



MISSION BRIEFING & SITUATION REPORT

Flashpoint Combat Missions

Mission #3

Hostage Rescue

by Strango

Situation

Gentleman, we've got a hostage situation to take care of.

24 hours ago a radical Georgian rebel group invaded a Georgian town (Patria) along the Russian border. The size of the rebel force is quite large; they have completely taken over the entire town and setup defenses. Every person in the town has been taken hostage. Some important Georgian government officials were in the town visiting. They may have been the targets all along, either way the rebel group has singled them out and upped security around them. The rebels are making demands that the Georgian government is not willing to meet. The Georgians feels that the matter is too much for their special forces to handle and have asked Russia for assistance. Putin has decided to help by sending in a squad of Spetz Natz to deal with the situation.

The Georgians are mainly concerned with the safe extraction of the VIPs so that will be our primary objective. There are four in total. Get in there and bring them back to the TOC.

The extraction will take place at night fall to allow a greater degree of stealth. We've brought along quite an arsenal of weapons, check the crate for anything you find useful.

When your team is ready to move out we'll cut power to the city to help you get close to the town without being noticed.

Good Luck men and bring back as many as possible.

Objectives

1. Safely extract the 4 VIPs named Hos 1, Hos 2, Hos 3 and Hos 4.

Units

1. Spet Natz Assault

- AK74M Silenced with Cobra aim-point (7 Mags)
- 1 Hand Grenade
- 1 Bandage
- NV Goggles
- Binoculars

All 6 player slots have the same load-out listed above. You can customize your load-out from the crate. The contents of the crate are listed below.

Resources Available

- Vehicles
 - BRDM w/ mounted MG
 - UAZ w/ mounted MG
 - Mi-2 helicopter w/ side mounted MG
 - Zodiac
- Ammo Crates at TOC
 - 2 - AK74M Silenced w/ 1p29
 - 1 – AK74M Silenced w/ GP25 and Cobra Aim-point
 - 2 – AKS74U Silenced w/ Cobra Aim-point
 - 1 – RPK74M w/ 1p29
 - 2 – M1014 w/ CCO Aim-point
 - 2 – RPG-16D (from Suchey's Russian pack)
 - 30 – AK74M silenced magazines
 - 20 – AKS74U silenced magazines
 - 15 – RPK74 magazines
 - 30 – M1014 magazines
 - 20 – GP25 grenades (individuals)
 - 1 – GP25 vest
 - 20 – RPG-15 HE rockets
 - 100 – Bandages

- Satellite live video stream
 - see the section “How Stuff Works” for more information
- The TOC contains a hospital.

Scoring

- Hostage 1 Rescued: 150 Points
- Hostage 2 Rescued: 130 Points
- Hostage 3 Rescued: 120 Points
- Hostage 4 Rescued: 100 Points
- Bonus points will be awarded for the amount of time it takes teams to extract hostages back to the TOC after they have been compromised by the rebels. The goal time is 30 minutes. You will be awarded 5 points for each minute under the goal time. (I.E. If you take 15 minutes to rescue the hostages after being spotted you will receive 75 points.) Points for partial minutes are awarded. If you take more than 30 minutes you will not receive negative points.
- 100 points will be deducted if a player kills a hostage.
- For each team member alive at the end of the mission you will be awarded 50 points.

Mission Details

- The locations of the Hostages is random, but are marked on map.
- Power will be cut to the city when you leave the TOC.

Hints

- This mission contains a complex and in-depth alarm system that the rebels use. The system rewards the players for maintaining stealth as long as possible. It also contains different degrees of threat gauging and will have the rebels react differently to different types of threats.
- If you run into problems getting the hostage to leave a building try giving them different waypoints or simply running into them. Once they get outside the building they usually move around without any problems. If they will only walk and not run, then try putting them in danger mode. Also, sometimes AI guards will bump into hostages and push them through a wall.

How Stuff Works

- Updating Markers – The markers that show the locations of the Rescue Team and the hostages update during the mission. At any time you can look at the map and see the location of any of those people.
 - They are also Color coded:
 - A Green colored Rescue Team member shows that person is alive.
 - A Red colored Rescue Team member shows that person is dead.
 - A Yellow colored Hostage shows that person is alive.
 - A Red colored Hostage shows that person is dead.
 - A Blue colored Hostage shows that person is rescued.
- Satellite Live Video – Any rescue team member can use the video feed that is located at the TOC. It is the TV looking object near the road across from the ammo crates. When you approach you will be given two actions: Bring Up Satellite Video and Set Satellite Focus Position.
 - The action for Set Satellite Focus Position allows the user to state which area they wish to view through the video feed. When you select this option you will be prompted to click on the map at the location you would like to see. So at this time bring up your map screen and click on the area you would like to view. Once you have clicked then exit the map and you're ready to choose the other action.
 - The action for Bring Up Satellite video will give you the satellite view. A new dialog will come up that has several buttons. On the upper right corner you will see buttons for North, South, East and West. These buttons will move your view in the direction stated on the button. In the upper left corner you will see buttons for Zoom In and Zoom Out. The buttons allow you to change the magnification of the video feed. The last button is Exit Satellite View. When you click this button you will be returned back to your normal playing view. Be sure to put on your night vision goggles before using this action if you wish to have night vision in the video.
- To take control of a hostage you must get close to him/her. At this time you will be given a new action to "Get the hostage". Upon selecting the option the hostage will be added to your group. You can now control him/her the same way you would any other AI. Testing has shown that they are more willing to run instead of walk when they are put in Danger mode. You are also able to have them pick up weapons if you wish although keep in mind their skill with it will not be that good.
- To rescue a hostage they must be brought back to the TOC. If you have transported them back to the TOC in a vehicle, you must order them out of the vehicle before the script will recognize them as being in the area. When they have been rescued they will be removed from the player's group and they will stand-by and wait until the end of the mission.

