TACTICS BATTLE BOOK

MANEUVER CENTER OF EXCELLENCE

Provided by:
Directorate of Training
REFERENCES

Unified Land Ops: ADRP 3-0

Tactics: FM 3-90

Operational Terms and Graphics: ADRP 1-02

The Infantry Rifle Company: FM 3-21.10

Infantry Platoon & Squad: ATP 3-21.8

The Operations Process: ADRP 5-0

The Commander and Staff Officer guide: ATTP 5-0.1
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Acronyms and Abbreviations

AASLT – Air assault
ABN – Airborne
ADA – Air defense artillery
AI – Area of interest
AO – Area of operation
AOA – Avenue of approach
AT – Anti Tank
APOD – Aerial port of debarkation
BPT – Be prepared to
BMNT – Begin morning nautical twilight
BN – Battalion
CATK – Counterattack
EENT – End of evening nautical twilight
FO – Forward observer
FPF – Final protective fires
FSO – Fire support officer

HE – High explosive
INTEL – Intelligence
IOT – In order to
IVO – In vicinity of
IV lines – Intervisibility line
NAI – Named area of interest
NFA – No-fire area
NLT – No later than
OPORD – Operation order
O/O – On order
OP – Observation post
RFL – Restricted fire line
SBCT – Stryker Brigade Combat Team
vic – Vicinity
WFF – Warfighting Functions
W/O – Without
WP – White phosphorus
### Tactical Tasks (ADRP 3-90, Fig 2-1)

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**Commander’s Intent**

A clear and concise expression of the purpose of the operation and the desired military end state that supports mission command, provides focus to the staff, and helps subordinate and supporting commanders act to achieve the commander’s desired results without further orders, even when the operation does not unfold as planned. (ADP 3.0, glossary-2)

**ATTACK BY FIRE:** A tactical mission task in which a commander uses direct fires, supported by indirect fires, to engage an enemy without closing with him to destroy, suppress, fix, or deceive him. (ADRP 1-02 pg. 1-4)

**BLOCK:** A tactical mission task that denies the enemy access to an area or prevents his advance in a direction or along an avenue of approach. 2. An obstacle effect that integrates fire planning and obstacle effort to stop an attacker along a specific avenue of approach or to prevent him from passing through an engagement area. See also contain; disrupt; fix; turn. (ADRP 1-02 pg.1-5)
TACTICAL MISSION TASKS

**BREACH** - A tactical mission task in which the unit employs all available means to break through or secure a passage through an enemy defense, obstacle, minefield, or fortification. *(FM 3-90)* also *(ADRP 1-02 pg.1-5)*

**BYPASS** - A tactical mission task in which the commander directs his unit to maneuver around an obstacle, avoiding combat with an enemy force. *(FM 3-90)* *(ADRP 1-02 pg.1-5)*

**CANALIZE** - A tactical mission task in which the commander restricts enemy movement to a narrow zone by exploiting terrain coupled with the use of obstacles, fires, or friendly maneuver. *(FM 3-90)* also *(ADRP 1-02 pg. 1-6)*

**CLEAR** - A tactical mission task that requires the commander to remove all enemy forces and eliminate organized resistance in an assigned area. *(FM 3-90)* or *(ADRP 1-02 pg. 1-7)*

**CONTAIN** - To stop, hold, or surround the forces of the enemy or to cause the enemy to center activity on a given front and to prevent his withdrawing any part of his forces for use elsewhere. *(ADRP 1-02 pg. 1-9)*

**CONTROL** - A tactical mission task that requires the commander to maintain physical influence over a specified area to prevent its use by enemy or to create conditions necessary for successful friendly operations. *(ADRP 1-02 pg 1-10)*

**DEFEAT** - A tactical mission task that occurs when an enemy force has temporarily or permanently lost the physical means or the will to fight. The defeated force’s commander is unwilling or unable to pursue his adopted course of action, thereby yielding to the friendly commander’s will and can no longer interfere to a significant degree with the actions of friendly forces. Defeat can result from the use of force or the threat of its use. *(ADRP 1-02 pg. 1-12)*

**DESTROY** - 1. A tactical mission task that physically renders an enemy force combat-ineffective until it is reconstituted. 2. To damage a combat system so badly that it cannot perform any function or be restored to a usable condition without being entirely rebuilt. *(ADRP 1-02 pg. 1-13)*
TACTICAL MISSION TASKS

**DISENGAGE** - A tactical mission task where a commander has his unit break contact with the enemy to allow the conduct of another mission or to avoid decisive engagement. (ADRP 1-02 pg.1-13)

