

MISSION BRIEFING

LAST RESORT GAMING

Operation:	Viper
Part:	1
Location:	Malden
Date:	June 29 th , 2009
Time:	0400
Password:	KillerWhale

1. SITUATION

Who are we? What has happened?

We are US forces. 4 days ago, a 5-man recon team vanished on a mission behind enemy lines on the island-nation of Malden. Command has spent the time since gathering intel for a rescue mission, and this is it. Our goal is to infiltrate the south part of Malden and rescue any survivors before the substantial hostile forces in the north can respond. Note that we will be using non-standard gear for plausible deniability. Details to follow;

2. MISSION

What are we going to do about it?

Mission Critical Objectives:

- Investigate UH-60 crash site at La Riviere docks 035-032
- Search Sainte Marie 055-042
- Search Le Port docks 084-038
- Search Military base at 097-039, Use boats at the Le Port docks to cross the water
- EVAC with captives using enemy transport

Secondary Objectives:

- Destroy 2 red and white comm towers, this will let us hack their network to gain more info

3. RESOURCES

Air Assets	
<u>Heavy Transport Helicopter</u> -	<u>Medium Transport Helicopter</u> -
<u>Light Transport Helicopter</u> -	<u>Attack Helicopter</u> -
<u>Gunship</u> -	<u>UAV</u> -
<u>Fixed Wing</u> -	<u>MERT Helicopter</u> -
Ground Assets (Base)	
<u>Airfield Support Vehicles</u> -	
<u>Light Transport Vehicle</u> 6x HMG Humvee	<u>Light Transport Vehicle</u>
Available Support Teams	
Combined MERT and Armor team	2x Pandur II IFV

4. LIMITATIONS

What can't we do?
Kill civilians.

5. INTEL

What do we know?	
Enemy Forces	Native military forces
Enemy Equipment	Late era soviet gear
Enemy Morale	Good
Air Threat	Transport helicopters
AA Threat	Manpads
Vehicle Threat	Soviet armor
Artillery Threat	Long range artillery
Neutral Forces	-
Civilian Threat	-
Additional Information	<p>We have limited supplies, so extra ammo for our APCs need to be found in the field. Look for yellow and red ammo trucks.</p> <p>The enemy artillery is out of our reach, but it will take time for the enemy to co-ordinate fire missions. Stay on the move or on top of the enemy to avoid arty barrages.</p> <p>We have no air assets. if needed they will need to be found in the field.</p> <p>Significant enemy armor in the AO.</p> <p>Extraction is done with captured enemy transport, once you have rescued all captives.</p>