

AST Operation Ambush Hunt

Briefing Preview

Background:

Our NATO coalition forces have ended a civil war in Takistan 6 month ago. Since then the remaining insurgents wage a guerrilla war against us, the regular Takistani army and UN humanity forces. Especially road ambushes and IEDs present a huge problem and claim many casualties.

In order to counter these attacks we cooperate with different secret agencies. Past attempts to gain information about planned ambushes had only limited success. Now we are going to turn the tables.

Objectives:

Patrol the route marked on your map. Check especially the compounds and villages Lima1 to Lima5. Neutralize any insurgent forces you encounter (i.e. kill or cuff). Disarm any IED. Blow up any weapons cache.

Return to the FOB.

RoE:

Use of lethal force against armed insurgent forces without prior warning is authorized.

Surrendered enemies should be captured alive if possible [simply handcuff, then leave]. If the situation allows, wounded enemies should receive medical aid and be captured alive [Search and Disarm, medical treatment to bring him back up, follow him shortly until he surrenders, handcuff and leave him]. If a wounded enemy still represent a danger to allied forces, the use of lethal force is authorized.

Avoid civilian casualties and the destruction of civilian poverty. Wounded civilians should receive medical aid if possible. You are allowed to restrain civilians temporary for their own safety [free them when you leave the location].

Friendly Forces:

USMC FireTeam:

#1 Leader

#2 Automatic Rifleman

#3 Engineer

#4 Assistant Automatic Rifleman

BAF FireTeam:

#5 Leader

#6 Automatic Rifleman

#7 Medic

#8 Assistant Automatic Rifleman

Furthermore an observer from German Special Forces KSK will join you. He is under your command, fully equipped and able to fight. However he is here as observer within the frame of a NATO project. His orders are to watch and document your movements. So try to keep him close enough to observe but out of the direct action.

Available Equipment at the FOB:

- US Basic Weapon and Ammunition
- ACRE Radio box
- 2 armed and armored Humvees
- 2 Humvees

The FOB is guarded by US forces.

You will probably encounter many civilians in your AO, especially around buildings. But there are no other friendly forces in your AO. That means everyone who is carrying a weapon can be considered hostile. It also means that there is no support if you should get into trouble.

Enemy Forces:

As usual we face the Takistani Militia. Mainly infantry with AKs, some MGs and very rarely a sniper. Moreover grenades, RPGs and hidden IEDs in various sizes. Sometimes they mount heavier weapons at light vehicles, but nothing with armor in this area. No high tech, but still enough to kill.

The enemies are mostly unorganized, not well-trained and use guerrilla tactics. Be prepared to encounter small groups of insurgents or IEDs literally everywhere as soon as you leave the FOB. Watch out for garbage next to the road or suspicious cars. Usually the IEDs are only triggered by passing cars, so you engineer should be able to detect and disarm them.

Along the road we expect at least 1 ambush, probably at one of the compounds/villages marked as Lima 1 to Lima 5. From our experience we expect a group of about 10 insurgents and an IED there.

Notes:

- ACE wounding system is enabled, only medics can use epi and morphine
- Mission objectives will NOT be marked as "completed" during the mission, you must decide yourself whether a location is clear and you can move on