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LONGEST DAYS MN02



INTELLIGENCE, SURVEILLANCE AND RECONNAISSANCE

Rev#02

Secondo Reggimento Incursori

Mission by 2RGT Lux

Vehicles and camo design by 2RGT Hollywood

Briefing by 2RGT Always

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1

TABLE OF CONTENT

1. SITREP3
2. OBJECTIVES4
3. MISSION DETAILS8
4. CHANGES & MISC9
5. EVENT DETAILS9
6. CHANGE SUMMARY 10

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1. SITREP

While NATO forces were reinforcing their positions on the island, Altis defense forces opted to avoid the clash, at least for the moment. A military test was planned with the launch of an OTR-21 in the middle of the Aegian Sea. This might display should frighten the NATO forces, not yet fully operational, and strengthen the support of the local population.

Few hours ago, a NATO task force took control of Telos city and got in contact with a secret agent, who stole the missile activation codes. NATO HQ is sending reinforces to extract the agent and his laptop.



Czeck OTR-21 "Tochka"

2. OBJECTIVES

BLUEFOR OBJECTIVE (4 pts.)

Location: 166 122

Mission: Escort and defend NATO command vehicle to Pyrgos (Port).

Intel: Escort the command vehicle to Pyrgos (Port) before h1145 and defend it until the h1215 (the vehicle must not leave the area once enters the area).



Pyrgos port

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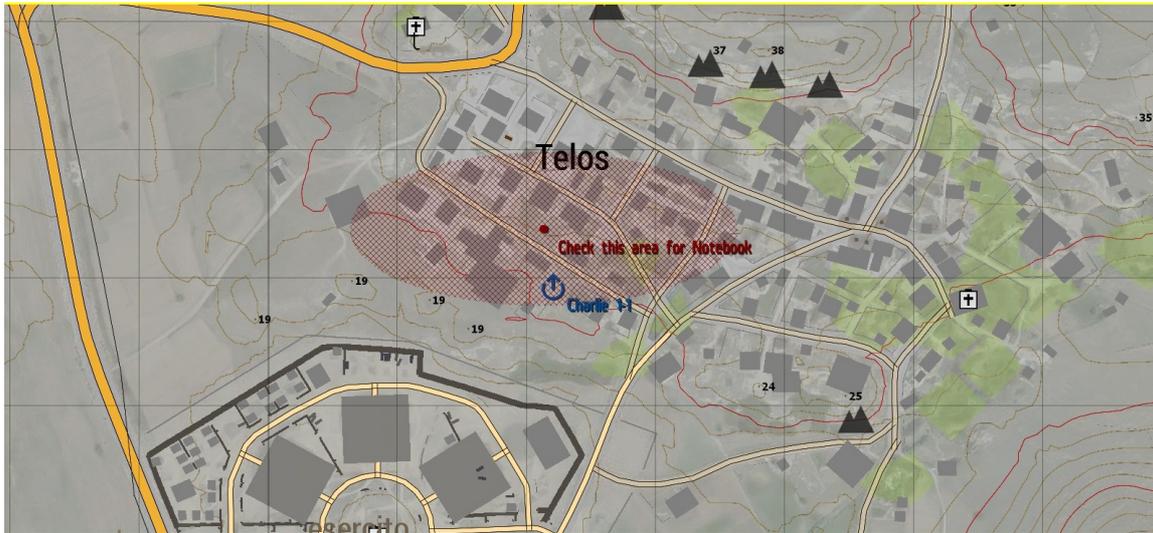
BLUEFOR OBJECTIVE (2 pts.)

Location: 162 172 (area)

Mission: Prevent enemy forces to gather the ballistic missile launch codes.

Intel: Launch activation codes are in a laptop stored in Telos;

Charlie 1-1 (Italian forces) is already defending the area.



