Points to address for Logistics and Fire Support (helo's, planes, CAS, CAP, artillery etc)

Thanks to @Monodorane#0294, @SleepyBoi#9904 and @rodent#0520 for putting this together

- CAS should perhaps only be executed in areas with a friendly presence, and only once ground forces make a successful, complete call for it.
 - This should prevent friendly fire due to obscure calls or firing at will.
 - CAS that can take place outside of friendly occupied areas can be confirmed on radios accordingly.
- Have designated JTAC/Radioman(s) in a squad to contact assets on a separate channel to squad/team leaders.
 - This'll alleviate squad/team leaders managing multiple units and tactics.
- SL's should define what Logi's should be packed with and should set up secure LZ's or DZ's for the supplies to be delivered.
 - o If needs be logi's can just sling load an arsenal to the meeting point
 - If that's too immersion breaking, talk with the SL's to decide what to bring and prepare in advance what they are likely to ask you (e.g. AT rockets, MG ammo and medical supplies are usually in the highest demand).
 - See the Squad Leader section of <u>Reference Equipment</u> list for the different kinds of smokes ground teams will need (and their purpose).
- Get the following things properly prepared and setup before the mission or during briefing:
 - Fire Support callsigns
 - o Radios + radio channels
 - Maybe even a basic communication code (e.g. <u>5 Liner</u>)