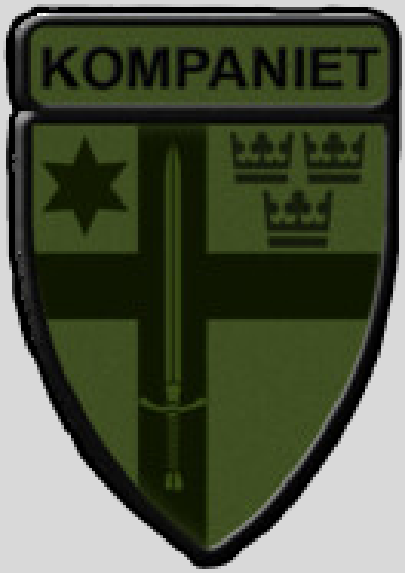
Operation Stubbhult Catapult









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Joint Operation notes

Hosted by Swedish Strategic Group. Attending communities are **Praetorianische Garde**, **Tactical Training Team** and **Kompaniet**.
Estimated attending players from each community:
Swedish Strategic Group: 18-22
Praetorianische Garde: 10
Tactical Training Team: 10
Kompaniet: 10-20
https://prae-garde.de/
https://www.ssg-clan.se/
https://kompaniet.org/
https://tacticalteam.de/

Images that can be used for the OP briefing on each forum:
https://imgur.com/a/4wv60UM

Official language:

English will be the language used for company briefing, platoon and company radio traffic, JTAC/FAC and pilots will use English on dedicated PRC148/152 channel 5/7/8.
For push-to-talk (PTT) or short range radio (PRC343) within infantry groups, each group can use the language the players prefer.

TeamSpeak and Arma3 server info:

Arma3 test-server will be up from thursday (2025-03-06) to enable you to test mods and connection.

Please test your role and equipment. If you have any feedback, please contact SSG Enfisk or communicate this to someone who can let the missionbuilder know.

Arma3 Server	Port	Password	
server1.ssg-clan.se	2302	jointop	Mission server
server1.ssg-clan.se	2302	jointop	Test server

TeamSpeak is up and free to use. The password is temporary and will work from today (2025-03-05) until monday (2025-03-10).
You will automatically connect to [A3] JointOP room.

Proper pre-mission rooms will be created and ready to use on sunday before the mission starts.
All players must be in the **[A3] Game Room** when the mission starts.

TeamSpeak	Password
ts.ssg-clan.se	jointop

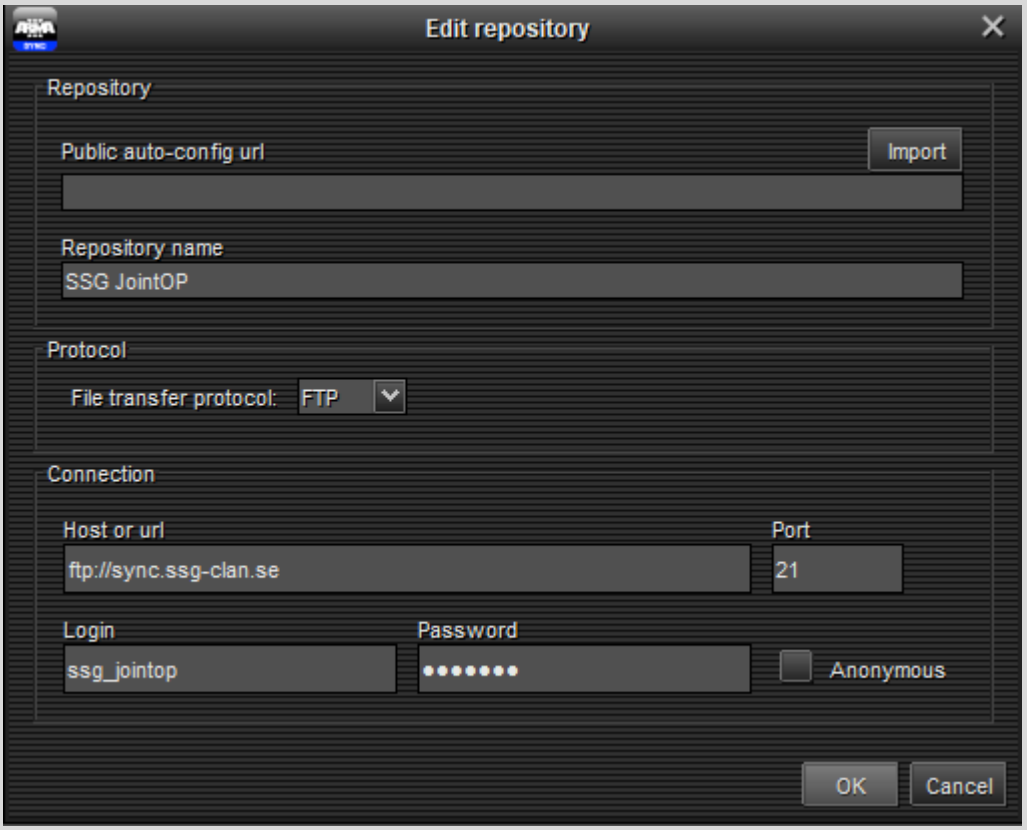
Mod repository

With four communities all using its own repo or the Steam Workshop, it is inevitable to have issues connecting to the server when the mission starts. Please test this by connecting to the server at least 1h before the mission starts (start 18:00 UTC+1).

