**WARNING ORDER**



**OPERATION: Shadow Bear**

**EPISODE I: The Ransom Menace**

**LOCATION: Ukraine**

**DATE: 12/01/2018**

**TIME: 1800 UTC**

**PRELIMINARIES**

|  |  |
| --- | --- |
| **Location:** | Malden |
| **Weather Forecast:** | Early morning Fog |

**Task Organisation**

|  |  |  |
| --- | --- | --- |
| **Zero:**  **Zero A:** | **Mission:** Duntrew | **Jigsaw:** |
| **1 Sec:** | **2 Sec:** | **3 Sec:** |

**Ground Brief Orientation**

|  |  |
| --- | --- |
| **You are at GR:** 022 002 | **Type of Ground:** Woodland Clearing |
| **Route to Obj:** Airborn Transportation | **RVs:** |
| **Natural Obstacles:** Fortified Border Post, Extensive Woodland, Desert, hills | |

**1. SITUATION**

**Enemy Forces**

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| **Enemy Strengths:** Unknown |
| **Enemy Locations:** Marked Locations, unknown |
| **Enemy Weapons:** Black market weapons. |
| **Enemy Equipment:** Armed Vehicles, AA |
| **Enemy Morale:** High |
| **Enemy Obstacles:** Roadblocks, fortified locations, minefields |
| **Enemy Defensive Fire Positions:** As above |
| **Enemy Air Threat:** Armoured AA |
| **Enemy Patrols:** Unknown |
| **Enemy Likely Intentions:** Defensive maneuvers |

**Friendly Forces**

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| **Zero's Intent: (Overall plan of the campaign)** |
| **Current Mission:** |
| **Locations & Future Actions of Neighbouring Forces:** |
| **Fire Support Plan:** CAS, Close Mortar support |
| **Atts & Dets: (Vehicles, Tanks, Sniper Team, Etc Cover it only if you didn’t on Task Org** |
| **Civilians:** Friendly |

**2. MISSION**

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| **To RECCE / Observe / Listen / Destroy / Snatch / Ambush / Mark / Secure**  **In Order to Complete the missions.** |

**3. EXECUTION**

1. **Concept of Ops**

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| **Scheme of Manoeuvre**  As briefed by Section Commander |
| **Main effort** Hearths and minds of local population |

**B. Mission Statement**

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| **1 Section**  **Mission, You will**  **SER**  **, in order to** |
| **2 Section**  **Mission, You will**  **, in order to** |
| **3 Section**  **Mission, You will**  **, in order to** |
| **909 EAW**  **Mission, you will**  **, in order to** |

**C. Coordinating Instructions**

**Timings:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Arrive on Server:** | **17:45** | **Ready for Brief:** | **17:50** |
| **Step Off: UTC** | **18:00** | **In Game Step Off Time:** | **05:00 (dawn)** |

**Actions On**

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| 1. **Lights**    1. **Delayed - Get into cover**    2. **Instant - Open Ground - get into cover, Woods - freeze** 2. **Stoppage - Shout “STOPPAGE”** 3. **Change Magazine - Shout “MAGAZINE”** 4. **Grenade - Shout “GRENADE”** 5. **POW**    1. **Look after and bring back to base:**       1. **Search, secure and send to Plt Sgt** 6. **Obstacles**    1. **Natural - Cross as per SOPs**    2. **Man Made - Barbed wires/mines**       1. **Cut the wire or find alternate route**       2. **Minefield, clear single route through Minefield and mark with paint (ie stick to left of line etc)** 7. **Halts**    1. **Plt Sgt or 2IC counts in every man**    2. **Short Halt - Down on one knee, in Herring Bone formation**    3. **Long Halt - Down on Belt Buckles** 8. **Ambush**    1. **Peel back until you have broken contact**    2. **Make your way back to previous RV** 9. **On casualties**     1. **Minor - Once area is safe, self treat/give basic first aid and when suitable report to IC/2IC**    2. **Major - Make Section aware ASAP. Once area is safe, give first aid, get help and arrange CASEVAC if required.**    3. **If causality can be safely moved (won the firefight), then move them to a suitable CASEVAC location. Do not leave casualty unattended)** |

