

# Converted missions pack v1.41

Original SP missions converted to MP; by Faguss (fgs.er.pl)

## Take The Car

**Type:** Team Deathmatch Objective

**Slots:** 11

**Island:** Malden

**Loadout:** Yes

**Respawn:** None

**Description:** US soldier must steal a car while other players (soviet side) must not let it happen.

Mission is playable with AI.

Finnish localization by Osku. Polish Cenega's localization corrected by Faguss & Kraps.

### Parameters:

Classic – as original

New – starting US soldier and UAZ position is more random. Little improved US soldier AI.

New (stealth) – as above plus: if US soldier shoot then soviets know where he is (players see pos on map).

HK – US soldier start with HK.

Map – west side player see enemy position on map.

## Bombberman

**Type:** Cooperative

**Slots:** 15

**Island:** Kolgujev

**Loadout:** Yes

**Respawn:** Group

**Description:** Just like original mission.

Requires editorupdate102.pbo

Team leaders may respond for leader signal via radio (0-0-1).

Finnish localization by Osku. Polish Cenega's localization corrected by Faguss & Kraps.

### Parameters:

Classic – as original

Harder – more enemy units.

## Clean Sweep

**Type:** Cooperative  
**Slots:** 5  
**Island:** Everon  
**Loadout:** No  
**Respawn:** Group

**Description:** Just like original mission.

Bravo team is playable.

Finnish localization by Osku.

Polish Cenega's localization corrected by Faguss & Kraps.

### Parameters:

Classic – as original

Harder – more enemy units.

## Clean Sweep II

**Type:** Cooperative  
**Slots:** 3  
**Island:** Everon  
**Loadout:** Yes  
**Respawn:** Group

**Description:** Just like original mission.

Requires editorupdate102.pbo.

Finnish localization by Osku.

Polish Cenega's localization corrected by Faguss & Kraps.

### Parameters:

Classic – as original

Harder – more objects and enemy units. All team units get NV goggles.

Harder (no NV) – as above but players are starting without NV goggles.