# **MISSION BRIEFING**

# LAST RESURT 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   |  |
|--|--|
| Heavy Transport Helicopter 2x Merlin HC3 18 GPMG         | Medium Transport Helicopter<br>4x Wildcat HMA2 8 |
| <u>Light Transport Helicopter</u><br>2x MH-6 Little Bird | Attack Helicopter 1x Apache AH1                  |
| <u>Gunship</u><br>1x AC-130U Spooky II                   | <u>UAV</u><br>2x MQ-9 Reaper                     |
| MERT He<br>2x Merlin                                     |  |
| Ground Ass<br>Airfield Supp<br>Vari                      | ort Vehicles                                     |
| Ground Assets (  | (Vehicle Depot)                                  |
| Light Transport Vehicle  4x Land Rover HardTop FFR       | Light Transport Vehicle  3x Land Rover SoftTop   |
| Logistical Support Truck<br>1x MAN HX60 4x4              | MERT Ambulance 1x Land Rover Ambulance           |
| Available Su   | oport Teams                                      |
| Logistic   | s 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.

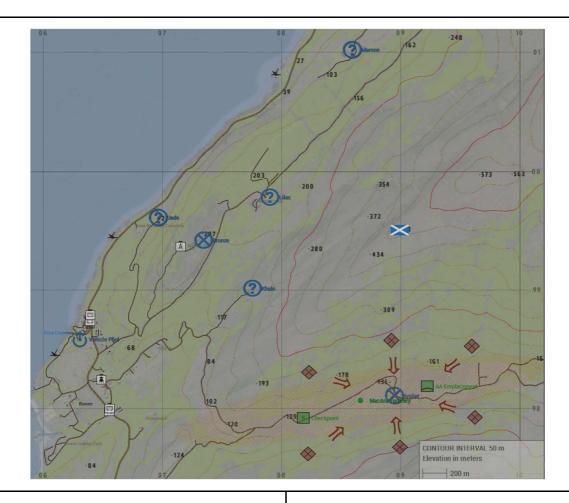
Minimize damage to civilian lives and property.

# 5. INTEL

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

## **6. OPERATIONAL IMAGES**

### Map of the AO



**Hostile Forces (Blacach Alliance)** 



**Neutral Forces (MacAra Clan)** 

