

OPORD NAME:

GUARDS DEFIANT

TASK ORGANIZATION Royals Left Flank/Bravo/Right Flank Coys Mwelde Gybar
 All HQ elements All Gov't militia Niluwatsu Tribe (civilian side)/ Niluwatsu T-1

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 (circle one) Location: From the southwest

Attack Meeting Battle Hasty defense Deliberate defense

Enemy is trying to deny access to villages to civilian population that no longer supports their puppet regime.

Friendly

Adjacent Units: Who? Location Mission

2d battalion currently being airlifted into neighboring country, but still staging for onward movement.

MISSION

Task: Seize OBJs THUMB, FINGER, and HAND

Purpose: Free Niluwatsu tribe from their villages, where they've been contained for not supporting new regime.

Time: 13 turns

End-State: One Niluwatsu unit each on OBJs THUMB, FINGER, and HAND

**Operational Narrative**

The Niluwatsu tribe is being forced out of their homeland, and only three villages remain under their control. The advance of the regime's supporters has threatened these remaining villages. Our forces are now moving to support the Niluwatsu tribe's efforts to retain their homeland.

Mwelde Gybar, a tribal leader, is returning from exile, and we are escorting him back to the Niluwatsu tribe homeland to assist them in organizing their defenses.

EXECUTION

Scheme of Maneuver

From behind PL KNUCKLE, we move our three line companies to seize OBJs HAND, FINGER, and KNUCKLE. ROYALs Coy will attempt to blunt the enemy's primary firepower. Government militia focuses on OBJ HAND, and surrounding rough terrain. HQ elements support ROYALs in fight against enemy.

Mwelde Gybar travels with Niluwatsu T-1.

Initial Deployment & Setup

Main Effort	Supporting Effort	HQ Troops
ROYALs behind PL KNUCKLE within 1 hex of Ibele	Line Coys behind PL KNUCKLE, within 2 hexes of road	All HQ troops behind PL KNUCKLE
Gov't militia starts within 1 hex of PL KNUCKLE (may be in front of it); Mwelde Gybar/Nilu. T-1 in Ibele. Niluwatsu (civ side) start 1/ea in Lyhnn, Babwe, Gybed, and Dazadel. May not be attacked until armed (ie. transformed).		

Specific Instructions (by unit)

Main Effort	Supporting Effort	F/S (ARTY/MTRS)
Defeat enemy mounted forces	Safeguard Niluwatsu tribal units	Primarily in support of ROYALs.
MILITIA: Support ROYALs Coy defeating enemy mounted forces.	in their home villages by securing OBJs HAND, FINGER, THUMB	SNIPER/ATGM: May ride with ROYALs Coy, max 1/plt.
Recon	Other	
ID enemy command group & helicopters	Niluwatsu units, once armed, must stay within 1 hex of their starting village. If forced to retreat, must move back to village when possible.	

Fires MORTARS FIRE ONLY ON TARGETS WITH LOS TO BRIT UNITS.

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 commanders & helicopters	Location/ Status of Niluwatsu tribe
	Location of Mwelde Gybar
	Location of mortars

SERVICE SUPPORT

No special service/support effects.

ROYALs Coy/ SCOTS 6 may carry one of any sniper or SCOTs MILAN per counter. Normal mount/dsmt rules apply.

COMMAND & SIGNAL

Command

Locations of CDR Starts with ROYALs, then 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
Enemy intel gathered (LOS to PIR)	5	3	1
Enemy Commander Killed	3	2	1
Niluwatsu civilian on objective (ea)	1	2	3
Niluwatsu combatant in play (incl. T-1)	1	1	1
British/Militia unit on OBJ (ea)	1	1	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
Niluwatsu combatant killed	-2	-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!)