

OPERATION RED STORM

Date & Time: 21st August 1970 | 1500 hours

Player Side: NVA

Enemy Side: US Army

Map & Weather: Khe Sanh | Clear

SITUATION:

As the senseless war in Vietnam drags on and the Americans dig their heels into their pointless intervention, combat is an ever-present fact. With the Americans bringing their helicopters and planes and artillery, they are effective, but they are engaged in a manner of war they are not prepared for; their command structure falters with our unorthodox assaults and the ever-present heat of the jungle.

Their artillery follows suit - deadly under certain circumstances, but in the jungle with a lack of communication and spotting, it is effective only against our entrenched positions. These guns do still pose a threat to our bases and need to be destroyed, as well as any supplies for them.

This is exactly what your men will do. An American base near the river serves as an artillery base and naval operations area, sending boats down the rivers. You are to ambush a nearby convoy to bait responses force from the base, and while the garrison is understrength you will assault the base.

MISSION:

Your platoon, PHONG, with an integrated mortar for fire support, will ambush a convoy moving to the artillery base. While the response forces are distracted, you will assault the artillery base, destroy all of the guns and any ammo caches, kill as much of the responding force as possible, and escape by the river before things become too hot to handle.

EXECUTION:

1. Prepare an ambush on the convoy.
2. Ambush the convoy, destroy as much of it as possible, and move to the base before QRF arrives.

3. Assault the artillery base and secure it.
4. Destroy any artillery guns, mortars, or ammo present there.
5. Hold the objective and destroy any response forces for as long as possible.
6. Use the boats present on the river as part of the base to flee west down the river to your exfil.

ORGANIZATION:

SIGNALS	
Main Communication Net	LR 77.0
Fire Support Net	LR 76.0
Phong 1-6 (Platoon) Intercoms	SR 70.0
Phong 1-1 (Alpha) Intercoms	SR 30.0
Prong 1-2 (Bravo) Intercoms	SR 40.0

ORBAT		
1.	Phong 1-6 (PLATOON)	
	Platoon Leader Platoon Sergeant Combat Medic JTAC Anti-Air Asst. Anti Air	Type 56 Type 56 PPS-43 SKS (22mm GL) PPS-43 Type 56
2.	Phong 1-1 (ALPHA) / Phong 1-2 (BRAVO)	
	Squad Leader Combat Medic Anti-Tank Ammo Bearer Team Leader Machine Gunner Rifleman DEMO	Type 56 PPS-43 PPS-43 Type 56 SKS (22mm GL) RPD Type 56 M77E

3.	Phong 1-3 (CHARLIE)	
	Squad Leader Mortar Crew Mortar Crew	Type 56 PPS-43 PPS-43

ASSETS	CALLSIGN
1x Type 63 60mm Mortar	Operated by Phong 1-3

ADDITIONAL:

- American convoys typically host 8-12 vehicles, 3-5 of them being supply vehicles. The artillery FOB staffs close to 60 personnel. Plan your assault, ambush, and defense accordingly.
- An NVA spotter team is positioned up the road from you, ready to alert when the convoy passes. This will be relayed through high command. This team has also scouted parts of the FOB from afar to get approximate positions of hardpoints.
- The enemy has full access to IDF but will struggle to get your position zeroed due to the nature of your ambush and movement, as well as the Army being unwilling to shell their own base defenses. Your own mortar team is advised to stay mobile and avoid staying in one spot for too long, which will induce counter-battery fire.
- The enemy has air superiority, but our aircraft are still able to push through if the situation is dire. The enemy has access to both fixed-wing aircraft and rotary wing transport/attack craft.
- The enemy will likely send both ground-based QRFs and helicopter transport and support as part of their counterattack. Limited heavy armor (tanks) will be available for QRF, although it is unknown if it will be utilized.
- Resupply will be sent in via truck when requested with an ETA of about 5 minutes, so be sure to give a reasonable heads up first to high command.

AREA OF OPERATIONS:

RED STORM FULL AO UPDATED.jpg

RED STORM MAIN AO.jpg

RED STORM FOB.jpg



(additional maps below)





EQUIPMENT :

Basic Equipment	
Binoculars	PL, Psgt, SL, JTAC
Map	Everyone
Radios	Everyone
Entrenching Tool	AAA, Ammo Bearer

Weaponry			
Role	Primary	Secondary	Special
Platoon Lieutenant	Type 56	TT-33	None
Platoon Sergeant	Type 56	TT-33	None
JTAC	SKS	ISh-54	22mm GL
Combat Medic	PPS-43	None	Medical Kit
Anti-Air	PPS-43	None	9K72 Strela
Asst. Anti Air	Type 56	None	AA Missiles
Squad Leader	Type 56	TT-33	None
Anti-Tank	PPS-43	None	B41
Ammo Bearer	Type 56	None	None
Team Leader	SKS	None	22mm GL
Authorifleman	RPD	None	None
Rifleman	Type 56	None	None
Demoman	M77E	None	Satchel Charges
Mortar Crew	PPS-43	None	Mortar Pack