



Unless contradicted in a mission briefing, these orders must be observed throughout the campaign:

(These are standard objectives in each scenario, and the Red Player will be awarded bonus points if the player does not fulfill them. The bonus points given to the Red Player are in ADDITION to the scenario's normal balance of points. It is possible that you may meet all of your objectives, but fail the mission due to not meeting enough of the Standing Orders.)

1. Task Force Panther casualties must be kept to an absolute minimum. In addition to political concerns, the availability of replacement personnel is almost non-existent. As such, command orders that casualty levels be kept below 10% for each mission – even at the cost of capturing objectives. If you feel that you cannot advance without sustaining unacceptable casualties, hold position and inform higher command of the situation (request a cease fire).

(If Blue Player takes 10% or higher casualties (Red, not yellow), the Red player will be awarded 600 points.)

2. Units must finish missions in fighting condition. Because Task Force Panther will be spending time behind enemy lines and in asymmetrical combat environments, the possibility of enemy counter-attacks, or follow-on missions is always a concern. To this end units must finish a mission with no more than 10% of their troops wounded, tired, or panicked (*This figure only includes "yellow" casualties, not red or brown*). It is also advised that a 50% ammo load be maintained by end of mission.

(If the Blue player has over 10% of his units wounded, panicked, or tired, the Red player will be awarded 200 points. If the Blue player has less than a 50% ammo load, the Red player will be awarded 100 points.)

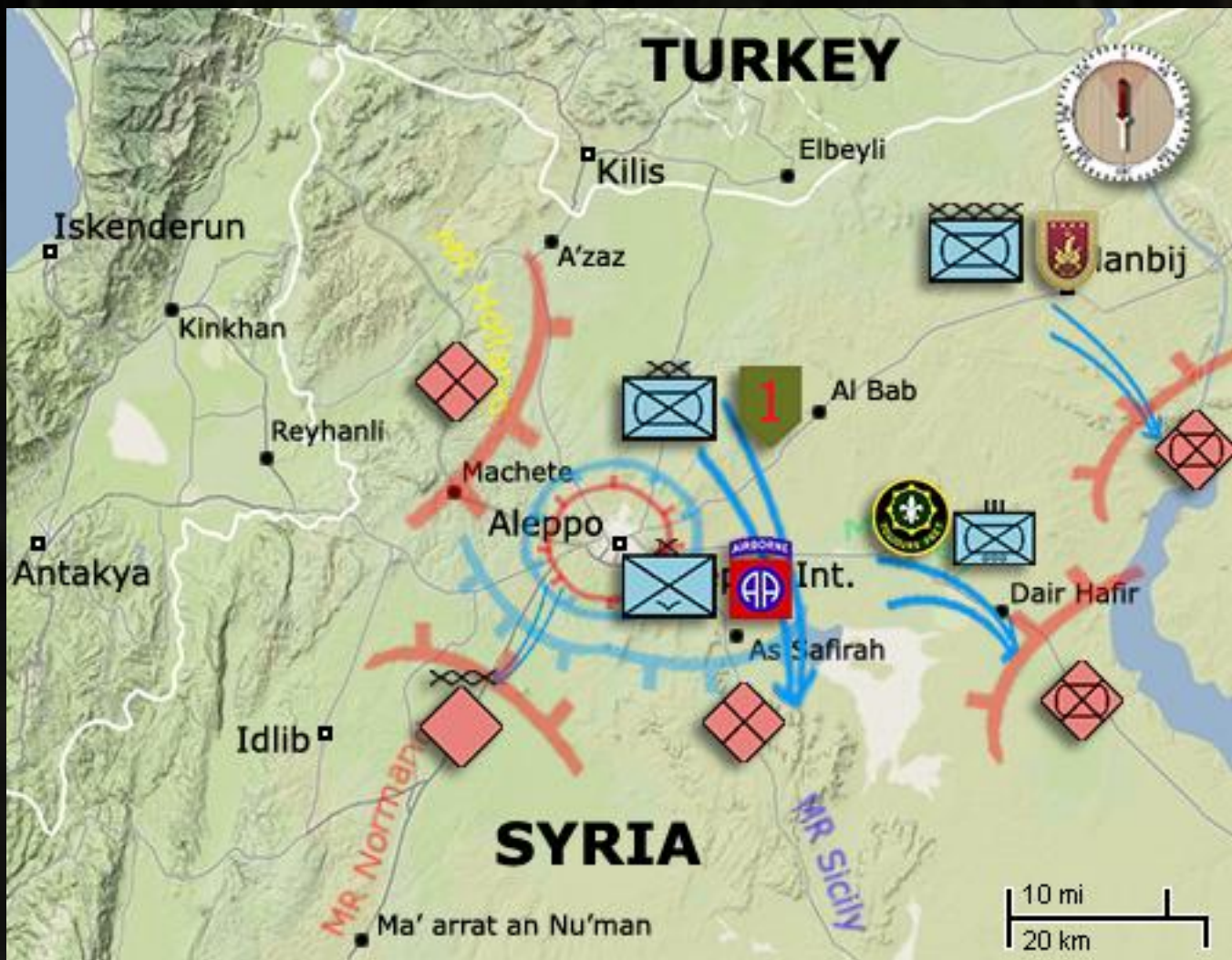
3. Officers and special units must be preserved. These are highly trained personnel that are not easily replaced. All Task Force Panther HQ elements above platoon level, snipers, scouts, JTACs, FOs, attached units, and special operations forces fall under this standing order.

