

MISSION BRIEFING

LAST RESORT GAMING

Operation:	Burnt Candlemas
Part:	1/3
Location:	Scottish Highlands
Date:	19/02/2021
Time:	1900 UTC
Password:	SevenKelpies

1. SITUATION

Who are we? What has happened?

Tensions are running high in the Scottish Highlands, after the Scottish National Liberation Army (SNLA) resurfaced here and unleashed a chain of Domestic Terrorist Attacks against the UK. Following the unauthorized release of highly classified documents suggesting an affiliation between the Scottish Regional Government and Key Figures of the SNLA which led to the Government's abolishment, the SNLA declared the regions under its control a new sovereign state, dubbed: "New Scotland".

The backbone of the SNLA is formed by paramilitary insurgent cells hiding out in the fragmented Scottish Highlands, hiding weapons, money, drugs, and other materials in little stashes across the little hamlets that house the region's population. A few of the old-established clans in the Highlands are exerting their influence on the rebels, too. The SNLA is also heavily employing propaganda to indoctrinate the Civilians and recruit more members for their rebellion.

After a catastrophic incident during a Police Raid in the village of Clovullin and surrounding structures, a special division of the BAF - Task Force: Last Resort - has been deployed to handle the precarious situation in the region.

2. MISSION

What are we going to do about it?

Mission Critical Objectives:

- Raid the town of Clovullin and surrounding compounds at **Amber** and Secure any stashes in that area (at least 6)
- Secure a pirated Broadcasting Station at **Bronze** near Clovullin
- Secure the fortified compound at **Cyan** and Liberate/Recover captured or injured members of the Police Force

Secondary Objectives:

- Raid additional compounds at **Jade, Khaki, Lilac and Maroon** and Secure any additional stashes

3. RESOURCES

Air Assets	
<u>Heavy Transport Helicopter</u> 2x Merlin HC3 18 GPMG	<u>Medium Transport Helicopter</u> 4x Wildcat HMA2 8
<u>Light Transport Helicopter</u> 2x MH-6 Little Bird	<u>Attack Helicopter</u> 1x Apache AH1
<u>Gunship</u> 1x AC-130U Spooky II	<u>UAV</u> 2x MQ-9 Reaper
<u>MERT Helicopter</u> 2x Merlin HC3 CSAR	
Ground Assets	
<u>Unarmed Transport Vehicle (Recce)</u> 1x Land Rover SoftTop	<u>Unarmed Transport Vehicle</u> 4x Van (Transport)
<u>MERT Ambulance</u> 1x Land Rover Ambulance	<u>Airfield Support Vehicles</u> Various
Available Support Teams	
Recce Team	

4. LIMITATIONS

What can't we do?
Civilian Lives must be protected where possible. Use of explosive ordnance in the vicinity of Civilian Structures is prohibited! Secured Stashes are not to be destroyed , a special team will deal with the documentation, analysis, and disposal of the secured material. Ground Forces should not cross the Red Line South-East of Loch Eil .

5. INTEL

What do we know?	
Enemy Forces	Paramilitary Insurgents
Enemy Equipment	Smuggled Russian and American Equipment
Enemy Morale	Excellent
Air Threat	None
AA Threat	Few MANPADs (Static and Infantry) FLAKs South-East of Loch Eil
Vehicle Threat	Technicals <u>Possibly</u> : Soviet-era APCs or IFVs
Artillery Threat	Mortars <u>Possibly</u> : Howitzer Support from South-East of Loch Eil
Civilian Threat	Under curfew Encountered civilians are to be detained or avoided Do not engage unless fired upon!
Additional Information	The SNLA makes use of IEDs The SNLA is using mines to secure their strongholds Expect mines around Cyan

6. TECHNICAL DETAILS

This mission introduces a new mod and new equipment: The “**Breaching Charge**” and “**Door Wedge**”. The **Breaching Charge** is a fully ACE-compatible Explosive Device that can be attached vertically to doors and can be used to blow them open. The Breaching Charge can also be used to blow down walls and fences. A short step-by-step tutorial for using the Breaching Charge is attached below. Section Engineers should familiarize themselves with this new equipment, since its use is mission-critical. A “training facility” to try out the Breaching Charges can be found at base.

The Breaching Charge works exactly like any other ACE Explosive: It can be planted and wired up using the Interaction Menu.



Special care must be given only to the placement of the charge: Get as close to the door/wall as possible, without the charge “phasing” through it.



You can verify that the charge has been placed correctly, if the “ring” appears around the charge after it has been planted.

After that, treat the charge like any other explosive: select the trigger through the Interaction Menu and touch it off after calling out. Upon detonation, the door will open and you can breach the room.

Please note that the explosion of the charge extends a bit to either side, so keep a distance between yourself and the charge before touching it off. The explosion especially extends **into** the room, incapacitating enemies within and allowing you to breach the room a bit more safely.