

Reconnaissance Report for Op. Beacon 3

Summary of Actions taken by the Recon Teams

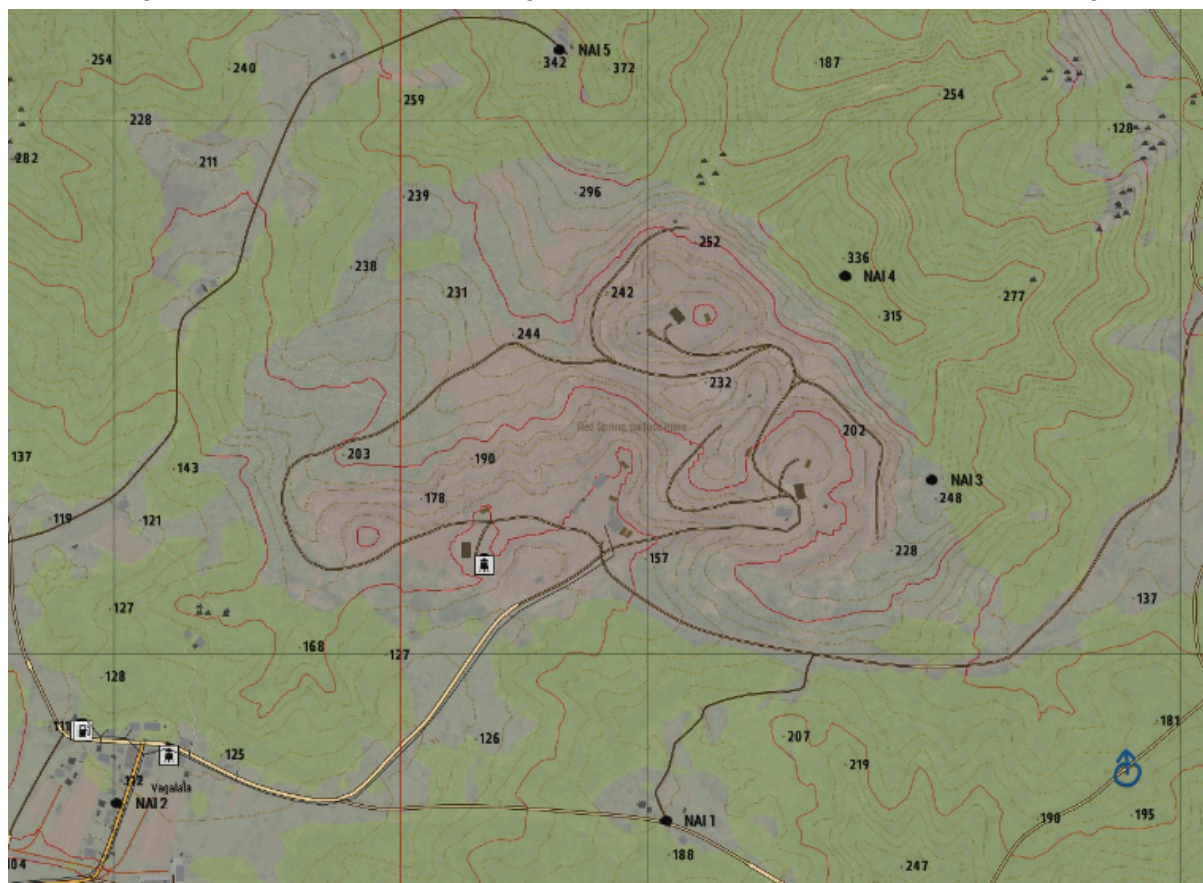
Objectives

On May 16th 2021 two recon teams (“Recon-1” and “Recon-2”) were dispatched to the Tanoan Archipelago to reconnoiter enemy positions at a facility codenamed “Camp Spring”. Intel suggests that a high value prisoner, one of our own, is being held there. The team’s main objective was to determine the VIP’s presence and location. Their secondary objectives revolved around determining enemy numbers, assets, equipment and positions. Additionally they were tasked with confirming the suitability of undetermined LZs for the Paratrooper insertion on the 28th of May.

The primary objective was a partial success and the teams managed to discover a lot of intel on the enemy.

