

MISSION BRIEFING

LAST RESORT GAMING

Operation:	Adder
Part:	1
Location:	Stratis
Date:	July 6 th 2015
Time:	0500
Password:	BavarianBeer

Ad Denarium!



Criminal Looters (hostile)



FIA, Freedom Liberation Army (hostile)



1. SITUATION

Who are we? What has happened?

We, Star Protection Limited (SPL), have been hired by the AAF command to aid in thier struggle against Freedom Liberation Army (FIA) forces. Our current task is to cripple enemy forces on the island of Stratis, culminating with the capture of two US-built Destroyers. Criminal elements have taken the opportunity during the chaos to grab power as well, resulting in a three-sided conflict - these will be hostile to us as well as FIA. Enemy AA is located around Maxwell and the Air-base. This will be done in preparation of AAF landings.

2. MISSION

What are we going to do about it?

Mission Critical Objectives:

- Engage enemy AA at Camp Maxwell
- Knock out enemy artillery at Mike-26
- Attack Kamino training facility at 064 053
- Wipe out the Helicopterbase at Camp Rogain where the rebels keep one of thier Mi-24 attack helicopters
- Reduce enemy forces at the air-base
- Capture the destroyers

Secondary Objectives:

- Destroy communication towers
- Locate 2 AAF air-crews
- Make contact with AAF special forces near the air-base

3. RESOURCES

Air Assets	
<u>Heavy Transport Helicopter</u> -	<u>Medium Transport Helicopter</u> 2x UH-60
<u>Light Transport Helicopter</u> -	<u>Attack Helicopter</u> 2x Littlebird armed 1x Wildcat armed
<u>Gunship</u> -	<u>UAV</u> -
<u>Fixed Wing</u> -	<u>MERT Helicopter</u> 1x UH-60
Ground Assets (Base)	
<u>Base Support Vehicles</u> Various	
<u>Light Transport Vehicle</u> 6x Pickup armed	<u>Light Transport Vehicle</u> 3x APC
Available Support Teams	
Armour Team	Mortar Team

4. LIMITATIONS

What can't we do?
Fight in Agia Marina , Which has been declared a non-combat zone to preserve civilian lives - agreed to by all sides Kill civilians

5. INTEL

What do we know?	
Enemy Forces	Light infantry with cold-war soviet armour
Enemy Equipment	Rifles, RPGs, APCs, AA guns
Enemy Morale	Enemy made up of varied groups, loose organization
Air Threat	Low risk of attack helicopters
AA Threat	AA guns, MANPADS
Vehicle Threat	APCs, 1x T55
Artillery Threat	Rockets, mortars
Neutral Forces	-
Civilian Threat	Criminal elements hostile to all
Additional Information	AAF snipers on station at air-base, be sure to make contact