

OPORD NAME:

HOMEWARD BOUND

TASK ORGANIZATION All militia units Mwelde Gybar & Kantu Uluke Alamanaki Tribe
 Kazaram Tribe Babasda Tribe

SITUATION**Environment**

Terrain *Effects*
 Obstacles During the rainy season, the rivers typically flood their banks and are very soft. No vehicles may cross a river at a ford site. Vehicles may still cross at bridges.
 Ave of Approach Roads are clear
 Key Terrain The high ground above VILLE is the key to controlling that city.
 Obser/Fields Fire Forests are very thick and heavy. LOS effects are as normal
 Cover/Conceal Use the forest to your advantage!
 Weather No remarkable effects
 Battlefield effects: Thermal Sights Smoke/Dust

Enemy

Enemy Most Likely COA^(circle one) Location: Throughout our homeland
 Attack Meeting Battle Hasty defense Deliberate defense

Enemy is trying to deny us the right of return to our homelands.

Friendly

Adjacent Units: Who? *Location* *Mission*
 None... yet - as our popular uprising empowers the people we will surround ourselves with allies!

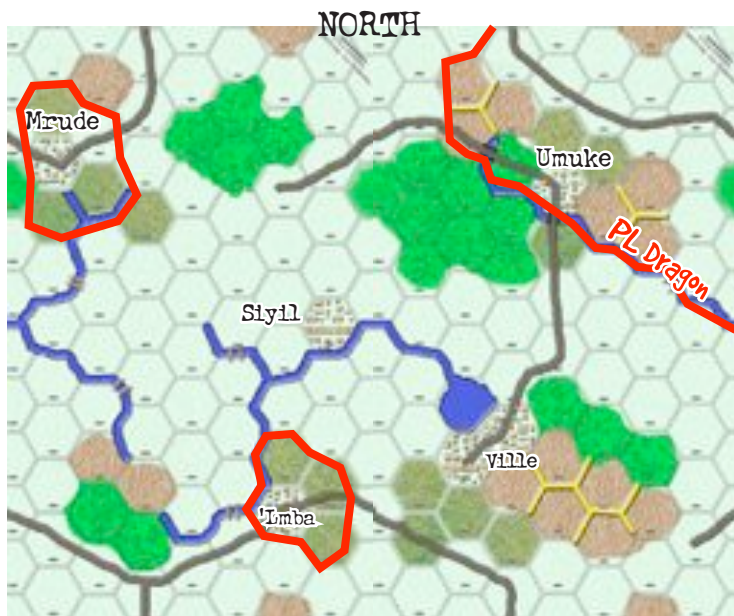
MISSION

Task: Reclaim towns of Mrude and 'Lmba from the illegal occupying Yankees.

Purpose: Return our tribal brothers to their rightful lands.

Time: 16 turns

End-State: At least 2 units from a single tribe each within boundaries around Mrude and 'Lmba.



Map 4

Map 2

All tribal units start behind Phase Line Dragon. All militia units start off-map.

We are seeking to return our tribal brothers to the villages of their ancestors. Each tribe will claim their own village, and VILLE will be the center of our power. Although we control Umuke, we need to claim the towns of Mrude and 'Lmba to control their roads and secure our homeland.

Any occupying forces in our towns must be driven out, and chased home.

EXECUTION

Scheme of Maneuver

Although our militia is still mobilizing, our tribal fighters are eager to return home. Designate one tribe for each town (Mrude, Siyil, 'Lmba). That tribe is the tribe that must occupy that town in order to claim victory conditions. Although other units may be present within the town boundaries, that tribe must meet the minimum occupation requirements for victory.

Initial Deployment & Setup

Main Effort	Supporting Effort	HQ Troops
2 tribes, south of UMUKE	1 remaining tribe, north of UMUKE	Both leaders start in UMUKE

Militia units arrive at a rate of 1/turn, starting on turn 2. Militia must enter on a road hex behind PL DRAGON. If the road hexes are blocked, the militia units are delayed one turn each until a road to enter is cleared.

Specific Instructions (by unit)

Main Effort	Supporting Effort	F/S (ARTY/MTRS)
Seize Ville and 'Lmba	Seize Mrude	NONE

Recon	Other
MILITIA: Seize Siyil and secure Umuke	Leaders should focus on maintaining fighting spirit among tribal brethren and not allow them to become pacified (ie. non-combatants)

Fires No fire support.

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 tanks	Locations of militia
	Location of our commanders

SERVICE SUPPORT

no effects

COMMAND & SIGNAL

Command

Locations of CDR(s) must always have one unit with them as secort, need not be a combatant unit

Signal

Radios & Retrans no effects

VICTORY CONDITIONS FOR THIS MISSION

Accomplished	Turn 5	Turn 10	End of Mission
Each tribal unit (from designated tribe)			
within town/objective boundaries (Mrude/'Lmba)	8	5	3
Each enemy PLT killed	3	2	1
Each PLT (any) in Ville or Siyil	4	3	2
Each Niluwatsu civilian killed	0	0	2
Not Accomplished (subtract)			
Each town hex* occupied by an American unit	0	-2	-3
Each town hex* occupied by a Niluwatsu civilian	0	-1	-2
Each friendly commander killed	-3	-2	-1
Each tribal PLT killed	-1	-1	-1
Each militia PLT killed	0	-2	-3

*actual village hexes, not just hexes within objective boundaries

- 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!)