

Communication Electronic Instruction for JSOTF Aspis					
#	CALLSIGN	Channel 1	Channel 2	CLASSIFICATION:	TOP SECRET
1	ALPHA 2-1 ZERO	2	5	NETCALL:	NETCALL or 9.0
2	ALPHA 2-1 OSCAR	2	20	NCS:	1
3	ALPHA 2-1	2		NET GUIDED:	FREE
4	ALPHA 2-2 ZERO	4	5	GRD FRQ:	20 "LOKI"
5	ALPHA 2-2 OSCAR	4	20	ALT GRD:	25 "THOR"
6	ALPHA 2-2	4		ATG:	30 "ODIN"
7	ALPHA 2-3 ZERO	6	5	SELF IDENTIFICATION TABLE: ASGARD	
8	ALPHA 2-3 OSCAR	6	20	IO GJ KL JH BG DR FT HJ GD UE KS	
9	ALPHA 2-3	6		LF MQ FP SF IT PT KE ME BM SK PS	
10	ALPHA 2-4 ZERO			FU BX NZ MI FI WA XU YA MU FA BX	
11	ALPHA 2-4 OSCAR			HP QW SO KT BL RE YA TT RJ GC ID	
12	ALPHA 2-4			HP QW SO KT BL RE YA TT RJ GC ID	
13	BRAVO 1 ACTUAL	10	9	CALLSIGN	MDS
14	BRAVO 1 ROMEO	10	20	PROWLER	MH-6M
15	BRAVO 1	10		STAR	AH-6M
16	BRAVO 2 ACTUAL	12	9	PRINCE	MH-60M
17	BRAVO 2 ROMEO	12		N/A	MH-60L DAP
18	BRAVO 2	12		TURBINE	MH-47G
19	BRAVO 3 ACTUAL	14	9	ORACLE	MQ-9
20	BRAVO 3 ROMEO	14	20	NIGHT	SOATB (Training)
21	BRAVO 3	14		PRINCE 5	XH-80X
22	BRAVO 6	16	20	REAPER	AC-130U/J
23	BRAVO 7	16	9		
24	HADES 6	18	20		
25	HADES 7	18			
26	WARCHIEF	22	30		
		[1]			


<b>SPECIAL ORDERS:</b>
SIGNALS OPERATORS MONITOR LOKI
GROUND LONG RANGE COMMUNICATION IS FACILITATED BY SIGNALS OR TEAM LEADERS
IF STATION CANNOT BE REACHED UTILIZE BLUFORCE TEXT.
UPHOLD STRICT RADIO DISCIPLINE ON TASK FORCE NET.

## OPCODE TABLES

### INSTRUCTIONS FOR OPCODE

Operationscode (OPCODE) is not used on subsections. It is used on Task Force net. The Opcode is a code/decode system with predefined orders.

The coded text cannot be intermixed with non-coded text or language that is used in other codesystems.

Codematerial consist of a coding part and a decoding part. The coding part is a collum of text in a collum of adjacent codegroups.

The decode part consists also of a collum of codegroups in ATLASbetical order and their adjacent clear-text meanings.

OPCODE BLUE LIGHT				OPCODE RED LIGHT			
CODE		DECODE		CODE		DECODE	
05 MINUTES	YNH	CYK	EXECUTE ORDERS	ADVANCE TO	OKL	BPP	ESTABLISH CAMP
15 MINUTES	UIJ	DWD	MOVE TO BACKUP NET	BREAK CONTACT	VBX	BVX	MOVE TO DESIGNATED AREAS
30 MINUTES	GEM	FGN	RADIO SILENCE	CANCEL LAST ORDER	LMP	CCZ	INITIATE WITHDRAWEL
45 MINUTES	VLH	FYX	OBJECTIVE SECURE	CLEARED AIRBORNE	HLK	HLK	CLEARED AIRBORNE
1 HOUR	NHX	FZW	COMMAND MOVING	DEPLOY SATCOM (SECURE)	POP	HBP	WAIT FOR FURTHER ORDERS
90 MINUTES	ICX	GEM	30 MINUTES	DESTROY	LKI	JKL	WAIT UNTIL
FORWARD BASE	OSA	GZE	CHANGE TO BLUFOR	ESTABLISH SURVELLIANCE ON	UVX	KXP	SEND ACE REPORT
NET INFILTRATION	LWU	ICX	90 MINUTES	ESTABLISH CAMP	BPP	LKI	DESTROY
EXECUTE ORDERS	CYK	KBY	RADIO SILENCE ENDED	INITIATE WITHDRAWEL	CCZ	LHG	WAIT FOR PICKUP
COMMAND MOVING	FZW	LWU	NET INFILTRATION	MOVE TO RENDEZVOUS POINT	MJH	LMP	CANCEL LAST ORDER
REPORT LOCSTAT	NFK	NHX	1 HOUR	MOVE TO DESIGNATED AREA(S)	BVX	MJH	MOVE TO RENDEZVOUS POINT
EPW SECURE	YPO	NFK	REPORT LOCSTAT	SEND ACE REPORT	KXP	OKL	ADVANCE TO
OBJECTIVE SECURE	FYX	OSA	FORWARD BASE	SEND CONTACT REPORT	QXR	POP	DEPLOY SATCOM (SECURE)
MOVE TO BACKUP NET	DWD	ROJ	REQUESTING PICKUP	SEND CASEVAC 9 LINER	VDV	QXR	SEND CONTACT REPORT
RADIO SILENCE	FGN	UIJ	15 MINUTES	SETUP BLOCKING POSITIONS	VMJ	UVX	ESTABLISH SURVELLIANCE ON
RADIO SILENCE ENDED	KBY	VLH	45 MINUTES	WAIT FOR FURTHER ORDERS	HBP	VMJ	SETUP BLOCKING POSITIONS
CHANGE TO BLUFOR	GZE	YNH	05 MINUTES	WAIT FOR PICKUP	LHG	VDV	SEND CASEVAC 9 LINER
REQUESTING PICKUP	ROJ	YPO	EPW SECURE	WAIT UNTIL	JKL	VBX	BREAK CONTACT

[1] I FUCK KIDS