

OPERATION ZARGABAD 29.01.2022 19.00 (17.00 UTC)

- The event has VERY light RP elements, they require mostly that the players do not shoot everything that moves immediately.
- The situation escalates towards the end and at heart this is a urban warfare TVT-event, everyone gets to fight at some point. ROE is loosened the further the situation escalates and is dictated by player actions.
- US vs Taliban, Two ANA checkpoint with AI.
- Limited tickets to both sides (60 US, 30 Taliban).
- Every player speaks and understands English if the need to communicate with the other side emerges.

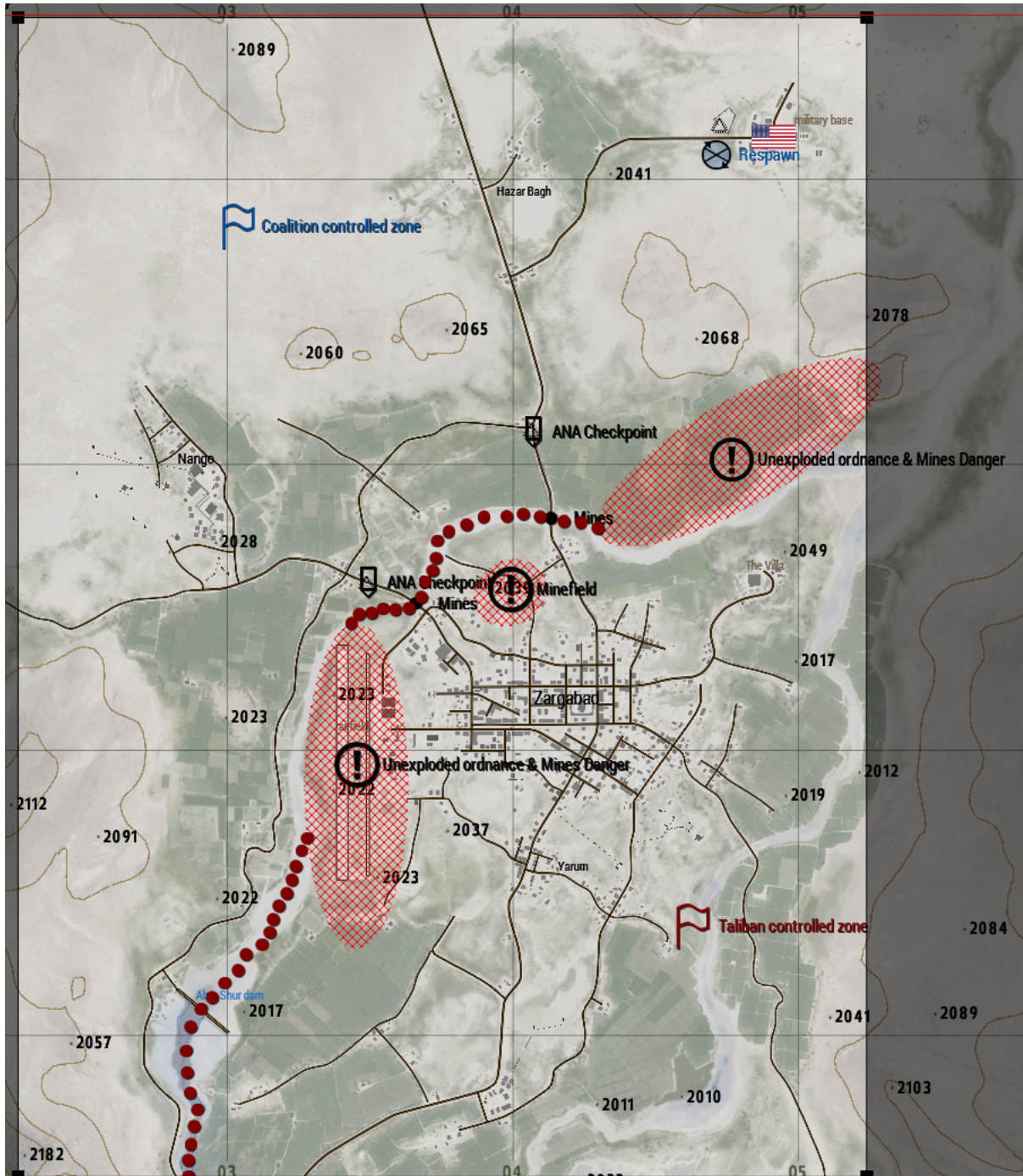
Situation:

The town of Zargabad has been a site of sizeable conflict with Coalition and Taliban forces in the recent past. A fragile cease-fire has been established in the area during the past few weeks. The Taliban has issued an ultimatum that it will not tolerate any armed personnel entering its territory. It is agreed that both sides can be visibly armed on their side of the 'border'. There are some non-combatant civilians in the city. A recent event regarding a Coalition convoy has forced BLUFOR to act and so OP Zargabad begins.

General ROE:

- Do not shoot unarmed civilians.
- Both sides are allowed to be visibly armed on their side of the "border". Do not shoot just because you see a guy with a gun on the other side of the border.

- In general when VISIBLY ARMED personnel cross the border to the opposing forces side, then they are fair game. This includes a gun slung on the back.
- See details in your side-specific mission briefing.



- The red dotted line following the dry riverbed is the border between the opposing sides.

Mission:

BLUFOR missions during the event:

- Clear the two border minefields on the roads leading into the city.
- Coalition convoy was ambushed somewhere inside the city. Mount a search & rescue for the missing BLUFOR members.
- Finally locate and destroy a large Taliban weapons cache somewhere inside the city.
- Other tasks specified in BLUFOR mission briefing.

Taliban missions during the event:

- Complete tasks according to the OPFOR mission briefing and your commander's instructions.
- Defend the city and your assets.

Handling of POWs & searching of persons:

- BLUFOR is allowed to confiscate all weapons, ammunition and throwables (grenades, smokes)
- BLUFOR is NOT allowed to take radios, cell phones or medical items.
- If persons were found with no visible weapons and they did not threaten BLUFOR then, after search (weapons taken away if found), they are to be released immediately.
- Visibly armed persons are ziptied and transported to ANA checkpoints after search.
- SL/Platoon lead uses their judgment whether to immediately release persons or take them to ANA checkpoints.