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| Operation: | Aphaeresis |
| Part: | Genesis |
| Location: | Beketov |
| Date: | 22/01/2021 |
| Time: | 1900 UTC |
| Password: | Chapelnik |

1. **SITUATION**

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| **Who are we? What has happened?** |
| After the collapse of the Russian Federation four years ago, the region around Beketov - some 300 mi. East of Moscow - was transformed into a DMZ with FOB Dalek serving as the main NATO stronghold in the vicinity. The zone was heavily subsidized by Western and Chinese Corporations, to help resuscitate the crippled economy. Main benefactor was the Beketov Factory, which received substantial funding from the Chinese Guanting megacorp.  Five days ago, at 0315 local time, two major explosions occurred at the Beketov Factory, destroying the main buildings, and damaging surrounding structures. First Responders were able to extinguish the fires and evacuate some of the casualties but had to stop work following a sudden assault on the factory by Russian Special Forces two days ago.  At around the same time, the Defence Intelligence Service (DI) discovered two shielded research sites a few kilometres north of the factory. DI was not able to provide reliable intel on what is being contained in the compounds. Multiple trucks were transporting unidentifiable objects from the factory to the two sites.  DI has also been able to identify rapidly established enemy infrastructure in the area, most likely to support a push of Russian forces to the South. |

1. **MISSION**

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| **What are we going to do about it?** |
| **Mission Critical Objectives:**   * Secure the Beketov Factory **(094-900)** and evacuate personnel held captive there * Secure containment facilities Fyodor-1 **(101-980)** and Fyodor-2 **(135-981)**   **Secondary Objectives:**   * Capture or eliminate the high-ranking General Lyovkin at his mansion **(061-892)** * Destroy important enemy infrastructure in the region   + Radar Installation **(095-930)**   + Quarry **(127-928)**   + Fuel/Servicing Depot **(097-950)**   + Artillery Emplacement **(113-967)** * Liberate settlements between the Mission Critical Objectives * Destroy the tank platoon that is on its way to reinforce the Factory |

1. **RESOURCES**

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| **Air Assets** | |
| **Heavy Transport Helicopter**  2x CH-47F | **Medium Transport Helicopter**  4x UH-60M |
| **MERT Helicopter**  2x UH-60M MEV | **Multirole Jet**  3x AV-8B Harrier II Plus |
| **Ground Assets** | |
| **Infantry MRAP**  4x M1237 (M2) | **MERT MRAP**  2x M1230A1 (MEDEVAC) |
| **Light Transport Vehicle (Mortar Team)**  M1240 (M2) | **Main Battle Tank**  M1A2SEPv1 (Tusk II) |
| **Airfield Support Vehicles**  Various | |
| **Available Support Teams** | |
| Motorized Mortar Team | Vehicle Crew (Abrams) |

1. **LIMITATIONS**

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| **What can’t we do?** |
| Martial law has been imposed in the region; the population has been placed under curfew.  Civilians leaving their house do so at their own risk.  Destruction of civilian structures and loss of civilian life must be avoided, where possible. |

1. **INTEL**

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| **What do we know?** | |
| **Air Threat** | If friendly aircraft are detected by Enemy Radar, enemy CAP jets are likely to respond within 30 minutes |
| **AA Threat** | Few MANPADs with Infantry Squads  Few FLAKs in reinforced positions |
| **Vehicle Threat** | A tank platoon is en route to the Beketov Factory  APCs, MRAPs and IFVs have been spotted on patrol and in reinforced positions |
| **Artillery Threat** | Temporary mortar emplacements on the front line are likely  At least one artillery emplacement has been discovered |
| **Civilian Threat** | The civilian population is neutral to us and our cause |
| **Enemy Morale** | Excellent |
| **Enemy Equipment** | Modern, well maintained |

**LRG Comms Cue Cards**

The Below tables showcase the format used to request Air Support and Casualty evacuation; these requests should be made to **Jigsaw** on **40** **LR** **Frequency** by a member of Platoon command.

Long Range Frequencies for Air assets will be given to Forward Air Controllers upon request.

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| **Line** | **FAC 5-line Request (CAS)** |
| **1** | Type of Ordinance |
| **2** | FAC Current POS |
| **3** | Target Figure 6/8 grid (6 for guided, 8 for unguided) |
| **4** | Target Info - Description of target with  Identification method (laze, smoke etc) |
| **5** | Aircraft Approach and Exit |

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| **Line** | **CASEVAC Request (MERT)** |
| **1** | Callsign and Location |
| **2** | Number of Casualties/Precedence  A - Number of immediate cases (Evac Immediate T1)  B - Number of Urgent Cases (T2) |
| **3** | Security at LZ |
| **4** | LZ Marking method: Smoke, IR Strobe, etc. |
| **5** | Description of LZ;  Terrain/Obstacles (Mines, Power Cables and identifying features etc.) |

*The above tables are available in-game through ACE Self-interaction - Cue Cards*

**LRG Frequencies and Callsigns**

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| **Group** | **Role** | **Callsign** | **Frequency** | |
| **SR** | **LR** |
| Platoon Command | Platoon IC | Zero | 475 | 30 |
| Platoon Sgt | Zero Bravo | 475 | 32/40 |
| 909 EAW | 909 IC | Jigsaw | 401-408 | 50/40 |
| MERT | Rescue 9-9 | **425** | - |
| 1 Section | Infantry Section | 1 Charlie/1 Delta | Section  100  Fireteam  125/150 | 30/32 |
| 2 Section | Infantry Section | 2 Charlie/2 Delta | Section  200  Fireteam  225/250 | 30/32 |
| 3 Section | Infantry Section | 3 Charlie/3 Delta | Section  300  Fireteam  325/350 | 30/32 |
| Support Team | Abrams Crew | Ironside 1-1 | 500 | 40 |
| Mortar Team | Shelldrake 1-1 | 510 | 40 |

**LRG Comms Structure**