SSG Arma3Sync is open to anyone to use. Please be aware that we rename folders and bundle the mods. If you have **3CB Factions mod v8.0.1** and the 4 **RHS mods v0.5.6**, there's no need to re-download them, just save some time and adjust the selected mods you start the game with using the tab "Addons" in Arma3Sync.

SSG Arma3Sync:

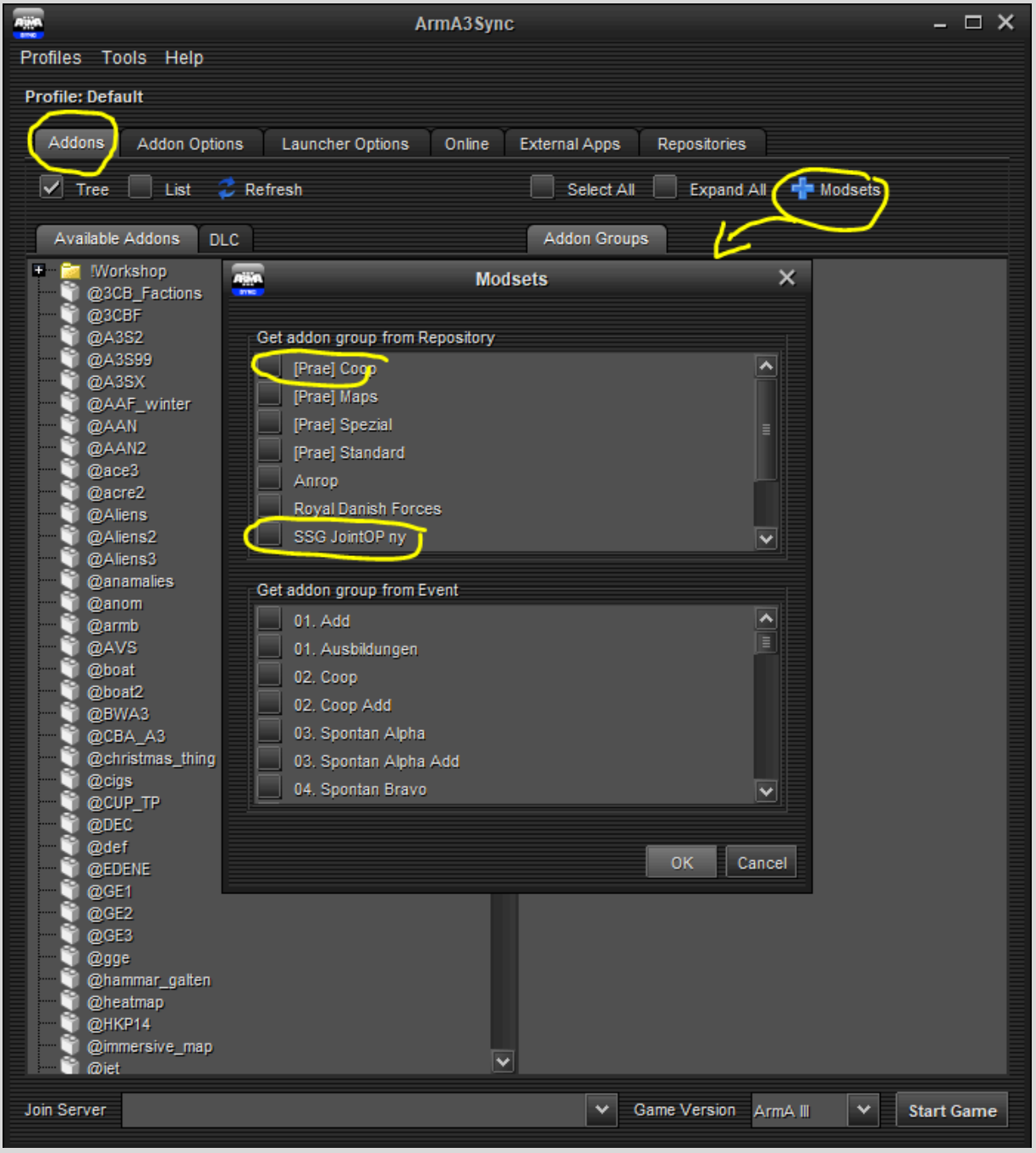
If you need to or want to, use this information to add SSG JointOP sync
Password: jointop



