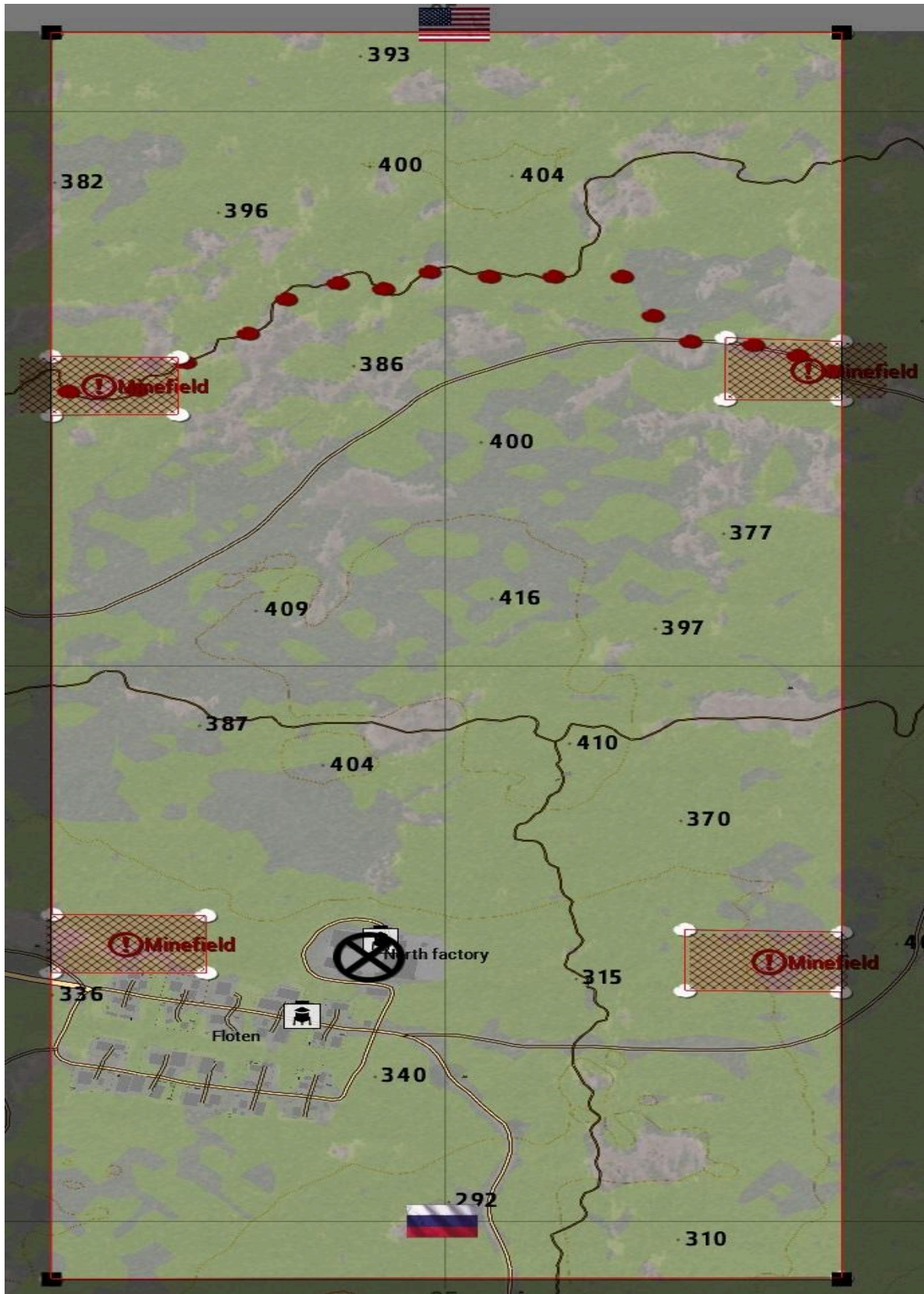


# Situation

As conflict in Nordic FinSwe sector is still going on. USA has sent their support to Norway where Russian has occupied the Vinjesvingen area. Earlier there was a UK operation Codename Shotgun, which was a sabotage mission in Norway to hit an airfield captured by Russian airborne troops.

There has not been yet any conflicts between US and RUS forces. So this will be their first clash and most likely both are eager to bring their best gear and units.

# Area of Operation



## Blufor

### Situation

Our infantry company is advancing towards Russian position from North. Due to AO width, our assault consists only two platoons and the rest are waiting in reserve.

Terrain is too bad to bring any vehicles. Our aerial recon has shown that there are no enemy vehicles in this area.

Weather is good.

### Enemy

There is a platoon of Russian infantry.

- Around 4, 10man squads
- No vehicles

### Own forces

US army infantry company

- 3 man company command element
- 2x Infantry platoons
  - 3 man command element
  - 4x 10 man infantry squads

### Mission

- Capture North Factory

### Rules

- We are not allowed to move during safestart.
- We are not allowed to cross blue dot line during mission.
- Enemy is not allowed to come near our respawn.

# Opfor

## Situation

Uav reconnaissance has shown US infantry advancing toward our positions.  
Terrain is inaccessible for their vehicles, but we don't have any vehicles either.  
There is one platoon garrisoning this area and they are preparing our defences in the area.  
Reinforcements are coming from the south.  
Weather is good.

## Enemy Forces

US army infantry company

- 6x 10 man squads
- no vehicles

## Own forces

Russian MSV infantry platoon

- 3 man command element
- 4x 10 man squads

## Mission

- Defend North Factory

## Rules

- We are not allowed to cross red dot line during mission.
- Enemy is not allowed to come near our respawn.

# Respawn

- Mission has wave respawn with limited tickets for each side.
- There is no MSP in this mission
- Wave interval is 10 min for **Blufor** and 15min for **Opfor**
- Delayed Respawn: 20%.
  - (If remaining respawn time is less than percent specified here, player skips the next wave. ie. if wave interval is 20 (min) and this is set to 50 (%) and player dies after there is less than 10 minutes remaining until next respawn, player will skip the next wave and needs to wait for the following one)

# Side Pictures

West



East

