ul>
<ul style="list-style-type: none"> <li>➤ <b>Mecanised Squad 1</b> <i>Alpha 8.Pax M2A3</i> <ul style="list-style-type: none"> <li>➔ Squad Leader (M4A1)</li> <li>➔ Team leader (M16A4-M203)</li> <li>➔ Grenadier (M16A4-M203 AT4-HEDP)</li> <li>➔ Autorifleman (M249)</li> <li>➔ Medic (M16A4)</li> <li>➔ AT.Light (M16A4-AT4-HEAT)</li> <li>➔ Crew.Chief (M4)</li> <li>➔ Crew (M4)</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>➤ <b>Mecanised Squad 3</b> <i>Charlie 8.Pax M1126-M2</i> <ul style="list-style-type: none"> <li>➔ Squad Leader (M4A1)</li> <li>➔ Team leader (M16A4-M203)</li> <li>➔ Autorifleman (M249)</li> <li>➔ Rifleman (M16A4)</li> <li>➔ Medic (M16A4)</li> <li>➔ Team leader (M16A4-M203)</li> <li>➔ AT (M16A4-MAAWS)</li> <li>➔ Markman (M14)</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>➤ <b>Support Squad 1</b> <i>Echo 6.Pax M1230</i> <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>➔ Assist.gunner (M16A4)</li> <li>➔ Medic (M16A4)</li> <li>➔ AT (M16A4-MAAWS)</li> <li>➔ AT.Assist (M16A4-AT4-HEAT)</li> </ul> </li> </ul>
<ul style="list-style-type: none"> <li>➤ <b>Tank Squad 1</b> <i>Foxtrot 4.Pax M1A1</i> <ul style="list-style-type: none"> <li>➔ Crew.Chief (M4)</li> <li>➔ Crew (M4)</li> <li>➔ Crew (M4)</li> <li>➔ Crew (M4)</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>➤ <b>Infantry Squad 1</b> <i>Golf 8.Pax M1025-M2CROWS – M1025-TOW</i> <ul style="list-style-type: none"> <li>➔ Squad Leader (M4A1)</li> <li>➔ Team leader (M16A4-M203)</li> <li>➔ Autorifleman (M249)</li> <li>➔ Rifleman (M16A4)</li> <li>➔ Medic (M16A4)</li> <li>➔ Team leader (M16A4-M203)</li> <li>➔ AT (M16A4-MAAWS)</li> <li>➔ Markman (M14)</li> </ul> </li> </ul>	X



# OB REDFOR

*1 Commanding squad – 3 mecanised squad squads – 1 airborne squad – 1 support squad – 1 tank squad – 1 AT squad*

*1x T90 – 2x BTR80 – 1x UAZ – 1x KA-60 – 1x BRDM2 – 1x BRDM2-AT – 1x BMP2*

<p>➤ <b>Platoon Leader</b> Zulu   UAZ</p> <ul style="list-style-type: none"> <li>➔ Officier (AK74M)</li> <li>➔ Sniper (T500)</li> <li>➔ Medic (AK74M)</li> <li>➔ Recon (AS-VAL)</li> </ul>	<p>➤ <b>Mecanised Squad 1</b> November 9.Pax   BMP2</p> <ul style="list-style-type: none"> <li>➔ Squad Leader (AK74M)</li> <li>➔ Team leader (AK74M-GP25)</li> <li>➔ Team leader (AK74M-GP25)</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>	<p>➤ <b>Mecanised Squad 2</b> Oscar 7.Pax   BTR80</p> <ul style="list-style-type: none"> <li>➔ Squad Leader (AK74M)</li> <li>➔ Team leader (AK74M-GP25)</li> <li>➔ Team leader (AK74M-GP25)</li> <li>➔ Anti-Tank (AK74M-RPG7v2)</li> <li>➔ Autorifleman (RPK74)</li> <li>➔ Marksman (SVD)</li> <li>➔ Medic (AK74M)</li> </ul>
<p>➤ <b>Mecanised Squad 3</b> Papa 4.Pax   BTR80</p> <ul style="list-style-type: none"> <li>➔ Squad Leader (AK74M)</li> <li>➔ Team leader (AK74M-GP25)</li> <li>➔ Team leader (AK74M-GP25)</li> <li>➔ Anti-Tank (AK74M-RPG7v2)</li> <li>➔ Autorifleman (RPK74)</li> <li>➔ Marksman (SVD)</li> <li>➔ Medic (AK74M)</li> </ul>	<p>➤ <b>Airborne Squad 1</b> Quebec 9.Pax   KA-60</p> <ul style="list-style-type: none"> <li>➔ Squad Leader (AK74M)</li> <li>➔ Team leader (AK74M-GP25)</li> <li>➔ Team leader (AK74M-GP25)</li> <li>➔ Anti-Tank (AK74M-RPG7v2)</li> <li>➔ Autorifleman (RPK74)</li> <li>➔ Demolition (AK74M)</li> <li>➔ Medic (AK74M)</li> <li>➔ Pilot (PP2000)</li> <li>➔ Heli.Crew (PP2000)</li> </ul>	<p>➤ <b>Support Squad 1</b> Romeo 7.Pax   BRDM2</p> <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>➔ Assist.gunner (AK74M)</li> <li>➔ Medic (AK74M)</li> </ul>
<p>➤ <b>Tank Squad 1</b> Sierra 3.Pax   T90</p> <ul style="list-style-type: none"> <li>➔ Tank.Chief (AKs74U)</li> <li>➔ Tank.crew (AKs74U)</li> <li>➔ Tank.crew (AKs74U)</li> </ul>	<p>➤ <b>AT Squad 1</b> Tango 7.Pax   BRDM2-AT</p> <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>➔ Marksman (SVD)</li> <li>➔ Medic (AK74M)</li> </ul>	<p>X</p>

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