For example for Prae and TTT:

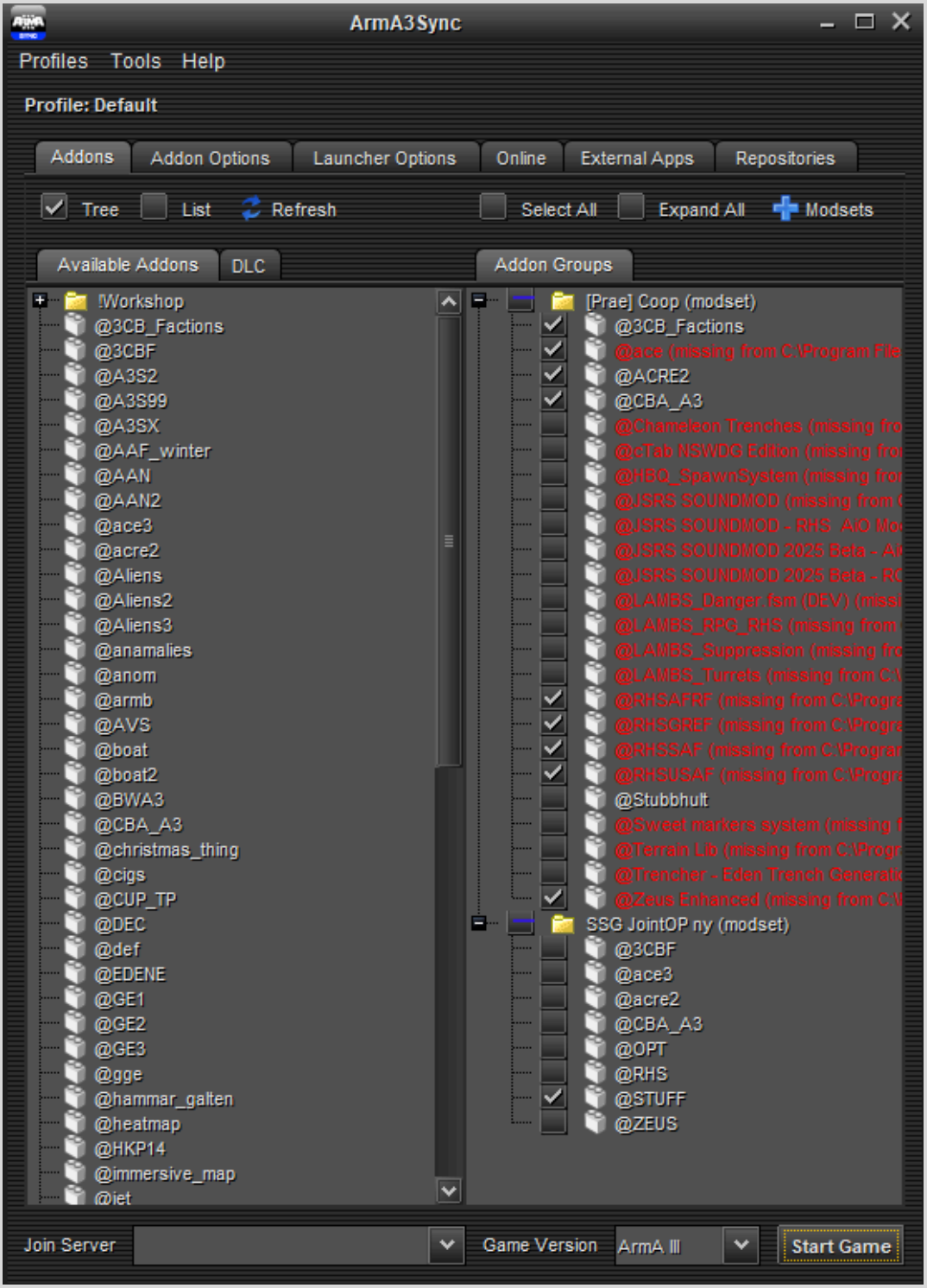
Using [Prae] Coop and SSG repo

Go to tab “Addons” and click “+Modsets”, wait for repository check. Then select [Prae] Coop and SSG JointOP and click OK



The biggest mods are 3CB Factions and the 4 RHS mods. There's no need to re-download them, simply check the checkbox for those mods inside the [Prae]Coop repo. **ACE, ACRE, CBA, Zeus Enhanced, has not been updated/changed from the initial publication of mods, Prae and SSG repo has the same version, they can also be reused**

Here comes the confusing part, SSG bundles a lot of their mods into one folder (3 x trench mod, JSRS, HBQ spawn, Stubbhult map and the cTab mod).



