

OPORD NAME:

The name of the scenario (usually evocative of real mission names) and the forces available. Refer to the battle charts for subordinate units.

TASK ORGANIZATION

SITUATION

Environment

Terrain Effects

Obstacles

Ave of Approach

Key Terrain

Obser/Fields Fire

Cover/Conceal

Weather

Battlefield effects:

Thermal Sights

Smoke/Dust

Enemy

Enemy Most Likely COA (circle one)

Location:

Attack Meeting Battle

Hasty defense

Deliberate defense

Enemy and friendly situations are primarily for flavor, since adjacent units are not portrayed. Enemy courses of action are expressed in generalities, based on the scenario, but your opponent is not bound to any doctrinal course of action.

Friendly

Adjacent Units: Who?

Location

Mission

MISSION

Task:

The task you are to accomplish and the timeline in which to accomplish it. If you are mixing and matching non-paired OPORDs, always use the *shortest* time (ie. fewest number of turns.)

Purpose:

Time:

End-State:

OPERATIONAL NARRATIVE

Along with the map graphics, this narrative (patterned after the "concept of the operation" paragraph of the US Army OPORD) describes the mission and the objective.

It may also specify assembly areas, routes, limitations and restrictions, and some reinforcements.



EXECUTION

Scheme of Maneuver

The section elaborates on the map graphics and describes the specific movements of units along with details about constraints and effects.

Initial Deployment & Setup

Main Effort Supporting Effort HQ Troops

Deployment instructions for initial set-up. This section does *not* parallel a real OPORD, but is needed for the game. It is not as specific as an OPORD would be, to give players the maximum flexibility to make their own decisions.

Specific Instructions (by unit)

Main Effort Supporting Effort F/S (ARTY/MTRS)

If units have specific tasks, they are listed here. Again, there is a superficial resemblance to an OPORD, but tries not to be too constraining. Players may choose to substitute their main effort and supporting effort, for instance.

Fires

Details about indirect fire are described here.

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)

Objectives for the intel/recon fight are here. These objectives will affect your victory points. While not traditionally a part of most wargames, the recon fight is very important in the field.

SERVICE SUPPORT

Any special rules about resupply, such as ammo constraints or fuel consumption, are listed here.

COMMAND & SIGNAL

Command

Locations of CDR Initial locations of the command group.

Signal

Radios & Retrans Special rules for radio nets, if any. Some restrictions may be imposed on some units.

VICTORY CONDITIONS FOR THIS MISSION

Accomplished	Turn 5	Turn 10	End of Mission
Scoring for this scenario is detailed here.			
Each enemy PLT killed	3	2	1
Enemy intel gathered (LOS to PIR)	5	3	1
Enemy Commander Killed	3	2	1
Not Accomplished (subtract)			
Each friendly commander killed	-5	-3	-1
Each friendly PLT killed	-3	-2	-1
Enemy gains OPSEC intel on your unit (LOS)	-3	-2	-1

- 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!)