

Joint Special Operations Command
DEVGRU

Wolf Special Operations Squadron



Nellis A.F.B.
P.O. Box 84000
10051 NV

OPERATIONS MEMO

*** T O P S E C R E T ***

From: Naval Special Warfare Development Group
Col. R. Briggs
To: Wolf SSC / Eyes Only

Ref: JSD902/G1108

Date: 14 June 2034

Re: Operation "Top Screen"

SITUATION

SUMMARY

Maj. F. Kallaziz's replacement has arrived in Pyrgos, Maj. Farroghzad. We know very little about Maj. Farroghzad. According to Nikko, the major has already made his mark by having tens of civilians arrested. Supposedly there is a public hanging the day after tomorrow. CIA and MIS are working hard to get more intel about this guy. It looks like your Wolf troops are going back to Pyrgos.

INTEL ON ENEMY FORCES

CSAT has beefed up security since the explosions at the ABC headquarters last night. They have intensified patrols and increased security at military installations and government buildings. They have also intensified aerial and naval patrols.

NATO FORCES

Three troops:

One command troop - SSC, marksman, squadron paramedic and a recon/UAV specialist.
Two assault troops (AT) - Troop Leader and 4 Assault Specialists.

This is a 'plausible deniability' op.

Delta Force is currently doing a SAR op somewhere south of your A0. Their call sign is Ivanhoe.

OBJECTIVES

MISSION OBJECTIVES

Find intel on Maj. Farrokhzad. We have marked three possible locations (Z1, Z2, Z3). We are looking for a laptop or a desktop computer. You'll be given a USB dongle that you'll need to connect to the target computer. The USB dongle will upload the data directly to our servers. Once data transfer is complete, exfil to LZ Sundance.



TACTICAL / EXECUTION

CONCEPT OF OPERATIONS

You'll need all your Wolf skills to complete this op Commander. If you get spotted, mission over since your man don't stand a chance against the number of CSAT present at the AO. Most houses in Pyrgos are deserted. They should provide good cover.

Mission starts around midnight. This should give you sufficient time to complete the objective.

TACTICAL MOVEMENT

Movement plan, control points, BP's and routes will be briefed on-site by SSC.

WEAPONS/FIRE SUPPORT

No support available.

DEVGRU TOC / Satnav will be monitoring the op.

SPECIAL OPERATIONS

No other operations available.

CALL SIGN

To be briefed en-route.

SIGNAL & COMMS

RADIO COMMS

Command: CH 1

SQUADRON LEVEL (148)

Wolf: CH 2

TROOP LEVEL (343)

Wolf 1: CH 1

Wolf 2: CH 2

Wolf 3: CH 3

SIGNALS

White smoke	- smoke concealment. No signal.
Green Smoke	- safe area signal.
Red Smoke	- hostiles area signal (position known).
Orange smoke	- hostiles area signal (position unknown).
Purple smoke	- Bluefor at smoke, hostiles near signal.

Green chemlight	- Safe/Searched (in buildings).
Red chemlight	- Not Safe/Not searched (in buildings).

M.O.B. & LOGISTICS

PLAYER RESPAWN

No respawn available.

PLAYER LOADOUT

Pre-defined, role-specific loadout.



PLAYER RESPAWN / JIP

No respawn available. No JIP available

VEHICLE SUPPLY CARGO

Not applicable.

TRANSPORT ARRANGEMENTS

SDV insertion at Kilo, approx 1.5 miles west of RV Xray.

Exfil LZ Sundance.