**4. SERVICE SUPPORT**

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| **SOP Variations** None  **Dress** Military cloathing  **Eqpt** Basic gear  **Weapons** Standard issued rifles  **Ammo** Standard ammunation  **Logistic Support**  **Medical –** MERT in field |

**5. COMMAND AND SIGNALS**

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| **Comms - Freqs - SR/LR**  **- Codewords/Nicknames**  **Server Password** Kitkat |

**Due to limited map, some routes will be determen by Mission maker.**

**My main goal is**

**To have 909 a lot of fly work**

**To give HQ zero and all a challenge to keep up**

**To train sections in faster deployment and getting things done. Less bla bla bla more da da da.**

**To give missions another perspective. It does not always have to take hours right.**

**To introduce in my operation some downtime for toilet breaks and snacks.**

**Task1: FOB**

DZ in watershoreline low approach 15-25meters alti. Grid [075 116]

a) Take over Enemy FOB Grid [076 106] Eliminate all enemys.

b) Evac back to base

Time forseen

Transport to location = 5 minutes

Organize = 5 minutes

Assault = 15 minutes

RTB = 5 minutes

Total= 25 minutes max

**Task 2: VIP Resque**

Suggested LZ/Dz NE of island low approuch

1. ViP has been taken capture around area grid [116 044] CAS will be offline for this mission. To high chance to wound VIP. Section is to move in eliminate all treats.
2. RTB with hostage

Time forseen

Transport to location = 10 minutes

Organize assault = 5 minutes

Assault 10 minutes

RTB = 10 Minutes

Total = 35 minutes max

**Task 3: Old minefield**

Grid location: [009 007]

The new mayor wants to repopulate Malden beaches. Due to old paramilitary activity in the area they have left a abandond minefield. Aprox 30 mines +- 5 mines are left in the Area. He resuested our skilled engineers help to demine the area.

Thanks to green organizations we cannot use explosives to demine the area and handskilled labour shall be required. The natural habitat must be preserved at all cost!

A section shall move to location Fastrope down on the pier Landing is to dangerours. Scaterd mines ontop of pier around, in water, hills.

From there a safty perimeter and clear out.

Suggest a squad of 4 people.

2 Enigneers, medic, Teamleader. Explosion training is required

Time forseen = Transport to location = 10 minutes

Clearing time = 20 minutes

Evac = 10 minutes

Total = 30 minutes

**Task 4: Helicrash**

Nato Heli crash, we are the closest. Malden paramedics are on Scene, we need to protect them from anny harm. Get a section down there and protect the medics. It’s possible enemy forces will appear in try to get intel from helicopter.

After Paramedics are done, blow up the helicopter

Time forseen

Transport to location = 10 minutes

Protecting = 20 minutes

Blow up heli = 5 minutes

Evac = 10 minutes

Total = 45 minutes

**Task 5: Drug baron house**

2 man job

House: [015 046]

Overwatch location: [015 043]

Call in CAS by FAC on drug barons house.

Need to PID before payload of 1 LGB can be dropped by CAS (jet)

Target = Male, drives a jeep wrangler. Shall go to drug barons house, 2 story building colour house is yellow.

Incase further movement to targets building do a follow up strike.

Go down there on foot to check if all criminals are killed.

Time to location fac = 10 minutes

Observation = 15 minutes

Call in CAS = 10 mintes

Clear out area on foot = 10 minutes

Evac = 10 minutes

Total = 55 minutes

**Task 6: Patrol through town show presence**

2-3 sections

You find transport (mastivs) in grid [081 097]

You are there to mount up. Drive to Saint louis, soft dismount 300 meters before entering city. Go at walking speed through city check

Grid [032 066]

surrounds, allys, suspicious behavior…

Mount up at end of town, drive towards LA trinte

Soft dismount 300meters before entering city Walking speed, check surroundinfs, ally, suspicious behavior.

Main goal is hearths and minds. Assist local civilians with there issues.

Jet fly bys could be cool? :p

Time forseen

Transport 2x 10 minutes = 20 minutes

Town 1 = 20 minutes

Town 2= 20 minutes

Evac = 10 minutes

Total = 70 minutes

**Task 7: (Optional if time) for a section**

Go to grid [055 042] And check out whats going on.

Call for assistance if needed.

We had a weird call from the Mayor saying some locals are worried about some raiders nearby. See what you can do to make them feel safe.