

Operation Tarawa 24HRS

Fully immerse yourself on this WW2 24 hour event. This is a public event, everyone is welcome and encouraged to join!

This event will run just like a unit operation just much MUCH longer.

Date: Friday-Saturday September 29th-30th starting at 1900CST - 1900CST (24HRS)

Server IP: 216.105.171.154

Server Port: 2316

Server Pass: FUN

Volunteer Registration Form: <https://forms.gle/wxivEHFEaFVWCFgy5>

Master Roster:  Tarawa MR

Orientation:

Location - Tarawa Atoll

Time L - 0600 insert

Terrain - beachhead sparse palm trees

Weather - Cloudy, High waves.



Situation:

Our push has landed us further into the Pacific. There is a small island called Tarawa, on this island there is a significant air base that will help with our fight further into the future. The Imperial Japanese Army has dug in and is holding the island with great force. We will assist with as much naval fire as possible to soften up the landing though it is expected that there will still be a small group of enforcers attempting to slow our assault. This should be no hard task Marines, we will have this island taken within 24 hours and there will be nothing less than an absolute victory.

Mission:

We will have 24 hours, in full, to completely overtake the island of Tarawa. Alpha company is to initiate the landing on the western side of the island and make their way inland towards the East.

Execution:

Further execution will be at the platoon commanders and higher leadership's intent. The ONLY exception will be the initial part of the landing.

Admin:

Roles will be randomly given via the use of the volunteer sheet on a google forum.

Reinserts - all reinserts will be done internally by the company or by AAP if you die you will be spawned in on ship and will need to be transported back. A zeus member will be on ship at all times to assist with the coordination of reinserting troops.

To add to the reinsert plan there will come a time within the night where the company will be expected to bivouac and lay down, there will be a 1 hour prior rule where once zeus is informed that everyone is about to commence with the bivouac site, you will have one life and the only way you are going to be teleported back in will be at your bivouac site.

How will sleeping work?

It will be expected of your leadership to create a firewatch plan and to have someone on watch at all times. Just because you all lay down does not mean the game stops the enemy can and will keep you on your toes. As for players attempting to sleep you can go about it a couple ways you can do a hard sleep where you disconnect and will be expected to reconnect at a specific time when your unit is done sleeping and will be awake therefore you will be teleported back to your sleeping spot with your team.

The other option is to do a light sleep where you stay on the game and you take a seat in game and keep your headset nearby on loud in case of an event where you are attacked in your sleep you might have a chance to wake up and resist.

How will eating work? Will there be dedicated times for that as well?

Chow is continuous in the field and the same will go here. Fully immerse yourself and bring snacks ready to eat. Go all out and get an MRE or canned meats or canned foods, maybe pick up one of those MRE mountain packs in the camping section. Leadership will be encouraged to remind their guys to eat, drink, and take care of bathroom needs throughout the day.

Can I come and go as I please?

It will be highly encouraged that you stay the full 24 hours. This isn't to hold a spot or to make anyone upset, but rather to keep the immersion. This is supposed to be a fully immersive experience and it is encouraged that you do so to the best of your abilities.

With that said, if there are emergencies I will not shy away from getting you back in with your team. Real life happens and real life comes first if you gotta go I completely understand.

How will resupplies work?

There will be an arsenal box on the ship and it will be expected to stay on the ship. AAP will need to provide logistics runs or maybe even further into the campaign movement of the arsenal box to the beach will be allowed!

Control:

Mods

<https://drive.google.com/file/d/1pBUqXVMqbVasNRJyINTXew3EXS4y0Cpm/view?usp=sharing>

@lwoJimaV2	Steam	https://steamcommunity.com/sharedfiles/filedetails/?id=2017579768
15th MEU (SOC) Mod Pack	Steam	http://steamcommunity.com/sharedfiles/filedetails/?id=1644588962
ace	Steam	http://steamcommunity.com/sharedfiles/filedetails/?id=463939057
ACE Compat - RHS AFRF	Steam	http://steamcommunity.com/sharedfiles/filedetails/?id=773131200
ACE Compat - RHS USAF	Steam	http://steamcommunity.com/sharedfiles/filedetails/?id=773125288
ACE Compat - RHS: GREF	Steam	http://steamcommunity.com/sharedfiles/filedetails/?id=884966711