Updates to the mods has been performed at these dates:

Date Time	Size of update	Comment	HTLM file
2025-03-08	~700KB	HBQ update SweetMarkers cTab LAMBS RHS RPG	https://drive.google.com/file/d/1hIQoTdjWaCPTsujGzw9pfZwFUmN26W5J/view?usp=sharing
2025-03-05	~40GB total modpack	initial	

Sitrep

Stubbhult has been in part occupied by its eastern neighbor, ***Shernovia***, which has recently escalated its military presence along the border with Stubbhult, a small democratic nation. Over the past month, **Shernovia** has steadily advanced into **Stubbhult** territory, occupying critical industrial regions and major transportation hubs, particularly around the city of Bälshult and Gullanabba, two important logistics and military hubs. This incursion has sparked significant regional concern, as **Stubbhult** has historically been a key ally of Western nations, including the United States.

In response, the **Stubbhult** government has issued multiple diplomatic appeals for intervention, while the **Shernovia** government maintains the stance of "reasserting territorial integrity." Tensions have reached a boiling point, and reports indicate that the **Shernovia** military has begun construction of defensive positions, with rumors of further offensives aimed at pushing further into **Stubbhult** .

Current BLUFOR situation

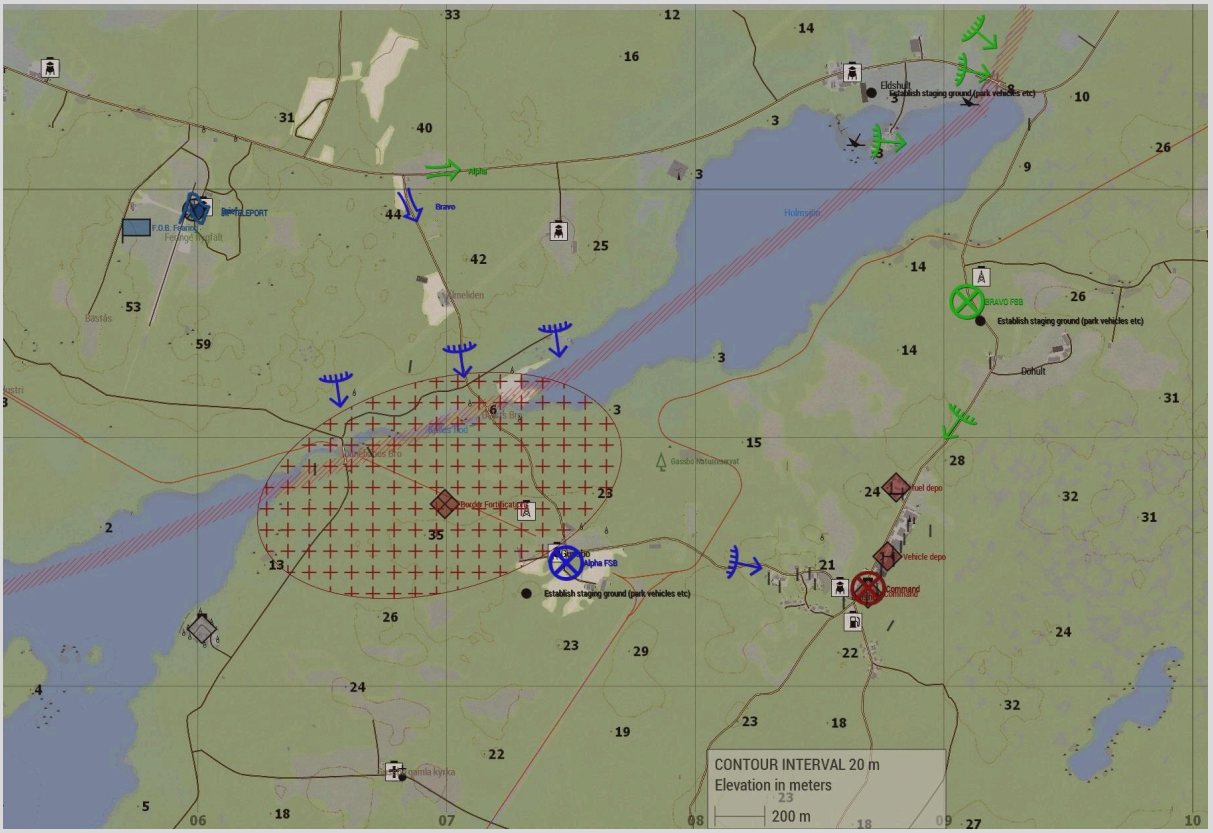
A small contingency of US Army personnel, **Task Force Sierra**, is currently stationed on a peninsula known as FOB Fearing. This outpost overlooks the current military border and frontline of **Stubbhult** where **Shernovia** forces have entrenched along the river that divides both countries.

Our presence has up to this point been one of primarily one of observation, deterrence and support, with a limited mandate focused on intelligence gathering, border monitoring and coordination with paramilitary **Stubbhult** forces (farmers with guns).

