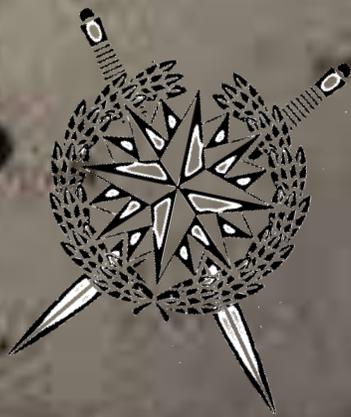


**Recce**<sup>®</sup>

**ARMA MISSION  
CHALLENGE  
2019**



May 2019

**COLD WAR**

**The Forgotten Front**  
**ROUND NO: #3**



# COLD WAR

## THE FORGOTTEN FRONT

1966 - 1989

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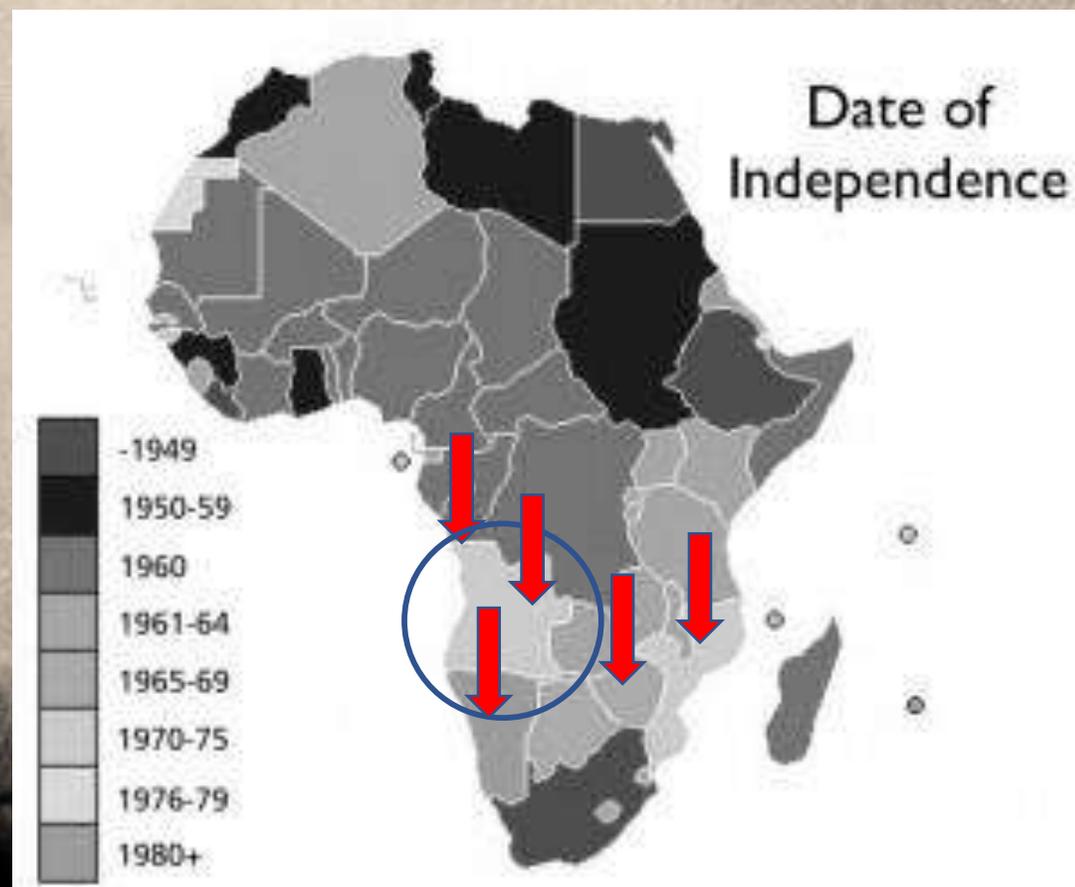
It is said that no bullets were fired during the cold war – that is a convenient lie.

