

ELEVENTH HOUR



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|------------|---------------|
| Operation: | White Crystal |
| Part: | 1/1 |
| Location: | Tilos/Greece |
| Date: | 14/05/20XX |
| Time: | 0430 |
| Password: | GoodPuff |

• SITUATION

Who are we? What has happened?

We are Eleventh Hour, a small scale private military contractor on a new short term contract with the government of Greece.

it has come to our attention that our recent activities in more major world events. (See op refs "Moving Borders","Snuck In Scuds","Deep Chill"), has landed us with alot of attention of the world powers, we have decided to scale back operations for just contracts length, and while we are having UN inspections, money has to flow, so we took on a contract with Greece, to solve a growing drug trafficking problem in their domain.

The island if Tilos near greece has seen a sudden show of pirates, smuggling cocaina and weapons, using the island as a sort of distribution hub, we are here to end those operations and exterminate the vermin.

• MISSION

What are we going to do about it?

- Destroy Pirate operations on the island

Mission Critical Objectives:

- Find as many illegal goods as possible
- Destroy the Pirate's operation

• RESOURCES

| Air Assets | |
|---|--------------------------------------|
| <u>Light Transport Helicopter</u> -None | <u>Attack Helicopter</u> - None |
| <u>Fixed Wing</u> -None | <u>MERT Helicopter</u> -2x UH-60M |
| Ground Assets (Base) | |
| <u>Airfield Support Vehicles</u> -Various | |
| Support Teams | |
| -1x Sniper Team | |
| <u>Light Transport Vehicle</u> -4x M1123 Humvees -2x M1097A2 Humvees (MERT) | <u>APC</u> -None |
| <u>Tank</u> -None | <u>IVF</u> -None |

• LIMITATIONS

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| What can't we do? |
| <ul style="list-style-type: none"> • Cause severe damage to island infrastructure, Kill civilians |

• INTEL

| What do we know? | |
|------------------------|------------------------|
| Enemy Forces | Global Pirates |
| Enemy Equipment | Poor/Surplus |
| Enemy Morale | Good/Unaware |
| Air Threat | None |
| AA Threat | HMGs |
| Vehicle Threat | Light/Jeeps+Technicals |
| Artillery Threat | Light Mortars |
| Neutral Forces | None |
| Civilian Threat | High |
| Additional Information | None |