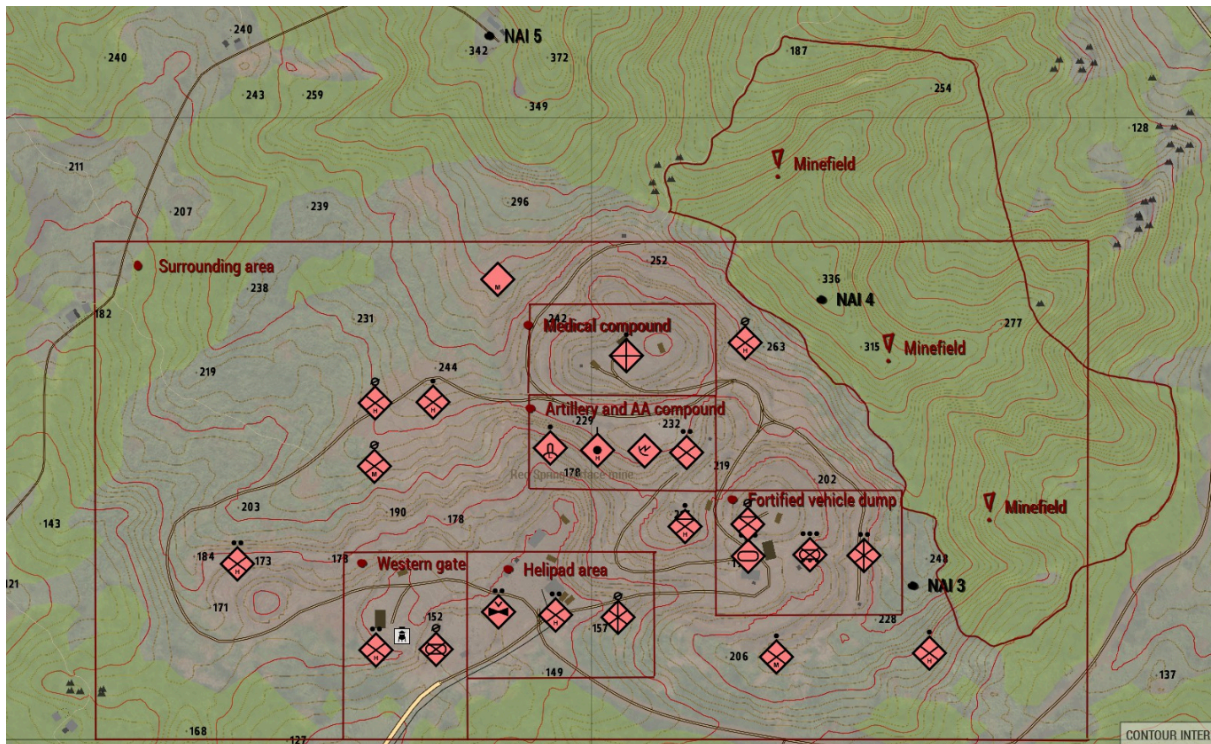
Planning & Execution

The teams deployed from the SE of Camp Spring and split up immediately to cover more ground. Recon-1 moved West along NAIs 1 and 2 (named area of interest). Recon-2 moved North along NAIs 3 and 4. The teams regrouped near NAI 5 and prepared to exfil together.