For 23 years the longest war of the 20<sup>th</sup> century was fought in the vast bush of Southern Africa - The Soviets using the Cubans as their proxy and the USA/west coaxing the RSA to stop the spread of Red. EXCEPT it was not a war of words it was a **real war** fought by **real men** on **both sides**.

This series is dedicated to the men of these wars. It was a time when the soldier and his soldiering skills himself decided whether he came back or not. It was the last era of supreme soldiering in a perfectly hostile terrain.

Remember!!

The Bush is neutral.



# MISSION 3:

**WARNING ORDER**

Operation: **SCARECROW**

This mission is **inspired** by legendary action of the men of the RSA Reconnaissance Commandos' aka the "**RECCES**". Your challenge comes from the combat at **Eheke** during **Operation Kropduif in 1977**.

This mission will test your team on 5 different fronts;

## CAN YOUR BE THE TOP OF THE CLASS?

- **Do you know the basics of fire and movement?**
- **Have you earnt your wings?**
- **Will you stand up in battle?**
- **Can you stay in the moment?**
- **Can you learn from mistakes?**



**WE WILL SOON FIND OUT!**

This mission is presented by RECCE INCORPORATED on behalf and for the benefit of the South African Special Forces Association. We salute the soldiers of the forgotten front.

Interactive sites and detail:

- The Association: [www.recce.co.za](http://www.recce.co.za)
- The History: [www.sasfheritage.com](http://www.sasfheritage.com)
- The Gaming: [www.reccegamers.com](http://www.reccegamers.com)
- Buy Online: [www.recceinc.co.za](http://www.recceinc.co.za)