**DISRUPT** - A tactical mission task in which a commander integrates direct and indirect fires, terrain, and obstacles to upset an enemy's formation or tempo, interrupt his timetable, or cause his forces to commit prematurely or attack in piecemeal fashion. (ADRP 1-02 pg. 1-13)

**FIX** - 1. A tactical mission task where a commander prevents the enemy from moving any part of his force from a specific location for a specific period of time. 2. An engineer obstacle effect that focuses fire planning and obstacle effort to slow an attacker's movement within a specified area, normally an engagement area. (ADRP 1-02 pg. 1-17)

**FOLLOW AND ASSUME** - A tactical mission task in which a second committed force follows a force conducting an offensive operation and is prepared to continue the mission if the lead force is fixed, attrited, or unable to continue. (ADRP 1-02 pg 1-17)

**FOLLOW AND SUPPORT** - A tactical mission task in which a committed force follows and supports a lead force conducting an offensive operation. (ADRP 1-02 pg 1-17)

**INTERDICT** - A tactical mission task where the commander prevents, disrupts, or delays the enemy's use of an area or route. (ADRP 1-02 pg. 1-22)

**ISOLATE** - A tactical mission task that requires a unit to seal off – both physically and psychologically – an enemy from his sources of support, deny him freedom of movement, and prevent him from having contact with other enemy forces. (ADRP 1-02 pg 1-22)
TACTICAL MISSION TASKS

**NEUTRALIZE** - A tactical mission task that results in rendering enemy personnel or material incapable of interfering with a particular operation. (ADRP1-02 pg 1-26)

**OCCUPY** - A tactical mission task that involves moving a friendly force into an area so that it can control that area. Both the forces movement to and occupation of the area occur without enemy opposition. (FM 1-02 pg 1-27)

**REDUCE** - A tactical mission task that involves the destruction of an encircled or bypassed enemy force. (ADRP 1-02 pg 1-31)

**RETAIN** - A tactical mission in which the commander ensures that a terrain feature controlled by a friendly force remains free of enemy occupation or use. (ADRP 1-02 pg 1-32)

**SECURE** - A tactical mission task that involves preventing a unit, facility, or geographical location from being damaged or destroyed as a result of enemy action. (ADRP 1-02 pg 1-33)

**SEIZE** - A tactical mission task that involves taking possession of a designated area by using overwhelming force. (ADRP 1-02 pg 1-33)

**SUPPORT BY FIRE** - A tactical mission task in which a maneuver force moves to a position where it can engage the enemy by direct fire in support of another maneuvering force. (ADRP 1-02 pg.1-34)

**SUPPRESS** - A tactical mission task that results in temporary degradation of the performance of a force or weapons system below the level needed to accomplish its mission. (ADRP 1-02 pg 1-35)

**TURN** - A tactical mission task that involves forcing an enemy element from one avenue of approach or movement corridor to another. (ADRP 1-02 pg 1-38)
GLOSSARY OF TERMS AND CONCEPTS

**AMBUSH** - An ambush is a form of attack by fire or other destructive means from concealed positions on a moving or temporarily halted enemy. (ADRP 1-02 pg 1-2)

**ATTACK** - An attack is an offensive operation that destroys or defeats an enemy force, seizes and secures terrain and or both. (ADRP 1-02 pg.1-4)

**CENTER OF GRAVITY (COG)** - That characteristic, capability or locality from which a force derives its freedom of action, strength or will to act. (ADRP 1-02 pg 1-6)

**COMMANDER’S CRITICAL INFORMATION REQUIREMENT (CCIR)** - The information and intelligence requirements for which a commander has an anticipated and stated priority in planning and decision-making. (ADRP 1-02 pg 1-8)

**COUNTERATTACK** - Attack by part or all of a defending force against an enemy attacking force, for such specific purposes as regaining ground lost, or cutting off or destroying enemy advance units, and with the general objective of denying to the enemy the attainment of the enemy’s purpose in attacking. In sustained defensive operations, it is undertaken to restore the battle position and is directed at limited objectives. (ADRP 1-02 pg 1-10)

**COUNTERMOBILITY OPERATIONS** - Those combined arms activities that use or enhance the effects of natural and man-made obstacles to deny an adversary freedom of movement and maneuver. (ADRP 1-02 pg. 1-10)

**COVER** - (Army) 1. Protection from the effects of fires. 2. A security task to protect the main body by fighting to gain time while also observing and reporting information and preventing enemy ground observation of and direct fire against the main body. (ADRP 1-02 pg. 1-11)
DECISIVE OPERATION - The operation that directly accomplishes the mission. (ADRP 1-02 pg 1-12)

