



BRIEFING PACKET

// SPECIAL PROJECTS
GROUP



CLASSIFIED

023



- **Info**

Time and date: Friday 9th of June 2023 at 1800 Zulu

Not sure what time zulu is? <https://www.zulutime.net/>

Arma 3 Server: SPG Server 1

Pass: spg40

Teamspeak: -SPG-

Mods (37 mods):
<https://steamcommunity.com/sharedfiles/filedetails/?id=2217194172>

- **1. Situation**

Operation Cinder's air assault was a partial failure... The 1st Cav Division took control of the East side of the river but could not clean the West side of VCs. Encountering heavy resistance from the West side, It was decided by the hierarchy to retreat to the FOB and prepare the next iteration of Operation Cinder.

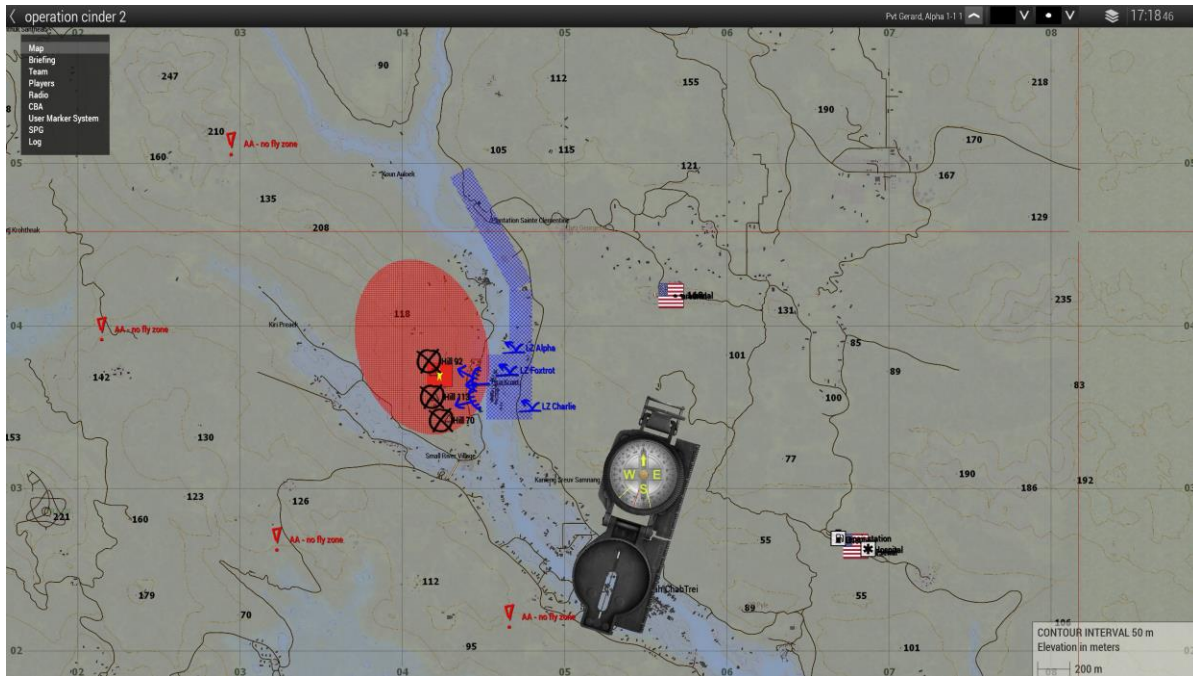
- **2. Mission**

The second air assault will take place at 0830. The 1st Cav Division will be airlifted from the FOB to the LZ on the East side of the river.

1st Cav Division will have to take control of the West side by any means necessary as well as take control of the 3 hill tops.

CAS will be available for the entirety of the day as well as artillery strikes.

Civilians might be present in the AO, and unnecessary killing will be punished by court martial.



(Map: Prei Khmaoch Luong)

• 3. Execution

Stage 1: Get your loadout ready at FOB / prepare your helicopter for air assault.



