

OPORD NAME:**STEEL LION**

TASK ORGANIZATION Archer CO Snake-Eyes (all elements) Steel 3 Rock 3, 3a
 Claymore 1, 3, & 5 NILUWATSU TRIBE (all civilians only)

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 Rivers between 'Lmba, Siyil and Mrude severely impact the ability of our tracked vehicles to maneuver, so terrain between rivers (allowing bypasses) becomes key.
Obser/Fields Fire Forests are very thick and heavy. LOS effects are as normal
Cover/Conceal Expect enemy fighters to use forests to minimize effects of our longer ranges.
Weather No remarkable effects
Battlefield effects: Thermal Sights Smoke/Dust

Enemy

Enemy Most Likely COA ^(circle one) Location: Ville & 'Lmba
Attack Meeting Battle Hasty defense Deliberate defense
 Enemy forces have been concentrating, but are currently low on supplies. We anticipate an attack in the south of our sector with the objective of seizing farmland vic. VILLE and 'LMBA. Anticipate militia reinforcements as they become available.

Friendly

| Adjacent Units: Who? | Location | Mission |
|----------------------|----------|-----------------------------------|
| Bushmaster | North | deny enemy access to road network |
| Animal | South | engage enemy heavy forces |

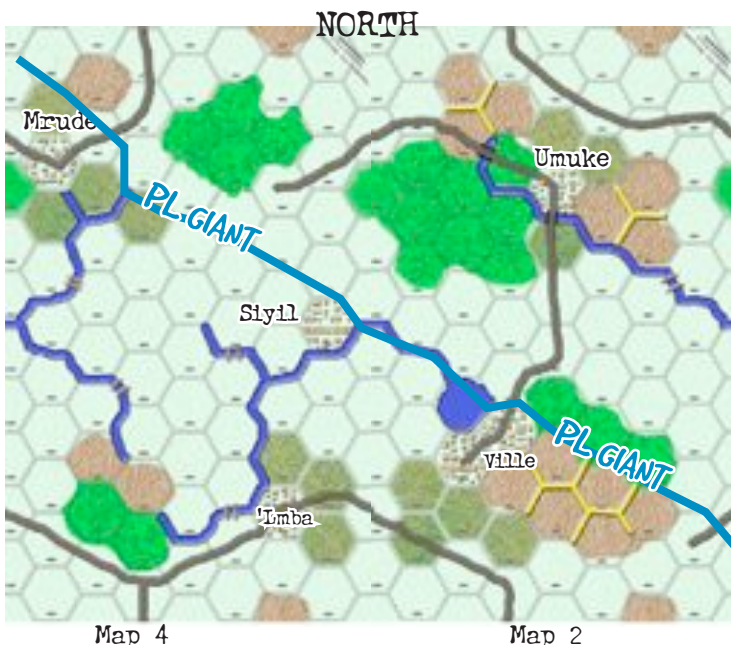
MISSION

Task: Protect local residents in 'Lmba, Ville, and Mrude and deny enemy access to farmland and crop storage.

Purpose: Continue to deplete enemy ability to wage conflict while supporting local villagers

Time: 16 turns

End-State: No enemy forces southwest of PL GIANT



Enemy forces are currently concentrated north and east of UMUKE, but low on supplies. We expect an attack toward VILLE and 'LMBA to seize crops and food storage in the area. Local villagers must be protected and supplies denied to the enemy. Armor support is coming from BN HQ but not expected to arrive until after enemy has launched attack. Plan to defend in depth across sector using scouts as mobile elements to fill the line as needed.

NOTE: NILUWATSU CIVILIANS WILL NOT LEAVE THEIR TOWNS UNLESS FORCED TO BY COMBAT RESULTS.

EXECUTION

Scheme of Maneuver

Defense in depth with available forces and attempt to canalize enemy toward open ground. Once enemy is in open ground, arriving tanks should engage at long range to destroy enemy formations. Dismounted units should focus on defending in complex terrain to take advantage of natural cover.

During set-up, units may deploy forward of PL GIANTS. Units may operate forward of PL GIANTS throughout the mission.

Initial Deployment & Setup

| Main Effort | Supporting Effort | HQ Troops |
|--|--|---|
| ARCHER CO within 1 hex of VILLE | SNAKE-EYES PLT w/in 1 hex of 'LMBA ROCK w/in 1 hex of MRUDE | STEEL 3, CLAYMORE arrive on turn 6, hex 1311, Mapsheet 4 |
| NILUWATSU CIVILIANS: 1/town each in MRUDE, VILLE, SIYIL, 'LMBA | | |

Specific Instructions (by unit)

| Main Effort | Supporting Effort | F/S (ARTY/MTRS) |
|-----------------------------------|---|----------------------------------|
| Hold key towns and crops/supplies | Defend towns and civilians Reinforce defending units | Firing in support of main effort |

| Recon | Other |
|---------------------------|--------|
| Fighting as maneuver unit | (none) |

Fires ARCHER 46 may only fire at targets for ARCHER units. Targets must have LOS traced to ARCHER CO unit.

Coordinating Instructions

| | |
|--|--|
| Commanders' Critical Intel Requirements (PIR, FFIR) | OPSEC: We Can't Let Them Get (EEFI) |
| Enemy Info We Need (PIR) Locations of militia units | Info About Us We Need (FFIR) Locations of tanks |
| | Locations of civilian population |

SERVICE SUPPORT

No special considerations

COMMAND & SIGNAL

Command

Locations of CDR BN CDR is with ANIMAL CO, BN S3 is arriving with CLAYMORE elements

Signal

Radios & Retrans no special considerations

VICTORY CONDITIONS FOR THIS MISSION

| Accomplished | Turn 5 | Turn 10 | End of Mission |
|--------------------------------------|--------|---------|----------------|
| Each Militia unit killed | 5 | 3 | 2 |
| Each enemy tribal unit killed | 3 | 2 | 1 |
| Enemy Commander Killed | 3 | 2 | 1 |
| Each NILUWATSU civilian alive | 0 | 1 | 3 |
| No enemy units SW of PL GIANT | 3 | 5 | 7 |
| Not Accomplished (subtract) | | | |
| Friendly commander killed | -5 | -3 | -1 |
| Each friendly TK PLT killed | n/a | -4 | -2 |
| Each friendly PLT (any other) killed | -3 | -2 | -1 |
| Each NILUWATSU civilian killed | -3 | -2 | -2 |
| Each enemy unit SW of PL GIANT | -2 | -3 | -5 |

THERE ARE NO RECON OBJECTIVES FOR THIS MISSION. PIR LISTED ABOVE ARE PURELY FOR COSMETIC PURPOSES.

- 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!)