



MISSION BRIEFING & SITUATION REPORT

Flashpoint Combat Missions

Mission #4

36 Minutes to Freedom

by Rock

Situation

Dateline October 18th, 2004 at 0830 Hours

You are part of two squads of Russian Special Forces that were deployed along the dangerous Caucasus Mountains dividing Chechnya from Dagestan near the lawless border town of Rakhata. Your mission, destruction of a terrorist camp linked to Chechen rebel leader Shamil Basayev and recovery of a small amount of nuclear material believed to have been bought on the Russian black-market. Intelligence suggests their nefarious plan was to detonate a "dirty bomb" near Moscow's main business district.

The operation went smoothly, with the easy destruction of the camp, routing of the rebels, and recovery of the suspected nuclear material. However, during egress from the camp, your teams came under a vicious and intense counter-attack mounted by the regrouped rebels. Team Alpha-Red doing rear security took heavy casualties, losing 5 members, with the remaining 3 being severely wounded. Your lead element, Bravo-Red, mounted a counter-assault, pushing back the rebels far enough to recover your three wounded comrades, and then hastily retreated to your extraction ural.

With the angry rebels blocking your extraction route, you have radioed HQ for a new way out. HQ has responded with three possible locations and has told you to stand by for confirmation on the exact location...

Objectives

1. Safely extract your wounded comrades Igor, Ivan, and Anton.
2. Safely extract the nuclear material.
3. Stay alive!

Units

1. Russian Squad Leader

- AK74M 1p29 x 5 Mags
- Hand Grenade x 3
- RPG-16d
- RPG-16d HE Rocket x 1
- Red Smoke Shell x 1
- Binoculars

2. Russian AutoRifleman

- RPK74M x 8 Mags
- Hand Grenade x 2
- Binoculars

3. Russian Rifleman

- AK74M Cobra x 7 Mags
- Hand Grenade x 3
- Binoculars

4. Russian Combat Medic

- AK74M x 4 Mags
- Hand Grenade x 2
- Bandages x 4

5. Russian Grenadier

- AK74M/GP25 x 5 Mags
- Rifle Grenade Vest
- Binoculars

6. Russian RPG Grenadier

- AK74M x 4 Mags
- Hand Grenade x 1
- RPG-16d
- RPG-16d AT Rocket x 1
- RPG-16d HE Rocket x 2
- Binoculars

Resources Available

- Vehicles
 - Ural
- Supplies in Ural
 - Satchels x 10

- Mines x 10
- Bandages x 10
- AK74 Mags x 12
- RPK74M Mags x 3
- RPG-16d AT Rocket x 1
- GP-25 Rifle Grenade Vest x 1

Scoring

- Mi-17 extracts at least one player: +200 points.
- Mi-17 is destroyed: -300
- Igor Rescued: +200 points.
- Ivan Rescued: +200 points.
- Anton Rescued: +200 points.
- Nuclear Material Extracted: +200 points.
- Player accidentally kills Igor, Ivan, or Anton: -200 points each.
- Each team member KIA: -50 points each.

Mission Details

- Exact extraction point will be given in mission briefing.
- Igor, Ivan, and Anton are the three wounded Alpha-Red members.

Hints

- Injured comrades are not under player control during the mission.
- Injured comrades will exit ural at extraction zone and seek cover.
- Injured comrades will attempt to heal on squad medic before seeking cover.
- Injured comrades will join players group when the Mi-17 arrives.
- Leader must order injured comrades to mount Mi-17.
- Rebels may attempt to recover nuclear material from your possession.
- Don't radio Mi-17 to land if the extract is hot.
- Check the *notes* and *plan* tabs in the briefing for additional info.

How Stuff Works

- When the Mi-17 extraction chopper arrives in the AO, they will radio the team that they are in position for pickup. The team must use **Radio India** to signal it is safe to land.
- The nuclear material is located in a container (Ammo Can) currently in the cargo hold of the ural. Use your action menu to "Take Nuke Material" when you are close to the ural. You will receive a hint message displaying who has the material.
- If the player carrying the nuclear material is killed, a container will appear next to his body. Walk up close to it and use your action menu to take possession.
- When the extraction helicopter arrives, the player carrying the nuclear material must get close to the helicopter and use his action menu to "Stow Nuke Material". **If he fails to do this, the team will not receive 200 points for safely extracting the nuke material, even if he boards the helicopter with the material in his possession.** A hint message will appear displaying that the material has been stowed.
- All players and injured comrades that are alive **MUST** be onboard the extraction helicopter before it will take off.

Additional Intel

Additional intel for the mission is very limited due the unanticipated results of the raid.

The planned extraction route was originally located south of the terror camp. You have been forced north by the regrouped rebels. Any movement South or South East would mean certain capture and more than likely some type of symbolic death to rally more radicals to their cause.

The rebels are reasonably well trained and equipped. Expect to see advanced tactics used, but also expect the unconventional. Never underestimate their bravery. For them to die in the struggle against the infidels is martyrdom, and a one way ticket to paradise.

The rebels are known to possess soviet-era light armor. This armor is normally in poor repair and usually poorly armed. Satellite recon has spotted armor in the area.

Map of the AO:



Close up map of the AO showing three possible extraction points (Echo, Whiskey, and Juliet):