# Recce®

**COMMUNIST  
BACKED**

Cold War  
Mission Dynamics

Advisers  
Soldiers

Partisan Force

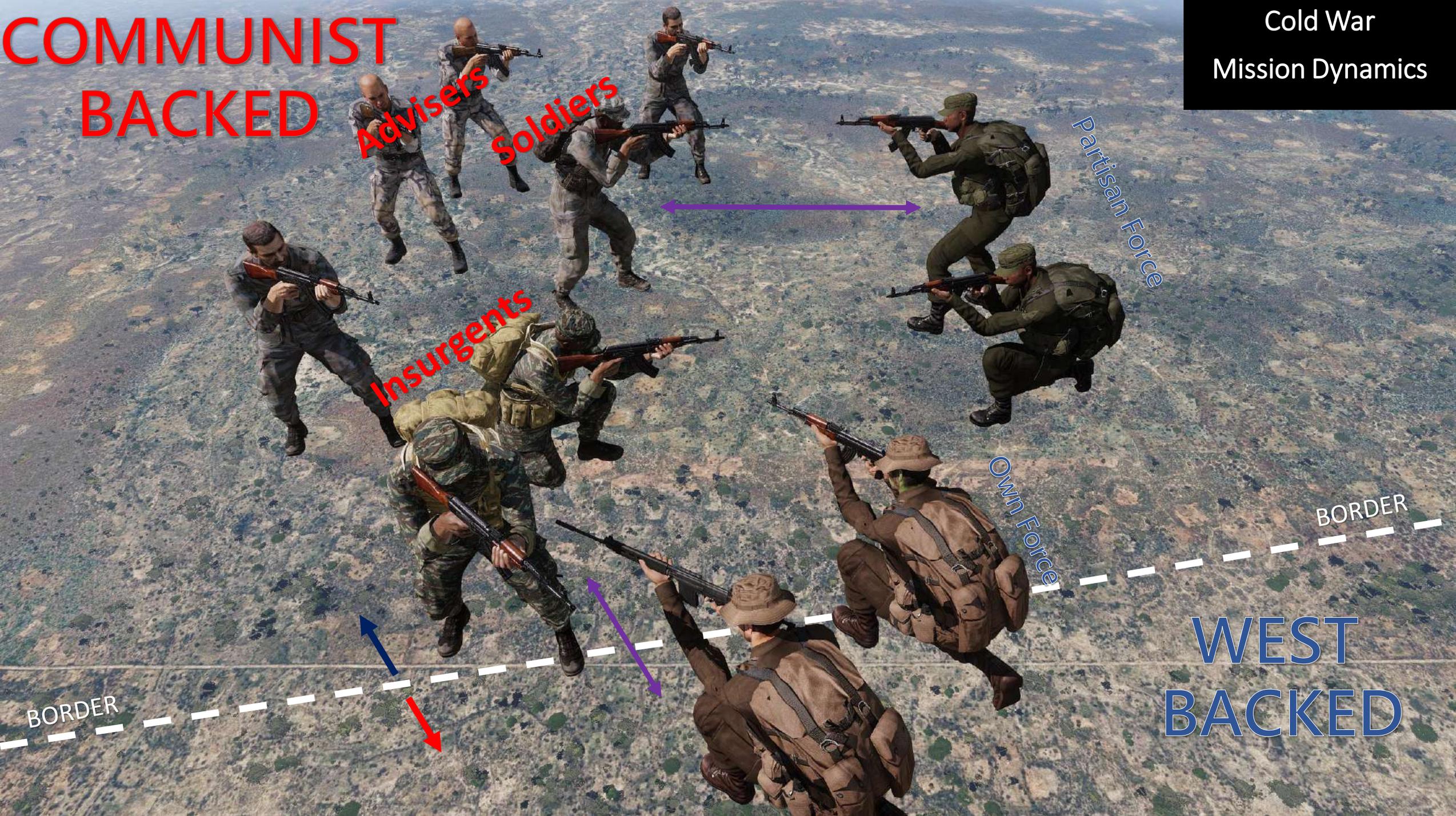
Insurgents

Own Force

BORDER

BORDER

**WEST  
BACKED**



## WARNING ORDER – OPS: SCARECROW

**From: THE GOC SF**

**Date: Oct 1977**

**To: The OC – Bravo Group**

### **1. Background & Situation.**

#### **a. Orientation.**

The instability North of the Border is getting worse as the civil war -between the host nation and our allies there -enters it's third year.

An Insurgency Force –wanting to seize power in the South -has used this turmoil to set up base in the South and has started to escalate operations into our territory. They are getting increasingly more trained as the Soviets back them as well as the host nation, and they are getting bigger.

With the host nation also being backed by the Soviets, it is clear that our allies will get more and more attacks from them. As always, they are mobile and move their bases regularly, staying unseen in the African Bush.

#### **b. Effect.**

The mood in the country is changing. With landmines and attacks occurring more and more frequently in our territory, it is important that their rebel capacity to operate is drastically reduced.

Due to sensitivities in the USA after Vietnam, Yemen and the world's opinion on African decolonisation, we as Blue cannot openly be seen as the aggressor, and will have to do this as a clandestine operation that we can deny. No traceability on this.

#### **c. Current Status.**

Our diplomatic mission has received some support form the USA, and they have provided data that was obtained from a defector that asked for asylum. He provided info about insurgency operations. He also provided information about a base and it's command structure that is responsible for the bulk of the attacks in the Eastern Sector.

We have conducted some aerial reconnaissance on the reported area. We have finally gotten some Arial photos of the area that can be analysed –not great but we have an idea. Apart from the main base – now code-named “**Crow 1**”, we also identified a smaller base a few km to the South East, now code-named “**Crow 2**”.

#### **d. Terrain**

The terrain is well known - typical flat miombo with thickets and open savannah in the chana's. The rainy season has not really started. The bush is still early in going green and the terrain is dead flat - visibility will be limited in the denser areas of the miombo woodland with open grass flats in the lower chana areas..

