MISSION BRIEFING

LAST RESURT GAMING

| Operation: | Воа |
|------------|-------------|
| Part: | - |
| Location: | Suursaari |
| Date: | 9/10 - 2012 |
| Time: | 0800 |
| Password: | Corsair |

1. SITUATION

Who are we? What has happened?

We are LRG US special forces. A month ago a C130 carrying a small nuclear reactor vanished enroute to Washington. First believed to have crashed, further investigation has revealed that the plane was crewed by Suursaari spies. We believe they have taken it to their home island. You are to deploy to Suursaari and find the reactor. The C130 has likely been disposed of, you should look for a large truck to find the reactor.

2. MISSION

What are we going to do about it?

Mission Critical Objectives:

- Find the Nuclear reactor Location unknown
- Find enemy HQ to help locate reactor Location unknown
- Strike naval base at 024-020
- Strike Docks at 073-010
- Strike Factory at 074-031

Secondary Objectives:

• Capture enemy leadership

3. RESOURCES

| Air Assets | |
|--|--|
| Heavy Transport Helicopter - | Medium Transport Helicopter 3x UH-60 Transport/MERT |
| <u>Light Transport Helicopter</u> - | Attack Helicopter 6x AH1Z |
| <u>Gunship</u> - | <u>UAV</u> - |
| Fixed Wing - | MERT Helicopter - |
| Ground Assets (Base) | |
| Airfield Support Vehicles Various | |
| Light Transport Vehicle 4x Rhib boats | Light Transport Vehicle - |
| Available Support Teams | |
| AFV Crew | Sniper Team |

4. LIMITATIONS

| What can't we do? |
|--|
| Kill civilians or unnecessarily destroy buildings. |
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5. INTEL

| What do we know? | |
|------------------------|---|
| Enemy Forces | Native Military Forces |
| Enemy Equipment | Late soviet gear |
| Enemy Morale | Good |
| Air Threat | Helicopters |
| AA Threat | Manpads, possible AA guns |
| Vehicle Threat | Tanks, APCs, Cars, Boats |
| Artillery Threat | Mortars |
| Neutral Forces | - |
| Civilian Threat | - |
| | Considerable heavy armor threat |
| Additional Information | Make an effort to capture the enemy alive, to gain intel on the HQ and reactor locations. |
| | Ground transport and AFVs need to be found on the island. |