

MISSION COMMAND

1. SCENARIO

- Operation leader (zeus) sets up a war scenario considering
 - Intent of enemy and friendly commanders
 - Enemy positioning
 - Flaws in enemy positionings, aswell friendly weakspots
 - Amount of intelligence, that both parties know on each other
 - Amount of equipment at disposal
 - Morale of enemy and friendly units
 - Third party factors (civilians, catastrophies)

2. FIRST MISSION

- Friendly commander shares intent of the operation with our unit
- Decide where to setup FOB/HQ in accordance of commanders intent
- Establish supply lines, choose supply lines for logistical units to use.
- Clear area to be used as checkpoint for supply route
- Conduct reconnaissance and MTC
- Identify key targets and objectives
- Prioritize targets
- Prepare a table of tasks for Second Mission, ask commander for cooperation

3. SECOND MISSION

- Conduct operations on pre established objectives / tasks
- Develop situation further
- Update situation to commander
- Receive new orders or intent from commander
- Conduct reconnasiance and MTC
- Identify key targets and objectives
- Prioritize targets
- Prepare a table of tasks for Third Mission, ask commander for cooperation...

4. GOAL

- The goal is to establish a dynamic campaign, by letting leadership actually design the mission objectives, forcing them to think about the best course of action. In this way leadership does have a sense of power, aswell it becomes a lot more important job, aswell makes sure that gameplay will not be boring, as its up to leadership to choose what they want to do. Zeus needs to work together with this mindset, and award them for realistic and critical thinking, while punishing underestimation, unprepardness, and overall carelessness.