#### **e. Local Population.**

The area has limited population but it will be difficult to deploy by day without being compromised at some point. They choose the side of the occupiers and switch between partisan forces (our allies) and guerrillas. Treat as threat but do not harm in any way.

**“...THE BUSH IS NEUTRAL...”**

**Recce®**

# WARNING ORDER – OPS: SCARECROW

## 2. The Mission

- **Objective:** To Reduce and destroy their ability to operate and deploy by...
  - Eliminating the command element at **Crow 1**.
  - Inflicting maximum casualties.
- **Execution: You will execute the mission as follows:**
  - Assemble a team of up to 12 men.
  - Do a paratroop insertion close to the base at **Crow 1**.
  - Assault the base with focus on eliminating the leader element.
  - Exfiltrate and return by helicopter before the host country's military can respond.
- **Secondary Objectives**
  - We want to deny the operation – no visible objects of our origin.
  - Nobody may be left behind – all must return dead or alive.
- **Mission Constraints**
  - You have no vehicle support for this - it is in by air and out by air.
  - You will fly your own aircraft in and get collected by own pilot.
  - A partisan force will be attacking **Crow 2** as soon as your attack on Crow 1 starts. Following this, they will proceed to Crow 1 to act as a stopper group for you.

## ..... The Target

- **Location.** The base is located North of the border in the thicker area in the middle of chana called "Crow". See the map location. This is about 250km South-east of the Garrison town where the host country has a massive military base and airfield. Currently that airfield is active with focus on supporting the govt attacks against the partisans in the civil war. It is supporting of our enemy and may come to assist them if requested by the Base Commander.
- **Base Size & Setup.** The base is a Regional Forward base and from photos it looks like it can house a full company of soldiers plus the command element plus a training element. Typical bush base with bashers of grass and low unconnected trenching on perimeters. No mines. Maybe even satellite base a few km forward.
- **Command Element.** We expect about 6 Officers on site with Col Mbemba the base commander. They should all wear the standard gold insignia on their uniforms and black berets when in base.
- **Soldiers.** We hope the base is full at the time so we can deliver maximum effect – plan to have up to three platoons in there.
- **Weaponry.** It is normal for bases like this to have the following.
  - i. 81mm Mortars for base defence
  - ii. A 14.5mm AA and a few SAM7 missiles against planes
  - iii. Machine gun posts as well as RPG7 etc. etc.
  - iv Up to 3 platoons of soldiers
  - v. Possible visiting force and Soviet/Cuban trainers
  - vi. Possible Logistics vehicles from Host nation

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## **WARNING ORDER – OPS: SCARECROW**

### **3. Execution.**

The Operation will be done in the 5 distinct phases as follows:

#### **Phase 1 - Pre-deployment**

- Briefing
- Kitting up and rehearsals of jump

#### **Phase 2 - Infiltration**

- Assembling and Flying to target
- The Jump
- Regroup on the ground

#### **Phase 3 - The Assault**

- Setup
- Attack

#### **Phase 4 - Exfiltration**

- Re-group and exfiltration

#### **Phase 5 – Debrief**

- Actual

### **4. Own Forces**

- Team size min 6 and max 12 people
- A partisan group of 16 men are attacking Crow 2 as soon as your attack starts. Once done, they will proceed to Crow 1 to assist you.
- One Puma available for extraction and medical reasons only.

### **5. Guidelines & restrictions.**

- This is still a deniable operation and all effort to look like the local civil war groups to be maintained. Vehicles and clothes in particular.
- The assault team must be back our side of the border no later than 45 minutes after first engagement.

### **6. Co-ordinating Instructions.**

- Mission Opens 07 May
- Recce Inc Team Leaders live briefing - TBA
- First Game play is 15 May
- Last slot to play is 30 May
- Winners Announcement is 7 June
- Contact detail is Games master – J Fourie on Discord.