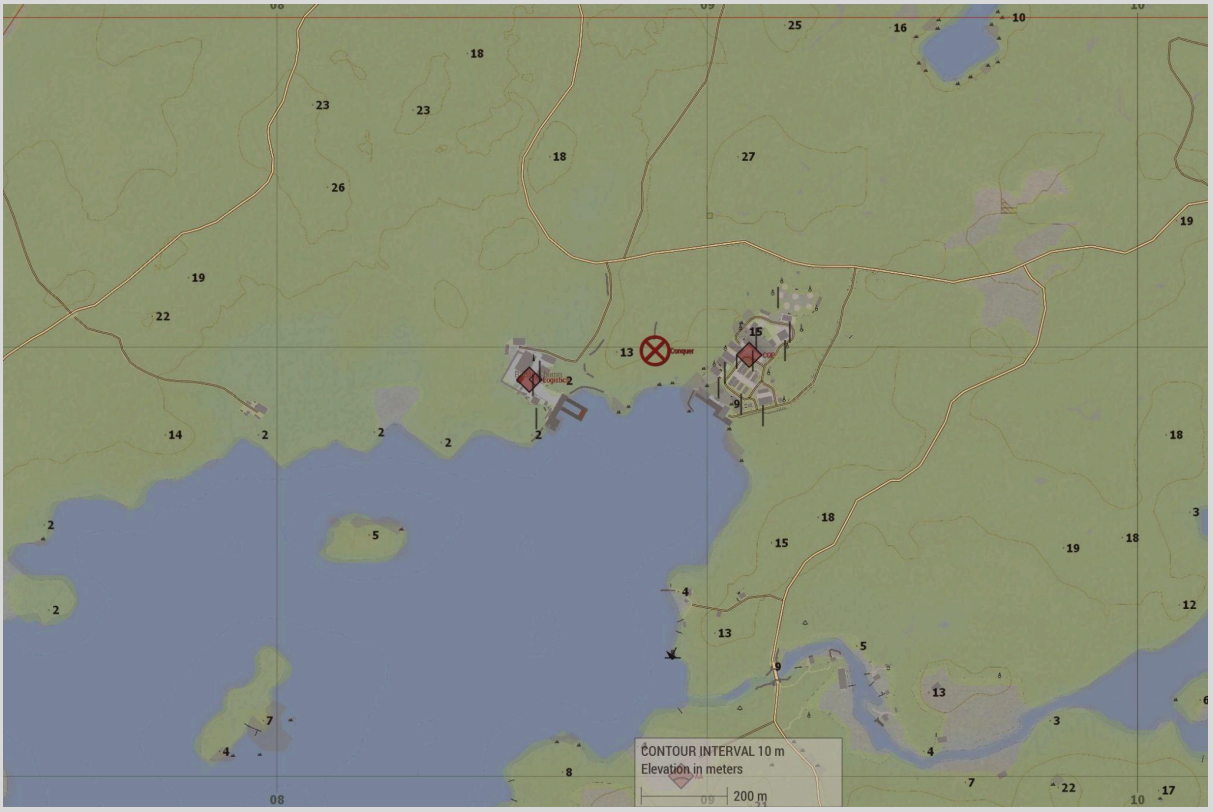
Over the past week, we've seen an increase in Shernovia military activity along the border. Satellite and drone surveillance indicate the movement of elite infantry and heavy armor, previously stationed further inland, into fortified positions along the banks of the river. Heavy artillery, including self-propelled and anti-aircraft systems has been moved up closer to the riverbank. Credible reports from intelligence sources all paint the same picture, the **Shernovian** forces are preparing an assault on the peninsula.

Further reconnaissance indicates that Shernovian forces have established at least two make-shift Combat Outposts(COP) and even prepared vehicle/ammo/fuel depots to support an assault with logistics.

Objectives



- Command - Destroy and secure
    - Fuel Depo
    - Vehicle Depo
    - Command



- Conquer
    - COP
    - Logistics

Strategy

The war is inevitable, he who strikes first will be victorious. Make do with the window that has been given. Advance and strike surgically on known **Shernovian** positions. Strike deep within their territory.

Do your utmost to spare civilian lives and infrastructure but not at the cost of our own lives.

Tactics

A detailed order will be given in the game.

Chain of command

Sierra Lima is the company commander. Alpha Sierra takes over as company commander if Sierra Lima is KIA or MIA. Bravo Sierra takes over as company commander if Alpha Sierra is KIA or MIA.

If Alpha Sierra or Bravo Sierra (platoon command) is KIA or MIA, Alpha/Bravo 1-3 takes over as platoon commander.

