BRIEFING PACKET

//SPECIAL PROJECTS
GROUP

023

CLASSIFIED

• Info

Time and date: Friday 29th of September 2023 at 1830 Z

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 Thunderstrike II is a classified mission planned and executed by the Military Assistance Command, Vietnam - Studies and Observations Group (MACV-SOG) with the primary objective of capturing Hill 871 and Hill 881, two strategically vital points in the Khe Sanh region. The successful capture of those hills will significantly weaken North Vietnamese Army (NVA) positions and bolster the defense of Khe Sanh Combat Base.

Hill 871 and Hill 881 are fortified, making them formidable obstacles for our forces.

- The NVA has fortified the hills with bunkers, trenches, and anti-aircraft emplacements.

- The capture of Hill 871 and 881 is essential to secure Khe Sanh Combat Base, which is under imminent threat of an NVA assault.

- The operation coincides with the broader Tet Offensive, and NVA forces are expected to be on high alert.
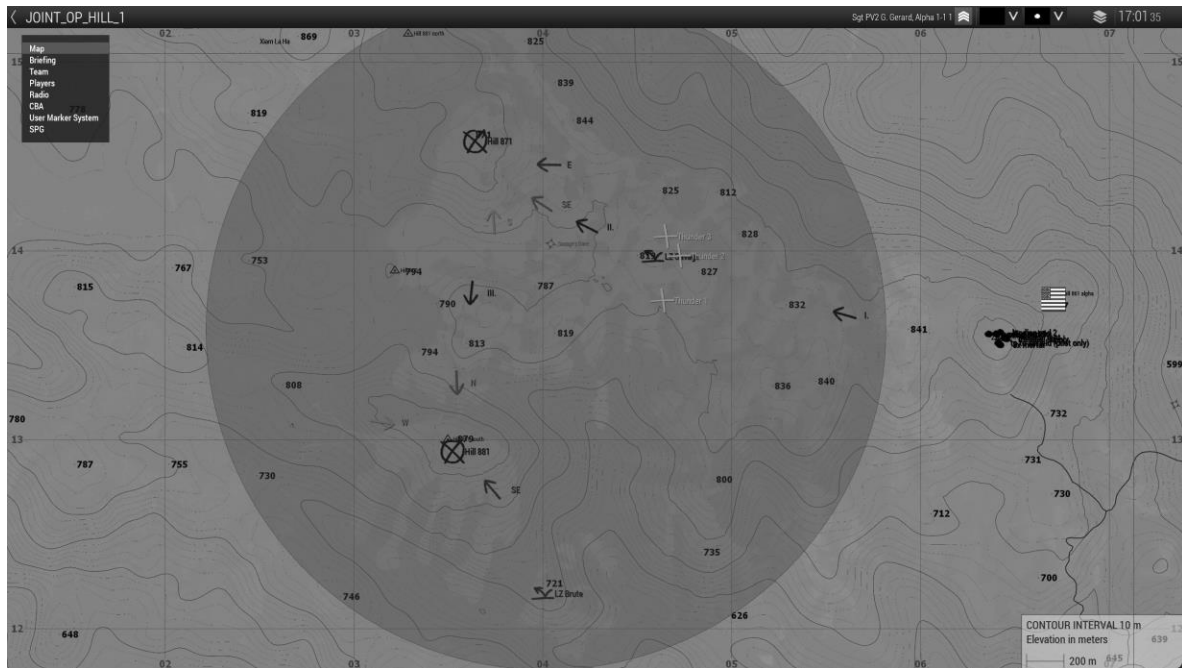
• 2. Mission

The mission of Operation Thunderstrike II is clear:

Capture Hill 871 and Hill 881 by the end of the day.
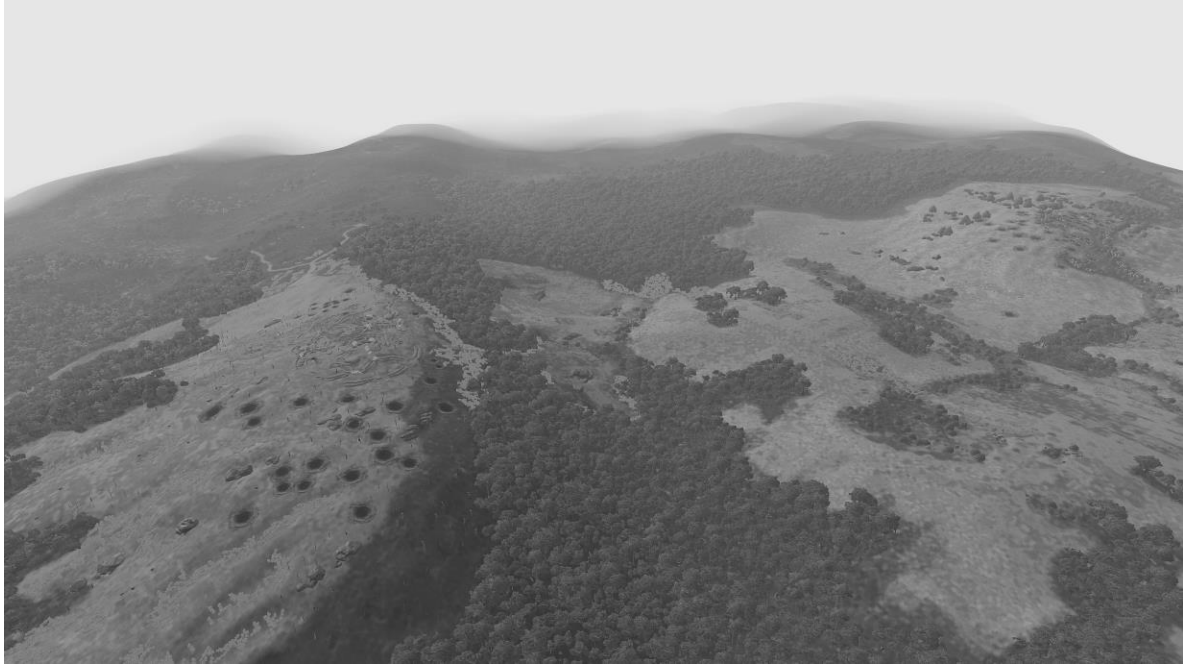
- ## 3. Execution

0. **Get ready**: Setup your loadout, plan role of each squad between team leaders.

1. **Infiltration**: MACV-SOG teams will be inserted via helicopter at LZs near <u>Hill 871</u>. Teams will be divided into assault teams and support teams.

2. **Assault Phase**: The assault teams will advance toward Hill 871, engaging and neutralizing enemy positions. The assault should be swift and decisive.

3. **Support Phase**: Support teams will provide covering fire, coordinate airstrikes, and provide medical support as needed.

4. **Capture and Consolidation**: Once Hill 871 is captured, teams will consolidate their positions, establish defensive positions, and prepare for potential counterattacks. After making sure the hill is under our control and that no counterattacks are starting, proceed to the second objective, Hill 881.

5. **Infiltration II**: One of the MACV-SOG team will be inserted South East of the second hill while the other units will move by foot to <u>Hill 881</u>.

6. **Assault Phase II**: The assault teams will advance toward Hill 881, engaging and neutralizing enemy positions. The assault should be swift and decisive.

7. **Support Phase II**: Support teams will provide covering fire, coordinate airstrikes, and provide medical support as needed.

8. **Capture and Consolidation II**: Once Hill 881 is captured, teams will consolidate their positions, establish defensive positions, and prepare for potential counterattacks.

9. **Extraction**: If successful, extraction will be coordinated via helicopter at a designated extraction point on Hill 881.

- # 4. Support/logistics

<u>Pilots</u> will provide:

- Ammunition/medical resupply

- CAS (helicopter and jet) / Mass casualty evacuation

- Reinserts from FOB to AO

- Available air assets: **5x Zulu** (Transport Huey), **3x Mad dogs** (CAS Huey), **1x Cobra**, **1x Jet** (Napalm strike)

Mortars: Each squad as an assigned mortar rifleman. This person is allowed to bring a mortar into the AO at the cost of his backpack. Nevertheless, only **3 mortars with 10 rounds are available for the mission** and squad leads needs to decide which squad will probide mortar support for the other team. Once mortar out of ammo, no resupply available for it.

- ## 5. Command/Signal

HQ (**BASE**) & Pilots (**COVEY**) : Reachable on 150

1st Squad - SPG (**MAC 1-1**): All units in squad can communicate through 111

2nd Squad - FE (**MAC 1-2**): All units in squad can communicate through 112

3rd Squad - SOG (**MAC 1-3**): All units in squad can communicate through 113

4th Squad - RCC (**MAC 1-4**): All units in squad can communicate through 114

5th Squad - AFI (**MAC 1-5**): All units in squad can communicate through 115

6th Squad - ASE (**MAC 1-6**): All units in squad can communicate through 116

7th Squad - 103SF (**MAC 1-7**): All units in squad can communicate through 117

Squad leaders: All squad leaders must be reachable on 120

Pilots (**COVEY**) : All air unit can communicate through 140

note: RTO role could be use to ease the workload on the squad leader.

- # 6. Squad composition

Default infantry squad composition (can be altered if large squad):

1x Rifleman (Mortar carrier)

5x Rifleman

2x Grenadier

2x Machine Gunner

2x Marskman

1x Pointman (AK Rifleman)

2x Medic

- # 7. Game mechanics

Default infantry squad composition (can be altered if large squad):

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 using trucks at the airfield (and partial repair can be done anywhere if pilot and if toolkit equipped).

- Re-arm/Repair: **only** at airfield.

- Re-fuel: at FOB and airfield.

5. Mission will be considered a **success** once both hills have been liberated of NVA presence and every soldier has been exfiltrated to the FOB.