- Each player will receive an action for "Move to Zodiac" at the start of the mission. This action will instantly teleport them to the location of the zodiac that is marked on the map. This option is only available during the first two minutes of the game. You must also be in the proximity of the TOC. In case you click this option by accident you will receive a "Move to TOC" option when you get to the zodiac location. You must be close to the fire in order to have this option and it also is only going to be around for the first 2 minutes of the mission. Due to an OFP bug you may not be able to enter a vehicle immediately after being teleported. Just wait around and you will eventually get the option.
- Since this mission allows for partial points in the event that all players have been killed we needed a way to insure that the mission always ends. In past matches if a player had disconnected during the match the outro screen may never have come up since that player was not killed. To remedy this situation a computer has been added to the island where players re-spawn to when killed, plus another one at the TOC. These computers have an action on it that says End Mission. When you choose the option you will receive a dialog that asks you if you are sure you wish to the end the mission. If you click yes then the outro will be run and allow you to get a screenshot.

Additional Intel

Here are the photos we have on file for the 4 objectives:

Hostage 1:



Hostage 2:



Hostage 3:



Hostage 4:



Here are some satellite photos that were taken earlier in the day:

This is City Hall. We believe Hostage 1 and Hostage 4 are being held in this building:



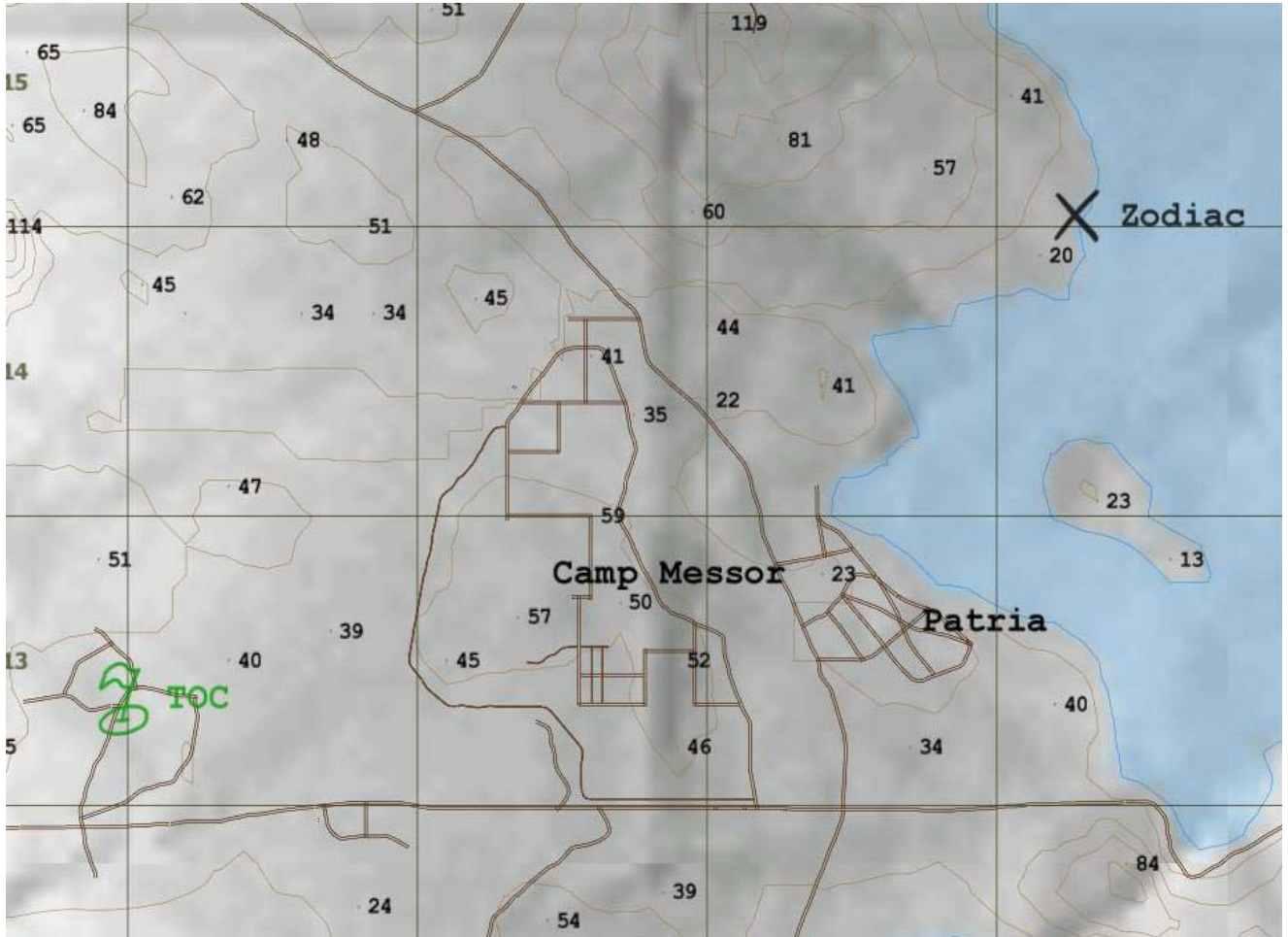
The next two photos are the two apartment complexes in the city. Our best guess is that Hostage 2 and 3 are located in one of these two areas:



