



MISSION BRIEFING & SITUATION REPORT

Flashpoint Combat Missions

Mission #7

Pandemonium

by Strango

Situation

The time has come for us to strike our crippling blow to the Americans at Camp Messor.

A volunteer squad of 6 men will infiltrate the base at night and destroy key objectives. A secondary objective will be to steal a M1A1 tank and bring it back to our camp. We are well aware this is a suicide mission and we thank the volunteers who have stepped up.

Here's a list of the locations in Camp Messor that will hold the objectives:

- Motor Pool
- Comm. Station
- H-Pads
- Tank Garage
- Power Station

Once the alarm has been sounded expect the sleeping troops to wake up and reinforce the night guards. Camp Messor has two sets of barracks.

It's also a good bet that reinforcements will begin mobilizing at the Airfield and make their way to Camp Messor.

Objectives

1. Destruction of Major objectives (see Scoring for complete list)
2. Extraction of M1A1 tank to Resistance Camp

Units

1. Officer – 1 Slot

- Bizon (6 Mags)
- 2 Hand Grenades
- 1 Satchel
- Tokarev (4 Mags)
- Binoculars

- NV Goggles

2. Machine Gunner – 1 Slot

- PKM (5 Mags)

3. Rifleman – 3 Slots

- AKS74U (7 Mags)
- 1 Satchel
- 1 Hand Grenade

4. Shotgun Soldier – 1 Slot

- Remington 870 (6 Mags)
- 1 Satchel
- 1 Hand Grenade

All Weapons except the shotgun are JAM

Resources Available

- Ammo crate at Resistance Camp:
 - 20 Satchel Charges
 - 10 Remington 870 Mags

Scoring

- HMMVVs Destroyed (8 total): 15 Points each
- Comm. Station Bunker (Building) Destroyed: 40 Points
- Comm. Station Antenna Destroyed (4 total): 25 Points each
- UH-60 Destroyed (3 total): 60 Points each
- M113 Destroyed (4 total): 40 Points each
- M60 Destroyed (2 total): 40 Points each
- M2A2 Destroyed (2 total): 50 Points each
- Power Station Destroyed: 60 Points
- M1A1 brought to Resistance Camp: 160 Points

This mission does not penalize teams for player deaths. Time is also not factored into this mission so don't feel rushed to get more points. Partial points will be awarded. If all

players die, teams will still be awarded points for the amount of destruction they caused before their demise. The only way to get a score of 0 is to have the entire team die without destroying any of the objectives.

Hints

- None of the resistance fighters know how to pilot a helicopter. Try to fly them at your own risk.
- Only the officer slot has NVGs.
- Not all wheeled vehicles will be at the Motor Pool during the mission, some will be checked-out.
- Before going on the mission I suggest you walk around Camp Messor at night on your own to see if you have a frame rate hit. If so you should use the FCM computer at the resistance camp at the start of the match to lower your view distance and improve your frame rate.
- While you're walking around look for gaps in the fence as they will still be there during the mission.
- Be sure to have your officer practice with the JAM Bizon as it handles different than the BIS Bizon.
- Guard Patrols are randomized.

