# **Racoon 204 - King of the Hill Class**

Reference Videos

<https://www.youtube.com/watch?v=1f6f8jCrpXQ>

<https://www.youtube.com/watch?v=YcLbXistbM4>

Personnel

2 Teams, 8 players each + 1 CAS pilot per team.

Equipment

* Carrack with 1 crate to exchange gear.
* Pisces or 100i as the mission objective point.
* (You can ask people to bring ships for you)
* Long range weapons, black armor and meds for ground teams.

Locations (pick one)

* MicroTech, Calhoun Emergency Pass Shelter, face 210° for 6.9km.

**Instructor:**

You have the choice to do CAS (my choice for overview) or to insert yourself into one of the teams.

Lay out the scenario to teams while they board the Carrack.

fTell teams to set spawns on the way to the site.

Make them designate one person as lead and tell them to follow that person’s calls.

Make sure they have spare gear on board the ship.

Talk about expectations of the class (long range combat, comms brevity etc.)

*Medical rules: Can be varied but that is at the instructor's discretion.*

Upon arrival at site:

Let the pilot fly over the hill so people can get familiar with it and make note of the terrain.

If night then let them look a bit longer.

Land Carrack at the lowest end of the hill and disembark.

Let all teams enter the hill ship and get the marker for it.

Fly the defense team on top of the hill and place the ships opening facing an inaccessible side of the mountain (if all sides are accessible then use the one with the hardest approach for attackers.)

Turn off the ship and close the entrance.

Get to your position and let the attacking team start about 1 to 1.5k out. Timer should be roughly 45m max.

Once a team is wiped or the ship moves the round is called over and everything is reset, teams go back to the Carrack to heal and rearm and then switch defense/attack.

Next round starts.

After the event:

Let teams talk about the rounds and situations then ask what they learned and talk about things you observed. Then ask for feedback on the way back to port.

Class photo!

**CAS:**

Ideally 2 Infernos but any fighter will do.

No calling out ground units to the team.

CAS only engages upon request and directions of the ground team.

Missiles can be used for cinematic effect and are not to be shot directly at ground units.

If after multiple strafes on a ground unit said person does not move feel free to fire to kill.

(Class teaches avoiding CAS fire and moving out of your position and not assuming CAS won’t fire to kill)

No use of ship lights at night.

Can use flares on request to illuminate areas.

Recommend min 80m/s speed for CAS.

Remind the ground team that CAS is available every now and then.

“hammertime.cyou” to post the timetable.

#### Sign-up sheet:

\*\*Raccoon 204: King of the Hill\*\*

Muster Saturday, August 21st, 2022 22:00 UTC - Your local time: <t:1661032800:F> <t:1661032800:R> at \*\*Grim Hex\*\*.

Instructor: @YOURNAMEHERE

This course is only open to qualified Raccoons and is part of the requirements to advance to Raccoon Specialist.

Raccoon 204 focuses on outdoor, long-range engagements (snipers!), communication and teamwork. Class will take 90-120 minutes (server permitting).

Bring: You're already qualified, so you should know what you need, right? 😉 Show up in official Raccoon kit with medical, oxypens, and plenty of mags. No GL or Missile Launcher. Railguns are fair game.

\*\*Make sure to bring 2 sets of gear and be ready to lose it. Stuff happens\*\*

Prerequisite: \*You must already have completed the Raccoon 101 training!\* (Basic Raccoon course)

Please be in Grim Hex and \*on time\*, out of consideration for others I won't wait for long.

PSA: If you sign up to one of my classes and don't show up without a notice or at least an apology afterwards I will reserve the right to ban you from subsequent classes.

Red

R1.

R2.

R3.

R4.

R5.

R6.

R7.

R8.

CAS:

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Blue

B1.

B2.

B3.

B4.

B5.

B6.

B7.

B8.

CAS:

For OPFOR, we will need two heavy fighter pilots! Please respond with :raptor: if you can help.

Sign up with a post for the ground team.

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### Endsheet:

Congratulations to Raccoon 204: King of the Hill Class 5

@ names here

You guys did well despite the game not wanting us to succeed.

#### Older notes:

<https://www.youtube.com/watch?v=1f6f8jCrpXQ>

Setup for the class:

2 Teams, 8 players each + 1 CAS pilot per team.

Land a small ship on the hill top. One team defends it, one team tries to steal it. Attackers get two fighters, but they can only fire on targets called out by attacking ground troops.

Good locations in the verse:

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attackers get into and out of the 100/pisces so they have a marker

defenders gather at hill bottom in the 100 and ride to the top together

What the class teaches and things to talk about:

effective weapon ranges

calculating/estimating range to target

identifying hard cover

identifying friendlies and group situational awareness

group communication

calling in fire support

common frames of reference for direction

comms brevity!!!

corpse markers blocking visibility at night

flares from CAS craft

min 100m/s CAS speed

<https://www.youtube.com/watch?v=YcLbXistbM4>