Rules of Engagement

TBA

Infantry Platoon

TBA

Enablers

Victor Lima:

Support the infantry on their assault, prioritize enemy heavy armor.
Free to engage anti-air units and vehicles.
Secondary - neutralize known Anti-air positions behind enemy lines (shilka)

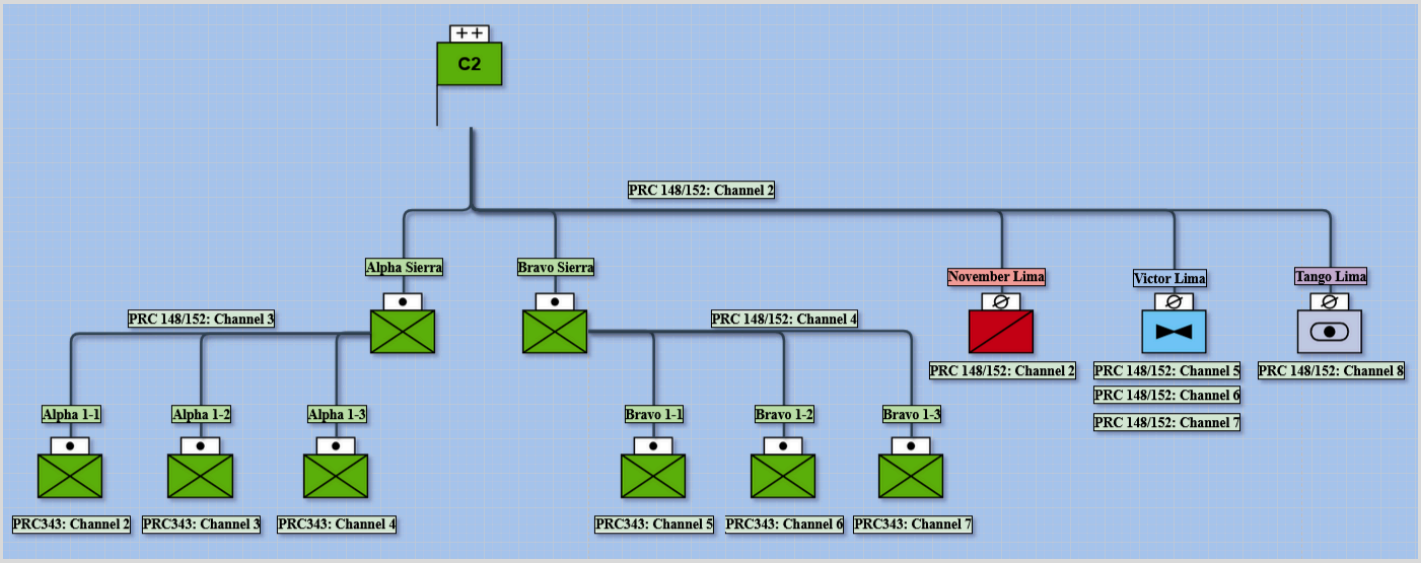
Tango Lima:

Support the infantry on their assault, prioritize enemy static positions and clusters of infantry.
Free to engage anti-air units and vehicles.

November Lima:

Support the infantry on their assault initially. Recon behind enemy lines using available equipment.

ORBAT



Detailed slotlist

Can be found here: JointOP 2025-03-09

Infantry

US Equipment, weapons and vehicles

Callsign	Slots	PRC148/152	PRC343	Type
Alpha Sierra	2	3	N/A	*Platoon command*
Alpha 1-1	8		2	AT Infantry
Alpha 1-2	8		3	Heavy AT Infantry
Alpha 1-3	8		4	Light AT Infantry
Bravo Sierra	2	4	N/A	*Platoon command*
Bravo 1-1	8		5	Light AT Infantry
Bravo 1-2	8		6	Heavy AT Infantry
Bravo 1-3	8		7	Heavy AT Infantry

Enablers equipment

Victor Lima	AH-64D	CH-47F	MH-6M	UH-60M MEV (Callsign ‘Needle’, MedEvac helicopter)
November Lima	MRZR 4	Quadbike		
Tango Lima	M109A6	M1132 (M2) *Repair/Rearm/Refuel*		

Callsign	**PRC148/152**	**Type**
Hammer	5	CAS
Icepack	7	Logistics
Tango Lima	8	Artillery fire support
November Lima	2	Recon

Additional equipment

Ambulance, Command vehicles and respawn-cars.

Radio SOP

Platoon Commanders can call in firesupport and logistics via the FAC/FSC in the Company Command.
Infantry JTACs are free to call in firesupport directly from needed unit (VL on channel 5 or TL on channel 8).

Infantry

TBA/TBD

Air

Request CAS

- CAS (callsign Hammer)
- Known enemy AA positions if any
- RoE if needed
- Description of target
- Markers/cTab or coordinates of target
- Ammunition to use (GBU, AGM, guns)

Artillery

Request artillery fire support

- Description of target
- Markers/cTab or coordinates of target
- Ammunition to use (HE, AT, AP, Smoke, Flares)
- Number of salvos
- Method
    - Barrage
    - Simultaneous impact
    - Laser guided

Technical Info and Gameplay info

Ingame-issues

Shit happens, especially when we play Joint Operations. If you've flipped your car, got stuck in a rock or simply lost your weapon, you can PING zeus or relay the issue to your Squadlead or Teamlead. They can write a message in Command Chat.

