

OPORD NAME:

BLACKHORSE LIGHTNING

TASK ORGANIZATION 1st MRB

Ironhorse 6 & Outlaw 72

Recon/Dirt 62 and 64

SITUATION**Environment**

Terrain Effects

Obstacles No effects

Ave of Approach Roads offer high-speed traffic and full LOS

Key Terrain The Heights overlooking Uluni and Tanani offer extended LOS.

Obser/Fields Fire All units in on Heights spaces have +1 to LOS (not ZOC, though). LOS blocked normally by terrain

Cover/Conceal No effects

Weather No effects

Battlefield effects: Thermal Sights Smoke/Dust

Enemy

Enemy Most Likely COA^(circle one) Location: In towns to our SW

Attack Meeting Battle Hasty defense Deliberate defense

British defenders and their government allies are trying to deny access to the road network by holding key towns.

Friendly

Adjacent Units: Who? Location Mission

2d MRB to our north attempting strategic envelopment of British defenders

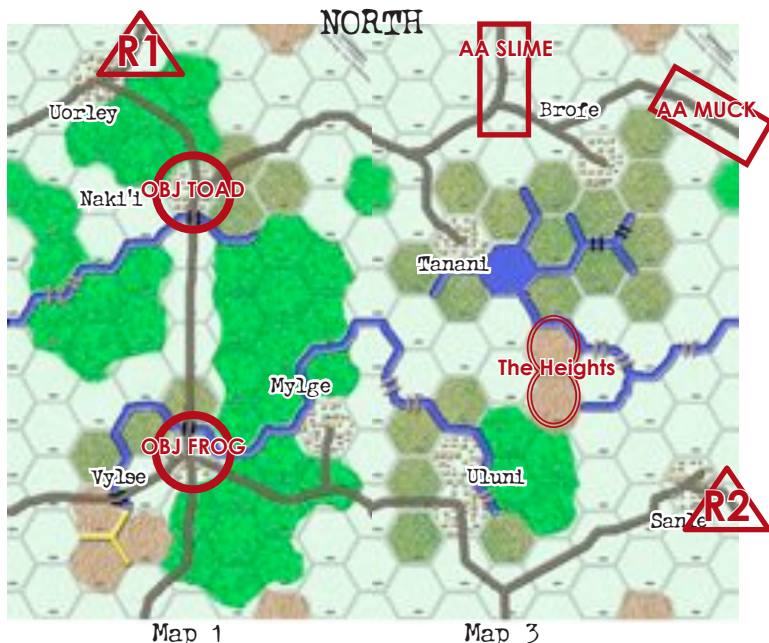
MISSION

Task: Seize road network and hold key junction towns at OBJ TOAD and OBJ FROG, and destroy British defenses.

Purpose: Further mobility of follow-on forces through the sector.

Time: 14 Turns

End-State: OBJ TOAD and OBJ FROG seized.

**Operational Narrative**

1st MRC attacks with 2 MRCs forward and one trailing. Recon elements lead, with CRP trailing close behind.

Ironhorse 6, and AT reserve (Outlaw 72) follow between lead MRCs and trail MRC.

OPFOR must move rapidly to decisively engage British defenders before reinforcements arrive.

Although other towns may be seized during the battle, OBJ FROG and OBJ TOAD remain the priorities.

EXECUTION

Scheme of Maneuver

1st/2d MRCs attack from NW to seize OBJs FROG and TOAD (1 MRC/OBJ). CRP screens movement forward and reports enemy positions. Ironhorse 6 and AT RES enter on turn 2. 3rd MRC and mortars enter on turn 5. If OPFOR have seized Uorley, reinf's may enter at R1. If Sanle seized, reinf's may enter at R2. Otherwise, reinf's enter AA MUCK or SLIME. If OPFOR have seized both, player must pick one or the other. All reinforcements on any given turn enter at the same hex. Reinforcements on another turn do not need to enter the same hex as previous turns.

Initial Deployment & Setup

Main Effort	Supporting Effort	HQ Troops
1 MRC each in AA SLIME and AA MUCK, A06/E06 ea w/ 1 MRC.	3d MRC/Mortars off-map (enter on Turn 5)	Ironhorse 6/ Outlaw 72 enter Turn 2.
RECON: Recon/Dirts w/in 2 hexes of Tanani. CRP elements w/in 2 hexes of AAs SLIME/MUCK		

Specific Instructions (by unit)

Main Effort	Supporting Effort	F/S (ARTY/MTRS)
Seize OBJs FROG & TOAD, destroy defending units	Mop-up defenders who were bypassed to prevent counter-attack	Mortars fire in support of 3d MRC
Recon	Other	
ID weak points in defense and ATGMs	AT RES should focus on fighting enemy tracked vehicles. Do not become decisively engaged with infantry.	

Fires Mortars only fire to targets with LOS to 3rd MRC or Ironhorse 6.

Coordinating Instructions

Commanders' Critical Intel Requirements (PIR, FFIR)	OPSEC: We Can't Let Them Get (EEFI)
Enemy Info We Need (PIR)	Info About Us We Need (FFIR)
Locations of ATGMs	Locations of Mortars
	Locations of CRPs

SERVICE SUPPORT

Outlaw 72 has 8 shots, and then is flipped due to low resupply of ATGMs.

COMMAND & SIGNAL

Command

Locations of CDR Follows 1st/2d MRCs, escorted by AT RES

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
OBJ FROG/TOAD seized (each)	6	4	3
Uorley/Sanle seized (each)	5	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
OBJ FROG/TOAD held by enemy	-1	-3	-5

- 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!)