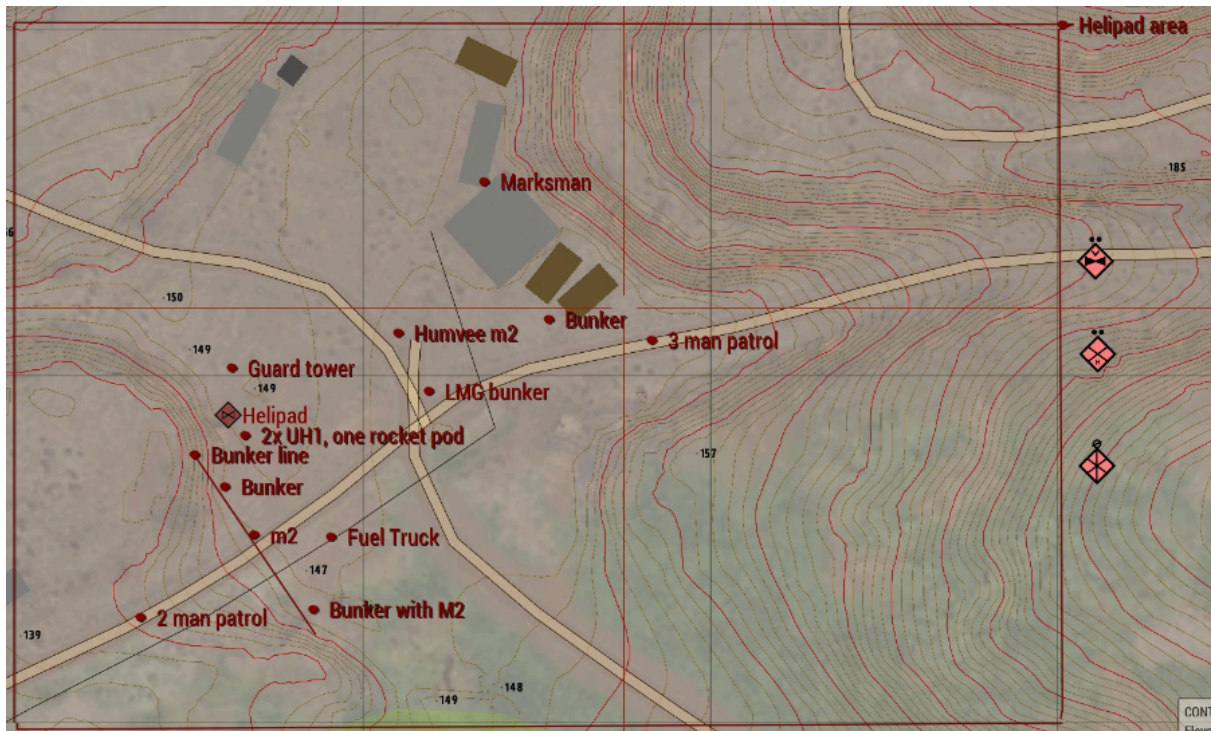
Composition of enemy forces

The following section will describe enemy numbers, assets and equipment in detail. In that effort Camp Spring will be divided up into **5** different areas. They will be described in detail.



Camp Spring seems to have 5 important areas and the surrounding area. The outskirts have been reinforced with sentries located in guard towers, some of which are equipped with .50 cal static turrets. The jungle to the East of Camp Spring has a minefield. The areas themselves will be described in detail below.

