

**Cyber island**

26/11/2020

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

**Napf**

**9.00 pm (Paris)**

Document version : 1.0  
Last Edition : 07/11/2020

English version

# Summary

Summary.....	2
Features.....	3
Rules.....	3
Modset « <i>Cyber island</i> ».....	3
Mission 1 26/11/2020.....	4
[CI] M01 “Wassenaar”.....	4
Specifications.....	4
Warning(s).....	4
Logistics.....	4
Sitac.....	5
Objectives.....	5
Zone de jeu.....	6
Russian HQ.....	8
Ivanov.....	8
USA.....	9
Russian Federation.....	9
OB Bluefor.....	10
OB REDFOR.....	11

# 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.

## 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. @tfar       |
| 7. @niarms_ak         |                 |
| 8. @niarms_compat_rhs |                 |

# Mission 1 26/11/2020

## [CI] M01 "Wassenaar"

### *Specifications*

1. One mission.
2. One common objective
3. Bluefor must kill a hacker!
4. Redfor must protect the hacker
5. Pre-defined OB.
6. 2 Hours long mission, 15 minutes of warmup

### *Warning(s)*

- The target will appear randomly on one of the two positions indicated on the map.
- **Obligation to respect the vehicle allocated to each squad!**
  - Under penalty of sanction!

### *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 a channel
- ✗ **A request via any other mean of communication will not be considered.**

# *Sitac*

The hacker has been identified: Ivanov. The U.S. armed forces are mobilizing to get the initiative.

## *Objectives*

### → Common

#### → HQ under control (3 pts) :

The main HQ of the Russian forces have the majority of private keys needed for communications. Possession of these keys will greatly assist in further operations.

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

#### ■ Ivanov is dead. (5pts).

We need to strike a big blow by giving a warning. The leader of the gang responsible for the attacks must be eliminated.

Victory condition : Ivanov killed at the end of the game.

### ◆ Redfor

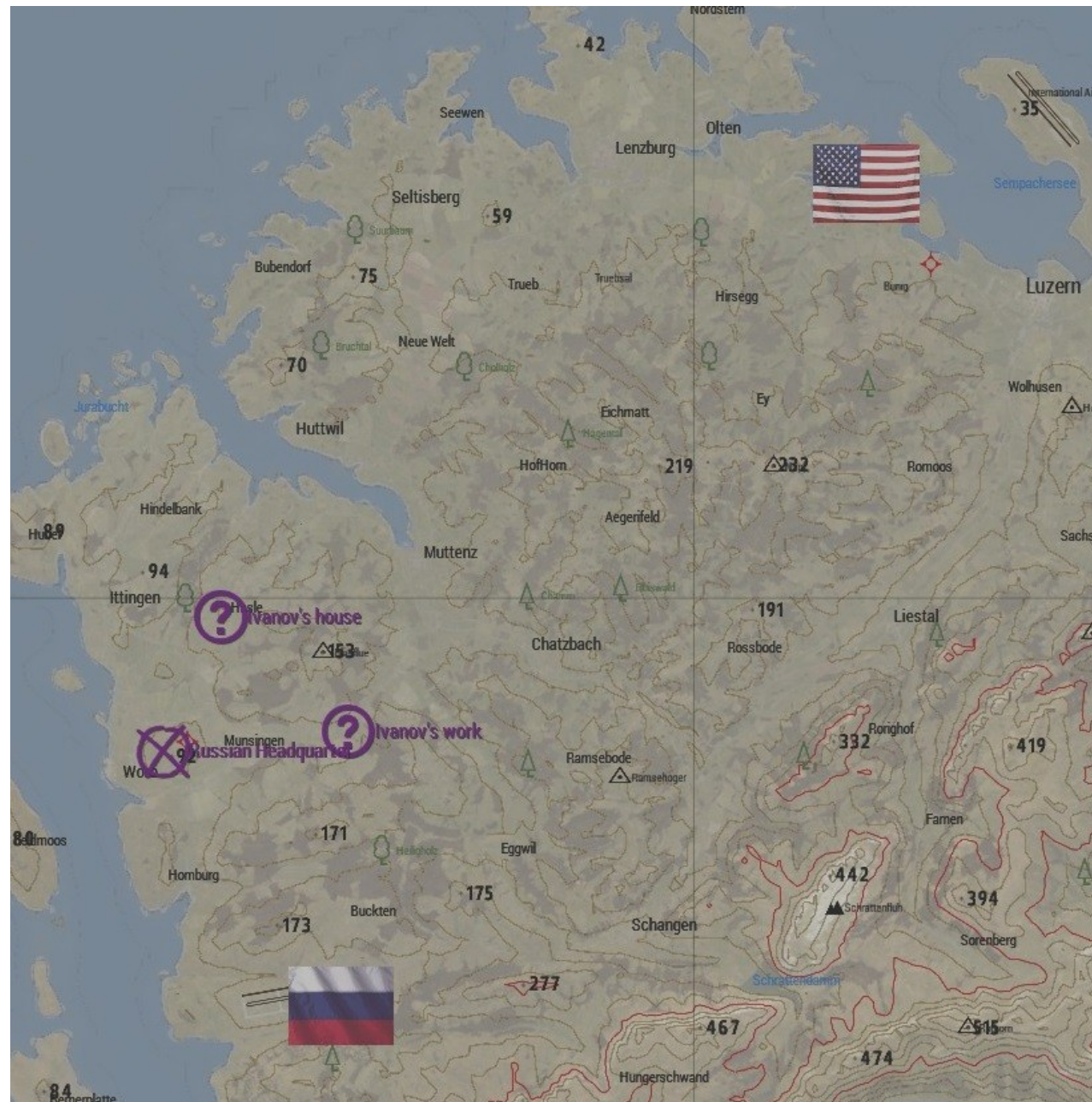
#### ■ The mole is in the zone (5pts).