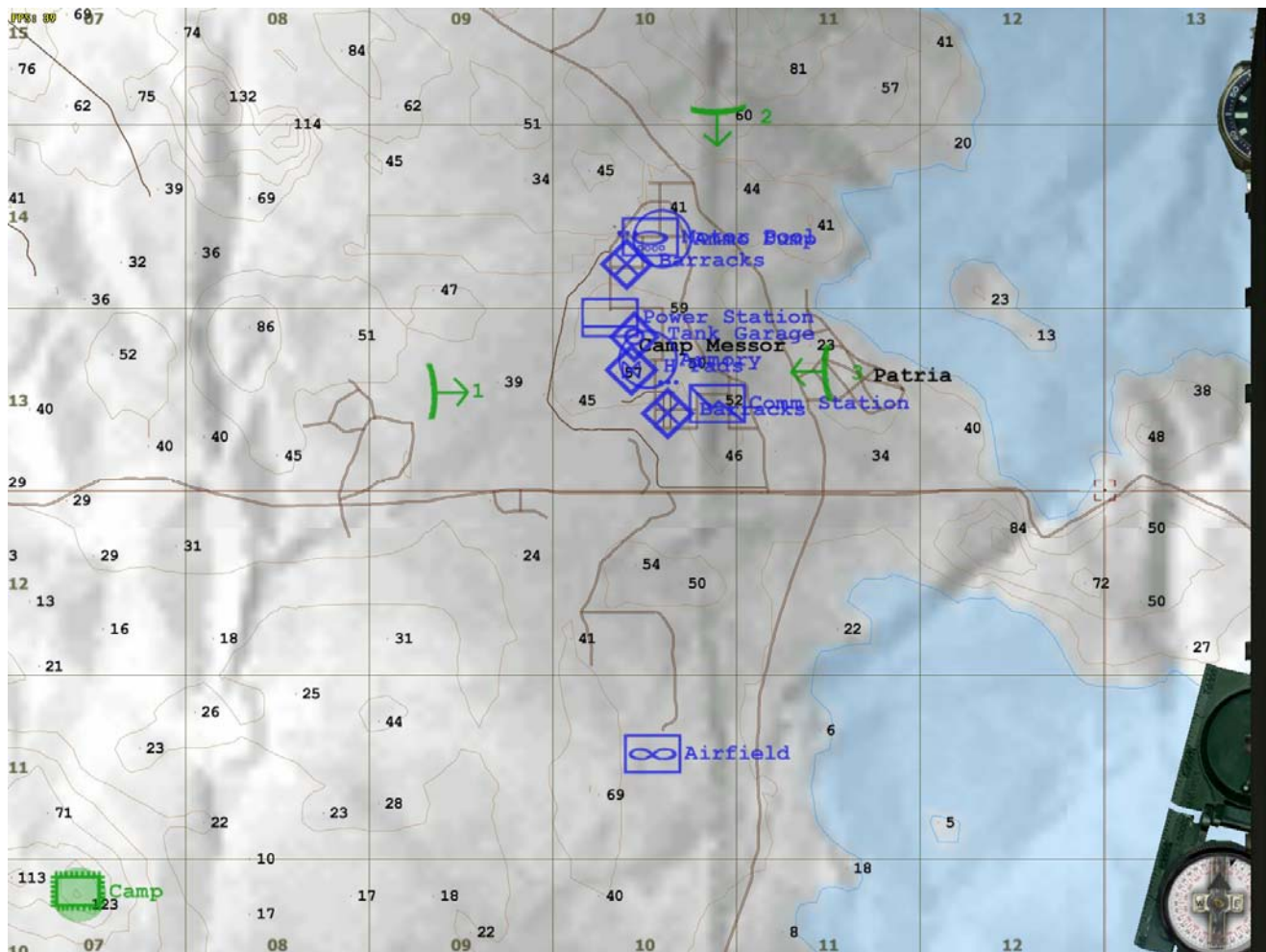
How Stuff Works

- **The FCM Computer at the resistance camp will insert your team into position. You can choose from 3 insertion points that are represented by green markers with a number beside them. DO NOT WALK INTO THE AO, USE THE COMPUTER.** Use the corresponding Move To action at the computer to teleport to this location. Each individual chooses their insertion point to allow the team to split up if your plan calls for that situation.
- M1A1 must be inside the green circle marker surrounding Camp to be considered retrieved. Be sure to park it on a flat area to insure it does not roll down the hill and out of the circle.
- The FCM Computer makes another appearance in this mission. There is one located at the Resistance Camp and another at Loser Island. From both computers you can change your view distance and end the mission.
- **There are not any triggers to end the mission upon extraction, so when/if you return to base use the End Mission option on the FCM Computer to wrap things up.**

Informant Report

- Tank crews bunk in the northern barracks.
- Air crews bunk in the southern barracks.
- Camp Messor missed it's shipment of fencing and has been unable to repair some gaps in the perimeter fence. At the map screen before the mission you will be notified by informant of where these gaps exist. They will be represented with a small red circle. The informant also reports that AP mines have been placed around these areas until the repairs can be made.
- The Armory is where all the weapons are stored. You'll find small arms, anti-tank equipment, anti-aircraft equipment, tank mines and satchel charges.
- The Ammo Dump has magazines, missiles and explosives, but no rifles or AT launchers.
- Both locations have Night Vision Goggles and Binoculars. The Armory will also have magazines and ammo in addition to the equipment.

