

01. SITUATION

- a. An ISR Flight, callsign HAVOC 1-3 has crashed.
- b. Flight crew are expected to be moving to a cache, status unknown
- c. A rescue operation is being spun up to contact, locate, and extract the flight crew.

02. MISSION

- a. Team 16 will arrive at FOB LONGSTONE between 2200h 09AUG19 and 0900h 10AUG19, and will provide security to the FOB, and remain on standby to provide security and QRF support to all elements of Taskforce 191.
- b. Team 16's additional taskings may include the rescue of LP or Liaison teams; supporting Team 15 in their CSAR tasks; and providing security during insertion and extraction of other taskforce teams.
- c. While members of Team 16 are not engaged in an active task, they will be engaged in training in preparation of upcoming taskings.

03. GENERAL INSTRUCTIONS**a. Special Teams / Task Organization**

- i. N/A

b. Common Uniform / Equipment (Required)

- i. All equipment required on the rules page: [Link](#)
- ii. Green uniform
- iii. Tan uniform
- iv. Civilian clothing, that can be fought in
- v. Face covering, such as a balaclava or mask
- vi. Primary weapon with 4+ magazines
- vii. Fighting equipment (LBE, chest rig, etc)
- viii. Insulating layers suitable for temps as low as 10°
- ix. Light rain layer
- x. 2+ bandages for treating wounded
- xi. Food for 36 hours; must be able to carry 8 hours of food on your person.
- xii. Minimum 6L of water; must be able to carry minimum 2L on your person
- xiii. Kill rag and kill light (for Militia fighters)
- xiv. Sunscreen and bug spray

c. Special Weapons, Ammo, Equipment (Optional)

- i. Smoke grenades
- ii. NVG
- iii. IFAK

d. Tentative Time Schedule

- i. Arrival: 2200h 09AUG19 to 0900h 10AUG19
- ii. Standby during insert of OP/LP and/or Liaison teams 0330h 10AUG19 to 0600h 10AUG19
- iii. Standby during insert of ISR teams 0900h 10AUG19 to 1000h 10AUG19
- iv. Standby to insert, support, rescue, or extract CSAR teams 2200h 10AUG19 to 1200h 11AUG19
- v. Extraction time: 1200h 11AUG19

04. SPECIAL INSTRUCTIONS AND INFORMATION**a. METREP**

- i. High Temp: 22° (+/- 5°)
- ii. Low Temp: 12° (+/- 5°)
- iii. Conditions: Mainly sunny
- iv. Precipitation: 20%, Rain
- v. Wind: 20km/h, NW
- vi. Illumination: ~86% Moon
- vii. Moonset: 10AUG19 0152h
- viii. Moonrise: 10AUG19 1716h
- ix. Moonset: 11AUG19 0236h
- x. Nautical Dawn 10AUG19 0509h
- xi. Nautical Dusk: 10AUG19 2103h
- xii. Nautical Dawn: 11AUG19 0510h
- xiii. Nautical Dusk: 11AUG19 2101h

b. Required Reading & Viewing

- i. Read all three OPERATION DOCUMENTS on the Mission page on the taskforce website: [Link](#)
Recommended, but not required to, read the other teams' WARNORDs within the same link above.
- ii. Read all pages from the Admin section of the taskforce website, for important event rules and information, as well as information about arriving at FOB LONGSTONE: [Link](#)
- iii. Review the Team Assignments from the Assets page on the taskforce website to get an understanding of Team 16's role and size within the taskforce: [Link](#)

- iv. Review the maps from the Intelligence page on the taskforce website, and either print a copy of a map; or save it to your phone; or sketch it in your notebook. Be aware that this is "intel" that will need to be shown to the militia if you are captured and it is demanded of you: [Link](#)
- v. Review the faces, identities, and additional information about the Havoc 1-3 crew from the Intelligence page. This information will be important not only to identify the crew on sight, but also to verify their identity by asking them personal questions. Do not print or save these images or identifying questions, as we do not want this intel to fall into militia hands. If command gives approval, we will write this information down onsite. An important identifying characteristic is that Havoc 1-3B is over 200cm tall: [Link](#)
- vi. All posts in the Discussion Facebook group