

MISSION BRIEFING

LAST RESORT GAMING

Operation:	Burnt Candlemas
Part:	2/3
Location:	Scottish Highlands
Date:	26/02/2021
Time:	1900 UTC
Password:	SevenKelpies

1. SITUATION

Who are we? What has happened?

After the successful seize of SNLA property, intel, and personnel in and around Clovullin, enemy forces have cut their losses and retreated across the lake to the South-East side of Loch Eil.

Our strike has made a serious dent in the enemy's morale, instigating conflict within the movement: The influential Blacach and MacAra clans blame each other for the beatdown that their rebellion received, both reacting to the new threat in their own way: The Blacach Clan is preparing for a "battle to the death" to counter our presence, while the MacAra Clan has opened a channel of communication with the British Government to find a diplomatic solution to the current situation.

A meeting with the MacAra's captain, Ualan MacAra, has been arranged to determine possible ways to resolve the conflict. BAF Task Force "Last Resort" has been tasked with providing security for this meeting. High Command is suggesting an offensive stance to prevent an intervention from the Blacach clan during this conference.

Intel suggests that several squads of insurgents have already dug in in the forest enclosing the MacAra valley to the North and South, planning to interrupt the meeting shortly after all parties have arrived at the location. Despite this, the meeting is to take place.

2. MISSION

What are we going to do about it?

Mission Critical Objectives:

- Escort the Diplomat from Base to **Amber**
- Provide Security at **Amber** for the duration of the meeting (60 min.)
- Secure the old Military Base at **Bronze**

Secondary Objectives:

- Recon and Combat threats at **Jade, Lilac, Khaki** and **Maroon**

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 (Base)	
<u>Airfield Support Vehicles</u> Various	
Ground Assets (Vehicle Depot)	
<u>Light Transport Vehicle</u> 4x Land Rover HardTop FFR	<u>Light Transport Vehicle</u> 3x Land Rover SoftTop
<u>Logistical Support Truck</u> 1x MAN HX60 4x4	<u>MERT Ambulance</u> 1x Land Rover Ambulance
Available Support Teams	
Logistics Team	

4. LIMITATIONS

What can't we do?
Helicopters may not enter MacAra territory (MEDEVAC exempt) until the meeting has concluded. Civilian Interactions are to be avoided where possible. Minimize damage to civilian lives and property.

5. INTEL

What do we know?	
Enemy Forces	Paramilitary Insurgents
Enemy Equipment	Mixed Russian/American/British gear Generally well equipped
Enemy Morale	Subdued
Air Threat	At least 1x Attack Helicopter (Mi-24) seen in AO No Jets
AA Threat	Few MANPADs FLAKs around fortified positions
Vehicle Threat	Technicals Few Russian APCs & IFVs No Tanks
Artillery Threat	Mortars
Neutral Forces	Insurgents of the MacAra clan
Civilian Threat	Treat with suspicion Avoid or detain where possible
Additional Information	The SNLA makes use of IEDs Use of mines on this side of the lake is highly unlikely

6. OPERATIONAL IMAGES

Map of the AO	
Hostile Forces (Blacach Alliance)	Neutral Forces (MacAra Clan)