

## **SECTOR A- QARZIMI NATIONAL GUARD BARRACKS/FT SALAHUDDIN- (ALARM)**

### **TASK FORCE WARLOCK-**

#### **BACKGROUND-**

Shooters- QARZIM has lifted the tent for us until tonight to punish ESO. First problem is this is denied- hostile territory- and the mission is deniable- there is no support. Second problem is that we don't have great information on the core of the ESO network- they've learned from the failures of other terror groups. We got nothing on the location of AL-SHIRVANI, his lieutenants, barracks, or primary training camp. They've opened the door but not turned the lights on, so it's up to us to develop the situation by gathering intel on raids, driving the next raid, and so on until the noose tightens. Now, we don't believe ESO and QNG out here don't know what each other is doing, so we're going to find out from them directly without their permission. We believe there is a terminal into an administrative mainframe inside FT SALAHUDDIN that should give us some good insight on the relationship between ESO and QNG. We also suspect that local members of the QARZIMI National Guard may have some contacts with ESO- and if so, evidence may be found in their BARRACKS.

#### **MISSION-**

- 1 ) Infiltrate the base area without being detected.
- 2 ) Search the BARRACKS for any clues, taking a picture of what you find and leaving it in place.
- 3 ) Gain access to the MAC center mainframe computer, and search for any links between ESO and QNG in this province. Take a picture of what you find and leave in place.
- 3b) Send the pics to scores@stagops.com
- 4 ) Leave without being compromised.

#### **INSERTION-**

Your mission begins at the end of HARRIS BRIDGE.

#### **ENEMY-**

Small patrols of mostly disinterested QNG soldiers.

#### **ROE/CONSIDERATIONS-**

This area is ALARMED and QNG forces will swarm to hunt you down if the alarm is set off. Avoid detection at all costs.

#### **CONTINGENCIES-**

If the alarm sounds, the enemy will swarm the area (MAC center will become their respawn) and any intelligence value will be reduced or eliminated once they figure out they've been compromised.

#### **EXTRACTION-**

Head to the intersection between MAC and TENTS where an ORACLE member will greet you.

#### **FAILURE CONDITION(s)-**

Exit the area. Fail to make extract in the 30 minute time frame. Be Witnessed killing a QNG fighter. Leave a dead or wounded member of your unit, a weapon, or any sign/insignia you were present behind.

## **SECTOR A scoresheet/ NOTES- BRIEFER/OBSERVER- COBALT**

### **TIME SLOT 1-**

UNIT- Assault Team Flashpoint

OBJECTIVES- Unit gained access to both intel but failed to extract completely and in time

OUTCOME-Unit failed to extract completely and in time

NOTES- Kudos to Scott for disappearing in broad daylight despite the blue flannel, appearing and disappearing at will around the AO.

### **TIME SLOT 2-**

UNIT- The HORSEMEN

OBJECTIVES- None.

OUTCOME- The unit took a hard flank left/south at section start and exited the AO, unable to return in time to make the mission or extract.

NOTES- Confusion may have come from the description of MAC center (Fort SALAHUDDIN) as "A Castle" which sits not 200' north of a building marked "CASTLE" on the border. At ENDEX, unit was found out of bounds in Sector B's "PRISON" Structure adjacent to the CASTLE.

### **TIME SLOT 3-**

UNIT- TK/GSG/Ronk Allstars

OBJECTIVES- Both

OUTCOME- ¼ of the unit was about to extract cleanly when the overwatch member was hit. Unit returned to retrieve their wounded member, and were subsequently killed by QNG while attempting to medic and extract.

NOTES- Superb stealth on the initiative, was shocked- SHOCKED- to look into a window and see ¼ of the unit right there so quickly.

### **TIME SLOT 4-**

UNIT- O-PEAR-ators/Blunt Force/Camelot

OBJECTIVES- None

OUTCOME- Unit was seen repeatedly early on, mistaken as poachers. Eventually the QNG got wise. Only unit to make it to extract alive and on time, but did so without intel.

### **TIME SLOT 5-**

UNIT- Dark Detachment

OBJECTIVES- Both

OUTCOME- Unit could not make extract.

NOTES- DD miraculously rushed the entire mass of their force from objective to objective without being seen/heard. Last man into the FT SALAHUDDIN accidentally slammed the door, alerting local guards resulting in a firefight that eliminated the unit.