Area 1: Heli-Pad Area and Southern Entrance

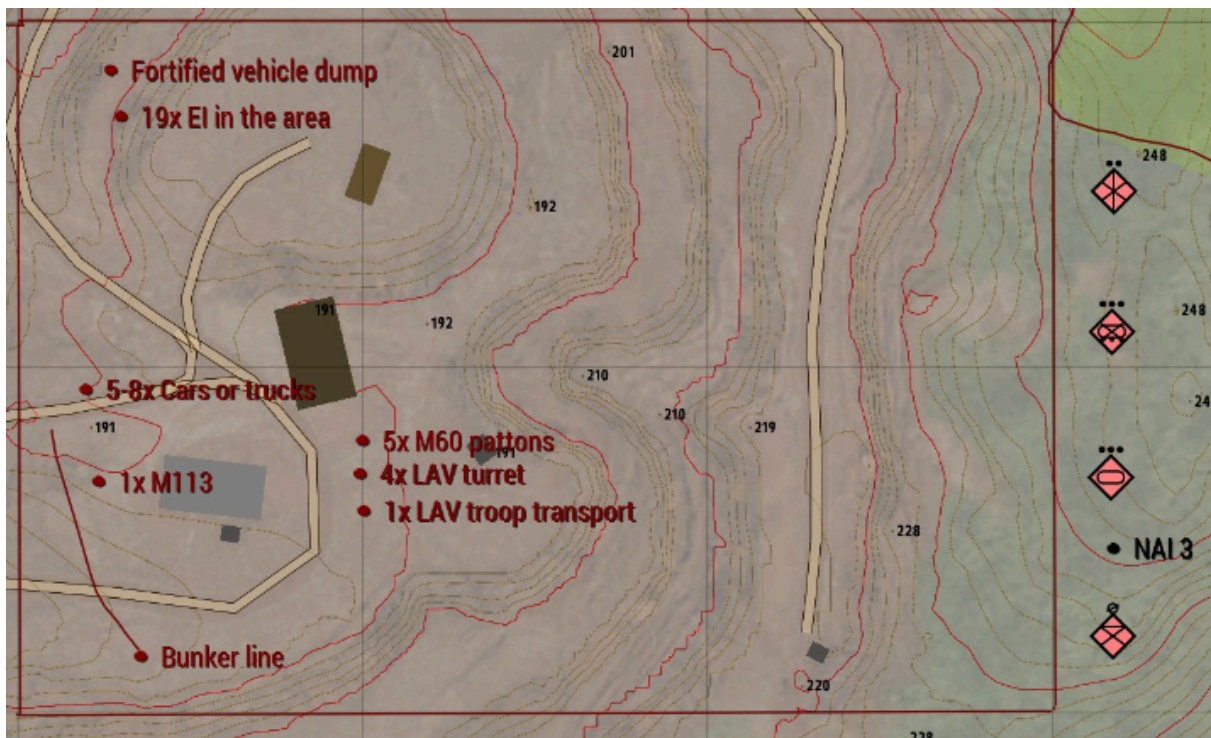


This Area houses two UH-1H Gunships, one of which is armed with rocket pods. The area is heavily fortified, with bunkers, watchtowers, and H-barriers. The road leading out to the South is heavily fortified and guarded. Barracks buildings are found here as well.

This is a possible VIP location.

- 2 armed Hueys: Doorguns, 1 has Rocket Pods
- 16 confirmed Foot Mobiles: 1 Sniper, 1 .50 cal Turret, 1 armed HMMWV (.50 cal)

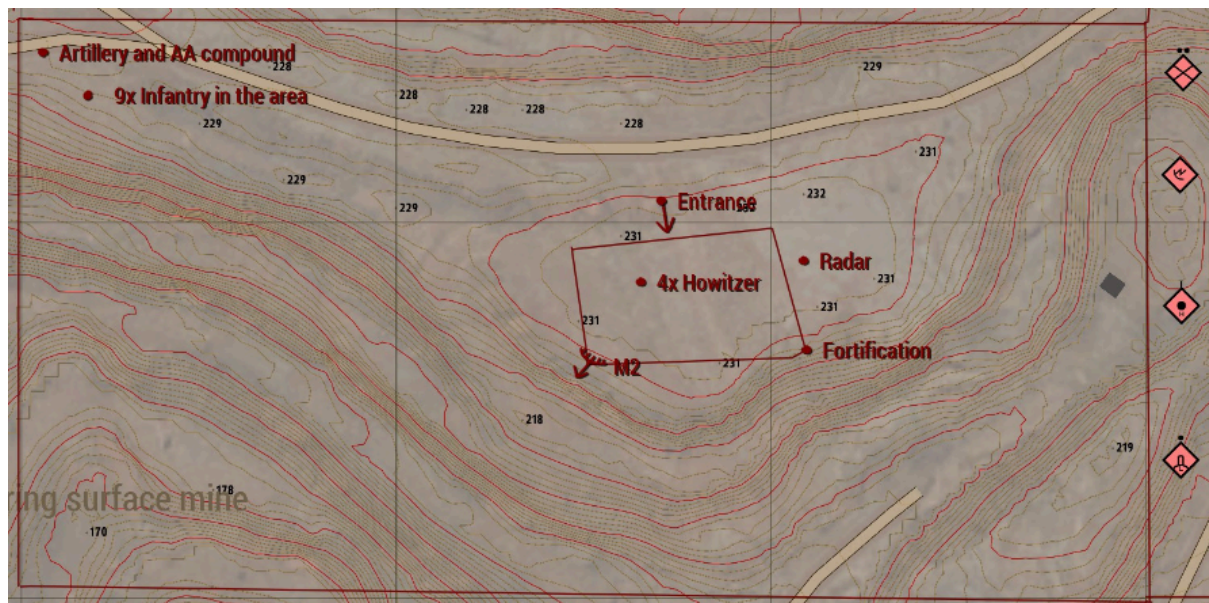
Area 2: Vehicle Stash



The Vehicle Stash likely poses the biggest threat. It houses 5 M60 Patton Main Battle Tanks and 5 LAV-25 Infantry Fighting Vehicles (one of which is an APC without turret). The readiness of these vehicles is unknown. However a LAV-25 was seen patrolling on a road to the South of Camp Spring. Recon assumed these vehicles to be ready to go at a moment's notice.

