

Operation Inferred Part 1, Welcome to Khe Sanh



Location: Khe Sanh, Quảng Trị Province
Vietnam
15th of November, 1967

Written by Terrence "Staffy" MacDonald

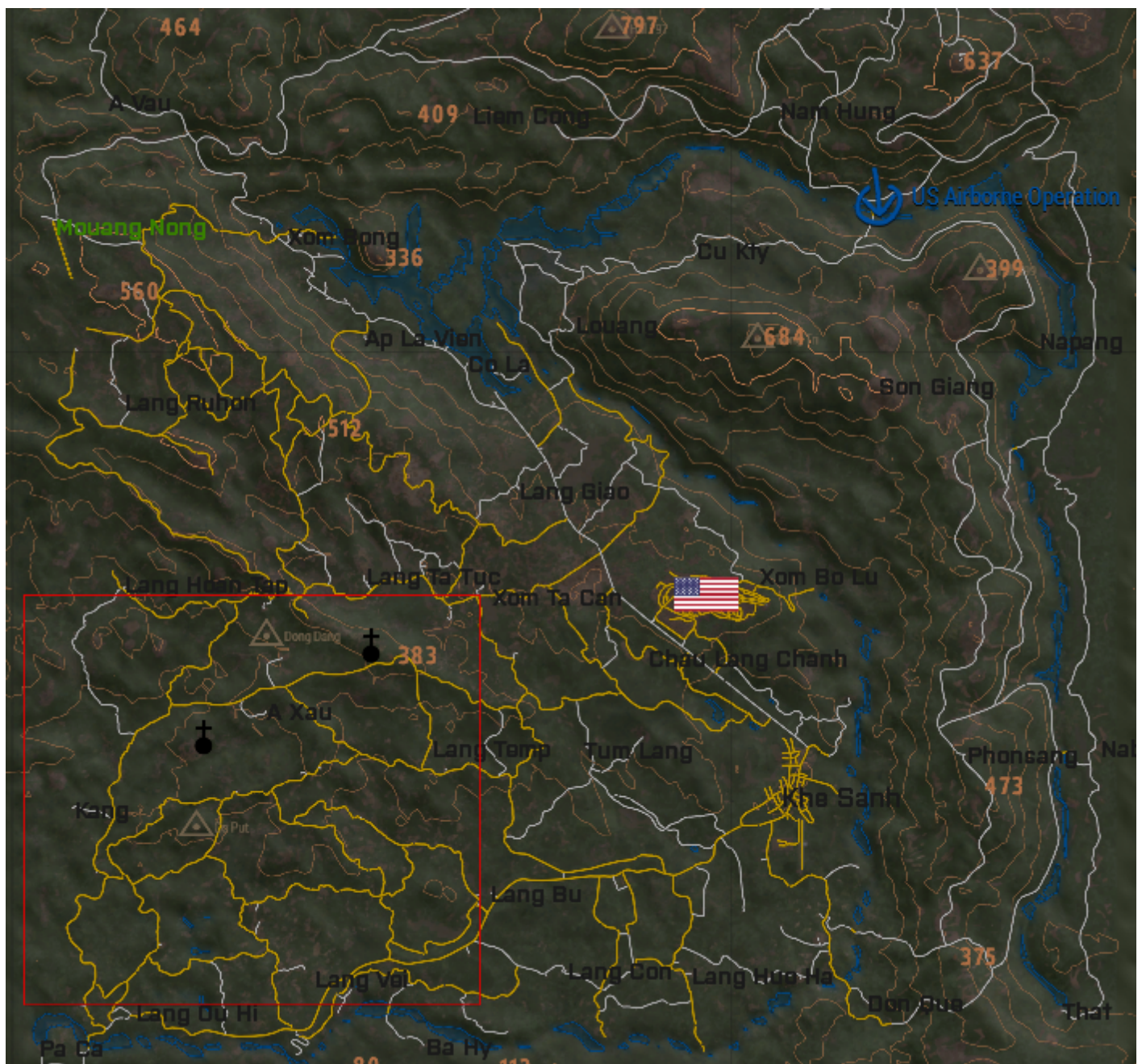
Briefing

When I requested a SOG team to support my command here at Khe Sanh I didn't think command would decide to send me an experimental company of commandos, still undecided on which option is better but hopefully you'll prove me plenty wrong. A local informant passed information along recently that VC activity in the region surrounding the base has increased to an all time high, with "alleged" NVA acting as advisers to hostile efforts.

Whether this is set up for a major VC offensive or the NVA upping the VC's game is unknown, hence why Armiger is being deployed here. As it currently stands the plan is to deploy Armiger deep into the South West of Quang Tri Province (marked in the red box) to find a suitable location to make camp, from which your company will be operating from for several months or until solid information on VC intentions in the region are found. You'll have the support of Khe Sanh's entire arsenal of artillery and aircraft for operations, however your overall mission is information gathering as opposed to luring the VC out into a stand up fight.

While you are moving towards your operations sector the men under my command will be commencing an aerial operation into the North East of the Quang Tri Province to draw attention away from your arrival. The civilian population is gauged to be indifferent to both US and the VC, if you can get them onto your side you'll have considerably more intel flowing in. Try to avoid murdering any Civies, last thing my men need is pissed off rice farmers hounding them during their operations.

Good luck gentlemen, something tells me we're gonna need it by the time this is over.



Post Operation Notes

- Guppys found a campsite for use in the future
- Oddball has been wiped out, with 2 members MIA according to Guppy

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