## **SECTOR B- BEDOIN REGION & ANCIENT CITY OF HARRAPOLIS (ALARM)-**

### *TASK FORCE WARLOCK-*

#### **BACKGROUND-**

ESO and the QARZIMI government derive their power from control of the faithful, and claim a special righteousness from the words of the Prophet- as interpreted by their scholars. Moderates in the country are hard to find, but after the Belgium Terror Bombing, one cleric (ABDULLAH HASSAN) has made back channel contacts with ORACLE and would like to meet to discuss how he can help us. He likely has intimate knowledge of the clerical aspects of both the Qarzimi and ESO organizations, and could provide plenty of valuable HUMINT on the who is who in these worlds. The head shed feels this also could be a trap. We will need you to assess personally. Locate him, bring him to a secure area firmly but politely, assess his reliability, and develop the situation based on the information he gives you.

#### **MISSION-**

Locate HASSAN in the HARRAPOLIS area. This time of day he is often alone, praying at the graveyard, or visiting the village. Bring him to his tents without patrols noticing, interrogate him, and proceed with the information he gives you. (He will be dressed in traditional garb.)

#### **INSERTION-**

You'll infil on foot at target point 2 on the eastern corner of Sector B.

#### **ENEMY-**

QNG patrols are the only form of "Law Enforcement" in these wildlands. Be advised they may patrol the village area and the MSR. Avoid detection at all costs.

#### **ROE/CONSIDERATIONS-**

Do not engage civilians with fire, especially HASSAN. If you must engage with QNG forces, be fast, accurate, and eliminate them entirely, moving their bodies to avoid being detected by any Qarzimi citizens. If a civilian or QNG soldier sounds the alarm, the barracks nearby will be emptied and you will face a running battle to escape with your lives.

Be advised that this region is alarmed and so the QNG may call for reinforcements, or errors made elsewhere may cascade into this region.

#### **EXTRACTION-**

You'll need to exfil and meet with the ORACLE contact at Target Point 3 without being detected in 30 minutes or less after STARTEX.

#### **FAILURE CONDITION(s)-**

ABDULLAH HASSAN is killed. Unit fails to make the extract in time. Unit Leaves a dead or wounded member behind. QNG member(s) are found dead by a civilian. Civilian(s) are found dead by QNG.

SECTOR B scoresheet/ NOTES- BRIEFER/OBSERVER- BIGFOOT

TIME SLOT 1-

UNIT- Dark Detachment (DD)

OBJECTIVES- All complete

OUTCOME- NO CAS, Extract on time

NOTES- Great Role Play interaction

TIME SLOT 2-

UNIT- ATF

OBJECTIVES- All Clear

OUTCOME- Exfil rapidly and without alarm

NOTES- Good Hassan Interaction; near perfect coordinated double shot

TIME SLOT 3-

UNIT- The Horsemen

OBJECTIVES- All clear

OUTCOME- Exfil with KIA

NOTES- 2 Civcas, land nav issue- invaded Sector C, shot an ORACLE advisor

TIME SLOT 4-

UNIT- TK/GSG Allstars

OBJECTIVES- N/A

OUTCOME- Wiped 2x

NOTES-

TIME SLOT 5-

UNIT- O-PEAR-Ators

OBJECTIVES- All clear

OUTCOME- Kinetic Success

NOTES-

## **SECTOR C scoresheet/ NOTES- BRIEFER/OBSERVER- SACSlym**

### **TIME SLOT 1- UNIT- Pear / Camelot**

OBJECTIVES- Obtained Intel from Darwesh, unconfirmed whether obtained codes

OUTCOME- Knocked out Darwesh, was detected briefly prior to exfill, but did exfill successfully

NOTES- Careful group, worked to avoid conflict, avoided killing guards, preferred non lethal

BONUS/MISC- Good roleplay, professional group

### **TIME SLOT 2- UNIT- Cell 2**

OBJECTIVES- Obtained intel from Darwesh, Obtained Codes (Darwesh saw this)

OUTCOME- Unit was killed as they attempted to extract from house / failed.

NOTES- Group began mission by direct path on road to house, detected immediately. Group uses cart to and gun bags to move around their gear between missions requiring them to return to infill location after each section. Noted to me they were interested mostly in violence and it took a few clarifications that killing Darwesh was not a good idea...

BONUS/MISC- Roleplayer group "Goodies" was very forgiving, pretended most sightings of group were "poachers" and warned them off. Group DID roleplay for intel. I did indicate to them a few times they were welcome to raise the alarm, which they did eventually do.

### **TIME SLOT 3- UNIT- ATF**

OBJECTIVES- Obtained Intel from Darwesh, Obtained Codes

OUTCOME- Exfilled without detection prior to Darwesh waking up, very clean operation

NOTES- Horsemen did attack roleplayers during this playthrough from Section B, quick reset did not affect overall experience for ATF.

BONUS/MISC- Great roleplay, had overwatch system in place, again very professional

### **TIME SLOT 4- UNIT- Horsemen**

OBJECTIVES- Obtained intel from from Darwesh, Obtained Codes

OUTCOME- Exfilled successfully as all resistance had been eliminated.