- Vehicles
 - 5 M60 Patton MBTs
 - 4 LAV-25 IFVs
 - 1 LAV-25 TOC
 - 1 M113 APC (.50 cal)
 - 5-8 various Jeeps, Cars and Trucks
- 26 foot mobiles
- 2 M60 stationary turrets

Area 3: Artillery and Anti-Air Compound



The enemy's main support assets are found here. 2 static AA launchers on the roof of an outpost building along with 4 105mm Howitzers are located within a H-Barrier-compound. The only entrance is on the northern side. Outside the compound there is a radar-tower to the East. A M2 turret overlooks the area to the SW. At least 9 footmobiles have been seen in the area.

- 9 confirmed foot mobiles
- 4 105mm Howitzers
- 2 static AA-launchers
- 1 radar tower
- 1 M2 .50 cal static turret (overlooking the SW)

Area 4: Medical Outpost

No picture available.

GRIDREF: 120106 Keypad 1

Singular medical outpost building in a hole. 1 footmobile was seen on guard. Deemed as a location of low interest by Recon.

Area 5: Western Gate



Image 1: Buildings under construction + 3 Barracks buildings (possible VIP location)



Image 2: Buildings under Construction + Flatbed Truck



Image 3: Buildings under construction and guard tower + Water Tower with Sniper

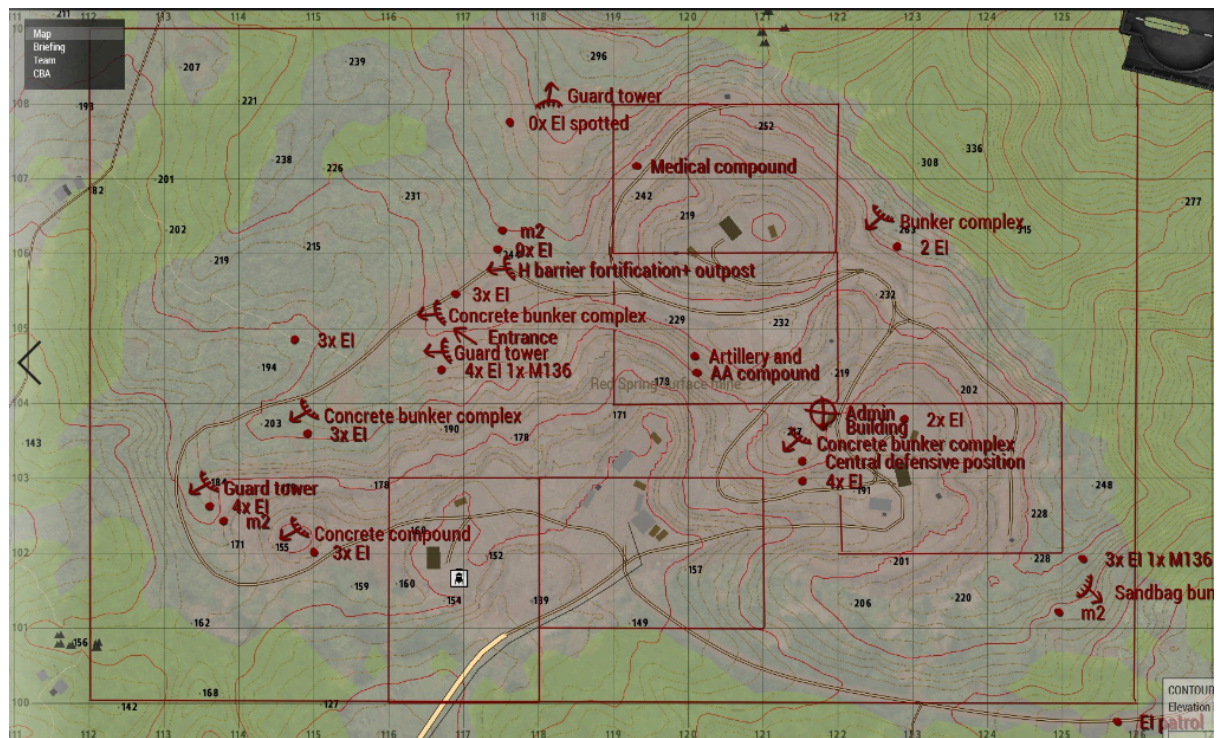


Image 4: Defenses on West Gate



- 13 confirmed footmobiles, this number is likely higher, estimate about 20
- 1 Jeep
- 1 HMMV
- 1 Truck

Area 6: The surrounding Area



Images 1&2: Concrete Bunker complexes



Images 3&4: Guard Towers



There are several locations of note, not falling within the 5 main areas.

