

CRYSIS

RA_mod v1.33

BACKGROUND

Bizon Island once very rich autonomy in the area, now consumed by internal conflict. But the crisis extends far behind coastline of the island. Two countries: **YURKOVLAND** and **ZHUKOSTAN** in bold actions attempt to take control over the disputed area. Both deployed naval forces to achieve own tasks around the Bizon Island and prevent or sabotage the critical objectives of opponent.

Third player **REPUBLIC OF DURA** is not involved in conflict with **YURKOVLAND** and **ZHUKOSTAN** yet. **REPUBLIC OF DURA** delegated own naval units of two corvettes And two nuclear submarines. The main task for those stabilisation forces is to monitor **YURKOVLAND** and **ZHUKOSTAN** activity and threat assessment.



From the very beginning, **REPUBLIC OF DURA** intended to keep balance in relationship with both opponents. Two high authority delegations arrived to **YURKOVLAND** and **ZHUKOSTAN** keeping eye on situation from inside. Both **REPUBLIC OF DURA** VIPs are located on board own power boats anchored in vicinity of **YURKOVLAND** and **ZHUKOSTAN** naval command stations.

TACTICAL SITUATION

YURKOVLAND

The naval forces hold control over most of the area (south of Bizon Island) thanks land radar/missile sites (SSM) located on two small isles.

YURKOVLAND followers acting at the Bizon Island are well supported by navy supply ship LST MAGAR class anchored in vicinity of the Bizon Harbour. The ship remains in readiness to evacuate local YURKOVLAND leaders if situation turns the wrong way.

ZHUKOSTAN

Regarding intelligence reports, the HQ is aware of growing activity of the opponent in the Bizon Island. Well supported YURKOVLAND agents turn situation against ZHUKOSTAN.

The navy prepared landing group to deploy own forces and support in the Bizon Harbour, what should change political tendency of the island to ZHUKOSTAN side.