Please note these follows the evaluation sheet format

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# **WARNING ORDER – OPS: SCARECROW**

## **7. Approved logistics**

### **Forward Operating Base:**

- Fort Rev located at Lat.: 05270, Long: 01210.
- Fully equipped Field Hospital.
- Munitions Bay.
- Vehicle Repair Bay.

### **Personal Equipment**

- Binoculars x 15
- Compass (Default Spawn x 1) x 15
- Map Tools (Default Spawn x 1) x 15
- Maps (Default Spawn x 1) x 15
- Maglites x 15
- Wire cutters x 10
- Flashlights x 15

### **Logistics Building:**

- Face Camo Sets. x 12
- UNITA Uniforms, Headwear, Vests & Bags x 12 (each)
- Parachutes (Steerable / Non-Steerable) x 3 / 15

### **Medical Supplies at FOB (Field Hospital):**

- Bandage (Basic) x 50
- Bandage (Elastic) x 50
- Basic Field Dressing (Quick Clot) x 50
- Body bag x 20
- Cable Ties x 20
- Earplugs (Default x 1) x 20
- Epinephrine Injector x 30
- Morphine Injector x 30
- Saline 1000mil x 20
- Surgical Kit x 4
- Tourniquet x 30

### **Transportation:**

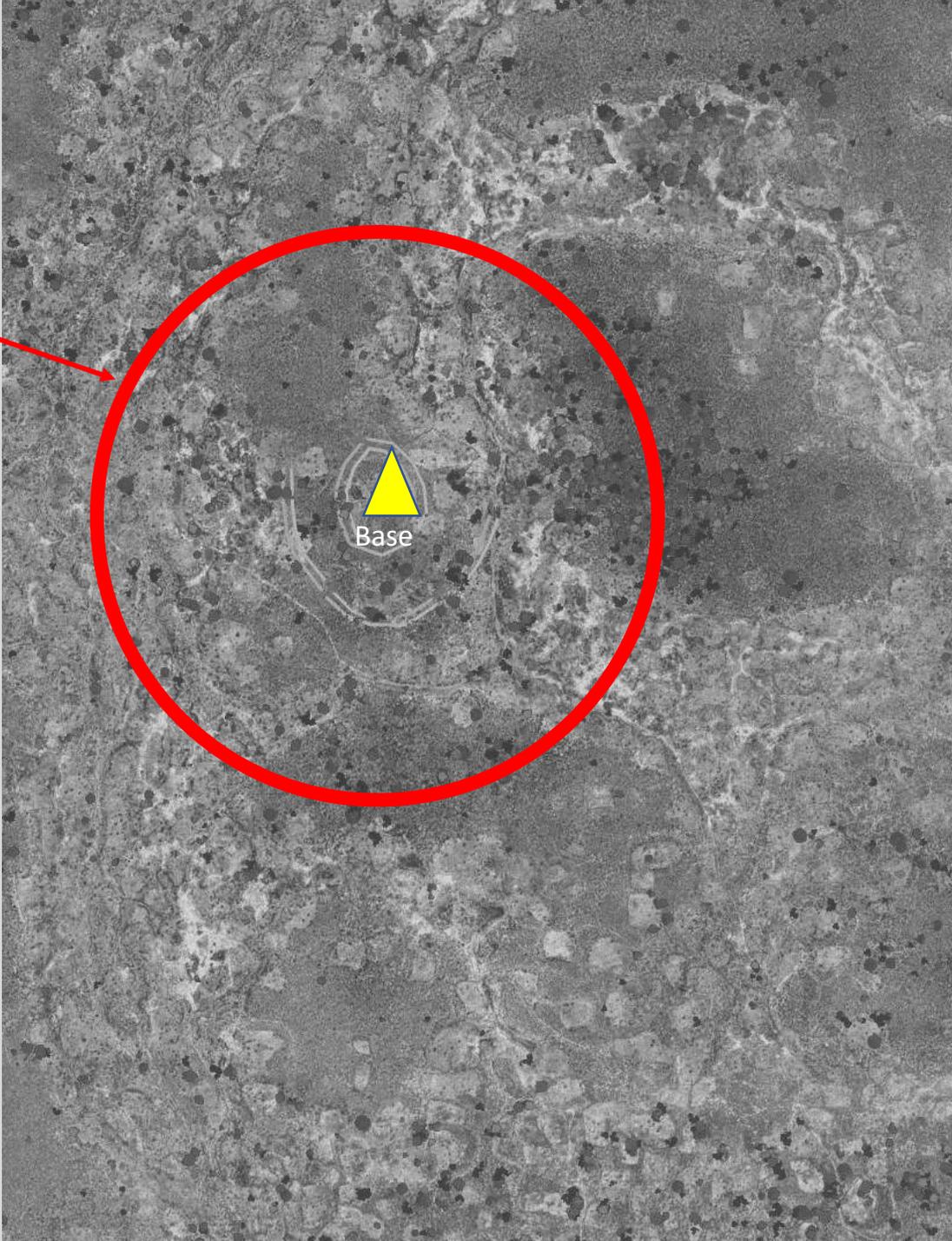
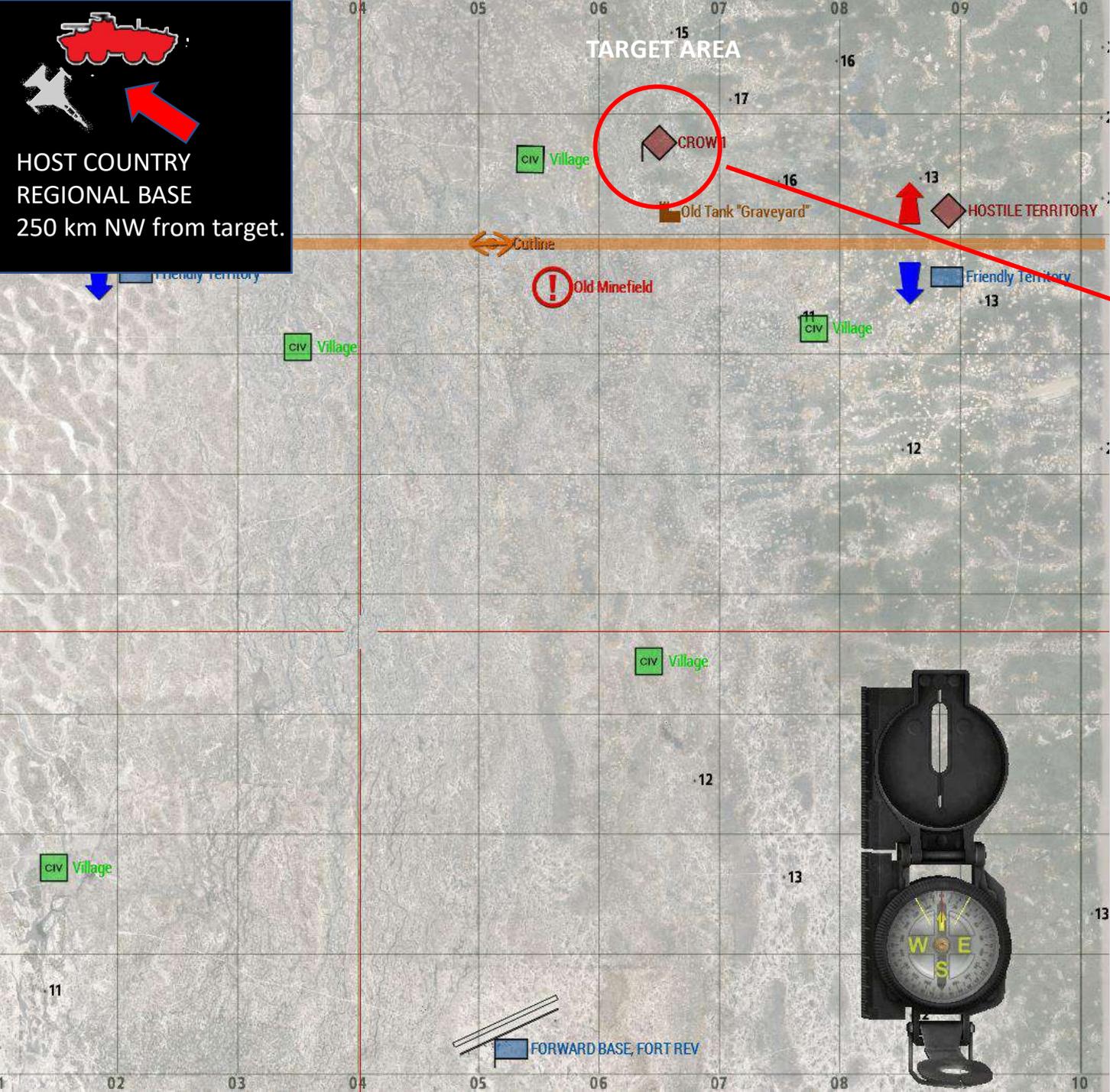
- Infil: Dakota x 1
- Exfil: Puma x 1

