

MISSION BRIEFING

LAST RESORT GAMING

Operation:	Burnt Candlemas
Part:	3/3
Location:	Mull of Kintyre
Date:	05/03/2021
Time:	1900 UTC
Password:	SevenKelpies

1. SITUATION

Who are we? What has happened?

Following the desperate assault of Blacach-allied Rebels during the conference between a British Diplomat and the Captain of the MacAra clan, and the latter's premature death during that attack, the remaining members of the MacAra clan have agreed to assist the British Government in her fight against the SNLA in exchange for mitigation of punishment.

High-ranking members of the MacAra clan have provided us with intel suggesting an upcoming meeting of several important figures of the SNLA movement, including the Captain of the Blacach clan, Ruaridh Blacach. While many high-ranking members of the SNLA will be present at this council, Ruaridh Blacach is understood to be the key figure necessary for the continued operation of the insurgent force, organizing weapons and equipment through his various contacts and providing strategic guidance for the SNLA's activities.

High Command has decided to strike pre-emptively against the SNLA leaders convening in the area, and to detain Ruaridh Blacach and other key figures - if possible. The capture of the Blacach Captain should be sufficient to incapacitate the Rebellion and scatter their remaining forces.

2. MISSION

What are we going to do about it?

Mission Critical Objectives:

- **Find and Detain** Ruaridh Blacach at one of **Jade, Lilac, Khaki, Maroon, Orange, or Pink**

Secondary Objectives:

- **Secure** Sanda Island (**Amber**)
- **Detain** the 4 additional SNLA leaders and commanders in the AO
- **Secure** Boats moored at **Ruby** and **Silver**
- **Search and Destroy** AA Guns embedded around **Jade** to **Pink**
- **Search and Destroy** Enemy Positions along the coast

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>Transport Plane</u> 1x C-17 Globemaster III
<u>Air-Superiority Fighter</u> 1x F/A-181 Black Wasp II	<u>UAV</u> 2x MQ-9 Reaper
<u>MERT Helicopter</u> 2x Merlin HC3 CSAR	
Ground Assets (Base)	
<u>Airfield Support Vehicle</u> Various	<u>MERT Ambulance</u> 2x Land Rover Ambulance FFR
Ground Assets (Airdrop)	
<u>Transport Truck</u> 2x MAN HX60 4x4 Transport	<u>MERT Vehicle</u> 1x Land Rover HardTop (MERT)
Available Support Teams	
Night-ready Sniper Team	

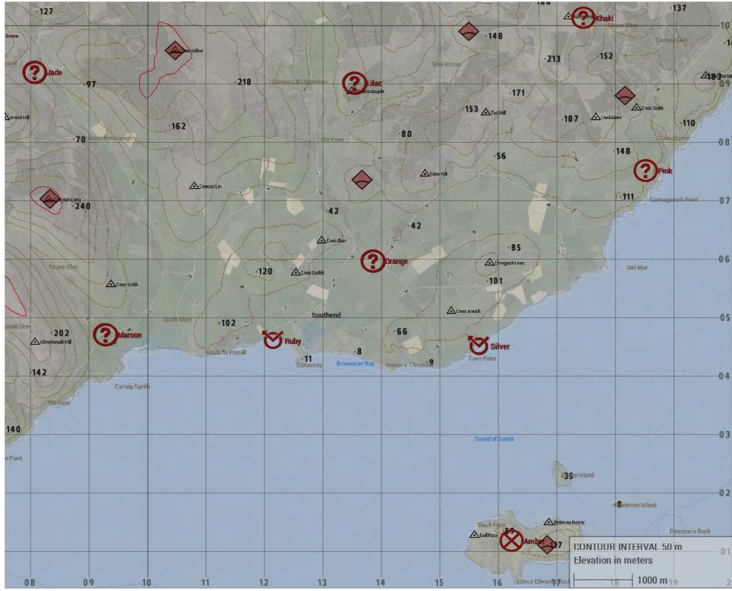

4. LIMITATIONS

What can't we do?
<p>The HVTs are to be captured alive, termination of the HVTs is only authorized under the most extreme of circumstances.</p> <p>Helicopters cannot lift until the AA Guns embedded around Jade to Pink have been taken out.</p> <p>Avoid all interactions with the Civilian Population, where possible.</p> <p>Minimize damage to civilians lives and property.</p>

5. INTEL

What do we know?	
Enemy Forces	Paramilitary Insurgents
Enemy Equipment	Mixed Russian/American/British gear About half equipped with NVGs
Enemy Morale	In Hiding, Desperate
Air Threat	Various unarmed transport helicopters No Attack Helicopters No Jets
AA Threat	Few MANPADs AA Guns at Amber and embedded around Compounds Jade to Pink
Vehicle Threat	Technicals Few Russian APCs & IFVs No Tanks
Artillery Threat	Mortars
Neutral Forces	N/A
Civilian Threat	Treat with suspicion Avoid or detain where possible
Additional Information	The SNLA makes use of IEDs The SNLA has access to UAV Recon (Type Darter)

6. OPERATIONAL IMAGES

<p>Map of the AO</p>

<p>High Value Targets</p>
<p><u>Ruaridh Blacach</u></p>  <p>The other 4 HVTs can be similarly identified by Red Berets:</p> 