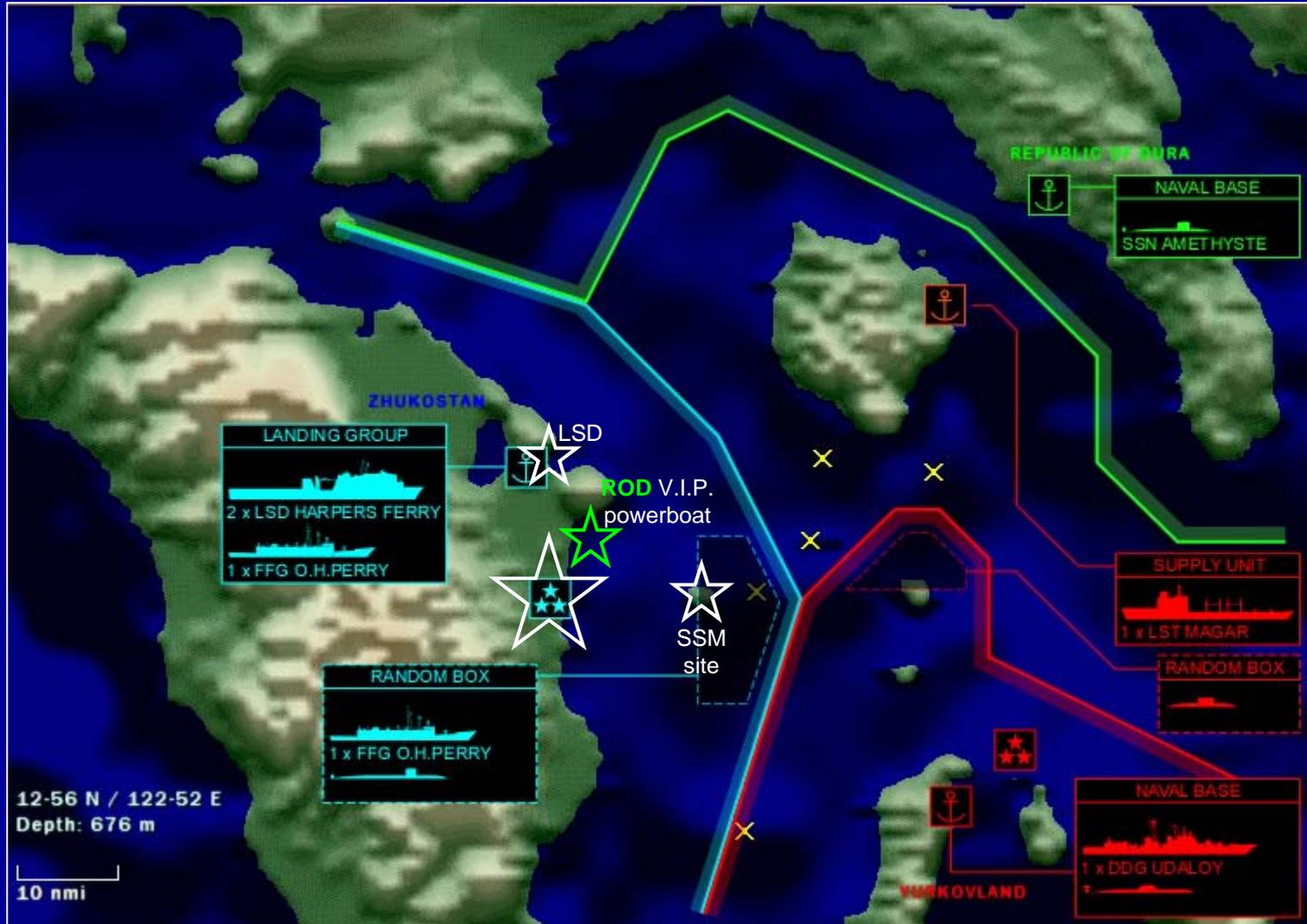
REPUBLIC OF DURA

Small naval group delegated to the disputed area act as stabilization forces, monitoring YURKOVLAND and ZHUKOSTAN activity. The task is to evaluate the nature of both opponents' actions.

