The BSO Orientation mission was built because of the influx of new members and to welcome them to BSO.  Seasoned members are also welcomed to use it as needed.  The mission is designed around the premise that a ZEUS would be running or assisting in the orientation.  The mission file was built using ShadowFox's v10 master file uses the current BSO v3 modpack plus Bozcaada (<https://steamcommunity.com/sharedfiles/filedetails/?id=524622628&searchtext=Bozcaada>).  The mission will be run when requested and hosted on server blackscreenoperations.com:2332.  The mission is "work-in-progress" and is open to suggestions/changes.  Please feel free to contact me via Discord, TS or DM/PM.

Currently, the mission offers:

1. Airfield - The airfield contains the Command-and-Control HQ building where you will spawn into the mission.  To the south the airfield contains various ground vehicles and a vehicle staging area for players to familiarize themselves with regarding convoy operations.  To the west and north are various attack aircraft and C-130 used for appropriate operations.  Inside the airfield to the east is where the Medical Training, Stress-shoot, 50 Meter and Shoothouse ranges are located.  The ranges outside the Airfield have the BSO flag /w flagpole.  Those flagpoles are used for players to teleport between ranges to facilitate a players orientation.

2. Medical Training Range - Here you can spawn 2-3 wounded patients and familiarize yourself with the Ace medical settings that BSO uses. Once a wounded patient has been healed you can remove them via the laptop on the table.

\*As of right now, sometimes patients (ones that fall onto their back) will spawn dead/killed and those corpse are removed by the default BSO garbage script.

3. Stress-shoot Range - This range is designed to increase the fatigue level of players as they move through the complex engaging targets.  There is a laptop on a table at the entrance of the range to reset the pop-up targets.

4. 50 Meter Range - This range is designed for players to engage targets while moving in-depth or parallel to each lane. There is a laptop on a table in the middle of the range to reset the pop-up targets.

5. Shoothouse - This range is designed for members to familiarize themselves with CQB utilizing various methods of clearing and tactics.  There is a laptop on a table at the entrance of the range to reset the pop-up targets.

6. Known Distance (KD) Range - This range is designed for members to familiarize themselves with longer range weapon systems usually deployed by designated marksman or sniper teams.  Here players can familiarize and practice with the specialized equipment associated, ie - kestrels, ATRAGs, etc.  There is a laptop in the tower that is used to reset the pop-up targets.  As of now, the range is limited to roughly 800-850 meters.  A longer range out to 2000 meters is planned.

7. CQB Compound 1 - This is one of four ranges designed for members to familiarize themselves with a CQB assault.  CQB 1 is specifically designed for players to walk-to the obj and commence an assault.  There is a laptop at the top of the tower used to reset the pop-up targets.

8. CQB Compound 2 - This is one of three ranges designed for members to familiarize themselves with a MH-6 (or similar) rooftop landing to assault down.  There is a laptop at the top of the tower used to reset the pop-up targets.

9. CQB Compound 3 - This is one of two ranges designed for members to familiarize themselves with a MH-6 (or similar) fast-rope onto the roof and to assault down.  There is a laptop at the top of the tower used to reset the pop-up targets.

10. CQB Compound 4 - The Ghost Hotel is a CQB culmination range.  This range is designed for a multi-team, multi-helo insertion, 1 x UH-60 landing in the football field and am MH-6 landing, fast-roping or roof landing on the obj.  There is a laptop at the top of the tower used to reset the pop-up targets. Don't feel limited to the above descriptions when assaulting the CQB ranges.  Feel free to try numerous assault techniques/tactics on the CQB ranges.  That's what they were designed for!

11. Light Helo FoB - That is where the light helicopters are located and is designed for players to familiarize themselves with working around helos.  Players can practice staging, the various insertion techniques, extraction SOP's and shooting from helos.  Board an MH-6 and have the pilot fly over the KD range!

12. Movement to Contact Range - This range is designed for members to familiarize themselves with a squad or team "online" or linear assault or a bounding over-watch assault.  There is a support-by-fire position located nearby to the west that can be used to support said assaults.

13. Dropzone - This range is used for players to familiarize themselves with how a dropzone is setup/used IRL. Airborne operations require pre-planning and forethought and this range is pre-marked so players can visualize that planning process.  There is a central location on the DZ where the DZSO (dropzone safety officer) would be located, along with the appropriate ambulance to heal injured players and a HUMMV to retrieve players who missed the DZ.  The DZ is also marked with two assembly areas, Alpha and Bravo.  Those assembly areas are where squads/teams would assemble before moving towards the objective.

14. CAS Range - This range is designed for players to familiarize themselves with calling in CAS.  The map is marked with the IRL attack/drop angles for CAS aircraft in reltation to the players OP (located in the battle tower to the west).  In IRL it is preferable to have CAS aircraft drop "flying over you" or up to 90 degrees from you, as the map markers denote.  This range also support players familiarizing themselves with the various long-range AT weapons systems, ie - javelins, etc.  Players can also use this as another long-range rifle range!   This range will will require a Zeus to provide OPFOR AI so that the appropriate heat signatures are available for AT weapons or CAS aircraft weapons to "lock-on" and to facilitate moving targets.

15. IED Clearance Range - This range is used for players to familiarize themselves with the equipment used to find IED's and the SOP's/TTP's associated with finding & clearance operations.  Once an IED is found or explodes, a ZEUS will need to reset the range.

16. Beach Clearance Range - Built in the UDT or SEAL mission in mind, this range is designed for players to infil by helo water-casting (jumping from the helo into water).  Once inserted, players either surface-swim or SCUBA to the beach.  The objective is for the players to clear the beach of mines, explosives and obstacles in order to facilitate a subsequent conventional beach assault.  A ZEUS will be required to reset the mines, explosives and obstacles.

17. CAS/EoD FoB - This FoB is used to support the CAS and IED/Beach clearance ranges, ie - planning, staging, re-equip, etc.

18. Formation Range - This range is designed for players to familiarize themselves with the basic and most commonly used infantry/team/vehicle formations used by BSO during our operations.  The formations are shown with descriptions on the map.  Players are encouraged to move about the range in a formation to understand the fundamentals and to gain experience in moving about the battlefield.  The range is also used in conjunction with reporting enemy contact.  Players are encouraged to familiarize themselves with sending an enemy contact report over TFAR.  A ZEUS will be required to provide the OPFOR AI used in enemy reporting procedures.