

**OPORD NAME:**

BLACKHORSE THUNDER

TASK ORGANIZATION 2d MRB

Angel + Sokol 10

Ironhorse 6

Recon 64/67

DIRT 64/67

**SITUATION****Environment**

Terrain	Effects
Obstacles	River crossings are not reinforced, and tracked vehicles are too heavy to cross rivers at ford sites. Only wheeled vehicles/dismounted units may cross at ford sites.
Ave of Approach	Roads offer high-speed traffic and full IOS
Key Terrain	Bridges are vital to securing river crossing sites.
Obser/Fields Fire	No effects
Cover/Conceal	No effects
Weather	No effects
Battlefield effects:	Thermal Sights                      Smoke/Dust

**Enemy**Enemy Most Likely COA<sup>(circle one)</sup>

Location: From the north

<b>Attack</b>	Meeting Battle	Hasty defense	Deliberate defense
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British attack supporting Niluwatsu tribe likely to cross river outside of Ibele. Main body will either move south toward Dazadel or west toward Lyhnn across bridges.

**Friendly**

Adjacent Units: Who?	Location	Mission
1st MRB is conducting security missions to our north		

**MISSION**

Task: Defend sector against British aggression and their allies

Purpose: Deny Niluwatsu tribe international assistance

Time: 13 turns

End-State: No enemy units across PL SILVER

**Operational Narrative**

Conduct a spoiling attack to disrupt British offensive before they can mass with reinforcements from neighboring country. Cannot attack across international boundary, so battle must be fought here as the Brits emerge from the highlands.

ANGEL provides mobile air-inserted force to support deep operations.

Attacking unarmed civilians is NOT authorized. However, combatant civilians are legitimate targets.

# EXECUTION

## Scheme of Maneuver

2d MRB will splint into 2 forces. 2 MRCs + CRP will form main effort to attack British forces. Other MRC will secure northern flank and engage any enemy units moving toward Lyhnn. ANGEL supports as needed with air insertion from SOKOL.

Recon deploys early to ID enemy main body and likely course of action.

## Initial Deployment & Setup

Main Effort	Supporting Effort	HQ Troops
2 MRCs + CRP in AA1	1 MRC in AA 2	All HQ troops in AA1 or AA3
	ANGEL in AA 3 + SOKOL 10	

RECON/DIRT within 2 hexes of NAI 1 or NAI 2.

## Specific Instructions (by unit)

Main Effort	Supporting Effort	F/S (ARTY/MTRS)
Defeat enemy main body and allow no enemy across PL SILVER	Guard north flank of main body and allow no enemy across PL SILVER; turn enemy into main effort.	Support main body with indirect fires
Recon	Other	
ID enemy crossing points vic. Ibele	ANGEL/SOKOL support battle with air insertion of infantry platoons	

**Fires** Artillery has two available priority target in support of 2d MRB. If any enemy mounted unit enters NAI1 or NAI2, and OPFOR have LOS, artillery may fire 1 indirect salvo from off-map, with 7 dice. This target may be fired on any enemy mounted unit (not necessarily the first one). OPFOR has ONE artillery mission that may fire at either target, not one at each.

## Coordinating Instructions

Commanders' Critical Intel Requirements (PIR, FEIR)	OPSEC: We Can't Let Them Get (EEFI)
Enemy Info We Need (PIR)	Info About Us We Need (FEIR)
Location of CDRs/Leaders	Status of recon units
	Locations of mortars, SOKOL

# SERVICE SUPPORT

SOKOL may carry 1 Angel unit at a time, to air insert. LZ must be within 6 hexes of PL SILVER, and may not be a forested hex. SOKOL must land to unload passengers. ANGEL 6 may be carried with any another unit.

# COMMAND & SIGNAL

## Command

Locations of CDR Starts in AA 1, goes where needed.

## Signal

Radios & Retrans no effects

# VICTORY CONDITIONS FOR THIS MISSION

Accomplished	Turn 5	Turn 10	End of Mission
Each enemy PLT killed	3	2	1
Each Niluwatsu combatant killed	3	2	1
Enemy intel gathered (LOS to PIR)	5	3	1
Enemy Commander/leader killed	3	2	1
Not Accomplished (subtract)			
Each friendly commander killed	-5	-3	-1
Each friendly PLT killed	-2	-1	-1
Enemy gains OPSEC intel on your unit (LOS)	-3	-2	-1
Each civilian killed	-3	-3	-3
Each British unit across PL SILVER	-3	-2	-2

- Each victory condition is only counted ONCE. For example, if PIR is gathered on turn 5, it is worth 5 points at the end. If it is not gathered until turn 9, it's only worth 3. Always use the highest possible value for the condition.
- Enemy/friendly intelligence requirements must be met by visual confirmation by scouts/recon/recce units (if LOS is to another unit - a tank platoon, for instance - it doesn't count!)