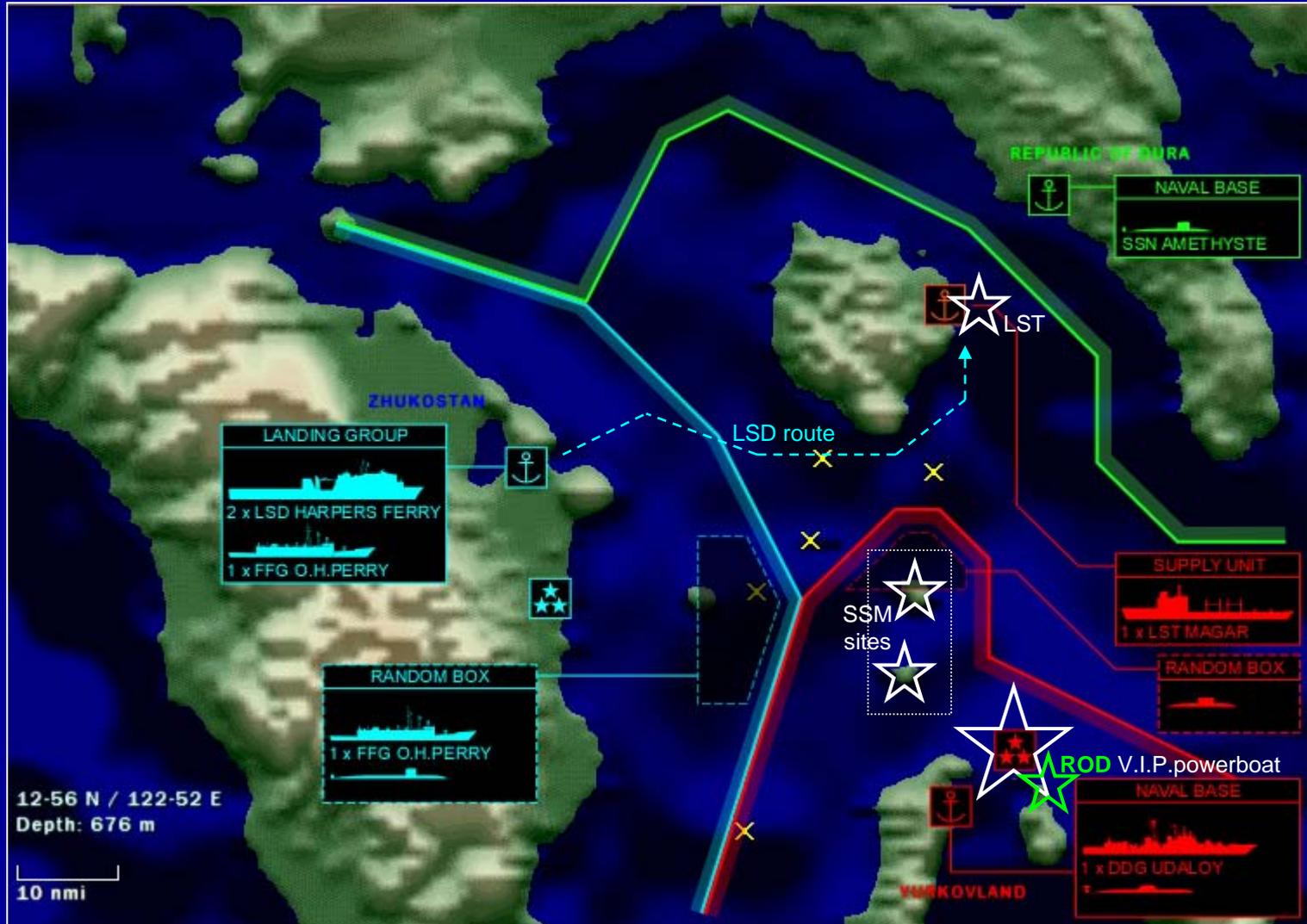
Eventually (following special conditions) REPUBLIC OF DURA will establish the 10NM exclusive zone around the disputed island -it means since that moment REPUBLIC OF DURA is going to take control over the Bizon Island.