SHAPING OPERATION - An operation that establishes conditions for the decisive operation through effects on the enemy, other actors, and the terrain. (ADRP 1-02 pg 1-34)

SUSTAINING OPERATION - Operations at any echelon that enables the decisive operation or shaping operations by generating and maintaining combat power. (ADRP 1-02 pg 1-36)

DECISIVE TERRAIN - is key terrain whose seizure and retention is mandatory for successful mission accomplishment. (ADRP 1-02 pg 1-12)

DECISION POINT – A point in space and time when the commander or staff anticipate making a key decision concerning a specific course of action. (ADRP 1-02 pg 1-11)

DECISIVE POINT – A graphic place, specific key event, critical factor, or function that, when acted upon, allows commanders to gain a marked advantage over an adversary or contribute materially to achieving success. (ADRP 1-02 pg. 1-2)

DEMONSTRATION - An attack or show of force on a front where a decision is not sought, made with the aim of deceiving the enemy. 2. (DOD only) In military deception, a show of force in an area where a decision is not sought; made to deceive an adversary. It is similar to a feint but no actual contact with the adversary is intended. (Army) 1. A form of attack designed to deceive the enemy as to the location or time of the decisive operation by a display of force. Forces conducting a demonstration do not seek contact with the enemy. 2. In stability operations and support operations, an operation by military forces in sight of an actual or potential adversary to show military capabilities.
**END STATE** - The set of required conditions that defines achievement of the commander's objectives. See ADRP 3-0.

**ESSENTIAL ELEMENT OF FRIENDLY INFORMATION (EEFI)** – the enemy, would subsequently compromise, lead to failure, or limit success of the operation and therefore should be protected from enemy detection. (ADRP 5-0)

**EXPLOITATION** - An offensive operation that usually follows a successful attack, to take advantage of a weakened or collapsed enemy defense. Its purpose is to prevent reconstitution of enemy defenses, to prevent withdrawal, and to secure deep objectives. (ADRP 1-02)

**FEINT** - A form of attack used to deceive the enemy as to the location or time of the actual decisive operation. Forces conducting a feint seek direct contact with the enemy but avoid decisive engagements. (ADRP 1-02)

**FRIENDLY FORCES INFORMATION REQUIREMENTS (FFIR)** - Information about the activities or capabilities of own or adjacent units. (ADRP 5-0)

**INTELLIGENCE PREPARATION OF THE BATTLEFIELD (IPB)** - The systematic, continuous process of analyzing the threat and environment in a specific geographic area. IPB is designed to support the staff estimate and military decision making process. Most intelligence requirements are generated as a result of the IPB process. (FM 2-01.3)

**KEY TERRAIN** - Any locality, or area, the seizure or retention of which affords a marked advantage to either combatant. (See FM 2-01.3.)

**MISSION STATEMENT** – A short sentence or paragraph that describes the organization's essential task(s), purpose, and action containing the elements of who, what, when, where, and why. See (ADRP 5-0)

**MOVEMENT TO CONTACT** - A form of the offensive designed to develop the situation and to establish or regain contact. (ADRP 3-90)

**NAMED AREA OF INTEREST (NAI)** - The geographical area where information that will satisfy a specific information requirement can be collected. Also called NAI. (ADRP 1-02)

**OBJECTIVE** - A location on the ground used to orient operations, phase operations, facilitate changes of direction, and provide for unity of effort. (ADRP 3-90)
Pursuit - A form of offensive operation designed to catch or cut-off a hostile force attempting to escape, with the aim of destroying it. (ADRP 3-90)

Raid - (DOD, NATO) An operation, usually small scale, involving a swift penetration of hostile territory to secure information, confuse the enemy, or to destroy installations. It ends with a planned withdrawal upon completion of the assigned mission. See (FM 3-90)

Relief in Place - An operation in which, by direction of higher authority, all or part of a unit is replaced in an area by the incoming unit. The responsibilities of the replaced elements for the missions and assigned zone of operations are transferred to the incoming unit. The incoming unit continues the operation as ordered. (FM 3-90)

Retrograde - An organized movement to the rear, or away from the enemy. It may be forced by the enemy, or made voluntarily. Such movements may be classified as withdrawal, retirement, or delaying operations. (ADRP 1-02)

Risk Management - The process of identifying, assessing, and controlling risks arising from operational factors and making decisions that balance risk cost with mission benefits. Also called RM. See FM 5-19 and ADRP 5-0.

Sector of Fire - A defined area, which is required to be covered by the fire of individual weapons or crew served weapons of a unit. (ADRP 1-02)

Suppress - 1. A tactical mission task that results in temporary degradation of the performance of a force or weapons system below the level needed to accomplish the mission. (FM 3-90)
ASSAULT POSITION: That position between the line of departure (LD) and the objective in an attack from which forces assault the objective. Ideally, it is the last covered and concealed position before reaching the objective.

