

TEST 2023 Jumptown 2.1 Briefing



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Situation Summary:

Fellow TEST Pilots, Haulers and Ground Troops: The situation at the Jumptown Drug Lab on Yela has gotten cracked up to 9000, and by that I mean literal crack.. Ehm, Maze.

Our Mission is to secure as much of these Valuable Drugs as possible to bring the org wallet, your wallet, and our fun per hour to the maximum.

In the next few slides i will be detailing the objectives for all teams, those being Skies, Ground, and Transport(also called the Objective or Oscar team).

-ALL teams will keep close contact via discord and Ingame Comms.



Air Team (Skies/Sierra)

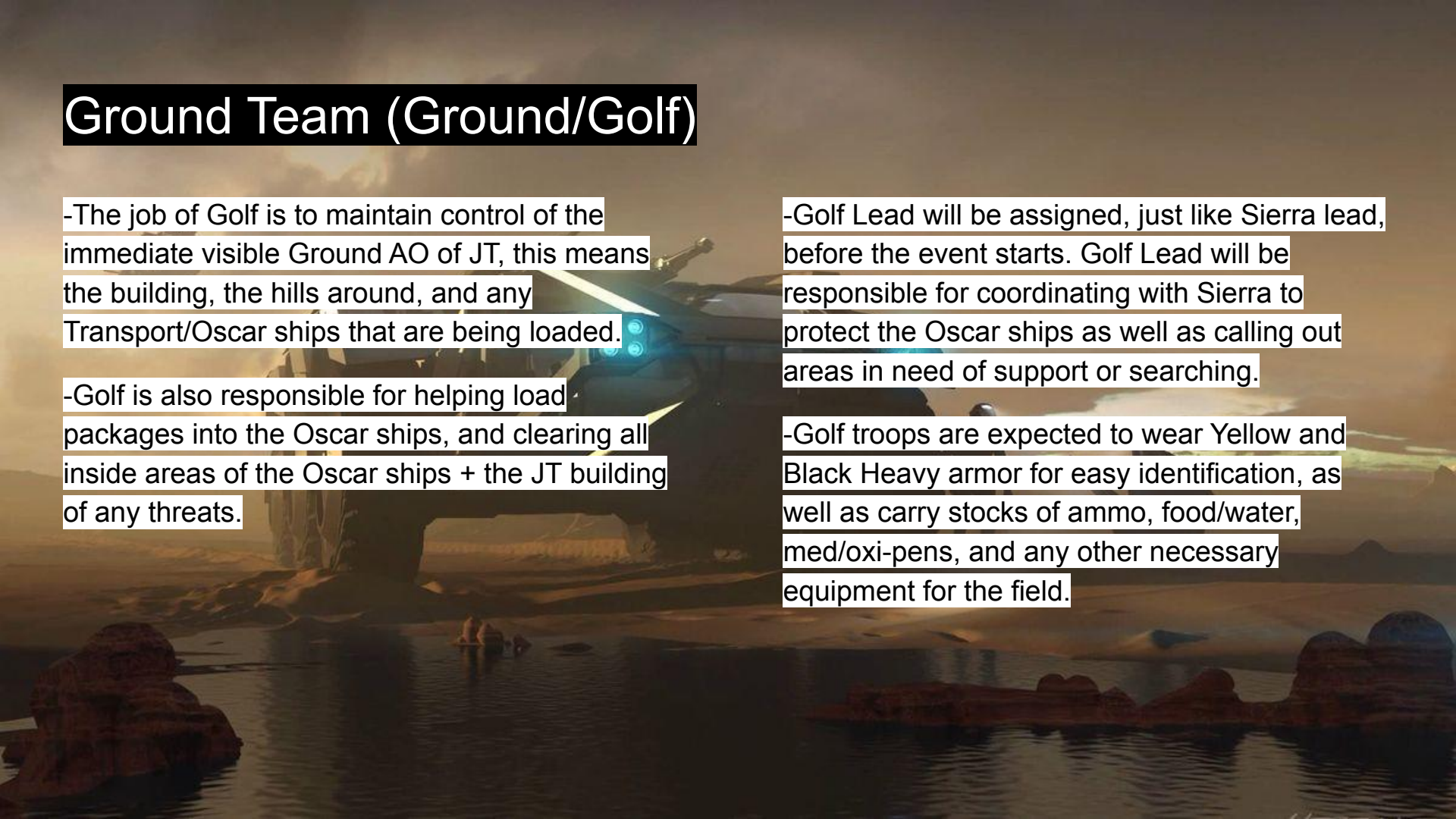
-The job of Sierra is to maintain Air Superiority Over Jumptown(JT), in comms we will call this "the AO"(Area of Operation), they will also guide the Transport/Oscar ships to safety between jumptown and the drop off point