TACTICAL SITUATION

YURKOVLAND

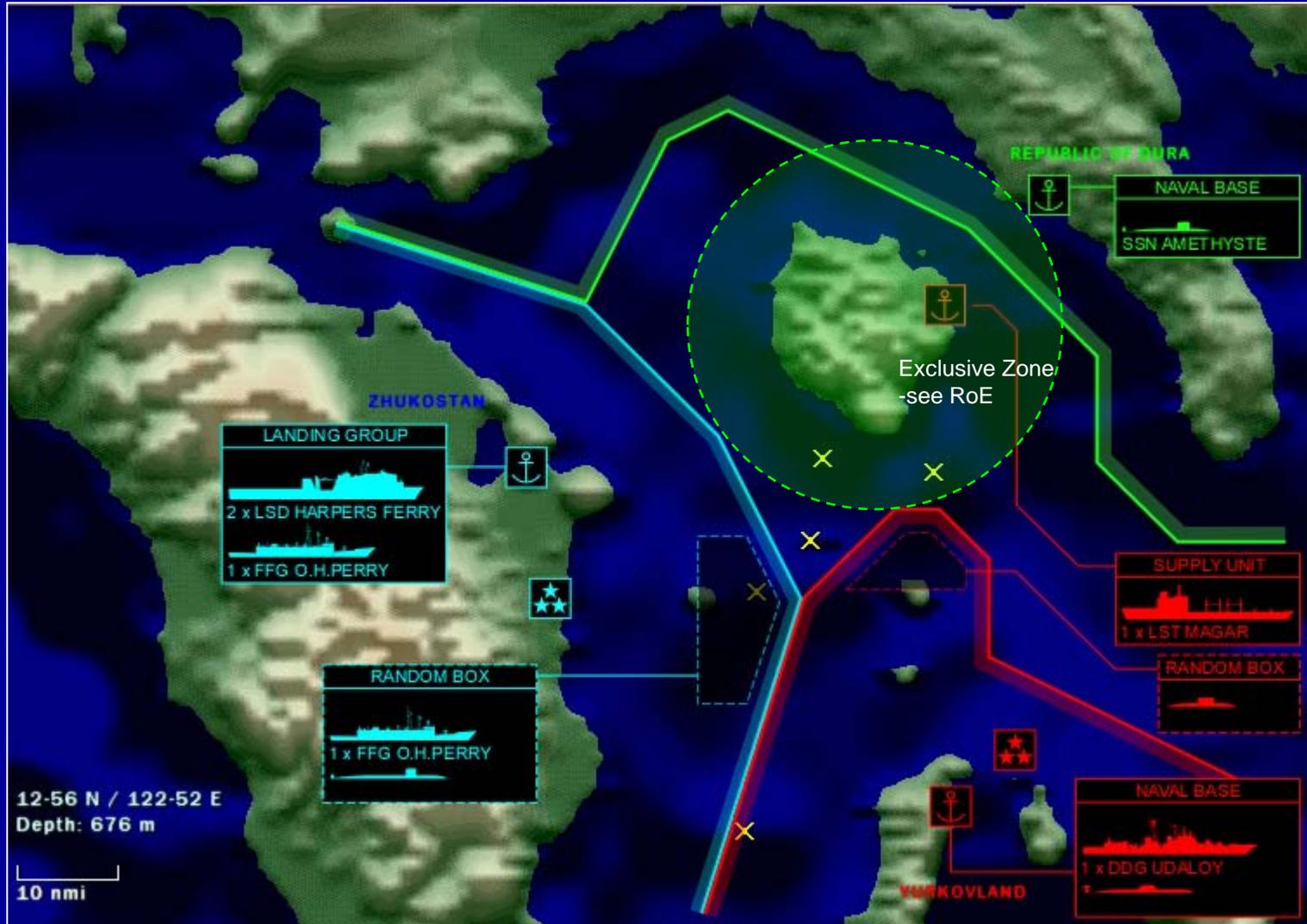


TACTICAL SITUATION ZHUKOSTAN



TACTICAL SITUATION

REPUBLIC OF DURA



OBJECTIVES

YURKOVLAND

Primary:

- do not let ZHUKOSTAN conduct succesfull landing operation
- protect own LST MAGAR class

Secondary:

- discreetly elliminate (using submarine SF) REPUBLIC OF DURA V.I.P. in ZHUKOSTAN territory to discredit the oponent face (and make REPUBLIC OF DURA an ally)
- in war time destroy ZHUKOSTAN Naval Command to disable SSM sites

ZHUKOSTAN

Primary:

- conduct landing operations at Bizon Harbour
- elliminate YURKOVLAND LST MAGAR class

Secondary:

- discreetly elliminate (using submarine SF) REPUBLIC OF DURA V.I.P. in YURKOVLAND territory to discredit the oponent face (and make REPUBLIC OF DURA an ally)
- in war time destroy YURKOVLAND Naval Command to disable SSM sites

REPUBLIC OF DURA

Primary:

- keep safety around Bizon Island
- defend 'exclusive zone' (if established)

RoE /crisis time/

YURKOVLAND & ZHUKOSTAN

- do not engage other units if not fired upon
- do not illuminate other units (acting outside TTW) by fire control radar
- do not allow violate own teritorial waters (TTW)

Counter-intruder procedure: /intruder detected inside own teritorial waters (TTW)/

- (1) -call trespasser using game chat ('a') and recomand to leave TTW emmediately
- (2) -if no responce, illuminate by fire control system and read warnings for 1 min
- (3) -if no responce untill 1 min, engage trespasser



REPUBLIC OF DURA

- do not engage other units if not fired upon
- do not allow violate own teritorial waters (TTW)

Teritorial waters (TTW) rules:

-intruder counteraction are same like for YURKOVLAND & ZHUKOSTAN except if entering unit is ally

REPUBLIC OF DURA /additional conditions/

There are special conditions setting alliance between REPUBLIC OF DURA and YURKOVLAND or ZHUKOSTAN. Meeting criteria of those conditions depends on interactions between both main oponets and environment.

RoE

/war time/

YURKOVLAND & ZHUKOSTAN

- do not engage REPUBLIC OF DURA units (acting outside TTW) if not fired upon
- REPUBLIC OF DURA units violating own TTW will be concerned as hostile

REPUBLIC OF DURA

this phase start only if:

- own forces has been threaten/attacked
- intruder detected inside '**exclusive zone**' (if established)
- do not support allied side with its objectives (despite established alliance keep on your task)

Exclusive Zone – critical condition to establish EZ is succesfull engagement against both REPUBLIC OF DURA V.I.Ps (power boats). That means than REPUBLIC OF DURA is taking control over Bizon with 10NM area around the island. Any YURKOVLAND or ZHUKOSTAN units presence or activity inside that zone will not be tolerated.



ALL UNITS: Keep watch on radio traffic for sitrep updates!