There will be multiple Zeus players available, these are:
Prae: Lugopa, Antares
SSG: Erk, Kalle, Enfisk and Admin (TBD)

Respawn

ACE Spectator is enabled and respawn-timer will be shown (countdown). 1st and 3rd personview for all BLUFOR units is enabled so you can hop around and see how your teammates are doing.
There are no limits/tickets on how many times you can die and respawn.
Respawn is 2 minutes and you will spawn back at the FOB.
Individual respawn timers, you might spawn alone, if you are alone, make your way to either the helipads and hitch a ride with Victor Lima or if it's reasonable, grab a "respawn-car".

What to do when you respawn

Firstly, check your gear and equipment. Resupply and check your radio.
Make your way to the helipads and hitch a ride with a pilot, inform them which group you belong to and they will sort out the rest and relay needed info back to you (*where you will be dropped off etc*).
If there's no pilots available or you've died just outside the FOB, grab a respawn-car and make your way back to your group.

Respawn-car

There will be empty cars parked close to the respawn if you die. They are available to everyone and free to use for driving back to your group.
If you exit the vehicle, it will de-spawn within 1 minute and magically appear back in the FOB where you drove off from.

Join in Progress (JiP) or technical disconnect/crash

If you've for some reason joined in late, or had a disconnect. You are free to use the "flagga". This is a flagpole flying the NATO flag and is placed clearly in the FOB and also marked on the map with JIP TELEPORT.
Use the scrollwheel to select 'JIP Teleport' action and you can then select any of your teammembers to be teleported to.
Note: This is not to be used when you've died and respawned.

ACRE radio settings

First of all, thank you for using ACRE, we know it's not everyone's cup of tea. At spawn, as well as respawn, your radios will be set to the proper channel for both long range (PRC148 or PRC152) as well as short range (PRC343).
If this does not happen or you want to change your channel, these are the hotkeys you are looking for:

CTRL + SHIFT + CAPSLOCK
- Open your current radio GUI, if you have one

ALT + SHIFT + CAPSLOCK
- Switch between equipped radios

CAPS LOCK
- Radio PTT (Push to Talk) Key

CTRL + SHIFT + UP
- Change the current radio to be in both ears

CTRL + SHIFT + LEFT
- Change the current radio to be in your left ear

CTRL + SHIFT + RIGHT
- Change the current radio to be in your right ear

ACE Medical settings

Quick summary

A sort of summary of SSG ACE Medical settings would be "*you can survive quite alot of punishment and even wake up once or twice from uncon, but when you are down and bleeding you will need a friend to help you within 2-3minutes or you will bleed out*".
For medics and teammates, it's vital that you apply tourniquet (CAT) on limbs and quickly apply bandages on torso and head. Don't forget to do a round of CPR if the treatment takes longer than 3-4 minutes, your patient will go into cardiac arrest.