In addition to the positions specified below, several guard towers are dotted around the outskirts of the former mine. They are manned by no more than 3 or 4 foot mobiles, sometimes equipped with LAT and/or a .50cal. They will not specifically be mentioned below.

1. Possible VIP location at GRIDREF: 122103:

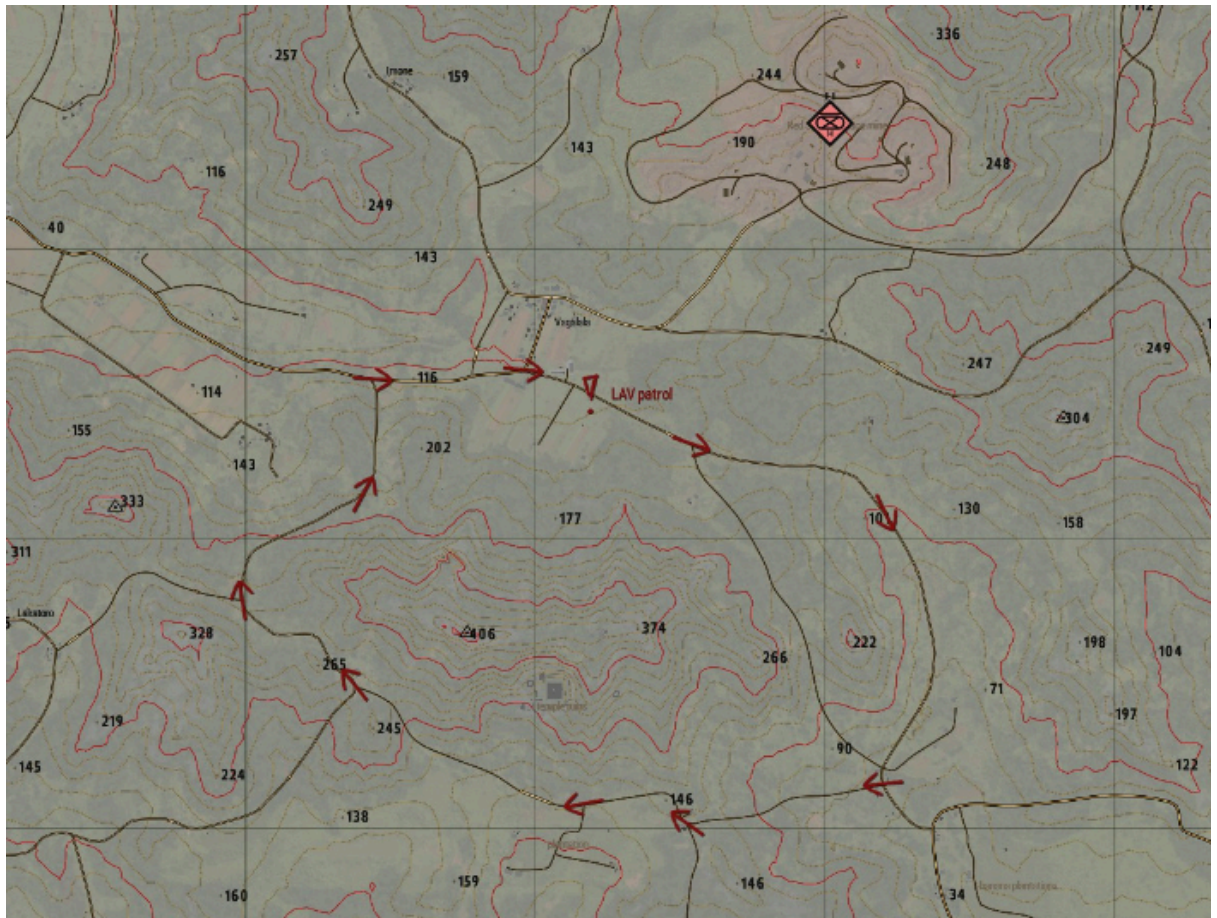
Single 2 story blue building, white roof, 2 guards outside. Suspected prison or admin building.