Telos city

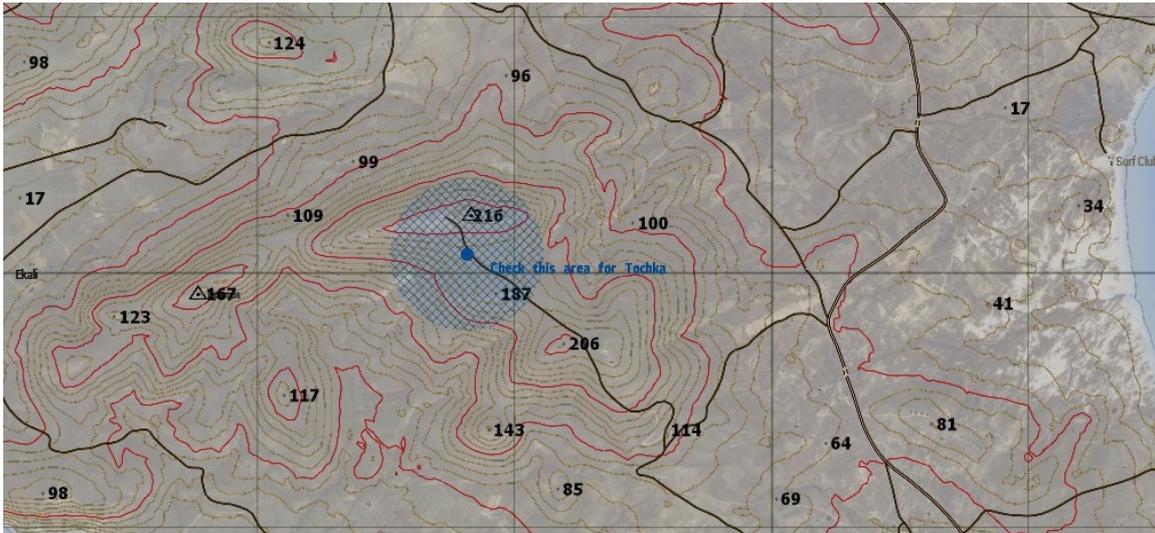
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BLUEFOR OBJECTIVE (2 pts.)

Location: 188 100 (area)

Mission: Prevent enemy forces to launch the ballistic missile.

Intel: Deactivation codes available in "Mission Task"; ACE interaction on laptop (at the missile test area), select "Insert code to launch/abort" and type the deactivation code.



Missile test area

REDFOR OBJECTIVE (4 pts.)

Location: 166 122 (area)

Mission: Prevent the NATO command vehicle to reach Pyrgos (port).

Intel: Destroy the command vehicle or prevent NATO forces to reach Pyrgos (port) before h1145.



NATO command vehicle

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REDFOR OBJECTIVE (2 pts.)

Location: 162 172 (area)

Mission: Gather the ballistic missile launch codes.

Intel: Launch activation codes are in a laptop stored in the military base;

Charlie 1-1 (Italian forces) is already defending the area.

REDFOR OBJECTIVE (2 pts.)

Location: 188 100 (area)

Mission: Launch the ballistic missile

Intel: Activation codes available in "Mission Task", once gathered in Telos base; ACE interaction on laptop (at the missile test area), select "deploy missile" (wait for missile deployment), select "Insert code to launch/abort", and type the activation code.



Missile test area

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COMMON OBJECTIVE (2 pts.)

Location: 167 125 (area)

Mission: Take control of Pyrgos city



Pyrgos city

3. MISSION DETAILS

- Weather forecast: Daylight, clear sky;
- Mission start: h1000;
- 15 minutes Warm-up;
- Mission end: h1215;
- The launch sequence last 2 minutes; in this timeframe the deactivation code can be inserted to stop the missile launch (not during countdown);
- No respawn/elite mod;
- ACE Basic Medic System: **afterwards permanent death with spectator (side)**

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4. CHANGES & MISC

- 10 AI slots per side, available for players who join the mission later; Therefore, **ALL OTHER** AI slots **MUST** be deactivated;
- AI are unresponsive and silenced;
- No messages will be prompted;
- Medical system modified with no bleeding time.

5. EVENT DETAILS

TS Address: 195.154.251.175 Password: black

Server Address: 195.154.251.175:2302 Password: black

Test Server Address: 217.182.172.227:2422 Password: black

Repository config: 195.154.251.175/.a3s/autoconfig

Required Mods (available on the ArmaSync Repository):

- @CBA_3
- @ACE
- @@TFR
- @RHSAFRF
- @RHSUSAF
- @RHSGREF
- @RHSSAR
- @2rgt_tv_t_eu

Event Timetable

h1900 Zulu Time	Rendez-vous
h1910 Zulu Time	Slotting and test
h1920 Zulu Time	In-game Briefing
h1930 Zulu Time	Mission Start
h2145 Zulu Time	Mission End
h2200 Zulu Time	Platoon Leader Debriefing

In case of any question, please contact us at

info@secondoreggimento.it

6. CHANGE SUMMARY

#	DATE ENTERED	CHANGE DESCRIPTION	REVIEWER
01	12.04.2018	First version	Always
02	13.04.2018	Objs corrections	Always