



MISSION BRIEFING & SITUATION REPORT

Flashpoint Combat Missions

Mission #6

The Red Mile

by Strango

Situation

Your squad is the on-duty reaction squad, call sign Rebel 37. At 1225 we received a distress call from a Force Recon team, call sign Zebra 64, returning from a mission. We have since lost contact with Zebra 64. Get your squad to their last radioed position ASAP and find out what the hell is going on. Once you find Zebra 64 give them any assistance they need.

Objectives

1. Assist Zebra 64.

Units

1. USMC Squad Leader

- M16A4 (5 Mags)
- 3 Hand Grenades
- 2 Bandages
- Binoculars

2. USMC Fire Team Leader

- M16A4 w/ M203 (4 Mags)
- 4 40mm Grenades
- 2 Bandages
- Binoculars

3. Navy Corpsman

- M16A4 (4 Mags)
- 1 Hand Grenade
- 5 Bandages
- Binoculars

4. USMC Rifleman

- M16A4 (5 Mags)
- 3 Hand Grenades

- 2 Bandages
- Binoculars

5. USMC Rifleman

- M16A4 (5 Mags)
- 3 Hand Grenades
- 2 Bandages
- Binoculars

6. USMC Rifleman

- M16A4 (5 Mags)
- 3 Hand Grenades
- 2 Bandages
- Binoculars

Resources Available

- 5T Truck (AI Controlled)
 - Your AI driver will transport you to and from the AO. At the beginning of the mission, get in the truck as cargo. Once all squad members are on board he will take you near the last known position of Zebra 64. You will be notified by text chat when you have arrived at the destination. At this time a marker will be placed on the map where the truck is parked.
 - When you are ready to go back to base, have all squad members get back into the truck. Once all squad members are in the truck the driver will begin heading back. The outro sequence will start shortly after that.
 - If the driver of the truck is killed by a player the mission will immediately end in a TMF.

Scoring

- Squad member extracted: 50 Points each
- Successfully assist Zebra 64: 400 Points

- You will be given 60 minutes to assist Zebra 64. For each minute under 60 minutes you will receive 6 points.
 - If your team takes longer than 60 minutes you will not receive negative points.
 - The timer begins when you speak with Zebra 64. The timer ends when you have boarded the truck after successfully assisting Zebra 64.
 - You only receive these points if you successfully assist Zebra 64.

Mission Details

- Location of Zebra 64 is random.
- Enemy soldiers are wearing BIS Resistance uniforms.
- Zebra 64 is wearing Suchey's Force Recon uniforms.

Hints

- It is **HIGHLY** recommended that you set your object LOD setting in OFP preferences to .005 (sliding the bar all the way to the right) before playing this mission. Here is a link to assist you in doing this if you are not familiar with OFP preferences:
<http://www.techspot.com/tweaks/opflashpoint/opflash-3.shtml>
- Be sure to put your best tracker on point.
- The enemy is well trained.
- Enemy squads can work together, so avoid contact if possible.
- When you link up with Zebra 64, listen **VERY** carefully to his instructions to fully understand how to finish out the mission.
 - If you wish to re-read what he has said hit the / key to bring up the chat window. While the chat window is open use the Page Up and Page Down keys to scroll through chat history.

How Stuff Works

- See resources section for information on how your transportation between the AO and base is handled. You will need to board the truck when returning to base. Do **NOT** walk back to base.
- If for some reason your group leader gets disconnected from the server, kill his AI. Because of the way the transportation is setup, all group members must be aboard the truck and since the AI is the group leader