ACE Compat - RHS: SAF	Stea m	http://steamcommunity.com/sharedfiles/filedetails/ ?id=2174495332
ACE3 for Project injury Reaction (PiR)	Stea m	https://steamcommunity.com/sharedfiles/filedetails/ /?id=1974617455
ACRE2	Stea m	http://steamcommunity.com/sharedfiles/filedetails/ ?id=751965892
AI avoids prone	Stea m	https://steamcommunity.com/sharedfiles/filedetails/ /?id=2011658088
Atlas LHD: Plus: Remastered	Stea m	http://steamcommunity.com/sharedfiles/filedetails/ ?id=1737598604
Better Inventory	Stea m	http://steamcommunity.com/sharedfiles/filedetails/ ?id=2791403093
CBA_A3	Stea m	http://steamcommunity.com/sharedfiles/filedetails/ ?id=450814997
CUP Terrains - Core	Stea m	http://steamcommunity.com/sharedfiles/filedetails/ ?id=583496184
DUI - Squad Radar	Stea m	http://steamcommunity.com/sharedfiles/filedetails/ ?id=1638341685
Dynamic Camo System	Stea m	https://steamcommunity.com/sharedfiles/filedetails/ /?id=2800081814
Enhanced GPS	Stea m	http://steamcommunity.com/sharedfiles/filedetails/ ?id=2480263219
Enhanced Map Ace Version	Stea m	http://steamcommunity.com/sharedfiles/filedetails/ ?id=2467590475
Enhanced Movement	Stea m	http://steamcommunity.com/sharedfiles/filedetails/ ?id=333310405

Enhanced Movement Rework	Steam	http://steamcommunity.com/sharedfiles/filedetails/?id=2034363662
Faces of War	Steam	https://steamcommunity.com/sharedfiles/filedetails/?id=891433622
IFA3 ACRE2 Compatibility	Steam	https://steamcommunity.com/sharedfiles/filedetails/?id=1539492953
IFA3 AIO	Steam	https://steamcommunity.com/sharedfiles/filedetails/?id=2648308937
Immersion Cigs	Steam	https://steamcommunity.com/sharedfiles/filedetails/?id=753946944
Improved Melee System	Steam	https://steamcommunity.com/sharedfiles/filedetails/?id=2291129343
JSRS SOUNDMOD	Steam	https://steamcommunity.com/sharedfiles/filedetails/?id=861133494
JSRS SOUNDMOD - IFA3 Mod Sounds	Steam	https://steamcommunity.com/sharedfiles/filedetails/?id=1848649183
JSRS SOUNDMOD - Reloading Sounds	Steam	https://steamcommunity.com/sharedfiles/filedetails/?id=1429098683
JSRS SOUNDMOD - RHS AFRF Mod Pack Sound Support	Steam	https://steamcommunity.com/sharedfiles/filedetails/?id=945476727

JSRS SOUNDMOD - RHS AiO Mod Pack Sound Support	Stea m	https://steamcommunity.com/sharedfiles/filedetails/?id=2068033599
JSRS SOUNDMOD - RHS GREF Mod Pack Sound Support	Stea m	https://steamcommunity.com/sharedfiles/filedetails/?id=1180534892
JSRS SOUNDMOD - RHS SAF Mod Pack Support	Stea m	https://steamcommunity.com/sharedfiles/filedetails/?id=1486541773
JSRS SOUNDMOD - RHS USAF Mod Pack Sound Support	Stea m	https://steamcommunity.com/sharedfiles/filedetails/?id=1180533757
KAT - Advanced Medical	Stea m	https://steamcommunity.com/sharedfiles/filedetails/?id=2020940806
M224 60mm Mortar (ACE)	Stea m	http://steamcommunity.com/sharedfiles/filedetails/?id=2472780935
PERSIST - RCO	Stea m	https://steamcommunity.com/sharedfiles/filedetails/?id=2603942867
Project injury Reaction (PiR)	Stea m	https://steamcommunity.com/sharedfiles/filedetails/?id=1665585720

Project SFX: Remastered	Stea m	https://steamcommunity.com/sharedfiles/filedetails/ /?id=2129532219
Reduced Haze Mod v3.1	Stea m	https://steamcommunity.com/sharedfiles/filedetails/ /?id=1397683809
RHSAFRF	Stea m	http://steamcommunity.com/sharedfiles/filedetails/ ?id=843425103
RHSGREF	Stea m	http://steamcommunity.com/sharedfiles/filedetails/ ?id=843593391
RHSSAF	Stea m	http://steamcommunity.com/sharedfiles/filedetails/ ?id=843632231
RHSUSAF	Stea m	http://steamcommunity.com/sharedfiles/filedetails/ ?id=843577117
US GEAR: Units (IFA3)	Stea m	https://steamcommunity.com/sharedfiles/filedetails/ /?id=1496363537
US General Equipment and Accessories	Stea m	https://steamcommunity.com/sharedfiles/filedetails/ /?id=1399447232
Zeus Enhanced	Stea m	http://steamcommunity.com/sharedfiles/filedetails/ ?id=1779063631
Zeus Enhanced - ACE3 Compatibility	Stea m	http://steamcommunity.com/sharedfiles/filedetails/ ?id=2018593688