

ELEVENTH HOUR



Operation:	Snuck In Scuds
Part:	Part 1/1
Location:	Kerama Islands
Date:	26/07/20XX
Time:	0500
Password:	CrossWater

• SITUATION

Who are we? What has happened?

We are Eleventh Hour, a small scale private military contractor on a new contract with the government of Japan.

With the popularity of our organisation growing, along with news of our involvement in the debacle in Finland (See Ref Op. "Moving Borders") we've received new offers from further around the world, leading us to being contracted near the naval territories of Japan.

A recent event occurred on the Kerama Islands, involving what is to be assumed as russian forces infiltrating the islands in a mass assault via civilian cargo ships that snuck into the main harbor, we are tasked with stopping this invasion and preventing russia from assisting their chinese allies in taking hold over the water trading routes between Japan and Europe.

• MISSION

What are we going to do about it?

- Remove the present Russian forces in the region.

Mission Critical Objectives:

- Capture the Enemy controlled Airfield.
- Destroy the SCUD installations before they cause further damage.

• RESOURCES

Air Assets	
<u>Light Transport Helicopter</u> -2x UH-60M (ESSS) -1x AH-6M	<u>Attack Helicopter</u> -2x AH-64D
<u>Fixed Wing</u> -3x AV-8B Harrier II N/A	<u>MERT Helicopter</u> -2x UH-60M MEV
<u>Ground Assets (Base)</u>	
<u>Airfield Support Vehicles</u> -Various	
<u>Support Teams</u>	
-1x Mortar Team -1x Sniper Team -1x UGV Team -1x Armour Crew -2x Ground MERT Crew	
<u>Light Transport Vehicle</u> -2x Bushmaster Transport -2x M1097A2 MERT Humvees	<u>APC</u> -1x M1126 Stryker (M2 CROWS) 1x M1134 Stryker (TOW)
<u>Tank</u> -2x M1A2SEPV1	<u>IVF</u> -None

• LIMITATIONS

What can't we do?
<ul style="list-style-type: none">● Kill Any civilians● Cause heavy collateral damage to the local structures

• INTEL

What do we know?	
Enemy Forces	VDV
Enemy Equipment	Modern/Under Equipped.

Enemy Morale	Medium/Organized.
Air Threat	VVS/Low.
AA Threat	Medium/Sparse AAA.
Vehicle Threat	Medium/Light Armour + Heavy Armour
Artillery Threat	High/MLRS
Neutral Forces	None.
Civilian Threat	Sparse.
Additional Information	Will be provided as Opsec Develops