Comrades, we must protect Ivanov from the American imperialists who think they can do anything here!

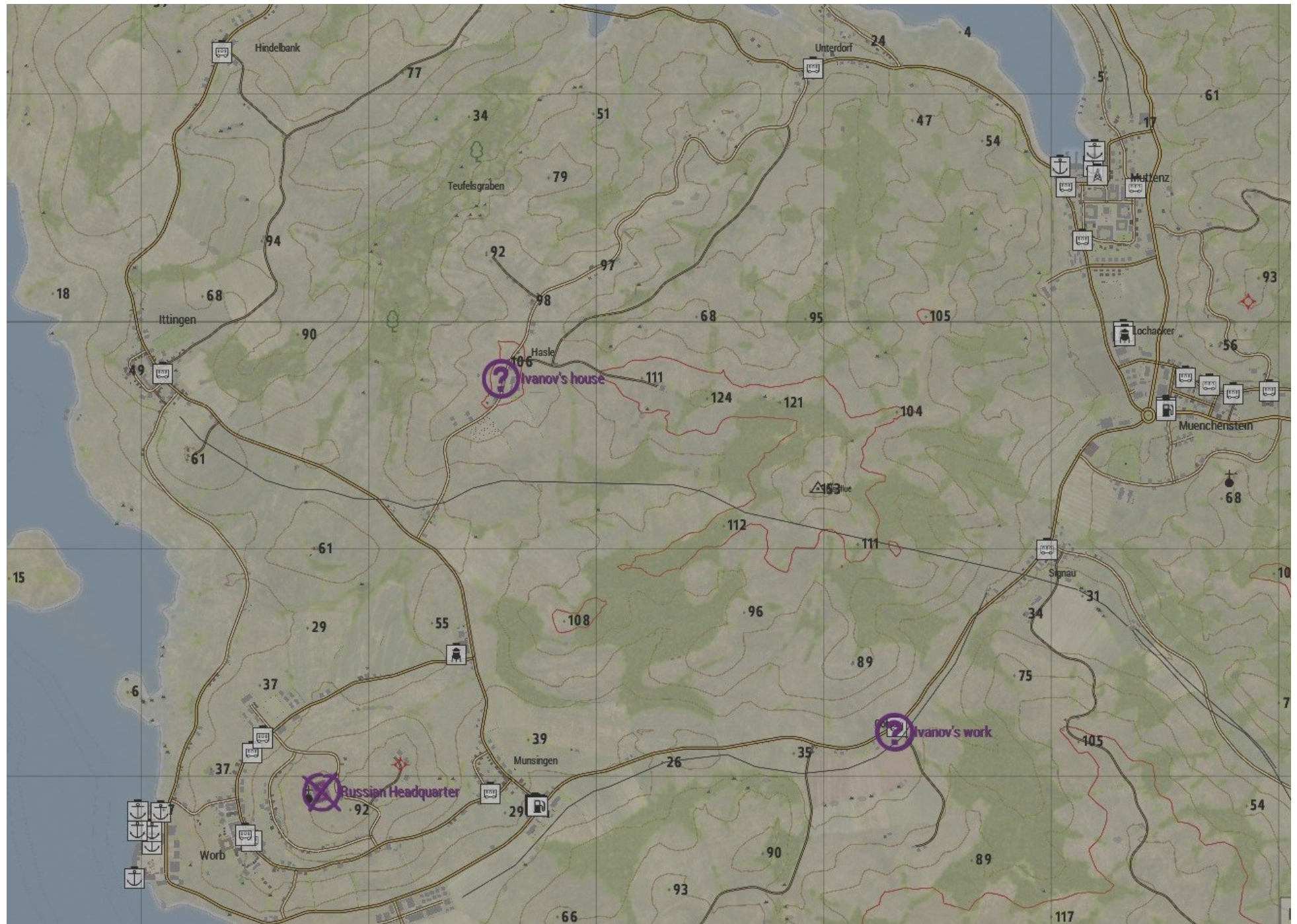
Victory condition : Ivanov alive at the end of the game.



## Zone de jeu









## *Russian HQ*



## *Ivanov*





# USA



# Russian Federation



# OB Bluefor

*1 Commanding squad – 4 Mecanised squads – 1 Assault squad*

*3x M1127-M2 – 1x M1127-M2/LRAS3 – 1x M1025 – 1x M1025-M2 – 1x M1025-TOW*

<p>➤ <b>Platoon Leader</b> <i>Mike   M1025</i></p> <p>→ Officier (M4A1)</p>	<p>➤ <b>Mecanised Squad 2</b> <i>Bravo 10.Pax M1127-M2</i></p> <p>→ Squad Leader (M4A1)</p> <p>→ Team leader (M16A4-M203)</p> <p>→ Markman (M14)</p> <p>→ Autorifleman (M249)</p> <p>→ Medic ( M16A4)</p> <p>→ Team leader (M16A4-M203)</p> <p>→ AT (M16A4-MAAWS)</p> <p>→ Rifleman (M16A4)</p> <p>→ Crew (M4)</p> <p>→ Crew (M4)</p>	<p>➤ <b>Mecanised Squad 4</b> <i>Delta 10.Pax M1127-M2/LRAS3</i></p> <p>→ Squad Leader (M4A1)</p> <p>→ Team leader (M16A4-M203)</p> <p>→ Markman (M14)</p> <p>→ Autorifleman (M249)</p> <p>→ Medic ( M16A4)</p> <p>→ Team leader (M16A4-M203)</p> <p>→ AT (M16A4-MAAWS)</p> <p>→ Rifleman (M16A4)</p> <p>→ Crew (M4)</p> <p>→ Crew (M4)</p>
