



CCO#8 - Operation Olympus

GENERAL GAMEPLAY INFORMATION

PURPOSE

The purpose of this document is to highlight many of the gameplay features that will be available to players during CCO#8 as well as capabilities of both forces. These features should be considered information for all and can be referenced in planning or during mission. This is a living document and may be updated at any time.

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GAMETYPE

CCO#8 is a symmetrically modern, force-on-force, TvT with an emphasis on linear sector control and AAS (Advance and Secure) gameplay. Sectors must be captured in order from friendly "MAIN" to enemy "MAIN".

LOAD-IN TIMES

All senior leaders (squad Leader and above) will begin to load in at 11:15 CST

All support personnel will begin to load in at 11:20

All aircraft and vehicle crews will begin to load in at 11:25

All remaining infantry will begin to load in at 11:35

TICKETS

Tickets are disabled for CCO#8.

RESPAWN

Respawn delay will be thirty (30) seconds per death.

CCO#8 will utilize choice-based respawns. Both teams have the ability to deploy up to three mobile respawns at positions of their choice. These mobile respawns will have one life. Once they are destroyed, they are gone.

Vehicles will also respawn on specific intervals at the original location of their spawn. Each vehicle type has a specific respawn timer:

- Helicopters - 30 mins
- Armor - 20 mins
- Trucks - 10 mins

Statics do not respawn

MEDICAL

CCO#8 will use Coalition's settings of the new ACE medical. All infantry will spawn with limited medical (4 bandages, 1 tourniquet), and must find a doctor/medic for drug or fluid treatment.

Medical officers will have the ability to build one field hospital (FH) with supplies. Medics have the ability to build one casualty collection point (CCP) for supplies.

All medical facilities "promote" GI to medical staff which enable them to utilize drugs and IVs inside them. Medical facilities will also boost the speed of medics/doctors when working on patients.

Wound reopening will be disabled.

Instant-death is enabled for vital locations.

Holstering or lowering of the weapon will be required to perform medical action.

ESPIONAGE

Espionage is limited to visual only. Neither side has the ability to speak the others language.

BASES

Both BLUFOR and OPFOR have one "MAIN" base that cannot be captured and will always have a respawn point in a safe location.

These main bases can never be attacked unless one team controls all sectors. If a team controls all sectors, the main base is free to be surrounded/attacked.

Each team may opt into setting up FOBs as they see fit with logistics. These FOBs can be attacked at any time.

CIVILIANS

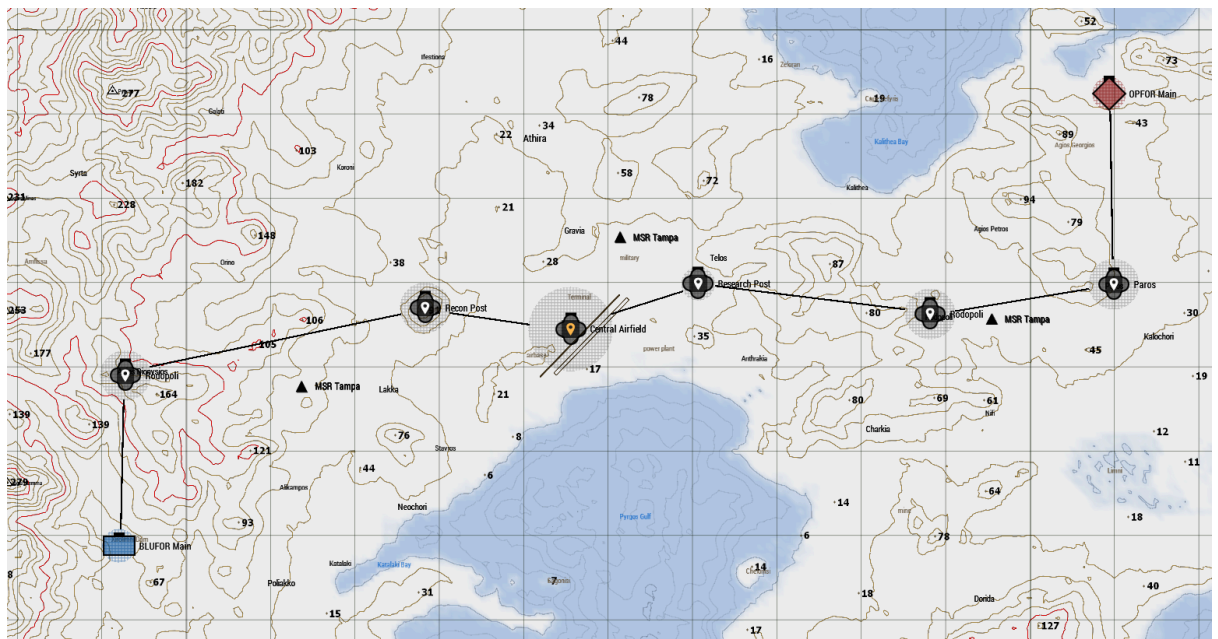
The entire island has been evacuated before the invasion began. No civilians will be within the AO.

