

Operation Bacon Torch

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Battle Plan for SeaWolves Tactical Assault Team (STAT) and SeaWolves Virtual Navy (SVN)



August 2011

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Operation Beacon Torch ROE:

1. There will be no practicing on the actual mission maps or objectives.
2. Missions will not be released until the previous mission has been completed and reported to the War Department Office.
3. The operation will be considered complete once all objectives have been successfully completed and reported to the War Department.
4. Standard STAT & SVN division ROE will apply to all Operation Beacon Torch missions.

STAT Division Specific ROE:

1. ARMA II will provide air cover and also combat fire teams to complete specific missions.
2. GR will provide combat fire teams to complete specific missions.
3. ARMA II will fly in the GR combat fire team to a grid location identified in the battle order.
4. All Injured or dead ARMA/ GR members will be extracted via ARMA helos. As combat team members need to be replaced, ARMA will launch sorties to bring them in and out of combat zones.
5. All injured and dead team members will need to be extracted before the next mission can get underway.
6. ARMA death count per member is set at 2.
7. GR death count per member is set at 2.

SVN Specific ROE:

1. DW will provide Special Forces insertion and naval bombardment when requested from the STAT divisional forces.
2. DW will provide task force platforms to provide naval superiority in the operational area.
3. SVN death count per member is set at 2.

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Operation Beacon Torch Order of Battle – STAT Division

Mission 1: ARMA II & GR

From the deck of the nearby FFG, two (2) helos will take off heading towards the main island of Fiji. Helo one will be carrying ARMA fire team and ingress to grid location D4. They will carry out the rescue mission and call for egress once mission is completed. Helo two will fly GR fire team into grid D5 and they will be tasked to take out two (2) radio towers and a nuclear storage facility..

ARMA Map: The Longest Day – Rescue Mission w/ extraction

GR Map: Gatsuka Island [SK Vengeance]

Mission 2: ARMA II

From the deck of a nearby FFG, one (1) or two (2) helos will take off and head towards grid location E3 ARMA fire team(s) will engage enemy combatants and destroy the radio communications center. Once completed they will head to extraction point and be flown back to FFG to complete mission.

ARMA Map: The Longest Day – Rescue Mission w/ extraction

Mission 3: ARMA II

From the deck of a nearby FFG, one (1) or two (2) helos will take off and head towards grid location D3, ARMA fire team(s) will engage enemy combatants and destroy the factory. Once completed they will head to extraction point and be flown back to FFG to complete mission.

ARMA Map: The Longest Day – Factory mission w/ extraction

Mission 4: GR

Continuing on from grid D5, the GR fire team will continue to GRID D4 and engage enemy combatants and assassinate the defacto leader.

GR Map: Tropics [SK Vengeance]

Mission 5: ARMA II

From the deck of a nearby FFG, one (1) or two (2) helos will take off and head towards grid location B2, ARMA fire team(s) will engage enemy combatants and take control of the airbase. Once completed they will head to extraction point and be flown back to FFG to complete mission.

ARMA Map: The Longest Day – Airbase mission w/ extraction

Mission 6: ARMA II

From the deck of a nearby FFG, one (1) or two (2) helos will take off and head towards grid location B4, ARMA fire team(s) will engage enemy combatants and destroy enemy armor in the town of Mavua. Once completed they will head to extraction point and be flown back to FFG to complete mission.

ARMA Map: The Longest Day – Town mission w/ extraction

Mission 7: GR

Continuing on from the grid D4, the GR fire team will continue to GRID B5 and engage enemy combatants and hold their fire base until extraction arrives.

GR Map: Tam Thanh Bay Night [SK Vengeance]

Mission 8: ARMA II

This mission is to pick up GR team at extraction point grid B5 and return to FFG.

ARMA Map: The Longest Day – Extraction mission

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Operation Beacon Torch Order of Battle – SVN Division

Mission 1: Dangerous Waters (RA 1.32 mod)

Task Force 811 is to consist of three (3) submarines, one (1) FFG with DDG support, one (1) MH-60. Each submarine will contain Special Forces that will need to be deployed onto mainland Fiji. FFG and MH-60 are to provide air support to protect the submarines from Chinese/ French warships and submarines. Submarines will deploy Special Forces in the area of grid E5.

Dangerous Waters map: SVN(R)(W) OP1D5

Mission 2: Dangerous Waters (RA 1.32 mod)

Task Force 811 is to consist of three (3) submarines, one (1) FFG with DDG support, one (1) MH-60. FFG and MH-60 are to provide air support to protect the submarines from Chinese/ French warships and submarines. Task Force 811 will destroy the power plant in grid A3.

Dangerous Waters map: SVN(R)(W) OP2A3

Mission 3: Dangerous Waters (RA 1.32 mod)

Task Force 811 is to consist of three (3) submarines, one (1) FFG with DDG support, one (1) MH-60. FFG and MH-60 are to provide air support to protect the submarines from Chinese/ French warships and submarines. Force 811 will destroy silo farm in grid B3.

Dangerous Waters map: SVN(R)(W) OP3B3

Mission 4: Dangerous Waters (RA 1.32 mod)

Task Force 811 is to consist of three (3) submarines, one (1) FFG with DDG support, one (1) MH-60. FFG and MH-60 are to provide air support to protect the submarines from Chinese/ French warships and submarines. Submarines will recover Special Forces in the area of grid B5.

Dangerous Waters map: SVN(R)(W) OP3B5

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Mission Sequence Table

Division	Grid	ID	Primary	Secondary	Preceding Mission
STAT/SVN	D4/D5	1	Rescue Mission	Radio Tower Silo, SAM	N/A
STAT	E3	2	Communication Compound	Insurgents	1
STAT	D3	3	Factory	Insurgents	2
STAT	D4	4	Assassinate Leader	Insurgents	1
STAT	B2	5	Airbase	Insurgents	3
STAT	B4	6	Town	Insurgents	5
STAT	B5	7	Extraction	Insurgents	4
SVN	A3	8	Power Plant	SAM Sites	1
SVN	B3	9	Silo Farm	Command Center	8
SVN	B5	10	Recover Special Ops		7

Grid Assignment

