

Chernarus SecOp

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The story takes place a few months after the end of the campaign, and the Chernarussians forces begins to take back the country.

Shall play you a young lieutenant of the Chernarussian Army, hardened, wanting at all costs to eliminate the opposite strengths as quickly as possible.

This mission consists in bringing to a successful conclusion numerous SecOps objectives parameterized by ArmA2 systems, as well as secondary missions implanted by myself.

Numerous scripted supports were added, to offer to the players, a long-term, playable mission for hours.

A simple command by radio allows to stop the mission when you wish it.

Leave a message on my ArmedAssaut.Info messaging system to send me your returns.