PRIMARY OBJECTIVE

Secure MSR Tampa

Your job is to systematically control all sectors in linear succession (from your “MAIN” to the enemy “MAIN”) along the MSR to achieve total victory.

Area of Operations:



SECONDARY OBJECTIVES

N/A

WIN CONDITIONS

A.) Successfully control more sectors (territory) than the enemy force after six hours of gameplay.

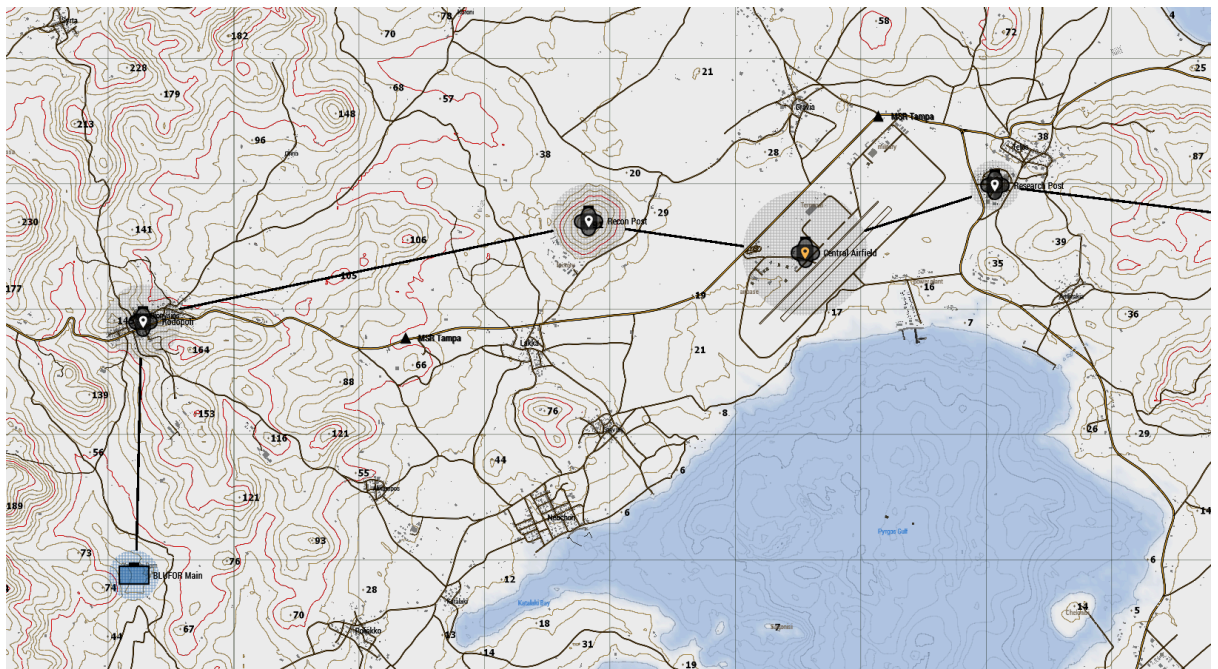
B.) Successfully control all sectors, encircle the enemy “MAIN”, and force the commanders hand to surrender.

