

MISSION BRIEFING

LAST RESORT GAMING

Operation:	Black Tide
Part:	2/4
Location:	Southern Libya, North Africa
Date:	13.06.2045
Time:	0500 Local
Password:	BlackRain

1. SITUATION

Who are we? What has happened?

Over the last 50 years, Scientists warned us about it, predicted possible Scenarios and appealed to the Governments, but nobody wanted to listen.

In 2040 we finally got to feel the consequences of 150 years of global pollution, industrial exploitation and reckless mining of raw materials.

Massive Sandstorms, Blizzards, Tsunamis and other natural disasters appeared in an unknown excessive amount, wiping entire Cities of the map. Drastic temperature changes made large parts of the Equator uninhabitable while the Poles and near by areas got plunged into a new Ice Age.

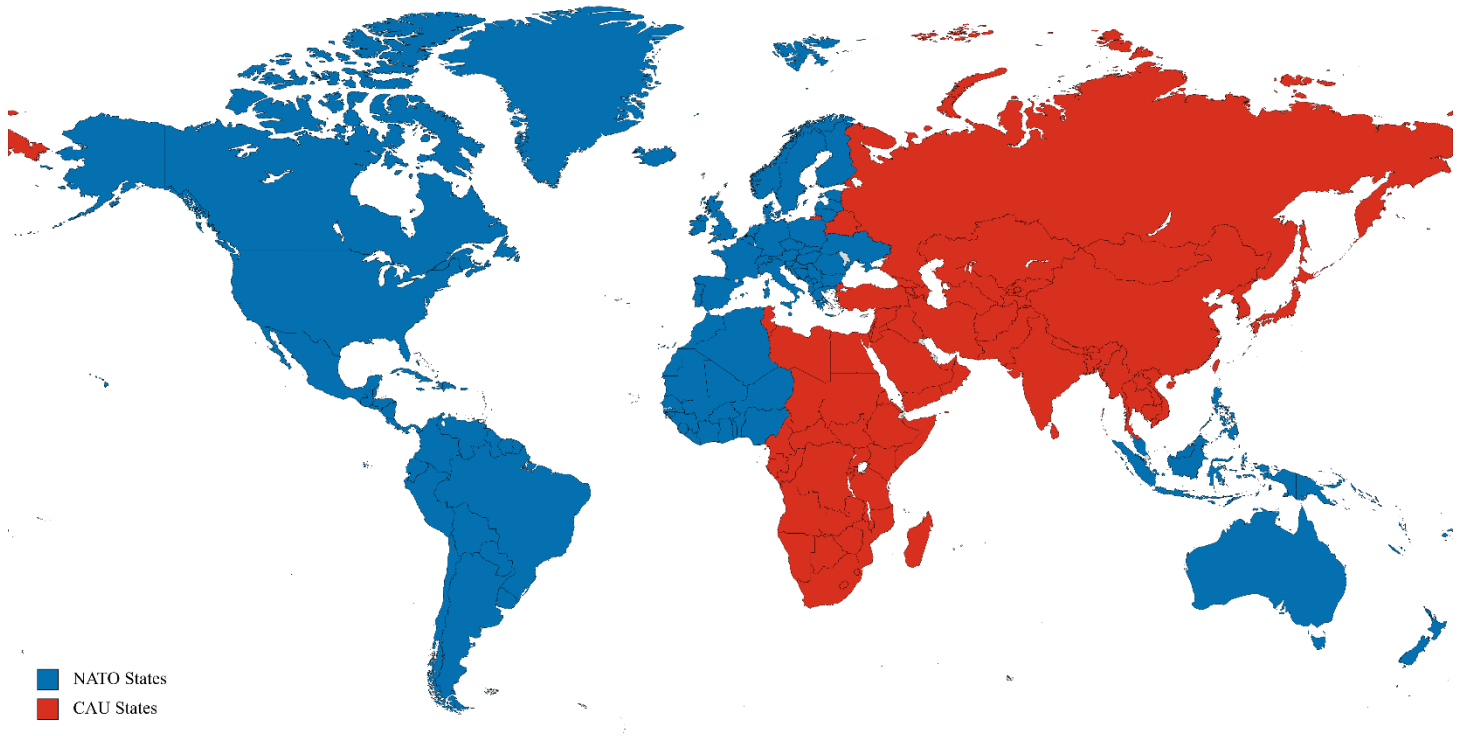
Together with rising sea levels, dwindling natural resources and millions of People seeking refugee from, the already high tensions between the world's Nations escalated into full on war for what remained.

After last week's successful Operation at the Tanoa Island Group, NATO has managed to gain control over the majority of the South Pacific.

