



MISSION BRIEFING & SITUATION REPORT

Flashpoint Combat Missions

Mission #2

Sweep & Clear

by Starrat

Situation

Six days ago, the Revolutionary Armed Forces of Columbia (FARC), received a large shipment of small arms, light anti-armor weaponry, and mines from Cuban sources. These arms are being stored in the town of Legio on the west coast of Columbia. Legio is a typical farming village that grows a variety of agricultural items, including coca for the FARC. The Columbian government is thoroughly infiltrated by the FARC, and cannot mount an effective attack on the caches themselves. The FARC would be notified in advance, and the arms would no longer be there. Since we have a vested interest in the current Columbian government, which has at least paid lip service to halting cocaine trafficking, and because we have been asked to, we are going to do it for them. This op has been dubbed "Operation Juan Valdez", and is utterly black. You will not reveal any information regarding this operation at any time, or you will face prosecution under the UCMJ, if not worse. Politicians can be real bastards about things like that.

Your mission is to insert by truck or on foot into the town of Legio, infiltrate and destroy all ammunition and weapons caches, and to eliminate the FARC soldiers with extreme prejudice. You will be operating under radio silence for the entire op, including your extraction. The town has many civilians, most should be in their homes, but many may be out carousing or running errands for the FARC. You are not cleared to fire on the civilians. You are all volunteers, and all professionals, so watch your fire and be sure of your targets. And of course, if you are captured, we have never heard of you.

When you have completed your mission or have encountered overwhelming resistance, exfiltrate using whatever means possible to the north at the estate marked on your map for extraction.

Objectives

1. Destroy 3 weapons caches.
2. Kill as many FARCee's as possible.
3. Destroy targets of opportunity.

Units

1. Ranger Team Leader

- M4A1 SOPMOD EOTech (5 Mags)
- 1 Satchel Charge
- Binoculars
- NV Goggles
- Glock 17 SD Sidearm (4 Mags)
- 2 Bandages

2. Ranger Fire Team Leader

- M21 Sniper Rifle (7 Mags)
- 1 Satchel Charge
- 1 Bandage
- Glock 17 SD Sidearm (4 Mags)
- Binoculars
- NV Goggles

3. Ranger Machine Gunner

- M249 SPW (3 Mags)
- 2 Satchel Charges
- Glock 17 SD Sidearm (4 Mags)
- NV Goggles

4. Ranger Soldier

- M4A1 SOPMOD EOTech (5 Mags)
- 2 Satchel Charge
- 1 Bandage
- Glock 17 SD Sidearm (4 Mags)
- NV Goggles

5. Ranger Soldier

- M4A1 SOPMOD ACOG (5 Mags)
- 2 Satchel Charge

- 1 Bandage
- Glock 17 SD Sidearm (4 Mags)
- NV Goggles

6. Ranger Medic

- M4A1 SOPMOD EOTech (6 Mags)
- 1 Satchel Charge
- 2 Bandages
- Glock 17 SD Sidearm (4 Mags)
- NV Goggles

Resources Available

One civilian truck for insertion.

Scoring

- Each ammo cache not destroyed: -100 points
- Each FARCee not killed: -10 points
- Each Team Member Killed: -50 points
- Each Civilian casualty (if killed by player): -100 points
- Targets of Opportunity: Bonus points
- At time of extraction 5 points will be deducted for every minute that has passed.

Mission Details

- Locations of Caches are random.
- Patrol routes for enemy soldiers are random.
- Civilians **will be present**, check your targets.

How Stuff Works

- No special notes. Shoot bad guys. Blow up stuff. Be nice to Civilians.

Hints

- Viewing the town at night can be tough on framerates. Adjust your settings accordingly.
- HiSky and NVGoggles are highly recommended for night fighting.

Additional Intel

