



MISSION BRIEFING & SITUATION REPORT

Flashpoint Combat Missions

Mission #5

Tank Take-Out

by Starrat

Situation

The capitalist Yanqui pigs struck a blow to us over a month ago when they blew up the freedom-enabling weapons given to us by our socialist brothers abroad. Not content to destroy that which we would use to free our fellow Columbians from the bourgeoisie scum that rule our country, they also blew up the cocaine with that we sell to the pathetic American dogs to pay for our revolution. Our socialist brothers in the coca fields will have to work even longer to replace it! They also had the unspeakable nerve to blow up El Jefe's helicopter, and stole his new Hummer to escape in!

Now the Americans have given four TANKS to their puppets, no doubt to be used against our glorious revolution! They arrived at the port of Navis today, and we must destroy them before they get to the military base by Patria. We have established caches of ammunition, mines, and explosives in the cities of Silex, Insolitus, and at a farm to the west of Annona. The tanks are not yet armed, so they should be easy to destroy. The convoy has many soldiers in escort, and there are patrols all along the road, so stay alert.

Destroy the tanks, my comrades, and we will strike a blow against the scum in Bogotá! Glory to the Revolution!

Objectives

1. Destroy as many of the four M-60 Tanks as possible.
2. Kill as many Capitalist pigs as possible.

Units

1. Leader

- Mosin Nagant sniper rifle (5 Mags)
- Tokarev sidearm (4 Mags)
- Binoculars

2. Soldier 1

- SKS rifle (3 Mags)

3. Soldier 2

- SKS rifle (3 Mags)
- RPG-7 Launcher (2 Rockets)

4. Soldier 3

- AKM Rifle (1 Mag)
- Tokarev sidearm (4 Mags)
- 2 RPG-7 Rockets

5. Soldier 4

- FAL rifle (2 Mags)

6. Soldier 5

- M16A1 Rifle (2 Mags)
- Binoculars

Resources Available

- Cache 1 contains five RPG rockets, two satchel charges, and five magazines for AKM rifles. There is also a civilian truck for your use. Cache 1 is in the basement of the house.
- Cache 2 contains one RPG-7 launcher, five rockets, one satchel charge, and two mines.
- Cache 3 contains two of the new RPG-16 weapons we had stored elsewhere when the rest were blown up, six rockets total for the launchers, one satchel charge, and six mines.

Scoring

- +100 points per M-60 Tank destroyed
- +5 points per enemy soldier killed

Mission Details

- Enemy patrols are present all along the highway that the convoy will take. Strength of these patrols is between four and nine soldiers. Total enemy strength of patrols is estimated at seventy to eighty.
- The convoy is estimated to have three full squads of infantry escorting it.
- After destroying the tanks, you are urged to extract to the point on the map, preferably without enemy troops following you.

Hints

- You may, at any time, end the mission by using Radio Alpha. Your score will be calculated by what has been destroyed/killed to that point.

How Stuff Works

- No special triggers or actions in this mission

Additional Intel

Map of Objective Area:



Photo of Cache Site 1



Photo of Cache Site 2



Photo of Cache Site 3

