

MISSION BRIEFING

LAST RESORT GAMING

Operation:	Water Cobra
Part:	1
Location:	Altis
Date:	June 24th 2018
Time:	0630
Password:	DanceMonkey

1. SITUATION

Who are we? What has happened?

We are AAF special forces. A low intensity conflict with FIA forces in the north-east regions of Altis suddenly intensified 3 days ago, and an influential AAF officer deserted to join the rebels. After his departure he was found to be a spy feeding the FIA information. The FIA has de facto control over the north-eastern peninsula and seeks independence.

This cannot be left unanswered and the gloves are coming off. We will conduct a platoon level strike against key enemy targets including the deserter, codenamed Judas, before they can prepare all their assets. This is intended to cripple enemy forces for a larger assault by regular AAF forces. Civilian casualties are to be avoided, but not at the expense of mission objectives. Details about enemy assets to follow in this document.

2. MISSION

What are we going to do about it?

Mission Critical Objectives:

- Capture/kill Judas - Location Unknown - Search Apartment in Sofia
- Disable Artillery Base 235-211
- Disable Airbase 267-246
- Destroy Radar Station 252-218

Secondary Objectives:

- Capture Motorpool 235-199

3. RESOURCES

Air Assets	
<u>Heavy Transport Helicopter</u> 1x Blackfish Infantry Transport 1x Blackfish Vehicle Transport	<u>Medium Transport Helicopter</u> 4x Merlin
<u>Fixed Wing</u> 1x JAS 39 Gripen 1x L-159 ALCA	<u>MERT Helicopter</u> 2x MERT UH-60
Ground Assets (Base)	
<u>Airfield Support Vehicles</u> Various	
<u>Light Transport Vehicle</u> 3x Humvee 2x Stryker APC	<u>Armour</u> 2x Leopard 2SG 1x Pandur II 1x Wiesel 2 Anti Tank 1x Wiesel 2 20mm Cannon
Available Support Teams	
Sniper team	Armour team

4. LIMITATIONS

What can't we do?
Unnecessarily kill civilians

5. INTEL

What do we know?	
Enemy Forces	The freedom and independence army (FIA)
Enemy Equipment	1980s Soviet gear
Enemy Morale	Good
Air Threat	Ground attack aircraft, possibly including helicopters
AA Threat	Manpads and self-propelled AA guns
Vehicle Threat	Technicals, Armored cars, APCs and MBTs.
Artillery Threat	Self-propelled 122mm Artillery, possibly mortars
Neutral Forces	None
Civilian Threat	Hostile civilian attitude towards AAF
Additional Information	<ol style="list-style-type: none">1. Judas' apartment can be found somewhere in the south of Sofia. Intelligence indicates he lives in a building with yellow walls and a red roof. Make sure to question anyone who surrenders, as well as the civilian population about his location. Judas is considered a hero by the FIA so you might have to be very persuasive.2. The Town of Sofia is fortified. It has been mostly evacuated, as the FIA fears AAF reprisals against the town.3. Significant MBT threat, take this into consideration.4. Complete lack of mines of any sort as per agreement.