Maps



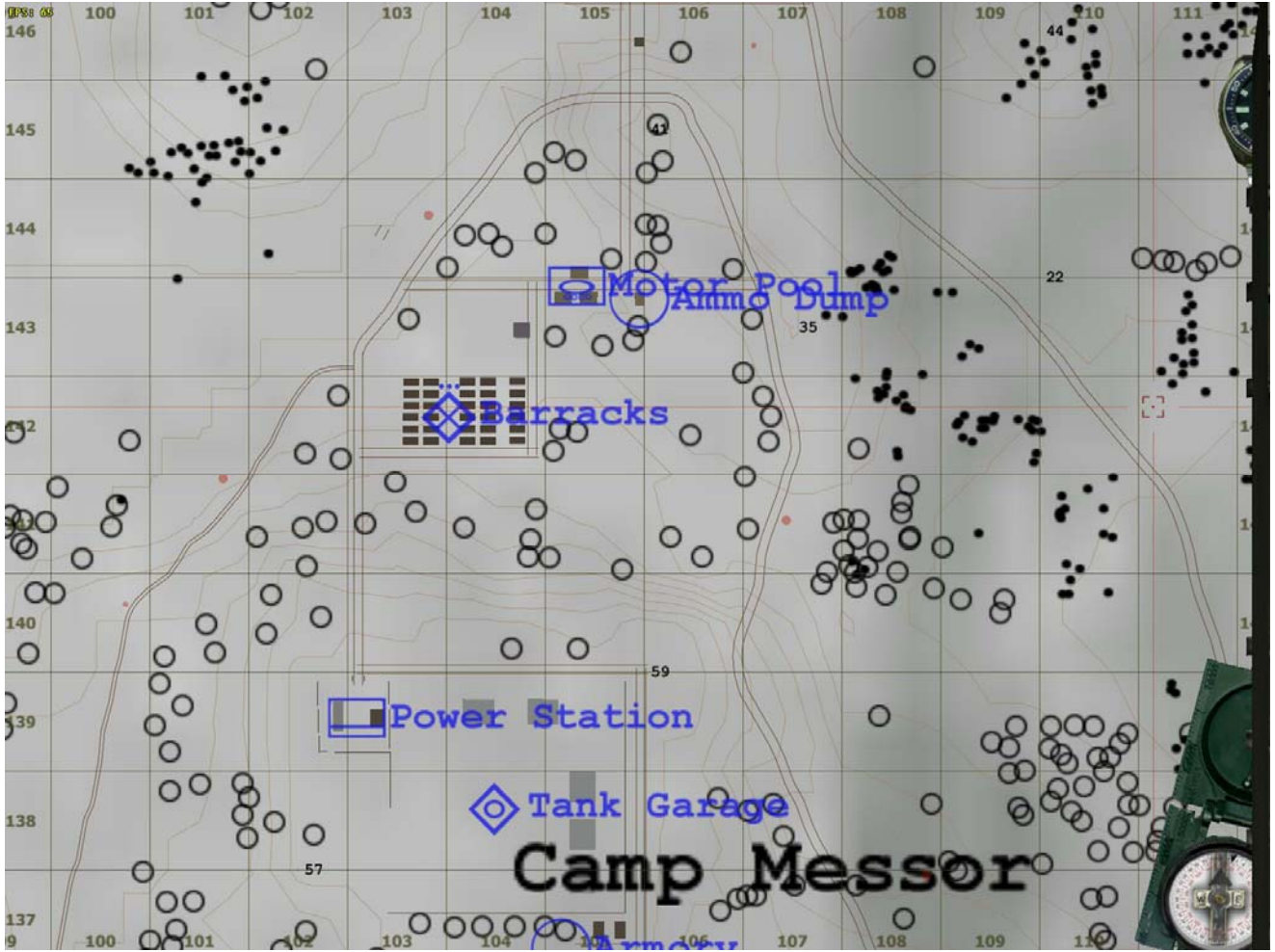
Complete View of AO



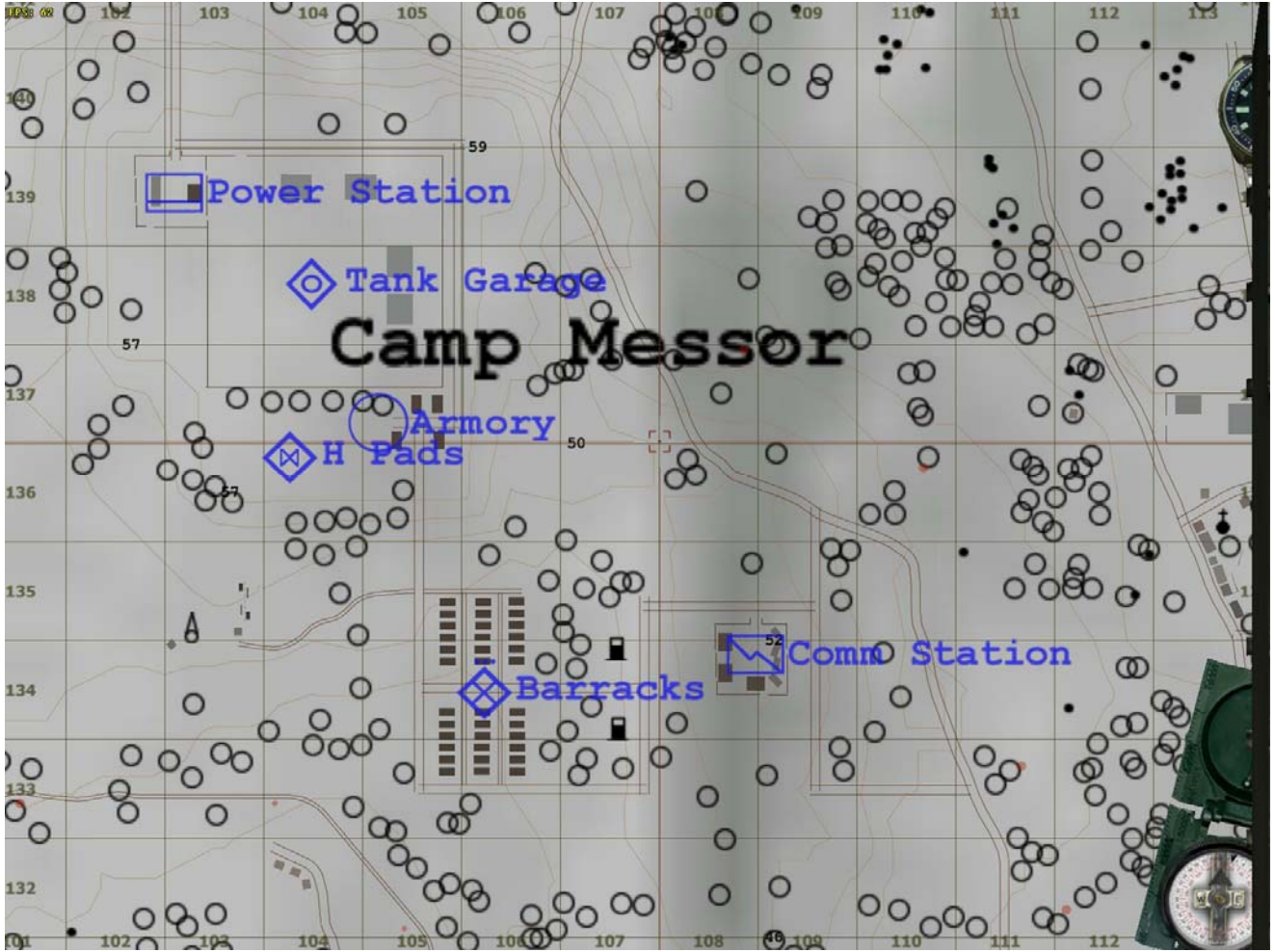
Overview of Area Surrounding Camp Messor

(You can see the three insertion points here)

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Northern Half of Camp Messor



Southern Half of Camp Messor