-A Sierra Lead will be appointed before the event and may be swapped out should they need a break, Sierra Lead gets to call the shots on placement, patrol area/size, aggression level and target calling.

-While Sierra's Primary job is guarding the transport, they also are equally responsible for covering the Ground/Golf team

-Sierra pilots must be responsible for what ship they bring, coordinating with Sierra lead for what is needed ship wise so they can be appropriately outfitted, and keeping stocked on fuel(quantum and hydrogen), as well as any repairs and projectile ammo be maintained. Sierra pilots should also stay stocked on food, drinks and medical equipment for emergency situations.

Ground Team (Ground/Golf)



-The job of Golf is to maintain control of the immediate visible Ground AO of JT, this means the building, the hills around, and any Transport/Oscar ships that are being loaded.

-Golf is also responsible for helping load packages into the Oscar ships, and clearing all inside areas of the Oscar ships + the JT building of any threats.

-Golf Lead will be assigned, just like Sierra lead, before the event starts. Golf Lead will be responsible for coordinating with Sierra to protect the Oscar ships as well as calling out areas in need of support or searching.

-Golf troops are expected to wear Yellow and Black Heavy armor for easy identification, as well as carry stocks of ammo, food/water, med/oxi-pens, and any other necessary equipment for the field.

Transport/Objective Team (Oscar)

A futuristic white and black fighter jet is shown from a high-angle perspective, flying over a desert landscape. The jet has a sleek, angular design with a prominent cockpit and various sensor pods. The background shows a vast, arid terrain under a clear sky.

-Oscar Team will be responsible for transporting any and all drugs from The AO(JT), to the Drop Off point in a efficient yet safe fashion.

-Oscar team will not be lead by one individual, instead the pilot of a Oscar ship will be the head of that ships crew, and be designated by his/her numerical callsign(I.E: Oscar 1, Oscar 2, and so on)

-Any and all Oscar pilots are to keep in close contact with Sierra and Golf Leads, as well as provide updates on status immediately upon arrival to the AO/Drop Off, Loading process beginning/completed, Departure from the AO/Drop Off, and most importantly if they are under attack and if so by what ship(s)

-Oscar pilots/crew members are expected to carry appropriate food/drink/medical equipment, self defense weapons, use Yellow and Black heavy armor and make sure their assigned ship is repaired and refueled as much as possible.

Communication During Jumptown

A satellite is shown in space, oriented vertically. It has a central antenna structure with several small antennas at the top. Large solar panel arrays are extended horizontally from the central body. The background is a dark, starry space.

-It is of utmost importance we maintain a clean, efficient, and active comms structure during the JT event.

-All leads will be required to control the atmosphere of their squads discord and ingame comms

-When someone says "COMMS", everyone is to stay quiet unless you are asked to relay information pertaining to the situation at hand.

-Leads: if someone doesn't listen, let TEST staff handle that individual, focus on your mission.

-When Comms are good, everyone is able to do their piece, remember this as these events happen, this structure is for the better of your fun per hour.

Closing notes:

It is an honor to be a part of TEST, this event in the past has netted our group many great memories, and i hope JT 2.1 proves to be the same.

See you all in the verse!

o7,

-ELX987 / Lordgarrett99

