

WAR DEPARTMENT

HEADQUARTERS OF Tactical Operations

<<PUBLIC>>

TO: ALCON

SUBJECT: OPERATION SPECIFIC INTEL

INTENT: Provide a clear understanding for op. Milsim Weekend so all personnel involved in missions & objectives may operate at the peak of their ability to ensure victory for their Faction.

Game Entry: All Players will check in and chrono between 9am-10:30am on Saturday and Sunday. Players should be at their fob location and ready for game on by 11Am.

FACTION(s): Factions are based on a green Vs. tan Uniform and head gear.

(Gear can be any color you wish)

Tan faction is known as team: ALPHA.

Green faction is known as team: OMEGA.

ENVIRONMENT: The AO is made up of a Rural Residence with multiple zones made up of structures, vehicles, Pool, and boats for cover around the residences, the surrounding area consists of lightly wooded, mostly flat area around the south and west sides of the residence with heavily wooded, sloping, flowing, rocky terrain to the North. East side runs along an active highway.

OBJECTIVE: There are key capture points in the field that are active at different times during the day. It is your job to secure the locations for your team and defend them until other orders are given.

Each Faction will be given missions and frago's that your team will need to complete. These missions will be handed down by High Command to Faction Commanders to inform their team of the objectives as well as changing capture point locations.

(Do not touch or move any objectives until High Command has given instruction to your Faction command to tell you to do so)

UNIFORM: All players must at minimum have either a tan shirt/headgear or a green shirt/headgear for their specific factions all camo uniforms are aloud that have a tan or green based pattern and will be separated by base.

REQUIRED: These Missions Require all day consistent focus to ensure success because of this we will expect all personnel to bring a ruck sack or go bag to your FOB that contains enough food, snacks, water, and field mission supplies for you to continue operations for your side until ENDEX has been called. All personnel should try to have a radio to ensure your team has strong communication.

About the Game: This Event is a **(ALPHA)** TAN vs GREEN **(Omega)** event that has an annual point system that is counted based on your team's performance in the 6 weekends of Bi-Monthly games, at the end of the year all points are reset once a winner has been determined for the next years cycle.

The winning faction will earn a spot on the **Milsim Weekend Plaque for years to come!!** Tell your friends, Build Your Team, and earn bragging rights for the year!

Points: the points in this game are made up of Capture Points, Missions, and Frago's that are counted on an hour-to-hour basis or by completing the mission/Frago in the time frame available!

Capture Points: Capture points change every hour, and a full timetable list of active CPs can be found on your faction FOB Table.

FRAGO's/Missions: These are special missions and will be given down to faction command & Squad leaders by game staff via radio communications and will be relayed to players to complete given mission. **(Don't touch any props unless instructed to do so by faction command)**