



Packing List

Clothes:

- * Waterproof Shell
- * Insulating layer (fleece)
- * Cold weather base layer (ex. UA Cold weather gear)
- * Knit cap
- * GR TAC or other ball cap (helmet not required but acceptable)
- * Tactical boots
- * Wool, synthetic socks
- * Tactical pants
- * Tactical shirt (combat shirt)
- * Lightweight, durable gloves (ex. Mechanix)
- * "COTTON'S ROTTEN" - Bring as little cotton as possible
- * "DENIM'S DEADLY" - Don't bring jeans, jorts or any other sort of Canadian tuxedo components

Recommended:

GPS
Camera - Can use phone
Hearing Protection - Required
Flex Cuffs
NODs

Accessories:

- * Wire cutters or Multi-Tool
- * Hydration Carrier/Water Bottle
- * Flashlight
- * Headlamp - Not required but recommended
- * Pocket Knife
- * Bag for intel collection
- * Glasses with clear lens - Must be AMS approved
- * Any necessary medication - Must have card on your person
- * Pens or Markers
- * Small field notebook
- * Duct tape (team roll)

Tactical Gear/Arms

- * Plate carrier/Tac Vest
- * Suppressed Weapon (this is not a requirement but silence is always helpful)
- * Rubber/Dummy Knife
- * Pistol - Faster to pull secondary weapon than to reload/change mags
- * Medical pouch with bandages - must be AMS approved length
- * Magazines for all weapons - You need to bring enough for all engagements (no reloading)
- * Flashbangs - Not required but recommended

Note:

You are helping out the DEA and CIA operatives to take down a cartel ring and get any information possible from the cartel. Word around is there will be a cartel leader in the area that MUST be kept alive and brought in for questioning. Recover any and all intel you might find along the way and gather any intel you can from anyone you can. ROE will come from DEA team once you arrive.