**Operation Granite Guardian**

**Strategic Overview**

This tactical scenario depicts a small-scale regional conflict between two opposing forces in a contested rural area. This operation involves an aggressive mobile force (Side A) attempting to secure key terrain features against a defending force supported by airborne reinforcements (Side B).

**Battle Area**

The conflict takes place in a mixed terrain environment featuring:

* A non-fordable waterway dividing the operational area
* Three small settlements connected by transportation routes
* Varied terrain including agricultural fields, rocky elevations, and wooded areas
* A designated aerial insertion point

**Side A (Mobile Assault Force)**

**Resources**

* Mechanized infantry with tracked and wheeled armored personnel carriers
* Medium battle tanks (two variants with different capabilities)
* Light reconnaissance vehicles
* Off-map artillery support
* Substantial motorized infantry battalions with support elements

**Vulnerabilities**

* Restricted entry points into the battle area
* Need to cross the waterway via existing bridges
* Limited initial deployment area
* Phased arrival schedule limiting initial combat power

**Key Challenges**

* Attacking prepared defensive positions
* Coordinating movement across restricted terrain
* Maintaining momentum while clearing multiple objectives
* Countering airborne reinforcements

**Strategy**

* Enter battle area from designated entry points in staggered formation
* Deploy reconnaissance elements ahead of main force
* Utilize armor as spearhead to breakthrough defensive lines
* Focus on capturing the three settlements in sequence
* Secure and hold the aerial insertion point to prevent reinforcement

**Side B (Defensive Coalition)**

**Resources**

* Infantry regiments in prepared defensive positions
* Limited armor support (assault guns and tank company)
* Anti-tank weapons emplaced near settlements
* Airborne infantry reinforcements
* Special reconnaissance elements
* Engineering capabilities for infrastructure denial
* Mortars and artillery support

**Vulnerabilities**

* Dispersed forces across three separate settlements
* Limited mobility compared to Side A
* Dependence on aerial insertion zone for reinforcements
* Need to coordinate between regular and airborne forces

**Key Challenges**

* Withstanding superior armored assault
* Maintaining cohesion between different force elements
* Controlling key terrain despite numerical disadvantage
* Protecting aerial insertion point

**Strategy**

* Deploy in "light" improved positions around key settlements
* Utilize high ground and prepared defensive positions
* Possible demolition of crossing points to channel enemy movement
* Insert specialized forces behind enemy lines
* Rely on superior defensive positions and terrain knowledge
* Coordinate between static defensive forces and mobile reinforcements

**Victory Conditions**

**Side A Victory:**

* Occupy two or more settlements free of enemy units
* Secure the aerial insertion point to prevent reinforcement
* Control majority of the battlefield within 15 operational phases

**Side B Victory:**

* Maintain presence in at least one settlement
* Preserve control of the aerial insertion point
* Delay and disrupt Side A advance until operational timeline expires

**Special Conditions**

* Aerial insertion forces face deployment limitations
* Engineering elements can destroy crossing points with successful capability checks
* Certain support elements have delayed activation timelines
* Special reconnaissance forces have enhanced deployment options