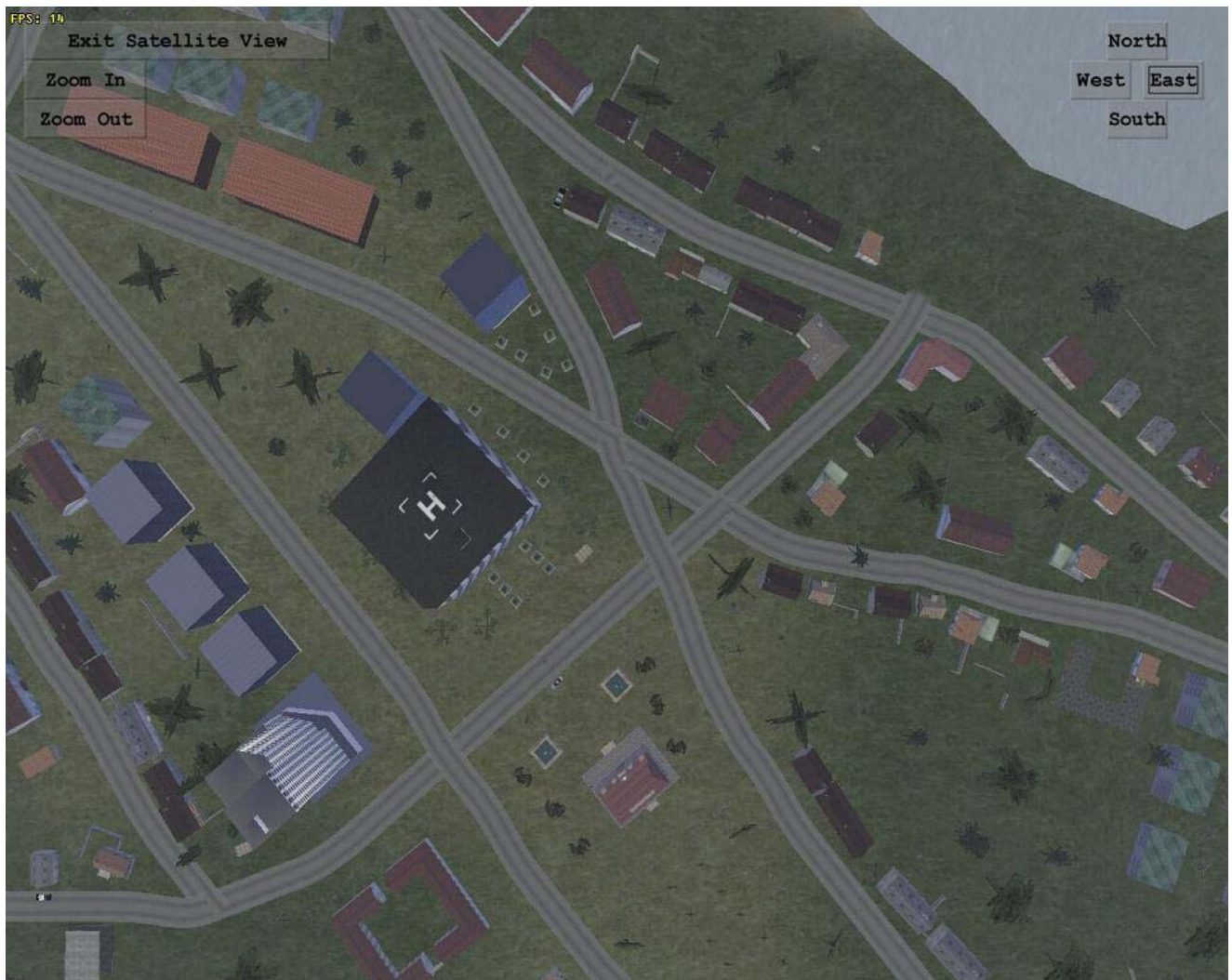
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The next item is a topographic map of the AO. The hostages are being held in the city of Patria:



Here are some satellite photos of Patria:



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