

MISSION BRIEFING

LAST RESORT GAMING

Operation:	Aphaeresis
Part:	Genesis
Location:	Beketov
Date:	22/01/2021
Time:	1900 UTC
Password:	Chapelnik

1. SITUATION

Who are we? What has happened?

After the collapse of the Russian Federation four years ago, the region around Beketov - some 300 mi. East of Moscow - was transformed into a DMZ with FOB Dalek serving as the main NATO stronghold in the vicinity. The zone was heavily subsidized by Western and Chinese Corporations, to help resuscitate the crippled economy. Main benefactor was the Beketov Factory, which received substantial funding from the Chinese Guanting megacorp.

Five days ago, at 0315 local time, two major explosions occurred at the Beketov Factory, destroying the main buildings, and damaging surrounding structures. First Responders were able to extinguish the fires and evacuate some of the casualties but had to stop work following a sudden assault on the factory by Russian Special Forces two days ago.

At around the same time, the Defence Intelligence Service (DI) discovered two shielded research sites a few kilometres north of the factory. DI was not able to provide reliable intel on what is being contained in the compounds. Multiple trucks were transporting unidentifiable objects from the factory to the two sites.

DI has also been able to identify rapidly established enemy infrastructure in the area, most likely to support a push of Russian forces to the South.

2. MISSION

What are we going to do about it?

Mission Critical Objectives:

- Secure the Beketov Factory **(094-900)** and evacuate personnel held captive there
- Secure containment facilities Fyodor-1 **(101-980)** and Fyodor-2 **(135-981)**

Secondary Objectives:

- Capture or eliminate the high-ranking General Lyovkin at his mansion **(061-892)**
- Destroy important enemy infrastructure in the region
 - Radar Installation **(095-930)**
 - Quarry **(127-928)**
 - Fuel/Service Depot **(097-950)**
 - Artillery Emplacement **(113-967)**
- Liberate settlements between the Mission Critical Objectives
- Destroy the tank platoon that is on its way to reinforce the Factory

3. RESOURCES

Air Assets	
<u>Heavy Transport Helicopter</u> 2x CH-47F	<u>Medium Transport Helicopter</u> 4x UH-60M
<u>MERT Helicopter</u> 2x UH-60M MEV	<u>Multirole Jet</u> 3x AV-8B Harrier II Plus
Ground Assets	
<u>Infantry MRAP</u> 4x M1237 (M2)	<u>MERT MRAP</u> 2x M1230A1 (MEDEVAC)
<u>Light Transport Vehicle (Mortar Team)</u> M1240 (M2)	<u>Main Battle Tank</u> M1A2SEPV1 (Tusk II)
<u>Airfield Support Vehicles</u> Various	
Available Support Teams	
Motorized Mortar Team	Vehicle Crew (Abrams)

4. LIMITATIONS

What can't we do?
Martial law has been imposed in the region; the population has been placed under curfew. Civilians leaving their house do so at their own risk.
Destruction of civilian structures and loss of civilian life must be avoided, where possible.

5. INTEL

What do we know?	
Air Threat	If friendly aircraft are detected by Enemy Radar, enemy CAP jets are likely to respond within 30 minutes
AA Threat	Few MANPADs with Infantry Squads Few FLAKs in reinforced positions
Vehicle Threat	A tank platoon is en route to the Beketov Factory APCs, MRAPs and IFVs have been spotted on patrol and in reinforced positions
Artillery Threat	Temporary mortar emplacements on the front line are likely At least one artillery emplacement has been discovered
Civilian Threat	The civilian population is <u>neutral</u> to us and our cause
Enemy Morale	Excellent
Enemy Equipment	Modern, well maintained

LRG Comms Cue Cards

The Below tables showcase the format used to request Air Support and Casualty evacuation; these requests should be made to **Jigsaw** on **40 LR Frequency** by a member of Platoon command.

Long Range Frequencies for Air assets will be given to Forward Air Controllers upon request.

Line	FAC 5-line Request (CAS)
1	Type of Ordinance
2	FAC Current POS
3	Target Figure 6/8 grid (6 for guided, 8 for unguided)
4	Target Info - Description of target with Identification method (laze, smoke etc)
5	Aircraft Approach and Exit

Line	CASEVAC Request (MERT)
1	Callsign and Location
2	Number of Casualties/Precedence A - Number of immediate cases (Evac Immediate T1) B - Number of Urgent Cases (T2)
3	Security at LZ
4	LZ Marking method: Smoke, IR Strobe, etc.
5	Description of LZ; Terrain/Obstacles (Mines, Power Cables and identifying features etc.)

The above tables are available in-game through ACE Self-interaction - Cue Cards

LRG Frequencies and Callsigns

Group	Role	Callsign	Frequency	
			SR	LR
Platoon Command	Platoon IC	Zero	475	30
	Platoon Sgt	Zero Bravo	475	32/40
909 EAW	909 IC	Jigsaw	401-408	50/40
	MERT	Rescue 9-9	425	-
1 Section	Infantry Section	1 Charlie/1 Delta	<u>Section 100 Fireteam</u> 125/150	30/32
2 Section	Infantry Section	2 Charlie/2 Delta	<u>Section 200 Fireteam</u> 225/250	30/32
3 Section	Infantry Section	3 Charlie/3 Delta	<u>Section 300 Fireteam</u> 325/350	30/32
Support Team	Abrams Crew	Ironside 1-1	500	40
	Mortar Team	Shelldrake 1-1	510	40

LRG Comms Structure

