

# Cold Earth

30/04/2020

**US Army Vs URSS**

**Namalsk**

**9.10 pm (Paris)**

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English version

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# Features

- ➔ One mission.
- ➔ Two common objectives.
- ➔ One secondary objective for each side.
- ➔ Pre-defined OB.
- ➔ 2 Hours long mission.

## Rules

- OFCRA rules apply for the campaign.

## 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 1 30/04/2020

## [CE] M01 "First Wave"

### *Specifications*

- 1) 2 Capture zones.
- 2) 1 Objective for each side : bring the VIP to the zone.
- 3) 2 Heures, 15 minutes de warmup.
- 4) Briefing in-game.

### *Warning(s)*

- The **red zone** is not accessible for the **US forces**. A script automatically kills any bluefor trying to enter the zone.
- The **blue zone** is not accessible for the **Soviet forces**. A script automatically kills any redfor trying to enter the zone.

### *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

The first elements of the Marine Corps just arrived in the northern side of the island. A part of the soviet regiment received the order to defend the city immediatly cut the progress of the invasion.

## Objectives

### → Common

#### → City is under control : 2 zones to capture - 4 points in total.

The first part of the offensive will grant control of the ghost town. This will later allow to restart the power plants in the north of the island.

Two zones are critical in order to control the city:

→ City hall(2pts).

→ Industrial zone (2pts).

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 mole is the zone. (1pts).

According to the our intels, there is According to reports, there is a band chief who knows every corner of the island. Being venal, he said he was open to "a reasonable offer" in exchange for his information. We have been ordered to take him back to a meeting point for a scheduled interview with a military intelligence contact.

Victory condition : VIP is in the blue zone at the end of the game.

### ◆ Redfor

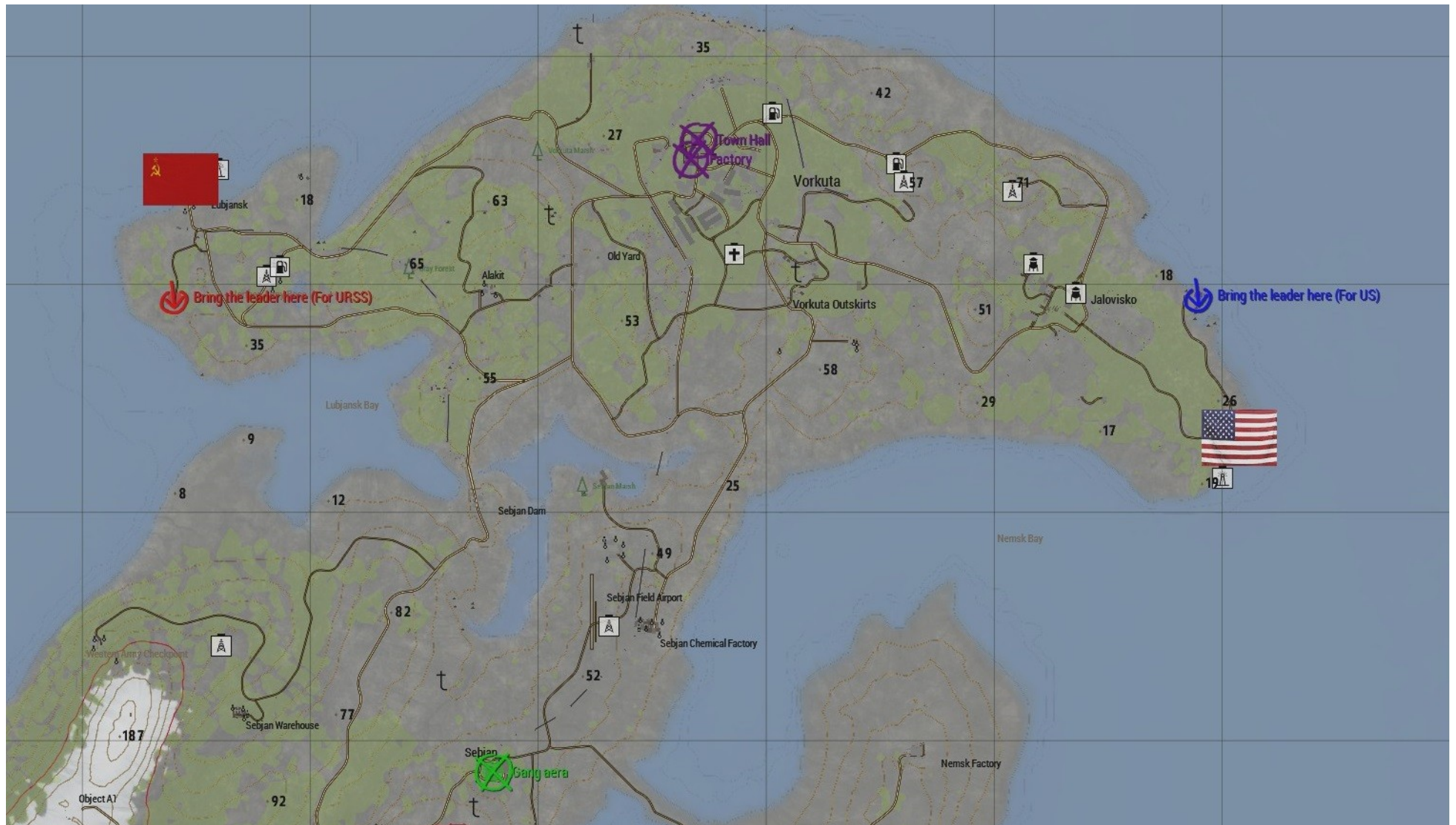
#### ■ The mole is in the zone (1pts).

Comrades, the existence of this infamous bandit greatly threatens our positions on the island. He let himself be corrupted by the capitalist! We have orders to take him back to KGB agents for questioning.

Victory condition : VIP is in the red zone at the end of the game.



# Zone de jeu





## *City hall*



## *Industrial zone*





# Mole





## *US Army*



## *URSS*



# OB Bluefor

*1 Commanding squad – 3 assaults squads – 1 Support squad*

*1x M1025-M2 – 4x MTRV*

- **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)
  - Marksman (M21)

- **Support Squad 1** *Charlie 6.Pax*
  - Squad Leader (Colt.M4)
  - Team leader (M16A2-M203)
  - AT (SMAW)
  - AT.Assist (M16A2)
  - Gunner (M240)
  - Gunner.Assist (M16A2)

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

# OB REDFOR

*1 Commanding squad – 3 Mechanized infantry squads – 1 MG squad*

*1x UAZ-DShKM – 4x Urals*

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

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

- **Support Squad 1 Papa**
  - Squad Leader (AKS74u)
  - Team leader (AKS74-GP25)
  - Rifleman (AKS74)
  - Anti-Tank (AKS74-RPG7v2)
  - Gunner (PKM)
  - Assist.Gunner (AKS74)
  - Medic (AKS74u)

- **Assault Squad 3 Quebec 7.Pax**
  - Squad Leader (AKS74u)
  - Team leader (AKS74-GP25)
  - Rifleman (AKS74)
  - Anti-Tank (AKS74-RPG7v2)
  - Autorifleman (RPK)
  - Assist.Autorifleman (AKS74)
  - Medic (AKS74u)



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