

**Classified**

# **LONGEST DAYS MN04**



**INTELLIGENCE, SURVEILLANCE AND RECONNAISSANCE**

Rev#01

Secondo Reggimento Incursori

Mission by 2RGT Lux

Vehicles and camo design by 2RGT Hollywood

Briefing by 2RGT Always

Mission testing 2RGT Smilzo

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TABLE OF CONTENT

1. SITREP .....3

2. OBJECTIVES .....4

3. MISSION DETAILS .....7

4. CHANGES & MISC .....9

5. EVENT DETAILS .....9

6. CHANGE SUMMARY ..... 10

## **1. SITREP**

A TU-95 escorted by two MiG-29 reached Altis island for a top-secret material delivery. NATO forces suspected that ADF forces wanted to use chemical weapons on the island. NATO air defenses intercepted and shot down the transport.

It is believed that a container of nerve gas, the suitcase with chemical formulas and a "chemical" reactor are near the wrecks of the aircraft. The crash location is not yet known and research squads have been sent.



ADF TU-95

## 4



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### BLUEFOR OBJECTIVE

Location: East Altis island

Mission: Search and recover the secret material at the three crash sites

Intel: a drone was sent to recon the crash areas. Images of the items are available on a laptop in the bases, during the warm-up.

The retrieved items must be held in the NATO outpost (location sent via private message) until the mission end (**ATTENTION:** the items have to be on the ground, not stored in a vehicle).

**2 pts. for items on the island, 4 pts. for the underwater objective.**



NATO outpost



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### REDFOR OBJECTIVE

Location: East Altis island

Mission: Search and recover the secret material at the three crash sites

Intel: Images of the items are available on a laptop in the bases, during the warm-up.

The retrieved items must be held in the ADF outpost until (location sent via private message) the mission end (**ATTENTION:** the items have to be on the ground, not stored in a vehicle)

**2 pts. for items on the island, 4 pts. for the underwater objective.**



ADF outpost

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### COMMON OBJECTIVE (2 pts.)

Location: Charkia

Mission: Take control of the depot near Charkia

Intel: in case both side contest the area and have the same players number in the scoring area, each side will be awarded with 1 pts.



### 3. MISSION DETAILS

- Weather forecast: Day, heavy rain and wind;
- Mission start: h1100;
- 10 minutes Map briefing;
- 10 minutes Warm-up;
- Mission end: h1310;
- No respawn/elite mod;
- A diver team is available (French base 5 player ita + 5 player fra, UK base 5 player cz + 5 player eng);
- SDV (without ammunitions) and Zodiac are available (port location sent via private message);
- Diver interaction with the item via ACE (select "Take") and drop it in the vehicle or on the ground (ACE doesn't allow any interaction underwater);

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- Only the objects on the ground in the outpost building will be considered in the score calculation;
- 2 drones for each side is available; all advanced functions are deactivated;
- ACE Basic Medic System: **afterwards permanent death with spectator (side)**



## 4. CHANGES & MISC

- Medical system update.

## 5. EVENT DETAILS

TS Address: 195.154.251.175 Password: black

Server Address: 195.154.251.175:2302 Password: black

Test Server Address: 217.182.172.227:2422 Password: black

Repository config: 195.154.251.175/.a3s/autoconfig

Required Mods (available on the ArmaSync Repository):

- @CBA\_3
- @ACE
- @@TFR
- @RHSAFRF
- @RHSUSAF
- @RHSGREF
- @RHSSAR
- @2rgt\_tvt\_eu

### Event Timetable

h1900 Zulu Time	Rendez-vous
h1910 Zulu Time	Slotting and test
h1930 Zulu Time	In-game Briefing
h1940 Zulu Time	Mission Start
h2150 Zulu Time	Mission End
h2200 Zulu Time	Platoon Leader Debriefing

In case of any question, please contact us at

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## 6. CHANGE SUMMARY

#	DATE ENTERED	CHANGE DESCRIPTION	REVIEWER
01	15.05.2018	First version	Always