(Points awards for the Red player vary, but are partial – i.e.. The entire unit does not have to be killed.)

OPERATIONAL SITREP:

Halab is now completely surrounded by the 1st Infantry Division and the Turkish Army. Little attempt has been made in entering the city, as we are still hoping for a surrender. Yesterday the Turkish army took Manbij and along with 2SCR making good progress along MR Italy, have essentially guaranteed a clear right flank. The hills to the left are still occupied by Syrian infantry of an unknown type, but they are dismounted and being left to stew for the moment. Tomorrow 1st Infantry Division, minus forces for containing Halab, will be pushing south along MR Normandy and MR Sicily.

Task Force Panther is currently helping to man the southeastern perimeter around Halab and pull security south of Aleppo International.



MISSION SUPPLEMENTS:

None.

ADDITIONAL TACTICAL NOTES:

- Syrian Special Forces have night vision technology. Your advantage at night is at least partly negated. Split your advancing forces into maneuver and fire base elements, and do not move the maneuver element out of the base of fires sight.
 - Remember that Magician is armed with demo charges for clearing rooms.
 - There is a game bug in the northern-most R&D Complex building that allows Syrian units inside to fire through the wall at Coalition units outside and adjacent to the building.
- You have been warned.

DESIGN NOTES:

All grid coordinates given in the briefings should be accurate. They were translated from World Geodetic System 1984 Lat/Long into Military Grid Reference System (MGRS) by the program GEOTRANS 2.47.1.

The maps for each battle are real locations in Syria. They were constructed by patching together screenshots from Google Earth taken at 1500 feet altitude, and laying a 8 meter grid over the composite photo. In this way the amount of “fudging” needed was kept to a minimum, and the spatial relationships of all important terrain features should be accurate to within 8 meters. The only limit to map detail is the need to allow players with mid to lower end machines the ability to play. Terrain contour maps were used to exactly map the elevation changes in the map area.

THANKS TO:

Play testers / Proof Readers: Schmolywar, Field Marshal Bluecher, Stephen Alwon, JohnO, Soopsandwich, Helmut “Steel” Fritz, Cpl. Steiner, Lethaface.

SOURCES:

Sources for mission and unit information:

Wikipedia, Global Security, Middle East Intelligence Bulletin, 82nd Airborne Division website

CREDITS:

The following work is not mine:

Obviously, this great game is thanks to Battlefront.com

All military photographs used were taken, to the best of my knowledge, by military photographers, and thus are in the public domain.

Satellite photos are courtesy of Google Earth.

The strategic maps are derived from Google Maps.

The logo for the campaign is my work, but the design is inspired by a cover for an All American Chorus album.

The Panther artwork is taken from government 82nd Airborne Division websites. No artist credit was given.