SECTOR PROGRESSION

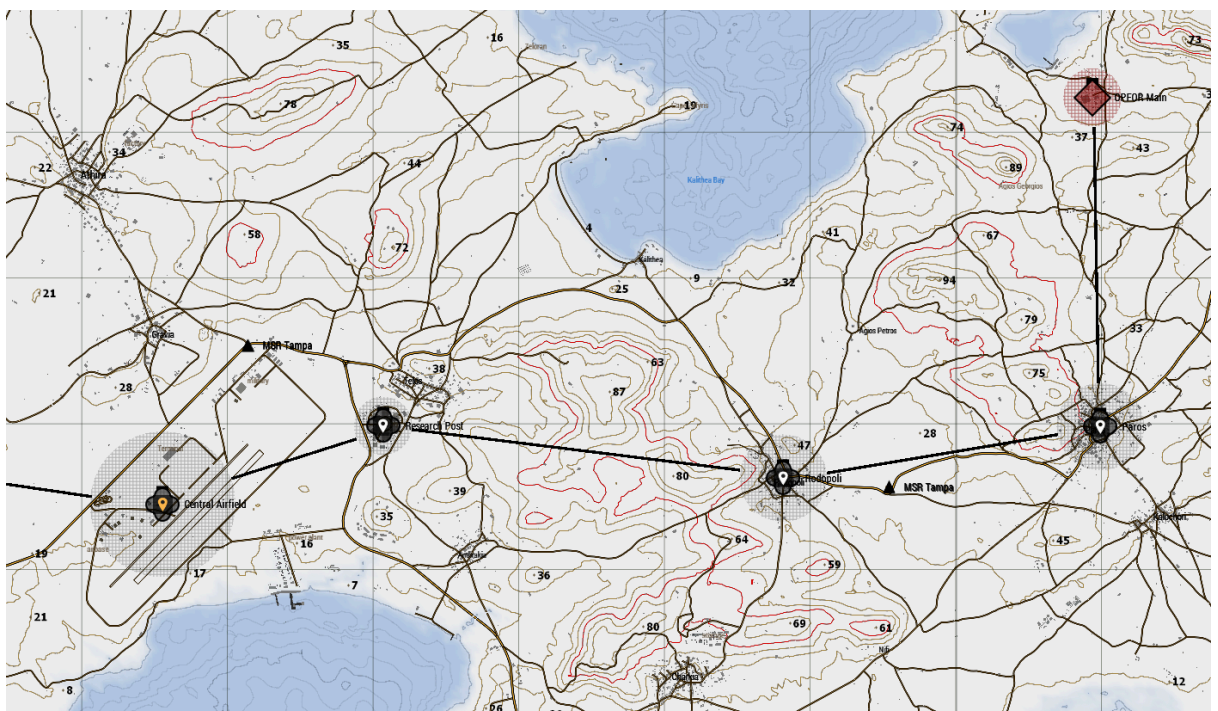
The nearest sector neutral sector to a team's “MAIN” is the only capturable sector. If two opposing sectors are under control by different teams, both sectors are able to be captured.

INTEL

Western AO



Eastern AO



Armaments / Kit

RU

____ Primary

AK-74M / PKP / AKS

Secondary

Makarov

Light AT

RPG-26

Uniform

Flora 6B23 with 6B26



US

Primary

M4 / M16 / M249 / M240

Secondary

M9 Beretta

Light AT

AT-4

Uniform

ACU OCP / MCCUU WDL with ACH and IOTV



ARMOR



AIRCRAFT



VEHICLES



MOBILE RESPAWNS



STATICS