<p>➤ <b>Mecanised Squad 1</b> <i>Alpha 10.Pax M1127-M2</i></p> <p>→ Squad Leader (M4A1)</p> <p>→ Team leader (M16A4-M203)</p> <p>→ Markman (M14)</p> <p>→ Autorifleman (M249)</p> <p>→ Medic ( M16A4)</p> <p>→ Team leader (M16A4-M203)</p> <p>→ AT (M16A4-MAAWS)</p> <p>→ Rifleman (M16A4)</p> <p>→ Crew (M4)</p> <p>→ Crew (M4)</p>	<p>➤ <b>Mecanised Squad 3</b> <i>Charlie 10.Pax M1127-M2</i></p> <p>→ Squad Leader (M4A1)</p> <p>→ Team leader (M16A4-M203)</p> <p>→ Markman (M14)</p> <p>→ Autorifleman (M249)</p> <p>→ Medic ( M16A4)</p> <p>→ Team leader (M16A4-M203)</p> <p>→ AT (M16A4-MAAWS)</p> <p>→ Rifleman (M16A4)</p> <p>→ Crew (M4)</p> <p>→ Crew (M4)</p>	<p>➤ <b>Assault squad 1</b> <i>Echo 8.Pax 1x M1025-M2 – 1x M1025-TOW</i></p> <p>→ Squad Leader (M4A1)</p> <p>→ Team leader (M16A4-M203)</p> <p>→ Team leader (M16A4-M203)</p> <p>→ Markman (M14)</p> <p>→ Gunner (M240)</p> <p>→ Recon (Mk18)</p> <p>→ Rifleman (M16A4)</p> <p>→ AT.Light (M16A4-AT4HEAT)</p>



