

Operation: SHADOW BEAR
Location: SOUTH ZARGORIA
UKRAINE



Date: FRIDAY 19 JANUARY
Time: 1800 UTC

SECRET: LRG PRIVATE OPERATION (LRGPO)

INFORMATION WITHIN

LRGPO-1901 OPERATION SHADOW BEAR
EPISODE II: ATTACK OF THE BANDITS

LRG-NATO BRIEFING

LOCATION
SOUTH ZARGORIA
UKRAINE

Classification: SECRET
Area: UKRAINE

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SITUATION

Enemy Forces

Ukrainian Insurgents

Enemy Strengths: Unknown, mostly hidden within civilian population areas

Enemy Locations: Marked Locations, see Intel

Enemy Equipment: AK variants and RPGs, Armed Vehicles, Captured Armoured AA

Enemy Morale: Medium

Enemy Obstacles: Roadblocks within civilian population areas

Enemy Air Threat: Soviet style portable AA systems

Enemy Patrols: Only around fortified locations

Enemy Likely Intentions: To transfer weapons and ammunition to rebel forces at objective Ottawa

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SITUATION

Friendly Forces

NATO / UK Armed Forces

Zero's Intent: Restore law and order along the border region, create a safe zone for civilians.

Current Mission: To **SECURE** enemy checkpoint. To **AMBUSH** enemy convoy.

Locations & Future Actions of Neighbouring Forces: None

Fire Support Plan: Apache, **JACKAL 1-1**

Atts & Dets: 1 x Warrior, 3 x Ridgeback, 3 x Support Vehicles

Civilians: Friendly, oppressed.

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MISSION

Main Objective

To **SECURE**

An enemy checkpoint.

In Order to

AMBUSH the enemy supply convoy moving from **NEW YORK** to **OTTAWA**.

Secondary Objectives

To **ASSAULT NEW YORK** and **CAPTURE** the enemy leader.

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EXECUTION

Actions On

- a) Lights
 - i) Delayed - Get into cover
 - ii) Instant - Open Ground - get into cover, Woods - freeze
- b) Stoppage - Shout "STOPPAGE"
- c) Change Magazine - Shout "MAGAZINE"
- d) Grenade - Shout "GRENADE"
- e) POW
 - i) Look after and bring back to base:
 - 1) Search, secure and send to Plt Sgt
- f) Obstacles
 - i) Natural - Cross as per SOPs
 - ii) Man Made - Barbed wires/mines
 - 1) Cut the wire or find alternate route
 - 2) Minefield, clear single route through Minefield and mark with paint (ie stick to left of line etc)

RESORT GAMING

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EXECUTION

Actions On

- a) Halts
 - i) Plt Sgt or 2IC counts in every man
 - ii) Short Halt - Down on one knee, in Herring Bone formation
 - iii) Long Halt - Down on Belt Buckles
- b) Ambush
 - i) Peel back until you have broken contact
 - ii) Make your way back to previous RV
- c) On casualties
 - i) Minor - Once area is safe, self treat/give basic first aid and when suitable report to IC/2IC
 - ii) Major - Make Section aware ASAP. Once area is safe, give first aid, get help and arrange CASEVAC if required.
 - iii) If causality can be safely moved (won the firefight), then move them to a suitable CASEVAC location. Do not leave casualty unattended

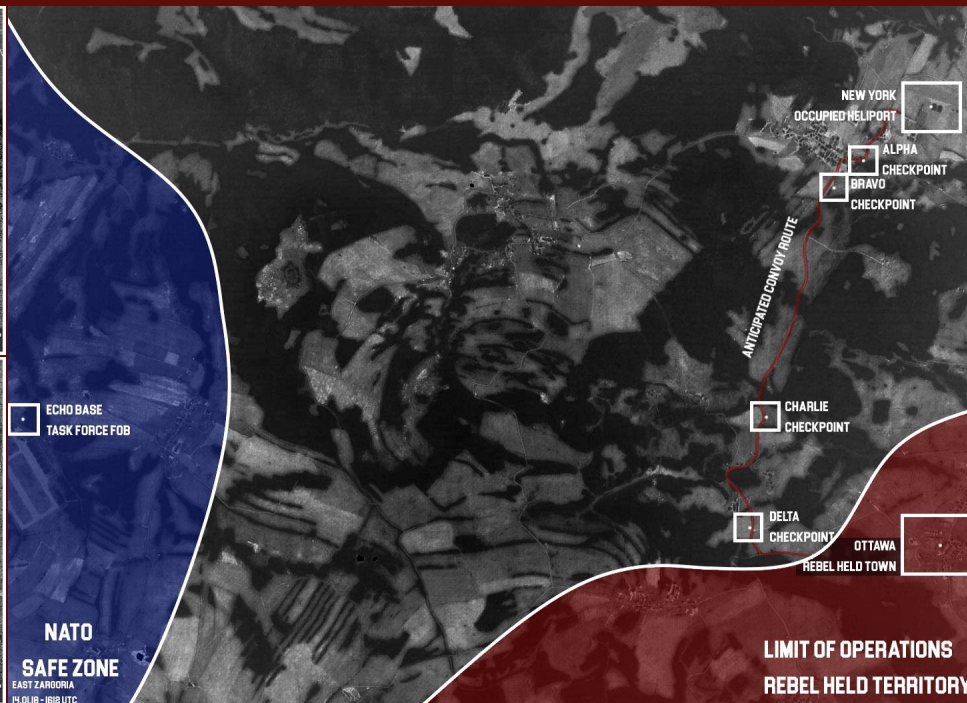
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INTEL



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END OF BRIEF

Please indicate your attendance on the post. The server password will be: JediKnight

LAST RESORT GAMING

Classification: SECRET
Area: UKRAINE