LONGEST DAYS MN05

Rev#03

INTELLIGENCE, SURVEILLANCE AND RECONNAISSANCE

Secondo Reggimento Incursori
Mission by 2RGT Lux
Vehicles and camo design by 2RGT Hollywood
Briefing by 2RGT Always

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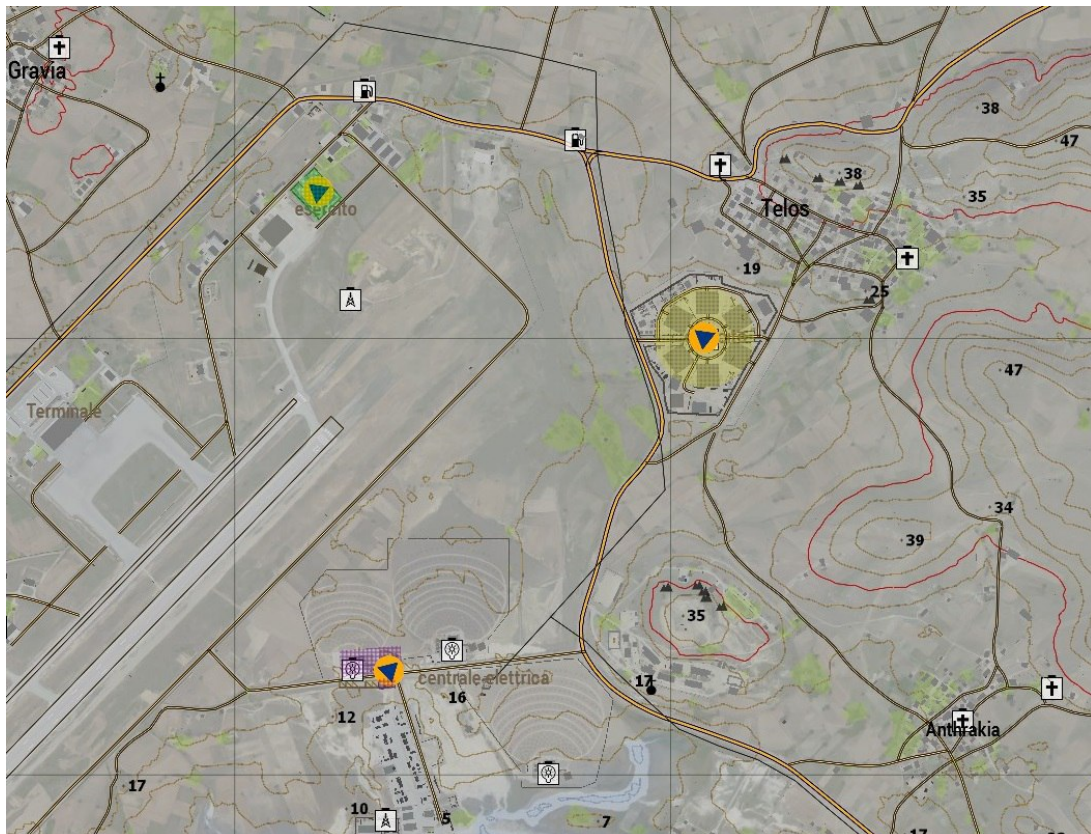
1. SITREP

After the recovery of evidence proving the attempt to use chemical weapons by the ADF, the situation has become very hot.

The NATO forces have mobilized to finally take control of Altis International Airport, the solar energetic power station that supplies half of the island and a nearby warehouses full of spare parts to repair the plant itself.

Both forces are trying to move their main base to the centre of Altis. If one of the two contenders would succeed, the position and resources advantage would quickly cause the conflict to an end.

2. OBJECTIVES

BLUEFOR OBJECTIVE (4 pts.)

Location: Central Altis island

Mission: Escort the NATO Platoon Leader to the NATO outpost

Intel: the NATO Platoon Leader (French side player) has to be in the primary outpost area at the mission end; If the mortar strike was executed on the primary outpost, the NATO Platoon Leader **MUST** reach the secondary outpost.

REDFOR OBJECTIVE (4 pts.)

Location: Central Altis island

Mission: Escort the ADF Platoon Leader to the ADF

Intel: the ADF Platoon Leader (British side player) has to be in the primary outpost area at the mission end; If the mortar strike was executed on the primary outpost, the ADF Platoon Leader **MUST** reach the secondary outpost.

COMMON OBJECTIVE 1 (2 pts.)

Location: International Altis Airport

Mission: Take control of the International Altis Airport

Intel: to contest the objective, the supremacy of active players is needed in the marked area **AND** rise the flag of the respective side.

International Altis Airport

COMMON OBJECTIVE 2 (2 pts.)

Location: Altis logistic base

Mission: Take control of the Altis logistic base

Intel: to contest the objective, the side need to have more active players in the marked area **AND** rise the flag of the respective side. A mortar strike on the enemy outpost can be requested (once) in the main tower, after contesting the area and rising the flag (30 seconds to splash with acoustic alarm on target area and a single one, use it wisely).

Altis logistic base

COMMON OBJECTIVE 2 (2 pts.)

Location: Altis Solar Power Plant

Mission: Take control of the Altis Solar Power Plant

Intel: to contest the objective, the side need to have more active players in the marked area **AND** rise the flag of the respective side.

Altis Solar Power Plant

3. MISSION DETAILS

- Weather forecast: Day, sunny day;
- Mission start: h1500;
- 10 minutes Map briefing;
- 10 minutes Warm-up;
- Mission end: h1710;
- To contest the areas, rise the flag via ACE interaction on the box at the base of the flag pole; the side need to have more active players in the marked area **AND** rise the flag of the respective side;
- No attack helicopter available;
- No team spawn outside of the standard bases;
- 2 drones for each side is available; all advanced functions are deactivated;
- Briefing area available with objectives photos;
- No respawn/elite mod;
- ACE Basic Medic System**: afterwards permanent death with spectator (side)**.

4. CHANGES & MISC

- No relevant changes compared to the previous mission.

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

Respository config: 195.154.251.175/.a3s/autoconfig

Required Mods (available on the ArmaSync Repository):

- @CBA_3
- @ACE
- @@TFR
- @RHSAFRF
- @RHSUSAF

- @RHSGREF
- @RHSSAR
- @2rgt_tvt_eu

Event Timetable

h1900 Zulu Time	Rendez-vous
h1910 Zulu Time	Slotting and test
h1930 Zulu Time	In-game Briefing
h1940 Zulu Time	Mission Start
h2150 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	28.05.2018	First version	Always
02	28.05.2018	Corrections	Lux
03	28.05.2018	Corrections and pics update	Always