Stage 2: Airlifted from FOB to designated LZs at 0830.



Stage 3: Liberate West side of the river of VC presence.

Stage 4: Take control of the 3 hill tops before 1100.

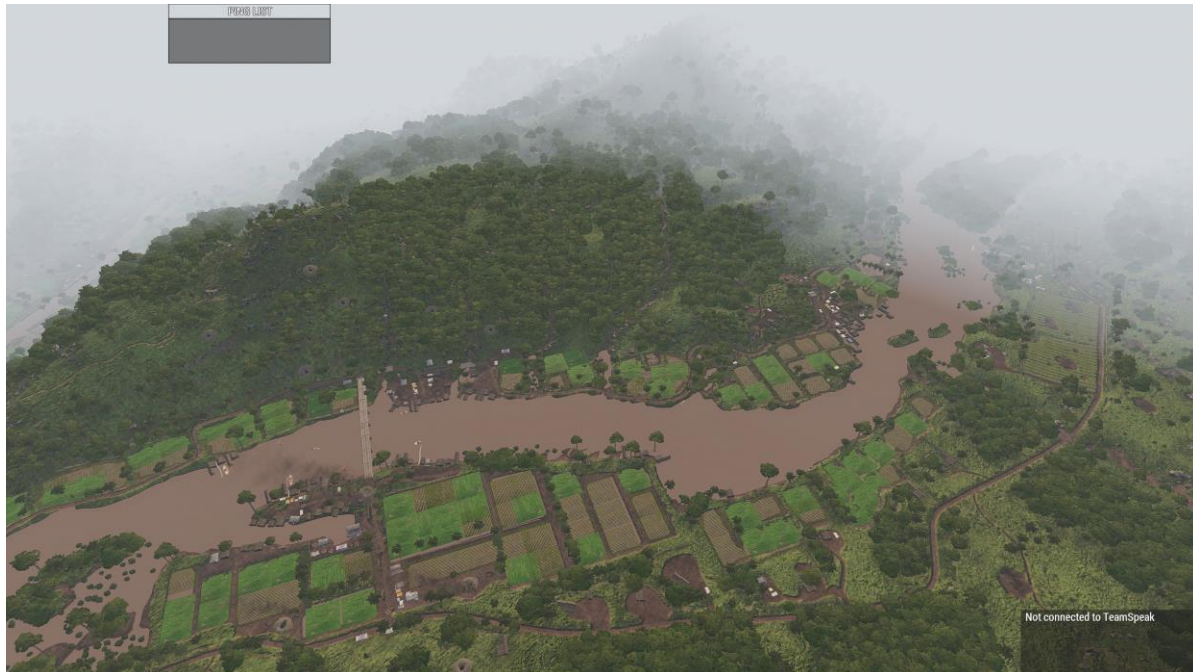
Stage 5: Once West side and hills are under our control, call the airbase for Evac.

Important to know:

1. AA is active all around the AO and going too far in VC territory might be suicidal for air units! (Keep that in mind Pilots).



2. According to our intel, the VC are well entrenched into the West hill.



- **4. Support/logistics**

Artillery support can be called via Crossroads. Ammunition resupply will be provided by the pilots if necessary.

Reinserts will be taken at FOB by air units and lifted back into actions.

- **5. Command/Signal**

HQ (**CROSSROADS**): LR 30

1st Squad (**GRUNT 6**): SR 110 / LR 30

2nd Squad (**BADGER**): SR 120 / LR 30

3rd Squad (**WILDCAT**): SR 130 / LR 30

Pilots (**EAGLE**) : SR 100/LR 30

- **6. Game mechanics**

1. Advanced Medical settings are on.

2. Respawns at FOB and airlift to AO.
3. Number of air units is finite and Zeus will not make spawn any other air unit (except if helicopter crash due to lag / glitch / etc.).
4. Re-arm, Re-fuel and Repair can be done by landing at the repair station at the airfield.
5. Mission will be considered a failure if the West side and hills are not taken before 1200.