

MISSION BRIEFING

LAST RESORT GAMING

Operation:	Western Hognose
Part:	-
Location:	Archipelago
Date:	5 march 2019
Time:	1200
Password:	Corsair

1. SITUATION

Who are we? What has happened?

We are Eleventh Hour Contractors. We have been hired to cripple a militia operating out of this archipelago, at the behest of REDACTED. To do this we must target their key military infrastructure and personnel. High ranking officers are spread throughout the enemy ranks and thus the only way to do this is to strike wide. Details on targets to follow in this document;

2. MISSION

What are we going to do about it?

Mission Critical Objectives:

- Inflict critical casualties on the enemy.
- Clear the island east of base, focusing on comms lima, Barracks, the relay station, supply wharf, OP tango and comms juliet.
- Clear reported enemy forces in the town of Tiba at 047-038.
- capture AFV depot at 056-059.
- Clear Air Station Buchan at 075-055.

3. RESOURCES

Air Assets	
<u>Heavy Transport Helicopter</u> -	<u>Medium Transport Helicopter</u> -
<u>Light Transport Helicopter</u> -	<u>Attack Helicopter</u> 1x RAH-66 Comanche 3x Little Bird armed
<u>Gunship</u> -	<u>UAV</u> -
<u>Fixed Wing</u> -	<u>MERT Helicopter</u> 2x UH-60 Transport/MERT
Ground Assets (Base)	
<u>Airfield Support Vehicles</u> Various	
<u>Light Transport Vehicle</u> 3x Fishing boat armed	<u>Light Transport Vehicle</u> -
Support teams	
909 AEW	-

4. LIMITATIONS

What can't we do?
Kill civilians or unnecessarily destroy buildings.

5. INTEL

What do we know?	
Enemy Forces	Native Military Forces
Enemy Equipment	Late soviet gear
Enemy Morale	Good
Air Threat	Helicopters, Light attack planes
AA Threat	Manpads, possible AA guns
Vehicle Threat	IFVs, Cars, Boats
Artillery Threat	Mortars
Neutral Forces	-
Civilian Threat	-
Additional Information	<p>Keep an eye out for medical tents in the field, use as needed.</p> <p>Bring plenty of ammo as resupply might be difficult.</p> <p>Prepare for CQB engagements , bring many grenades.</p> <p>Low civilian presence, but take care to avoid civilian casualties and unnecessary destruction. Spare enemies that surrender.</p>