

Operation: SHADOW BEAR
Location: SOUTH ZARGORIA
UKRAINE



Date: FRIDAY 09 FEBRUARY
Time: 1800 UTC

SECRET: LRG PRIVATE OPERATION (LRGPO)

INFORMATION WITHIN

LRGPO-0902 OPERATION SHADOW BEAR
EPISODE V: THE BEAR STRIKES BACK

LRG-NATO BRIEFING

LOCATION
SOUTH ZARGORIA
UKRAINE

Classification: SECRET
Area: UKRAINE

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SITUATION

Enemy Forces

7th Guards Air Assault Division - Russian VDV

Enemy Strengths: Unknown

Enemy Locations: East Zargoria

Enemy Equipment: Russian modern weapon systems including APCs, Tanks, Helicopters and Advanced AA

Enemy Morale: Unknown

Enemy Obstacles: Extensive AA coverage and fortified bases

Enemy Air Threat: Extreme

Enemy Patrols: Expected

Enemy Likely Intentions: To push NATO out of the region in preparation for annexation

REPORT EXAMINE

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SITUATION

Friendly Forces

NATO / UK Armed Forces

Zero's Intent: To repel Russian forces and restore stability to Ukraine.

Current Mission: To **DESTROY** Russian AA positions. To **ASSAULT** enemy base.

Locations & Future Actions of Neighbouring Forces: None

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

Atts & Dets: 4 x Ridgeback

Civilians: Friendly, oppressed.

SECRET GAMING

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MISSION

Main Objective

To **DESTROY** protective AA positions and **ASSAULT** either QRF **FLORENCE** or QRF **EDMONTON**

In Order to

ASSAULT the Russian base at **GLASGOW**

Secondary Objectives

NONE

WASTELAND RESORT GAMING

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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

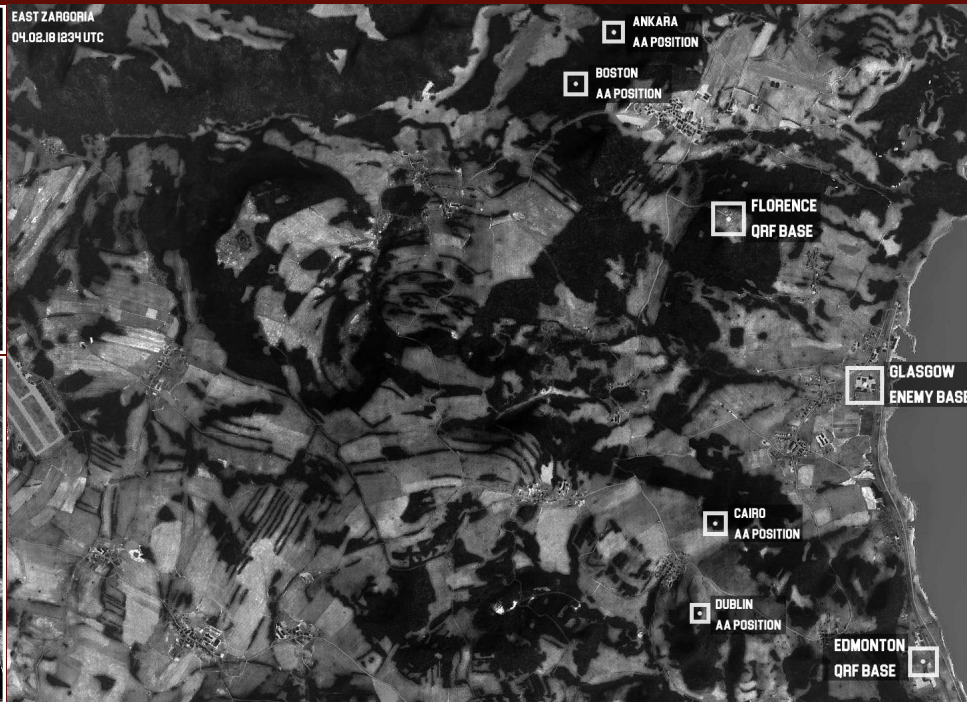
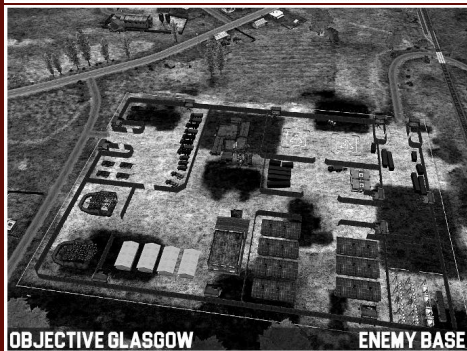
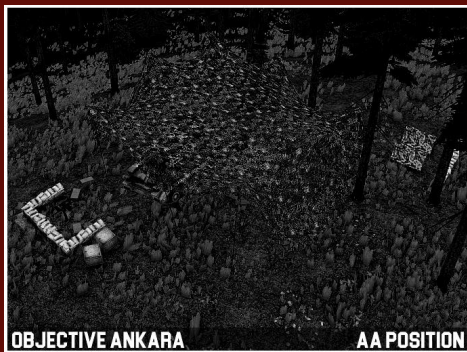
- a) Halts
 - i) Plt Sgt or 2IC counts in every man
 - ii) Short Halt - Down on one knee, in Herring Bone formation
 - iii) Long Halt - Down on Belt Buckles
- b) Ambush
 - i) Peel back until you have broken contact
 - ii) Make your way back to previous RV
- c) On casualties
 - i) Minor - Once area is 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: AdmiralAckbar

LAST RESORT GAMING

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