2. GRIDREF: 121103:

Concrete bunker complex, central defensive position, *only* guarded by 4 confirmed foot mobiles.

This position provides optimal sightlines into the vehicle stash and is likely going to be necessary to dominate and assault the vehicle stash.

3. LAV PATROL TO SOUTH, making one round per 15 mikes.



4. At "Comms Bravo", to the North-West of Camp Spring, A M113 was spotted. Recon assumes the position and entire base to be occupied by hostile forces. A potential QRF may be dispatched from here.

Enemy Composition

The following will be describing the general equipment being issued by the enemy.

The enemy does not seem to have invested in their infantry units for a long time, which can be seen through their antiquated early vietnam era equipment. The only area the enemy seems to have modernized is their light armour force, with the lav being their most modern land capability, followed by the HMMWVs. As for air power, they rely on UH-1H hueys and A-29 super tucanos, with few tucanos having been spotted. No large logistical helicopters have been spotted, but the enemy does possess some an-2 Antonovs, which they are presumed to use for logistics.

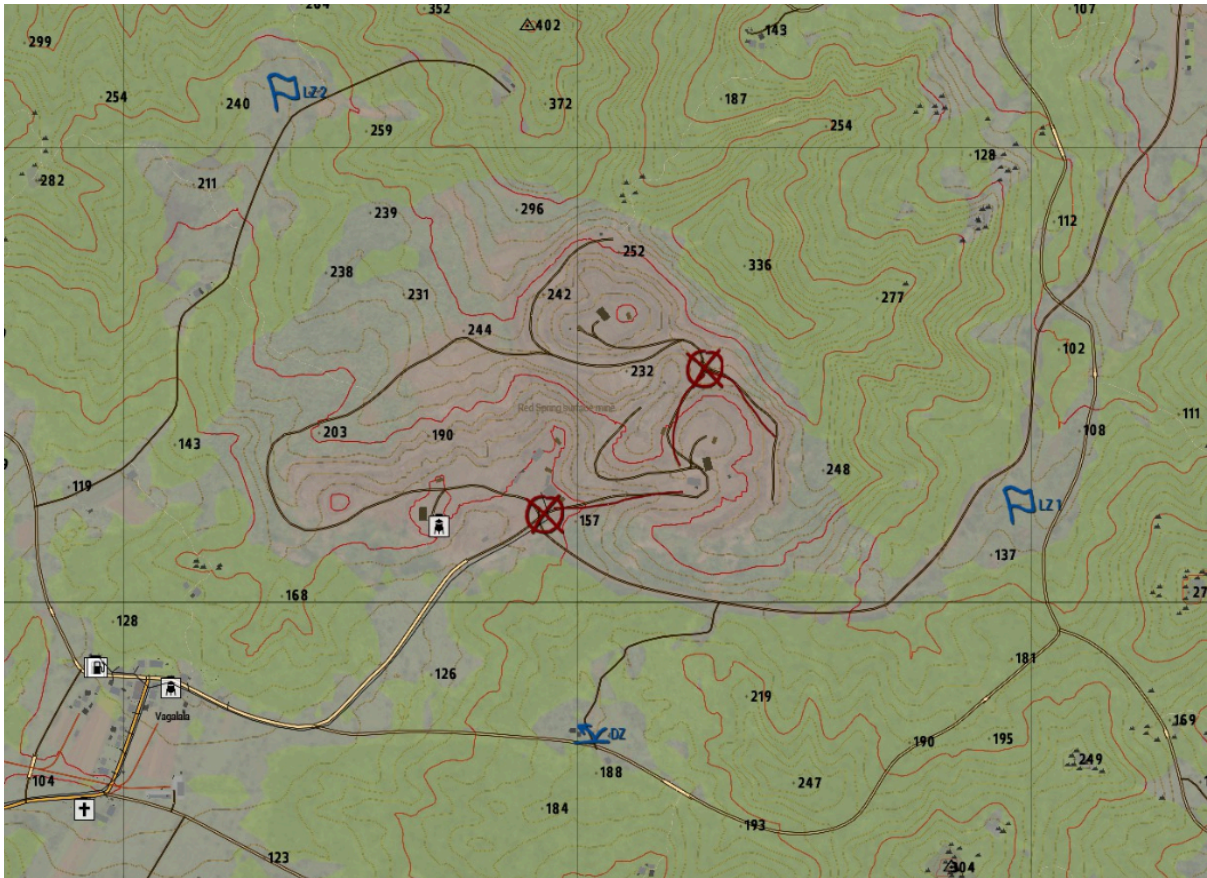
Prefers to mount their m2s to jeeps or tripods rather than HMMWVs

