

Joint Special Operations Command
DEVGRU

Wolf Special Operations Squadron



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OPERATIONS MEMO

*** T O P S E C R E T ***

From: Naval Special Warfare Development Group
Col. R. Briggs
To: Wolf SSC / Eyes Only

Ref: JSD897/G1016

Date: 13 June 2034

Re: Operation "Top Screen"

SITUATION

SUMMARY

CSAT's propaganda campaign is out of control. Their fear and retribution series broadcasted on television and radio has caused grave concerns both locally and abroad. We need the local populous on our side once our troops push onto the island. We need to shut down the Altis Broadcasting Company (ABC) in the Capital of Altis, Pyrgos.

INTEL ON ENEMY FORCES

Pyrgos is at the center of CSAT's military HQ. There are numerous CSAT bases, including the main CSAT naval base. Signit suggests that at least two battalions are currently stationed in the city or in close vicinity of Pyrgos. There is a lot of movement and traffic, ground, naval and air.

NATO FORCES

Three troops:

One command troop - SSC, marksman, squadron paramedic and a recon/UAV specialist.
Two assault troops (AT) - Troop Leader and 4 Assault Specialists.

There will be no support on this op as well. This is a 'plausible deniability' op. We cannot offer any help or assistance if you get caught. You are on your own. You know the drill.

Wolf 8 (call sign Raven) is on a recon op near Kavala and Wolf 5,6 and 7 (call sign Phantom) are on an assault mission at an undisclosed location north east of Altis.

OBJECTIVES

MISSION OBJECTIVES

Sabotage the ABC headquarters. You'll be filled in on the specifics once you are close to the objective.



TACTICAL / EXECUTION

CONCEPT OF OPERATIONS

This will undoubtedly be your most challenging mission yet. Since intel on the ground changes constantly, we opted to advise you of three insert locations:

1. RV ALPHA

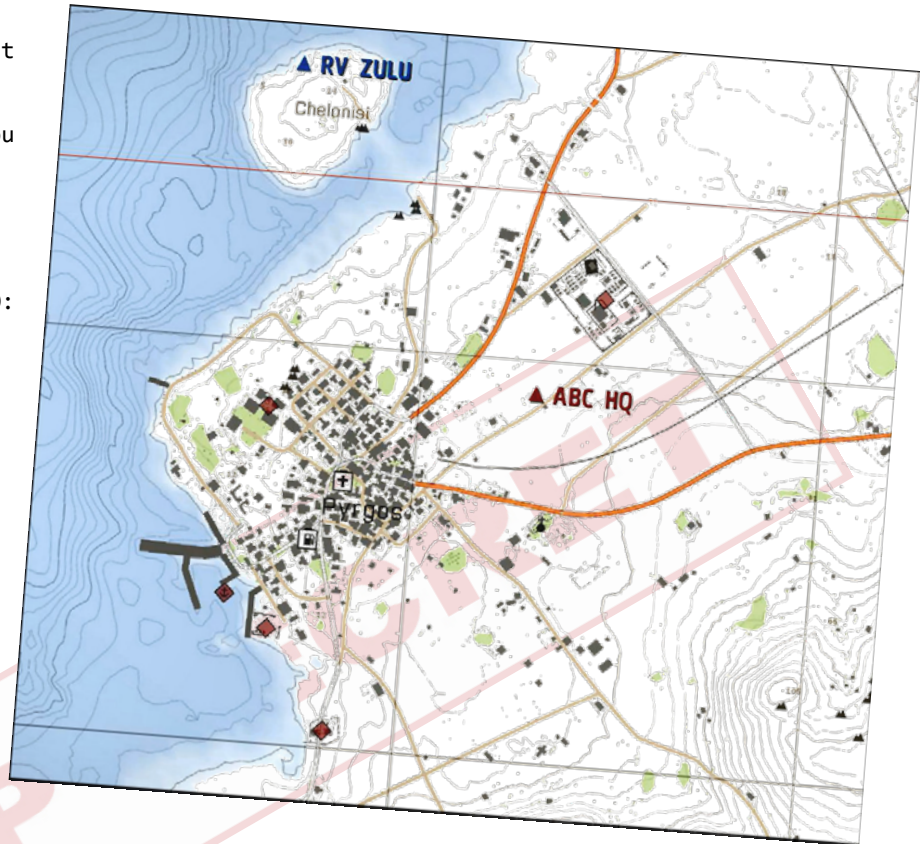
Rendezvous with Dimitri/Nikkos. They'll have vehicles for you to use for transport. Distance to A0: approx 7 km's.

2. RV HOTEL

South east of Faronaki . This RV area is patrolled by CSAT naval forces. Distance to A0: approx 3 km's. No support from Dimitri/Nikkos.

3. RV ZULU

The island of Chelonisi, just north west of Pyrgos, is considered free of CSAT forces. The bay west of the island is patrolled by the CSAT navy. Distance to A0: approx 950 meters. No support from Dimitri/Nikkos.



Please note that the bay and the peninsula are extensively patrol by ground, sea and air patrols.

TACTICAL MOVEMENT

AT's will relocate in a bounding fashion unless otherwise ordered. Command troop will provide cover and support for the AT's.

Control points, BP's and routes will be briefed on-site by SSC.

WEAPONS/FIRE SUPPORT

No support available. Make sure you bring enough demo equipment. Additional equipment will be loaded onto your vessels.

DEVGRU TOC / Satnav will be monitoring the op.

SPECIAL OPERATIONS

No other operations available.

CALL SIGN

To be briefed en-route.

SIGNAL & COMMS

RADIO COMMS

Command: CH 1



SQUADRON LEVEL (148)

Wolf: CH 2

TROOP LEVEL (343)

Wolf 1: CH 1

Wolf 2: CH 2

Wolf 3: CH 3

SIGNALS

White smoke	- smoke concealment. No signal.
Green Smoke	- safe area signal.
Red Smoke	- hostiles area signal (position known).
Orange smoke	- hostiles area signal (position unknown).
Purple smoke	- Bluefor at smoke, hostiles near signal.
Green chemlight	- Safe/Searched (in buildings).
Red chemlight	- Not Safe/Not searched (in buildings).

M.O.B. & LOGISTICS

PLAYER RESPAWN / JIP

No respawn available. No JIP available

PLAYER LOADOUT

Pre-defined, role-specific loadout.

Additional supplies will be loaded onto the assault speedboats.

VEHICLE RESPAWN

No respawn available.

VEHICLE SUPPLY CARGO

Not applicable.

TRANSPORT ARRANGEMENTS

Insert by assault speedboat.

Exfil to be briefed on-site.