# OB REDFOR

*1 Commanding squad – 4 Mecanised squads – 1 Assault squad*

*2x UAZ – 1x BTR-80A – 3x BTR-80 – AGS-30 (static)*

➤ **Platoon Leader** *Zulu* UAZ  
→ Officier (AK74M)

➤ **Mecanised Squad 1** *November*  
9.Pax | BTR80A  
→ Squad Leader (AK74M)  
→ Team leader (AK74M-GP25)  
→ Team leader (AK74M-GP25)  
→ Anti-Tank (AK74M-RPG7v2)  
→ Autorifleman (RPK74)  
→ Marksman (SVD)  
→ Medic (AK74M)  
→ Crew (AKS74u)  
→ Crew (AKS74u)

➤ **Mecanised Squad 2** *Oscar*  
9.Pax | BTR80  
→ Squad Leader (AK74M)  
→ Team leader (AK74M-GP25)  
→ Team leader (AK74M-GP25)  
→ Anti-Tank (AK74M-RPG7v2)  
→ Autorifleman (RPK74)  
→ AT.Light (AK74M-RPG26)  
→ Medic (AK74M)  
→ Crew (AKS74u)  
→ Crew (AKS74u)

➤ **Mecanised Squad 3** *Papa*  
9.Pax | BTR80  
→ Squad Leader (AK74M)  
→ Team leader (AK74M-GP25)  
→ Team leader (AK74M-GP25)  
→ Anti-Tank (AK74M-RPG7v2)  
→ Autorifleman (RPK74)  
→ AP.Light (AK74M-RHSG2)  
→ Medic (AK74M)  
→ Crew (AKS74u)  
→ Crew (AKS74u)

➤ **Mecanised Squad 4** *Quebec*  
9.Pax | BTR80  
→ Squad Leader (AK74M)  
→ Team leader (AK74M-GP25)  
→ Team leader (AK74M-GP25)  
→ Anti-Tank (AK74M-RPG7v2)  
→ Autorifleman (RPK74)  
→ AP.Light (AK74M-RHSG2)  
→ Medic (AK74M)  
→ Crew (AKS74u)  
→ Crew (AKS74u)

➤ **Assault Squad 1** *Quebec*  
7.Pax | UAZ  
→ Squad Leader (AK74M)  
→ Team leader (AK74M-GP25)  
→ AT.Light (AK74M-RPG26)  
→ Gunner (PKP)  
→ Recon (AS-VAL)  
→ Marksman (SVD)  
→ Medic (AK74M)

**End of the document**