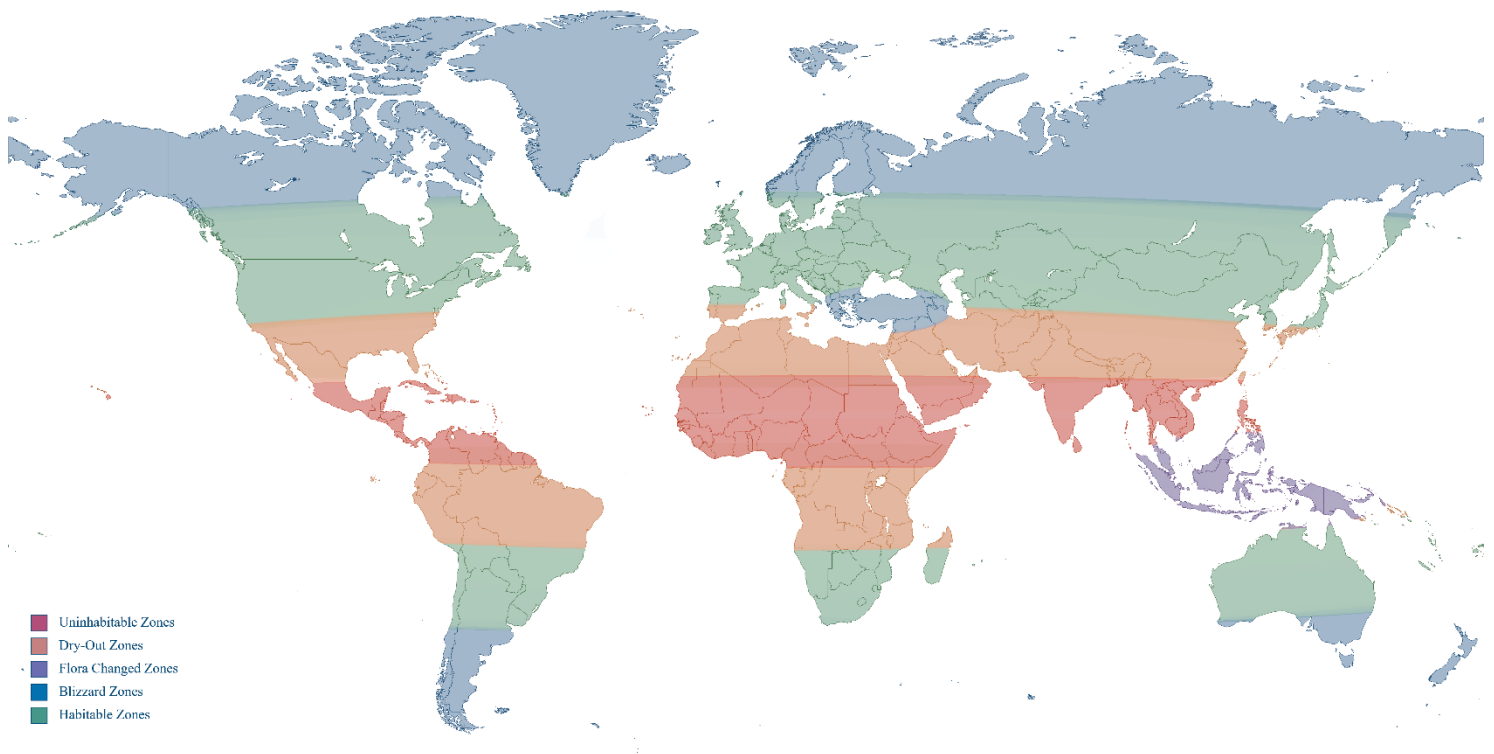
Now High Command is switching their offensive focus to Libya in North Africa, where the "Central Asian Union" (CAU) is holding some of the world's last remaining oil deposits. Capturing them

would give NATO not only the possibility to restock their dwindling fuel reserves, but will probably dictate the future of the war.

You are part of the 3rd NATO Infantry Battalion, Last Resort Company, currently deployed to Southern Libya and tasked with securing the Oil Fields in the Area of Operation.



Current Alliances and Territorial Control



Current Climatic Situation

2. MISSION

What are we going to do about it?
<p>Mission Critical Objectives:</p> <ul style="list-style-type: none">• Eliminate the CAUs 5th Armored Tank Brigade• Capture the Oil Field <p>Secondary Mission Objectives:</p> <ul style="list-style-type: none">• Investigate the destroyed Solar Power Plant• Destroy the Radar Installation at the town of Waddan• Destroy the Artillery Position

3. RESOURCES

Air Assets	
<u>Multi-Purpose/MERT Helicopter</u> 3x MAV-85 Omaha	<u>Attack Helicopter</u> 2x RAH-66 Comanche
<u>Fixed Wing</u> 2x F/A-181 Black Wasp II	<u>Gunship</u> 1x Y-44 Blackfish
Ground Assets (Aircraft Carrier)	
<u>Airfield Support Vehicles</u> Various	
Ground Assets (Rally Point Sigma)	
<u>Light Combat Vehicle</u> 2x M-ATV HMG	<u>Armored Personal Carrier</u> 2x Pandur II
<u>Main Battle Tank</u> 4x Leopard 2 Revolution	<u>Unmanned Ground Vehicle</u> 4x Stomper RCVS

4. LIMITATIONS

What can't we do?	
	<ul style="list-style-type: none">The Oil Fields infrastructure and buildings are not to be damaged in any way

5. INTEL

What do we know?	
Enemy Forces	Modern Military
Enemy Equipment	Modern Era Small Arms, Body Armor, Shoulder Carried Launchers
Enemy Morale	Very High
Air Threat	Transport Helicopters, Gunships, Strike Fighters
AA Threat	SPAAGs, MANPADs, S-750 Reha SAM System
Vehicle Threat	Armored Cars, APCs, MBTs
Artillery Threat	82mm Mortars, 155mm SPAG
Neutral Forces	None
Civilian Threat	None
Additional Information	High chance of Sandstorms in the AO



NATO Forces with Combat Vehicles



CAU Infantry Squad in Southern Libya