

OPORD NAME:

STEEL JESTER

TASK ORGANIZATION Animal CO

Rock Co

Monster PLT

Snake-Eyes PLT

Bushmaster 2, 2A, 3, 3A, 5, JAV

Steel 3 & 6

SITUATION**Environment**

Terrain	Effects
Obstacles	Grohl River cuts sector N-S and limits cross-corridor mobility. Ford sites exist, but may be mined.
Ave of Approach	Several roads lead into Grohlstadt, but once in the city, none are capable of supporting high-speed traffic
Key Terrain	Rough ground West of Grohlstadt controls multiple roads through the area
Obser/Fields Fire	Fields of fire are excellent to the north through farmland
Cover/Conceal	No effects
Weather	
Battlefield effects: Thermal Sights	Tanks do not have LOS blocked by forest hexes; ZOC blocked by forest
Smoke/Dust	No special effects

Enemy

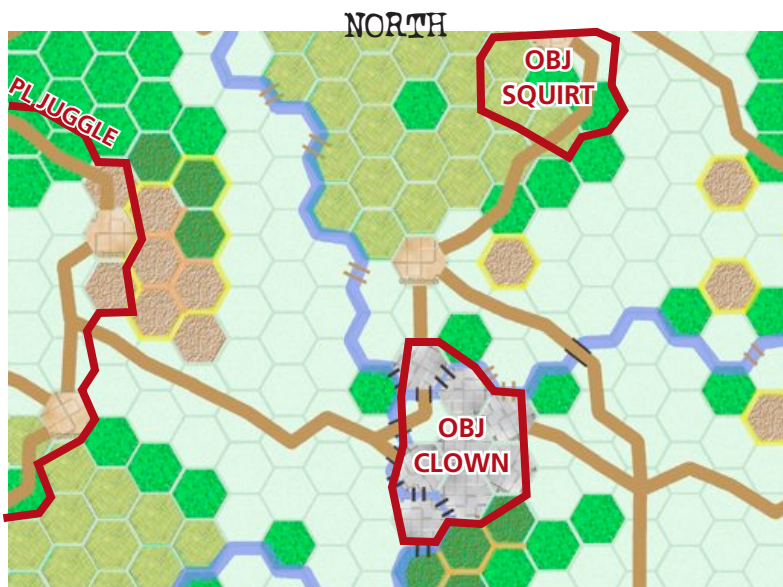
Enemy Most Likely COA ^(circle one)	Location:
Attack Meeting Battle	Hasty defense Deliberate defense
Enemy likely to rush to defend in Grohlstadt and use complex terrain to their advantage within the city.	

Friendly

Adjacent Units: Who?	Location	Mission
1-263 Armor	Left Flank	Guarding left flank

MISSION

Task:	Seize Grohlstadt/OBJ CLOWN
Purpose:	Establish logistics base for brigade to support further attacks to the east
Time:	14 turns
End-State:	No enemy forces on OBJ CLOWN

**Operational Narrative**

Supporting effort attacks to the north to OBJ SQUIRT to fix enemy forces and deceive enemy main body to actual mission

Main body attacks south toward OBJ CLOWN to seize Grohlstadt and hold against enemy counterattacks.

EXECUTION

Scheme of Maneuver

Supporting effort (1 CO) attacks toward OBJ SQUIRT to fix and deceive enemy. Main effort (1 CO+) attacks to seize OBJ CLOWN and hold against counterattack. Mortars move behind main effort; scouts screen forward movement to identify enemy units.

All BUSHMASTER units enter behind PL JUGGLE (any hex) on turn 4. Do not need to enter in same hex, but must enter within adjacent hexes.

Initial Deployment & Setup

Main Effort	Supporting Effort	HQ Troops
1 company, south behind PL JUGGLE	1 company north behind PL JUGGLE	Scouts within 2 hexes of PL JUGGLE, Mortars and command group behind PL JUGGLE
BUSHMASTER CO units start off-map		

Specific Instructions (by unit)

Main Effort	Supporting Effort	F/S (ARTY/MTRS)
Attack to seize OBJ CLOWN	Attack to fix enemy forces vic OBJ SQUIRT	Fire in support of main effort; Mortar PLT cannot advance more than 3 hexes beyond PL JUGGLE

Recon	Other
ID enemy main body and combat multipliers	Command group coordinates fires and maintains synchronized action

Fires Mortars fire in support of main effort; must trace LOS to CO CDR or BN CDR/S3 for targeting

Coordinating Instructions

Commanders' Critical Intel Requirements (PIR, FEIR)	OPSEC: We Can't Let Them Get (EEFI)
Enemy Info We Need (PIR) Location of CMD GRP	Info About Us We Need (FEIR) Status of main body
	Location of CMD GP

SERVICE SUPPORT

BUSHMASTER elements undergoing rearming following last battle; will be complete within the hour and BUSHMASTER forces will join the fight after rearming/refueling

COMMAND & SIGNAL

Command

Locations of	CDR Main effort	S3 Supporting effort
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Signal

Radios & Retrans No special effects

VICTORY CONDITIONS FOR THIS MISSION

Accomplished	Turn 5	Turn 10	End of Mission
Each PLT on OBJ CLOWN	4	3	2
Each PLT on OBJ SQUIRT	2	1	1
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)			
Enemy PLT on OBJ CLOWN	0	-1	-3
Enemy PLT on OBJ SQUIRT	0	0	-1
Each friendly commander killed	-5	-3	-1
Each friendly tank PLT killed	-4	-3	-2
Each friendly (non-tank) PLT killed	-2	-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!)