// ACE Medical
force ace_medical_ai_enabledFor = 0;
force ace_medical_ai_requireItems = 0;
force ace_medical_AIDamageThreshold = 1.25;
force ace_medical_bleedingCoefficient = 0.3;
force ace_medical_blood_bloodLifetime = 60;
force ace_medical_blood_enabledFor = 2;
force ace_medical_blood_maxBloodObjects = 100;
force ace_medical_deathChance = 1;
force ace_medical_dropWeaponUnconsciousChance = 0;
force ace_medical_enableVehicleCrashes = true;
force ace_medical_engine_damagePassThroughEffect = 0;
force ace_medical_fatalDamageSource = 1;
force ace_medical_feedback_bloodVolumeEffectType = 0;
force ace_medical_feedback_enableHUDIndicators = true;
force ace_medical_feedback_painEffectType = 1;
force ace_medical_fractureChance = 0.5;
force ace_medical_fractures = 2;
ace_medical_gui_bloodLossColor_0 = [1,1,1,1];
ace_medical_gui_bloodLossColor_1 = [1,0.95,0.64,1];
ace_medical_gui_bloodLossColor_2 = [1,0.87,0.46,1];
ace_medical_gui_bloodLossColor_3 = [1,0.8,0.33,1];
ace_medical_gui_bloodLossColor_4 = [1,0.72,0.24,1];
ace_medical_gui_bloodLossColor_5 = [1,0.63,0.15,1];
ace_medical_gui_bloodLossColor_6 = [1,0.54,0.08,1];
ace_medical_gui_bloodLossColor_7 = [1,0.43,0.02,1];
ace_medical_gui_bloodLossColor_8 = [1,0.3,0,1];
ace_medical_gui_bloodLossColor_9 = [1,0,0,1];
ace_medical_gui_bodyPartOutlineColor = [1,1,1,1];
ace_medical_gui_damageColor_0 = [1,1,1,1];
ace_medical_gui_damageColor_1 = [0.75,0.95,1,1];
ace_medical_gui_damageColor_2 = [0.62,0.86,1,1];

```
ace_medical_gui_damageColor_3 = [0.54,0.77,1,1];
ace_medical_gui_damageColor_4 = [0.48,0.67,1,1];
ace_medical_gui_damageColor_5 = [0.42,0.57,1,1];
ace_medical_gui_damageColor_6 = [0.37,0.47,1,1];
ace_medical_gui_damageColor_7 = [0.31,0.36,1,1];
ace_medical_gui_damageColor_8 = [0.22,0.23,1,1];
ace_medical_gui_damageColor_9 = [0,0,1,1];
ace_medical_gui_enableActions = 0;
ace_medical_gui_enableMedicalMenu = 1;
ace_medical_gui_enableSelfActions = true;
ace_medical_gui_interactionMenuShowTriage = 1;
force ace_medical_gui_maxDistance = 4;
ace_medical_gui_openAfterTreatment = true;
ace_medical_gui_peekMedicalInfoReleaseDelay = 1;
ace_medical_gui_peekMedicalOnHit = false;
ace_medical_gui_peekMedicalOnHitDuration = 1;
force ace_medical_gui_showBloodlossEntry = true;
force ace_medical_gui_showDamageEntry = false;
ace_medical_gui_tourniquetWarning = true;
force ace_medical_ivFlowRate = 3;
force ace_medical_limping = 1;
force ace_medical_painCoefficient = 2;
force ace_medical_painUnconsciousChance = 0.1;
force ace_medical_painUnconsciousThreshold = 0.5;
force ace_medical_playerDamageThreshold = 1.75;
force ace_medical_spontaneousWakeUpChance = 0.75;
force ace_medical_spontaneousWakeUpEpinephrineBoost = 20;
force ace_medical_statemachine_AIUnconsciousness = false;
force ace_medical_statemachine_cardiacArrestBleedoutEnabled = true;
force ace_medical_statemachine_cardiacArrestTime = 180;
force ace_medical_statemachine_fatalInjuriesAI = 0;
force ace_medical_statemachine_fatalInjuriesPlayer = 1;
force ace_medical_treatment_advancedBandages = 2;
force ace_medical_treatment_advancedDiagnose = 2;
force ace_medical_treatment_advancedMedication = true;
force ace_medical_treatment_allowBodyBagUnconscious = false;
force ace_medical_treatment_allowGraveDigging = 1;
force ace_medical_treatment_allowLitterCreation = true;
force ace_medical_treatment_allowSelfIV = 1;
force ace_medical_treatment_allowSelfPAK = 1;
force ace_medical_treatment_allowSelfStitch = 1;
force ace_medical_treatment_allowSharedEquipment = 1;
force ace_medical_treatment_bandageEffectiveness = 1;
ace_medical_treatment_bandageRollover = true;
force ace_medical_treatment_clearTrauma = 1;
force ace_medical_treatment_consumePAK = 1;
force ace_medical_treatment_consumeSurgicalKit = 0;
force ace_medical_treatment_convertItems = 0;
```

```
force ace_medical_treatment_cprSuccessChanceMax = 0.8;
force ace_medical_treatment_cprSuccessChanceMin = 0.4;
force ace_medical_treatment_graveDiggingMarker = true;
force ace_medical_treatment_holsterRequired = 0;
force ace_medical_treatment_litterCleanupDelay = 120;
force ace_medical_treatment_locationEpinephrine = 0;
force ace_medical_treatment_locationIV = 0;
force ace_medical_treatment_locationPAK = 3;
force ace_medical_treatment_locationsBoostTraining = true;
force ace_medical_treatment_locationSurgicalKit = 0;
force ace_medical_treatment_maxLitterObjects = 100;
force ace_medical_treatment_medicEpinephrine = 1;
force ace_medical_treatment_medicIV = 1;
force ace_medical_treatment_medicPAK = 1;
force ace_medical_treatment_medicSurgicalKit = 1;
force ace_medical_treatment_timeCoefficientPAK = 0.5;
force ace_medical_treatment_treatmentTimeAutoinjector = 5;
force ace_medical_treatment_treatmentTimeBodyBag = 15;
force ace_medical_treatment_treatmentTimeCPR = 15;
force ace_medical_treatment_treatmentTimeGrave = 30;
force ace_medical_treatment_treatmentTimeIV = 12;
force ace_medical_treatment_treatmentTimeSplint = 7;
force ace_medical_treatment_treatmentTimeTourniquet = 7;
force ace_medical_treatment_woundReopenChance = 0.4;
force ace_medical_treatment_woundStitchTime = 3;
```