List:

- Air
 - UH-1Hs armed with Rocket Pods, Side Guns; some used for logistical and medical transport.
 - AN-2 Antonov Propeller Plane, likely used for logistics.
 - A-29 Super Tucano Propeller Plane for CAS and limited Air superiority.
- Armour
 - LAV-25 Infantry Fighting Vehicles; 1 seen on Patrol.
 - 1x LAV-TOC (Tactical Operation Control); likely being used for the platoon/company commander of the vehicles.
 - M60 Pattons; were seen in the vehicle stash.
 - M113 with mounted gun.
- Infantry
 - Small Arms:
 - Rifles: L1A1s, FALs, M16s, Grease Guns (Crewmen), Some DMRs with low powered SUSAT optics on their guns.
 - Launchers: M136s/AT4s
 - Vehicles: HMMWVs, Trucks (transport & logistics), Jeeps, Offroads, Cars
 - Protection: No ballistic protection on vests for most, only harnesses; Helmets are mostly vietnam era (M1s); Some might have proper ballistic vests
 - Artillery: 4 Howitzers were seen, they appeared to be ready to fire.
The enemy is suspected to be in possession of mortars as well (unconfirmed)

Recommendations & Planning

LZs/DZs



LZs 1 and 2 are recommended by recon. They should provide the safest landing sites with the biggest threats being far away and little or no patrols spotted in the immediate area. Landing further South is possible, but it would be very risky due to the patrolling LAV.

LZ 1:

- fairly safe LZ (only patrol on the road and bunker with no eyes around the bend of the road)
- allows for quick deployment to dominate and destroy vehicle stash
- close proximity to suspected VIP position in GRIDREF: 122 103
- Defenses on the East Side are weak in comparison to the South or West
- Minefield in the forest between Objective and LZ 1

LZ 2:

- Further away from Objective than LZ 1
- Contact likely before vehicles in the stash can be engaged
- Very safe LZ, no hostiles seen around the position
- Northern Defenses are scarce, possibly unmanned (unconfirmed)
- LZ 2 is seen by "Comms Bravo" where a M113 was seen. "Comms Bravo" is assumed to be occupied by hostiles.

Positions of Importance

Vehicle dump: Denying the enemy the ability to use their armour will be vital, and seeing as the vehicle dump is in a defilade with only two linking roads it should be possible.

Possible VIP location: Hitting the possible VIP building, or atleast getting eyes on it will also be of great importance, as it will allow us to possibly save the VIP quickly

Helicopter Compound/South Gate: As the only main road in and out of camp spring, dominating this area ensures control of enemy QRF, as well as an easy infil for allied QRF.

GRIDREF: 121 103 has a hill which provides good sightlines on both the vehicle stash and the southern gate/helipad area. This position will likely be vital to dominating both. Additionally it can serve as a staging position for an assault on the AA/Artillery compound.

Threats

- Allowing the **enemy armour** to go active would pose a great threat to the platoon, seeing as we have no armoured assets of our own, and would solely rely on personnel borne AT capabilities.
- **Enemy CAS** could interrupt and suppress our maneuvers, if the enemy leadership is given enough time and space to call them in. It could also weaken any areas we strongpoint to defend from enemy QRF.,
- Seeing as the enemy dominates the island, they have the capability of sending in both **mechanized and motorized QRF**, including from local strongpoints such as "Comms Bravo". If we are not in a position to oppose the enemy QRF in time, an enemy counter attack will be likely, and possibly devastating.

Final Words

To get our man out, we need to hit the enemy fast and hard. Their vehicles are not in a state of immediate readiness and can easily be destroyed, given they do not go active. The poorly equipped infantry will need to be defeated quickly, in order to prepare against enemy QRF incoming via both AIR and GROUND.

Good Luck Troopers, Recon Out.

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Report compiled by: Veagance and SilberJojo

