

## Background

[illegible]

After the collapse of the negotiations the offensive is launched. The task is assigned to a combined force of Soviet motorized infantry and airborne infantry along with units of the Afghan army.

After the initial successes of the operation, the land connection between Gardez and Khost was re-established.

In order to secure the route, the decision was made to establish observation posts at the dominant hills along the route. One of the most important points was the nameless hill designated by its height of 3234 metres, which was assigned to the 9th company of the 345th Independent Guards Airborne Regiment.



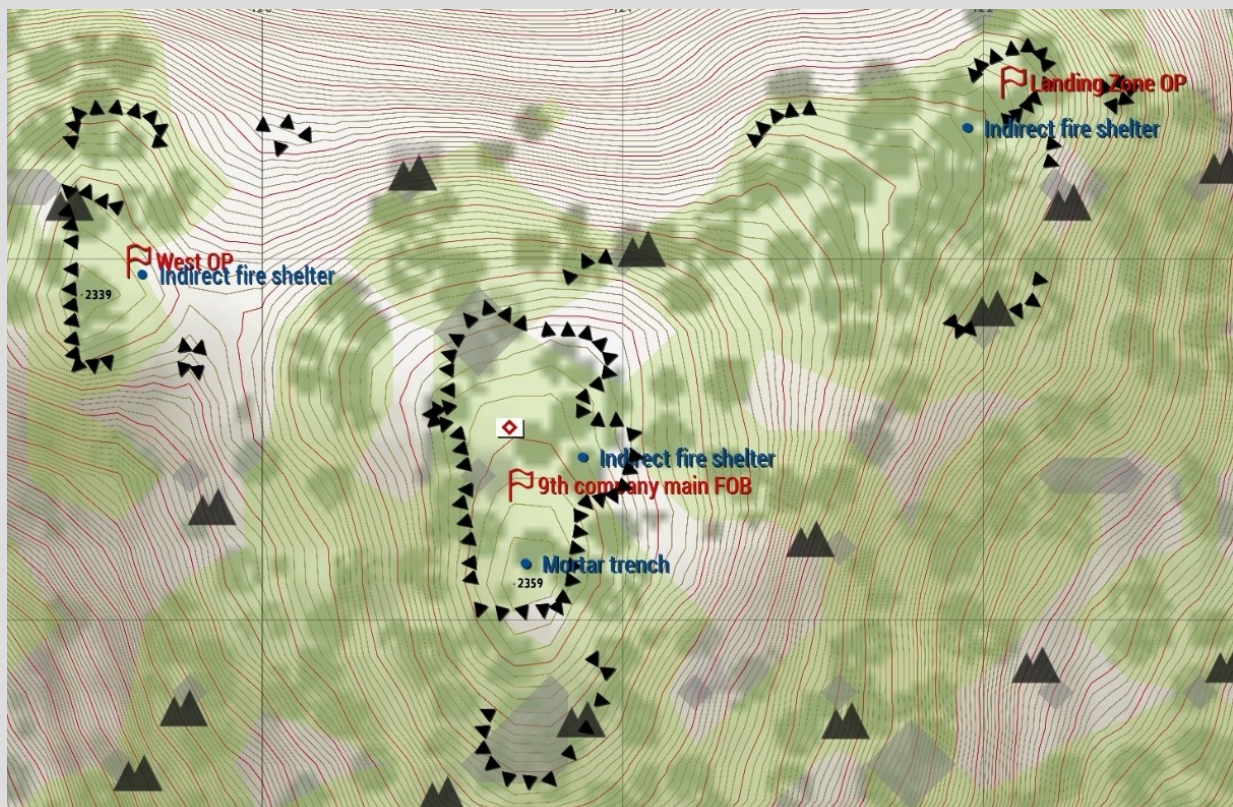
## Situation

Several hours after landing and building the fortifications, the Mujahideen made their first attempt to take the hill. Despite heavy preparatory fire with mortars, recoilless cannons, grenade launchers, and light weapons the enemy has suffered many casualties. They have concentrated their indirect fire on the heavy machine gun position to the south, therefore our troops were forced to abandon it and fall back.

## Mission

- Defend Hill 3234 at all costs.

## FOB





## Roles

### ***9th Company***

#### ***Company command***

- Company commander
- Lieutenant
  - RTO
  - RTO
  - Medic
  - Medic
- Gunner (82mm mortar)
- Gunner (82mm mortar)
- Marksman

#### ***1st Platoon***

- Platoon Leader
- Sergeant
- RTO
- Automatic Rifleman
- MG
- Asst. MG
- AT
- Asst. AT
- Rifleman
- Rifleman

#### ***2nd Platoon***

- Platoon Leader
- Sergeant
- RTO
- Automatic Rifleman
- MG
- Asst. MG
- AT
- Asst. AT
- Rifleman
- Rifleman

#### ***3rd Platoon***

- Platoon Leader
- Sergeant
- RTO
- Automatic Rifleman
- MG
- Asst. MG
- AT
- Asst. AT
- Rifleman
- Rifleman

2x Zeus

## Equipment and Static Weaponry

- 3x Heavy MG KORD
- 2x 82mm mortar (ACE compatible Mk6 vanilla mortar)
- Ammo boxes, medical crates and static weapon reload boxes.



## Notes

- Static weapons are using ACE basic rearm system. You can rearm them using ACE interaction same way as vehicles or aircrafts.
- You have several types of flares to illuminate the area: hand flares, VGS-40 flares for GP-25 grenade launcher y mortar flares.
- Air resistance for mortar shells is enabled.

## Addons used

@ace  
@ACE Optionals - Partides & Tracers  
@ACE3 Optionals - No Uniform Restriction  
@ACEX  
@ACRE2  
@CBA\_A3 (from /!Workshop)  
@CLA CLAFGHAN  
@Community Factions Project (CFP)  
@CUP ACE3 Compatibility Addon - Terrains  
@CUP ACE3 Compatibility Addon - Vehides  
@CUP ACE3 Compatibility Addon - Weapons  
@CUP Terrains - Core  
@CUP Units  
@CUP Vehides  
@CUP Weapons  
@Enhanced Movement  
@GRAD Trenches