NOTES- Alarm was set off from other sector, guards responded to house and were immediately killed, as players had setup along ridge line at this point, unit then breached the house and prevented Darwesh escape, questioned, knocked out darwesh and exfilled within 5 minutes.

BONUS/MISC- Good quick engagement, covered all exits to prevent escape, used the violence of the moment to get quick answers out of Darwesh.

### **TIME SLOT 5- UNIT- TK / GSG**

OBJECTIVES- Obtained Intel from Darwesh, unconfirmed whether obtained codes

OUTCOME- Snuck into house undetected, exfilled while alarmed guards hunted for them

NOTES- Alarm raised from other sector threatened team success, however patience worked out for them.

BONUS/MISC-

## **SECTOR D- GARDENS OF HARRATHASTAN- (NO ALARM)**

### *TASK FORCE WARLOCK*

#### **BACKGROUND-**

Shooters, our teams have been out here getting it good on raids and are nailing us some fat targets- and a growing picture of the ESO network. We're starting to get hits near the top circle, in fact, we have a huge opportunity to bag an ESO shaker and mover right the fuck now. YOUSEF BAZGAR, chief of ESO's intelligence, is in the region visiting the Qarzimi Minister of Finance. To clear his mind of evil nonsense, He's known to walk the Gardens of HARRATHASTAN, typically with several Elite ESO bodyguards. Securing him and getting him to talk will be a major blow to ESO and may get us much closer to AL-SHIRVANI, his main camp, the inner circle, or who knows what. That's where ya'll come in.

#### **MISSION-**

Locate BAZGAR and his entourage in the GARDENS area. Eliminate or avoid the guards and extract BAZGAR alive from their party... tracking him if he escapes. Bring him ALIVE and UNHARMED to CHARLIE BASE for interrogation. Gather evidence and EXTRACT on foot to ZOMBIE's guard shack where another ORACLE asset awaits.

#### **INSERTION-**

Your mission begins on foot at ALPHA BASE. BAZGAR may be walking N-S on the LOGGERS ENTRANCE ROAD, or E- W along the LOGGERS ROAD.

#### **ENEMY-**

A cell of highly trained, aggressive ESO fighters, chosen for their operational ability and loyalty. He's never more than 100' from them, though they keep some distance so the man can think.

#### **ROE/CONSIDERATIONS-**

YOUSEF BAZGAR is very-mortal. If he is wounded he will need a bandage in 5 minutes, and may remain "injured" despite application of a bandage. If he is injured, he will require contact to move, which may include carrying him. We do not expect civilian traffic in the area, but avoid CIVCAS if any are encountered. BAZGAR and your unit will not be found by the local guards inside the CHARLIE'S CHAI TEA HOUSE (the walled EZ UP at CHARLIE base.) Conduct your interrogations there.

#### **EXTRACTION-**

Make your way to the guard shack at ZOMBIE where an ORACLE agent awaits.

#### **FAILURE CONDITION(s)-**

YOUSEF BAZGAR is killed. Unit leaves the active area. Unit leaves a fallen or wounded member behind. Extraction completed without intel gathered. Unit fails to extract in time frame.

**SECTOR D scoresheet/ NOTES- BRIEFER/OBSERVER- CHILLI**

**TIME SLOT 1-**

UNIT- TK/GSG/Ronk

OBJECTIVES- All clear

OUTCOME- Exfilled on time, without casualties, no one left behind, and with all objectives complete.

NOTES- "Went loud"

**TIME SLOT 2-**

UNIT- O-PEAR-Ators/Camelot/Blunt Force

OBJECTIVES- Intel

OUTCOME- Successfully exfilled on time with intel intact

NOTES- Did leave boundaries temporarily; immediately corrected.

**TIME SLOT 3-**

UNIT- Dark Detachment

OBJECTIVES- Intel

OUTCOME- Shot HVT, KIA- failed to make extract in time.

**TIME SLOT 4-**

UNIT- ATF

OBJECTIVES- Intel

OUTCOME- Successfully extracted with intel and squad integrity.

NOTES- HVT was shot but medic'd

**TIME SLOT 5-**

UNIT- HORSEMEN

OBJECTIVES- INTEL

OUTCOME- Failed to make extract, despite reset.

NOTES- HVT was shot

**SECTOR E scoresheet/ NOTES- BRIEFER/OBSERVER- WILKIE**

DOCUMENT CURRENTLY MISSING; WILL UPDATE WITH NOTES IF/WHEN THE  
RESURFACE

(Notes transcribed by Cobalt from Briefer's handwritten notes)