

# Operation Ilium

April 16<sup>th</sup>, 2022

Mission 4: Helen



## **Situation**

April 22<sup>nd</sup>, 2022

02:00

The last mission to capture Khaled was a miserable failure. Fortunately for Castor, Pollux came through and saved the mission. The files and laptops contained some strategic information about ISIL's activities, which we've forwarded on to the SDF. One of the external harddrives wasn't wiped properly, and there is a list of locations taken by ISIL. Correlating the video footage of dos Santos with these locations, we narrowed it down to a few candidates. A few drone requests later, and we have located dos Santos at a construction staging area for the oil fields to the south of us.

In related news, we have 2 M-60 machine guns that are currently being attached to Hermes, giving us limited gunship support.

Gentlemen, we are going to rescue Luis dos Santos today.

## **Task**

In order to utilize every advantage, we are going in at night with NVGs and suppressors. The French have also offered one of their drones for this mission, codenamed Selene. Drone footage showed a significant downturn in activity last night, and we are expecting to catch ISIL literally sleeping tonight. There is a half moon, so there might be limited visibility even without NVGs.

Hermes will transport Castor and Pollux to the construction site, codenamed Troy. Follow the river east and then turn south to the site. Once you turn south and clear the populated areas, turn off your lights and drop to no higher than 500 feet AGL to minimize your sound profile. At this point, we're radio silent until dos Santos is rescued or the shit hits the fan.

There is only 1 road into the target area, so both fireteams will be dropped off at the crossroads leading to the site. To help locate the crossroads, the drone will laser the spot which will be visible with your NVGs. Once unloaded, Castor will place caltrops on the road to deter reinforcements. After placing the traps, Castor and Pollux will move in to Troy from the southeast. We want to be quiet until we can't be quiet anymore.

We expect 10-20 tangos based on previous footage of the site, with dos Santos located in building 6. Look at the briefing map for the building numbers. Troy is surrounded by a fence with 1 guard at the gate, but that shouldn't be a problem. The building 3 (closest to the gate) is the suspected barracks, but expect enemies anywhere. The goal is to get in and out without alerting anyone.

After dropping off Castor and Pollux, Hermes will circle away to the southeast from the target location to avoid unnecessary noise. You must keep southeast of the road unless things go loud. You will also need to keep an eye on the roads to monitor for any reinforcements. If they do come, we expect them to come from the north, but be on the lookout for cars from any direction. If a car does not turn onto the road leading to Troy, then they are not hostile.

You are Weapons Tight. Even if they turn and start heading to Troy, you cannot fire unless fired upon or the target is confirmed hostile. We don't want to see you on CNN because you shot up the car of some poor bastard working the night shift.

There is an area with construction materials about 1500 feet to the north of the target area, codenamed Ithaca. We haven't seen any activity in that area, and if all goes well, it will be the extraction point. Once you've picked up everyone, head back to Aulis. We've set up an FM beacon on 42.00MHz to guide you home.

Winds: Calm

Altimeter: 30.07 inHg

WP0: Takeoff, fly 85° east to the Euphrates.

WP1: Turn to a heading of about 110°

WP2: Turn SSW (about 192°), follow the 2 roads that merge together (see briefing and kneeboard pictures)

WP3: Landing Zone; drop off Castor and Pollux at the crossroads, and circle to the south east of the road.

WP4: Pickup Zone, codenamed Ithaca

WP5: Aulis

### **Designer's Notes:**

This mission has some ground units. The AI for ground units is notoriously fickle. I have built in exceptions if the troops don't do what they're supposed to do. Generally, if a unit isn't moving, or if everything looks dead but nothing is triggering, there will be a second trigger that fires after X minutes. How long you might have to wait varies, but if you haven't seen some sort of message after 5 minutes, then something is broken. This only applies from the time you drop off Castor/Pollux to when you (hopefully) pick them up again. There will still be silences during the flight into and out of the area.

This mission also requires you to operate the door gunners. I thought about automating it, but I always like triggering it in missions. If you don't know how to tell your gunners to Return Fire, Free Fire, or Hold Fire, the commands are LeftCNTRL+3 for the left gunner, and LeftCNTRL + 4 for the right gunner.

The navigation on this mission might be a bit tougher because of the night. I haven't restricted the F10 Map, so feel free to take advantage of that if needed.

Map of Troy and Ithica (exfiltration spot) with building numbers.





















