



# EXECUTION

## Scheme of Maneuver

Scots Guards hold D1, D2, D3 defensive positions in order to prevent seizure of road junctions by the enemy. Attempt to maintain standoff from enemy engagements until ROYALS arrive. Government militia and their tribal reinforcements may move from their garrisons once the battle starts. ROYALS start off-map, and enter on turn 5 through R1. If R1 is not available (blocked by enemy units or friendly stacking restrictions) then they enter through R2. If neither is available, they are delayed until R1 or R2 is available

## Initial Deployment & Setup

Main Effort	Supporting Effort	HQ Troops
1 Brit Coy each within 1 hex of D1, D2, D3	Militia/Technical deploy 1-2/town in other towns (limit 2/town)	Scots HQ troops deploy w/in 2 hexes of D2
ROYALS start off-map and enter Turn 5, thru R1 or R2 (see above).		

## Specific Instructions (by unit)

Main Effort	Supporting Effort	F/S (ARTY/MTRS)
Defend D1, D2, D3	Disrupt and attrit enemy attacks before enemy closes on D1, D2, D3	Mortars support defence of D1, D2, D3. MORTARS FIRE ONLY ON TARGETS WITH LOS TO BRIT UNITS.

Recon	Other
ID enemy mortars/recon assets	Royals reinforce battalion defences as needed

**Fires** British artillery has one available priority target in support of Scots Guards. Designate 1 target hex within 3 hexes of D2 as target hex. If an enemy unit stops in that hex, and Brits have LOS, Brits may fire 1 indirect salvo from off-map, with 6 dice. This target may only be fired once during the game. Must be triggered by LOS to Brit unit, not militia.

## 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 enemy mortars and recon assets	Locations/status of ATGMs
	Locations of mortars/Royals

# SERVICE SUPPORT

Militia infantry DO NOT FLIP. If they are "flipped" as a result of combat, they are killed. This does not apply to vehicles/technicals.

# COMMAND & SIGNAL

## Command

Locations of CDR Starts within 2 hexes of D2. 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
Each redoubt held (D1, D2, D3)	1	3	5
Last unit on The Heights was friendly	1	2	3
<b>Not Accomplished (subtract)</b>			
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
D1, D2, D3 occupied by enemy (each hex)	-5	-4	-3

- 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!)