

## MISSION BRIEFING

# LAST RESORT GAMING

Operation:	Lancet
Part:	2/3
Location:	Deniland
Date:	26 <sup>th</sup> of November 2021
Time:	1900
Password:	SurgicalPrecision

# 1. SITUATION

## Who are we? What has happened?

The area of Deniland has consistently been the sport of many different factions for the last couple of decades.

After a particularly bloody episode of the lasting civil war, NATO intervened with an official mandate by the UN. NATO and allied forces succeeded in pushing back the Russian-backed OPFOR into the far North of the Deniland region. Following this, UN Peacekeepers launched a mission to support the fragile peace enforced by us.

This has been the Status Quo for the last five years, with UN still attempting to stabilize the region and bring the smouldering conflict to a halt. NATO have largely retreated from the area, leaving the many military installations that were constructed over time in the hands of local forces. Only the South Airfield and a radar-based AA Installation in Markovci Base have remained directly in the hands of NATO.

Local forces are not well-trained, many of the outposts and checkpoints are severely understaffed. Because of this, a lot of the old installations and bases have been given up and left to decay.

Following the attacks on Markovci and on UN Peacekeeping forces, NATO has sanctioned an aggressive strike against OPFOR. Primary target of the assault is a well defended Comms Relay at the ruins of an old castle and its accompanying secondary comms station; to ensure local forces cannot request support from their partners.

# 2. MISSION

## What are we going to do about it?

### Mission Critical Objectives:

- Take out the Enemy's Heliport near Fuxin (*Ares*)
- Destroy the Comms Station in the mountains (*Charon*)
- Destroy the Comms Relay at the Old Castle (*Dryad*)

### Secondary Objectives:

- Liberate captured UN Personnel from the Sirogojno Detention Facility (*Boreas*)
- Take out the Pičkovac-Krupac AA Defense Line
- Clear captured outposts at Staro Orlovište and Plana

### 3. RESOURCES

Air Assets	
<u>Medium Transport Helicopter</u> 5x AH-1 Wildcat	<u>Attack Helicopter</u> 1x AH-64 Apache
<u>CAS Jet</u> 2x Harrier	<u>CAP Jet</u> 2x F-35
<u>Transport Plane</u> 1x C-130	<u>UAV</u> 2x MQ-9 Reaper
<u>MERT Helicopter</u> 2x Merlin CSAR	
Ground Assets (Base)	
<u>Airfield Support Vehicles</u> Various	
<u>Light Transport Vehicle</u> 4x Jackal	<u>Light Transport Vehicle</u> 1x LandRover Milan
<u>MBT/APC</u> 1x M1 Abrams <u>or</u> 1x Warrior	<u>MERT Ambulance</u> 1x Land Rover Ambulance
Available Support Teams	
Warrior Crew Ambulance Crew	

### 4. LIMITATIONS

What can't we do?
Minimize Civilian Casualties and keep destruction in Civilian Areas to a minimum.
Do not destroy existing military infrastructure.

## 5. INTEL

What do we know?	
Enemy Forces	Unknown, fragmented
Enemy Equipment	Fairly recent soviet gear, possibly captured NATO equipment
Enemy Morale	Shaken, nervous
Air Threat	Jets launched from North Airfield Helicopters from Fuxin Heliport
AA Threat	Embedded line of AA defenses in the North AA Guns in reinforced enemy positions
Vehicle Threat	Technicals, APCs, IFVs, MBTs
Artillery Threat	Possibly, Artillery Positions in the North Likely, Mortars in reinforced enemy positions
Neutral Forces	UN Peacekeepers, not on the Playing Field
Civilian Threat	Unknown
Additional Information	Risk of UXO in the Mountains