

MISSION BRIEFING

LAST RESORT GAMING

Operation:	Adder
Part:	2
Location:	Altis
Date:	July 12 th 2015
Time:	1600
Password:	BavarianBeer

1. SITUATION

Who are we? What has happened?

Following the successful landing of the "Altis Armed Forces" (AAF) on Stratis, the time has come to finish the job for good on Altis. We are intending to achieve this by conducting a covered operation behind enemy lines, while AAF Forces are starting a country wide offensive.

In order to do this, we already inserted west of the Town of Pyrgos, which is the "Freedom and Independence Army's" (FIA) primary stronghold on the island.

The first step will be to cripple the enemy's communication network. This will be done by simultaneously destroying two Radio Towers, which are positioned on a small island and a peninsula, just west of Pyrgos.

Additionally, we intend to weaken FIAs grip on the region by securing the town of Pyrgos itself.

Furthermore, we received intel that the majority of the FIA Leaders has set up their HQ in an abandoned Resort in the North East of the island.

Eliminating them will hopefully lead to confusion and chaos among FIAs ranks, which will be critical to the success of the AAFs offensive.

2. MISSION

What are we going to do about it?
Mission Critical Objectives: <ul style="list-style-type: none">• Simultaneously destroy Radio Towers at 134-118 and 142-130• Clear Pyrgos military Base at 174-131• Clear abandoned resort at 219-210• Clear military base at 209-192 Secondary Objectives: <ul style="list-style-type: none">• Rescue VIPs in Pyrgos at 171-126 and 166-128

3. RESOURCES

Air Assets	
<u>Attack Helicopter</u> 1x Littlebird armed 3x Wildcat armed	<u>Medium Transport Helicopter</u> 2x UH-60
<u>MERT Helicopter</u> 1x UH-60	<u>Fixed Wing</u> -
Ground Assets (Base)	
<u>Airfield Support Vehicles</u> Various	
<u>Light Transport Vehicle</u> 8x Humvee armed	<u>Light Transport Vehicle</u> 1x APC
Available Support Teams	
Armour Team	Mortar Team

4. LIMITATIONS

What can't we do?
<ul style="list-style-type: none">• We are not to engage any Civilian Targets• Keep damage to Civilian Infrastructure to a minimum• AAF Forces might be operating in our AO, they are not to be engaged

5. INTEL

What do we know?	
Enemy Forces	Guarilia Forces
Enemy Equipment	Cold War aera small Arms, handheld Anti-Tank Weaponry
Enemy Morale	Enemy made up of varied groups, loosely organized
Air Threat	Low risk of Attack Helicopters
AA Threat	Static AA Guns, MANPADS
Vehicle Threat	Armored Personal Carriers
Artillery Threat	Long Range Rocket Artillery
Neutral Forces	None
Civilian Threat	None
Additional Information	Low civilian presence



Ad Denarium!



FIA forces, hostile