

MISSION BRIEFING

LAST RESORT GAMING

Operation:	Black Knight
Part:	I
Location:	G.O.S Al Rayak
Date:	07/05/2021
In-game Time:	Midnight
Password:	TheFirstThree

1. SITUATION

Who are we? What has happened?

The peaceful region of Al Rayak has recently faced annexation from neighbouring forces. Due to treaties signed with the government of Al Rayak, LRG Forces are being deployed to retake the region and capture the enemy commander, only known as Yuri. His location is currently unknown due to the strangle hold they have on the region. The enemy have become well entrenched in the region and are extremely well armed with the latest in military equipment. An initial assault into the region has resulted in the capture and fortification of an Airbase that we are utilizing as a staging point for the liberation of the Region.

In order to end this occupation without the chance of major enemy reinforcements being mobilized, Operation Black Knight must be completed within 18 hours.

2. MISSION

What are we going to do about it?

Primary Objective:

- Capture Yuri

Secondary Objective:

- Retake the region of Al Rayak

3. LIMITATIONS

What can't we do?

Due to the Current Situation, we are unable to replace assets, as such the following is in effect:

- **ASSETS ARE CARRIED OVER FROM MISSION TO MISSION**
- **ANY LOST ASSET WILL NOT BE REPLACED***
- **ASSETS THAT ARE LEFT IN THE FIELD WILL NOT BE RETURNED TO BASE FOR THE NEXT MISSION**

*Any assets lost to any ARMA, Connection or server issues will be replaced as normal

4. RESOURCES

Air Assets	
<u>Heavy Transport Helicopter</u> x2 CH-47F Chinook	<u>Heavy Lift Helicopter</u> x2 CH-47F (Cargo)
<u>Medium Transport Helicopter</u> x6 UH-60M Blackhawk	<u>Light Transport Helicopter</u> x6 MH-6M Little Bird
<u>MERT Helicopter</u> x3 UH-60M MEV Blackhawk	<u>AWAC Plane</u> x2 AC-130U Spooky
<u>Helicopter Gunship</u> X3 AH-64D Apache	<u>Attack Helicopter</u> x3 AH-6M Little Bird
<u>Transport Plane</u> x2 C-130J Super Hercules	<u>Cargo Plane</u> x2 C-130J (Cargo) Super Hercules
<u>CAS Jet</u> x6 A-10C Warthog	<u>CAP Jet</u> x6 F-15C Eagle
<u>Fixed Wing UAV</u> x6 YABHON-R3	

Infantry Ground Assets	
<u>Infantry Fighting Vehicle</u> x6 M2A3 (BUSK III) Bradley	<u>MRAP</u> x10 M1237 (O-GPK/M2) Rhino
<u>Armoured Personnel Carrier</u> x6 M1126 (M2) Stryker	<u>Armoured Personnel Carrier</u> x6 M113A3 (M2)
<u>Light Transport Vehicle</u> x12 M1165A1 GMV HMMWV	<u>Light Transport Vehicle</u> x12 M1025A2 (M2) HMMWV
<u>Light Transport Vehicle</u> x6 M1123 HMMWV	<u>MERT MRAP</u> x3 M1230A1 (MEDEVAC)
<u>Airfield Vehicles</u> Various Support and Transport Vehicles	

Available Support Teams	
Armour Team Ironside	Sniper Team Ghost
Mortar Team Shelldrake	Artillery Team Steel Rain
Logistics Team Molar	
Support Team Assets	
<u>Artillery Gun</u> x2 M119A2 105mm Howitzer	<u>Main Battle Tank</u> x4 M1A2SEPV1 (TUSK II) Abrams
<u>Logistics Truck</u> x2 M977A4-B	<u>Sniper Transport Vehicle</u> x2 MRZR 4

5. INTEL

What do we know?	
Enemy Forces	Unknown, Potentially up to a Regiment
Enemy Equipment	Advanced Military grade equipment
Enemy Morale	High
Air Threat	Fixed wing aircraft, Helicopter Gunships
AA Threat	CAP Jets and entrenched AA emplacements
Vehicle Threat	MBTs, IFVs and APCs
Artillery Threat	Entrenched Artillery emplacements and Mortar teams
Neutral Forces	N/A
Civilian Threat	All Civilians have either fled, gone to ground or been killed.
Additional Information	Major enemy positions have been located but this cannot account for the enemy emplacements as a whole