**OPERATION DIVIDED HORIZON**

**Tactical Confrontation on the Sundered Plains**

This scenario depicts a fictional tactical engagement between two opposing forces on contested territory. The battle area is two by five feet with hexagonal grid terrain (each hexagon is four inches across).

**TERRAIN FEATURES**

* Mixed terrain with good quality transit routes
* Water barrier (fordable, considered "Difficult Ground Type 3")
* Settlement areas (Light Structures)
* Defensive walls (Elevated Positions)
* Agricultural compounds (Heavy Structures)
* Scattered vegetation clusters
* Central Division Line (not terrain, for reference only)

**SIDE A (DEFENDERS)**

**Northern Battle Group:**

* Command Element: 1 × Command Infantry Unit + 1 × Light Artillery
* 2 × Mechanized Infantry Companies (3 units each)
* 1 × Heavy Armor Company (4 units)
* 1 × Anti-Armor Company (5 units total)
* Reconnaissance Detachment (2 units) *[Break Point: 55]*

**Southern Battle Group:**

* Command Element: 1 × Command Infantry Unit + 1 × Reconnaissance Vehicle
* 2 × Mechanized Infantry Companies (3 units each)
* 1 × Heavy Armor Squadron (5 units)
* 1 × Support Company (4 units total including engineering and missile capabilities) *[Break Point: 53]*

**Additional Resources:**

* Aerial Support: 5 × aircraft sorties with flexible loadout options
* 16 prepared defensive positions (deployable anywhere)
* Flexible deployment (units may cross Division Line after initial deployment)

**SIDE B (ATTACKERS)**

**Northern Strike Force:**

* Command Group with support elements
* Anti-Aircraft Battery (2 units)
* Anti-Armor Missile Battery (3 units)
* Reconnaissance Company (2 units)
* Mechanized Infantry Battalion (10 infantry units + support weapons)
* Armored Battalion (10 units total)
* Artillery Support (2 batteries, off-map) *[Break Point: 120]*

**Southern Strike Force:**

* Command Group with support elements
* Anti-Aircraft Battery (2 units)
* Anti-Armor Missile Battery (3 units)
* Reconnaissance Company (3 units)
* Mechanized Infantry Battalion (10 infantry units + support weapons)
* Armored Battalion (10 units total)
* Artillery Support (2 batteries, off-map) *[Break Point: 123]*

**KEY VULNERABILITIES AND CHALLENGES**

**Side A (Defenders):**

* Significantly outnumbered (approximately 2:1 disadvantage)
* Must defend multiple settlement areas simultaneously
* Forces divided by geographical Division Line
* Must remain combat effective for full 15 turns despite pressure

**Side B (Attackers):**

* Lower cohesion rating (more susceptible to morale/command issues)
* Attacking prepared defensive positions
* Strict command restrictions (units cannot cross Division Line)
* Must secure objectives quickly before defender can consolidate

**STRATEGIC CONSIDERATIONS**

**Side A Strategy:**

* Utilize prepared defensive positions to maximize combat effectiveness
* Leverage mobility advantage (ability to cross Division Line) for flexible response
* Use aerial support to disrupt enemy concentrations
* Prioritize defense of settlement areas while maintaining force cohesion
* Counter-attack opportunities may arise as attacker extends supply lines

**Side B Strategy:**

* Utilize numerical superiority to overwhelm defender at critical points
* Employ pre-planned artillery strikes to soften initial resistance
* Coordinate parallel advances within command restrictions
* Utilize anti-air assets to neutralize defender's aerial advantage
* Secure settlement areas systematically with combined arms approach

**VICTORY CONDITIONS**

**Side A Victory:**

* Marginal: Keep at least one battle group combat-effective (unbroken) through turn 15
* Tactical: Control one settlement area free of enemy units at end of turn 15
* Decisive: Control two settlement areas free of enemy units at end of turn 15

**Side B Victory:**

* Marginal: Break one enemy battle group before turn 12
* Tactical: Control three settlement areas free of enemy units at end of turn 15
* Decisive: Control all four settlement areas free of enemy units at end of turn 15

**SPECIAL RULES**

1. Side B may plot indirect artillery strikes before game start to impact on turn one
2. Side B units may not cross the Division Line at any time
3. Side A units may cross the Division Line after initial deployment
4. All combat effectiveness calculations include support vehicles