### **Signalling & Communications:**

- Chemlight Red x 48
- Chemlight High Red x 24
- Chemlight Shield x 24
- Radios: PRC-343 x 15
- Radios: PRC77 Long Range. x 4
- Spray-paint (Black/Green/Red) x 5 Each Color
- Hand-held Flares (Green/Red/White) x 20 Each Color

### **Weaponry:**

Description	On Body		In Crates	
	Weapon	Ammo	Weapon	Ammo
AKM	1	10	15	250
RPK			6	75Rnd x 50
PKM			6	100Rnd x 50
RPG-7			10	60
60mm Mortar			6	HE1/HE0/WP 48/24/24
Pistol Browning	1	6		
Smoke W/R/G		2/1/1		30/30/30
Claymores			20	Clackers x 3
M67 Grenades				30

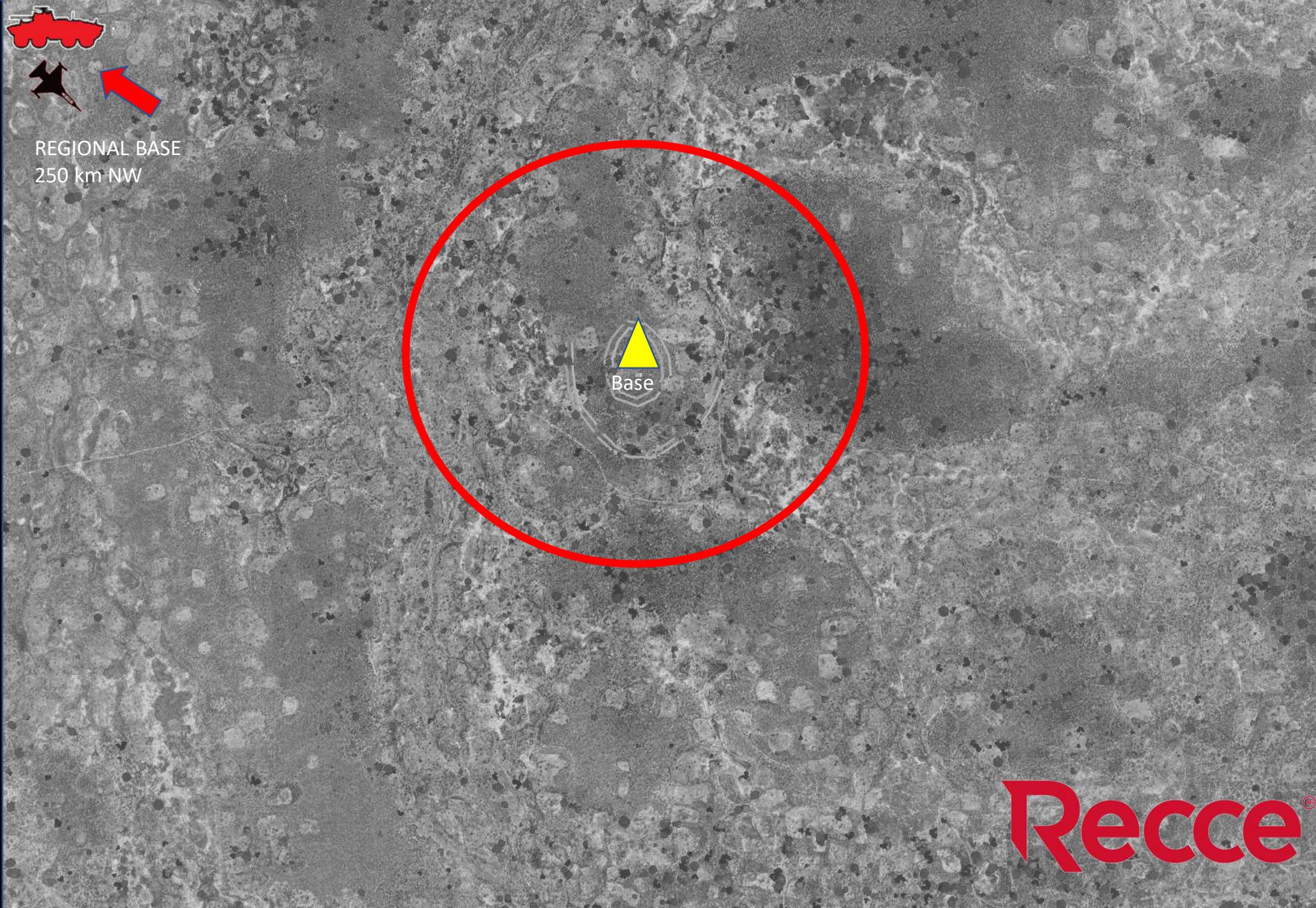


**ARMA  
MISSION  
CHALLENGE  
ROUND 3:**

**MISSION:  
"SCARECROW"**

*ORIENTATION*

- a. Main Enemy Base*
- b. Host Country Base*



## PART 3 – CHALLENGE PLAY INFO AND SUBMISSION

### 1. BOOKING TIMES

The biggest issue is post production and scoring. It is time consuming and difficult to upload and download. Thus the earlier you book and submit the better. We provide a few extra points for early play and deduct one of two for last players.

### 2. SUBMISSION VIDEO FOR SCORING

The submission video to be between 45min and 1h15 and must include the following

- a. Briefing – 10-15min
- b. Challenge execution and highlights
- c. Debrief – 10-15min

The submission video can be saved as low res so judges focus on the tactics and radio comms and actions – not visual appeal. Winning team to get commentary

### 3. SUBMISSION AND OBSERVING

RECCE will provide spectators for first three teams. The spectator is responsible for the following;

- a. Following three players of team max – as it happens.
- b. Marking all incidents relevant to get operation essence captured
- c. Editing gameplay to submission guidelines
  - Mark all timings by stopwatch
  - Cut back to 1minute before incident

## CHALLENGE SCORE SHEET Summary

TEAM:	RECCE GAMERS TEST SQUAD	100
	1 Briefing Content & Quality	13
	2 Kitting Up & Battle Readiness	5
	3 Execution 1 - Infiltration	7
	4 Execution 2 - Tactics & skills	20
	<b>5 Execution 3 - Result</b>	<b>40</b>
	6 Bonus Activity	10
	7 Submission video	5
		<u>100</u>
	<b>5 Assault Effect Evaluation</b>	
	Leader Group Eliminated	5
	Total Casualties Inflicted	12
	Own Losses - Killed	10
	Own Losses - Wounded	3
	Planes	5
	CO In battle	5
		<u>40</u>