ASSEMBLY AREA: An area in which a command is assembled to prepare for further action.

ATTACK POSITION: The last position occupied or passed through by the assault echelon before crossing the line of departure (LD).

AXIS OF SHAPING/SUPPORTING ATTACK (GROUND): The axis of a shaping operation designates the general area through which the unit’s conducting a ground shaping operation must move the bulk of their combat power.

AXIS OF MAIN ATTACK (GROUND): The axis of a decisive operation designates the general area through which the unit’s conducting a ground decisive operation must move the bulk of their combat power.

BATTLE POSITION (BP): A defensive location oriented on the most likely enemy avenue of approach from which a unit may defend.

BOUNDARY: A control measure normally drawn along identifiable terrain features and used to delineate areas of tactical responsibility between adjacent units and higher headquarters to the rear of subordinate units. Within their boundaries, units may maneuver within the overall plan without close coordination with neighboring units unless otherwise restricted. Direct fires may be placed across boundaries on clearly identified enemy targets without prior coordination, provided friendly troops are not endangered.
**CHECKPOINT:** A predetermined point on the ground used to control movement and tactical maneuver.

**CONTACT POINT:** In land warfare, a point on the terrain, easily identifiable, where two or more units are required to make contact.

**COORDINATING POINT:** A control measure that indicates a specific location for the coordination of fires and maneuver between adjacent units. They are usually indicated whenever a boundary crosses the forward edge of the battle area (FEBA), and may be indicated when a boundary crosses phase lines (PL's) used to control security forces.

**DIRECTION OF MAIN ATTACK:** A specific direction or route that the main attack or center of mass of the unit main body of the force will follow. The unit is restricted, required to attack as indicated, and is not normally allowed to bypass the enemy. The direction of attack is used primarily in counterattacks or to ensure that supporting attacks make maximum contribution to the main attack. Direction of attack is a more restrictive control measure than axis of advance, and units are not free to maneuver off the assigned route. It is usually associated with infantry units conducting night attacks, or units involved in limited visibility operations, and in counterattacks.

**FINAL PROTECTIVE FIRE (FPF):** An immediately available preplanned barrier of direct and indirect fire designed to provide close protection to positions and installations by impeding enemy movement across defensive lines, battle positions or areas.

**FINAL PROTECTIVE LINE (FPL):** A line of fire selected where an enemy assault is to be checked by interlocking fire from all available weapons and obstacles.

**FORWARD EDGE OF THE BATTLE AREA (FEBA):** The foremost limits of a series of areas in ground combat units are deployed, excluding the areas in which the covering force or screening forces are operating. It is designed to coordinate fire support, the positioning of forces, or the maneuver of units.
FORWARD LINE OF OWN TROOPS (FLOT): A line that indicates the most forward positions of forces in any kind of military operation at a specific time. It normally identifies the forward location of covering and screening forces.

LIMIT OF ADVANCE (LOA): An easily recognized terrain feature beyond which attacking elements will not advance.

LINE OF CONTACT (LC): A general trace delineating the location where two opposing forces are engaged.

LINE OF DEPARTURE (LD): A line designated to coordinate the departure of attack elements, commitment of attack units or scouting elements at a specific time.

LINE OF DEPARTURE IS THE LINE OF CONTACT (LD/LC): The designation of forward friendly positions as the LD when opposing forces are in contact.

OBJECTIVE: The definite terrain feature, the seizure and/or holding or which is essential to the commander's plan.

PASSAGE POINT (PP): A specifically designated place where units will pass through one another either in an advance or withdrawal. It is located where the commander desires subordinate units to physically execute a passage of lines.

PHASE LINE (PL): A line used for control and coordination of military operations, usually a recognizable terrain feature extending across the sector or zone of action. Units normally report crossing PHASE LINE'S, but do not halt unless specifically directed.

PRINCIPAL DIRECTION OF FIRE (PDF): The direction of fire assigned or designated as the main direction in which a weapon will be oriented. It is selected on the enemy, mission, terrain, and weapons capability.
**PROBABLE LINE OF DEPLOYMENT (PLD):** A line selected on the ground, usually the last covered and concealed position prior to the objective and forward of the line of departure, where attacking units deploy prior to beginning an assault; it is generally used under conditions of limited visibility.

**RALLY POINT:** An easily identifiable point on the ground at which units can reassemble, and/or reorganize if they become disbursed.

**RELEASE POINT (RP):** A well defined point on a route at which the elements composing a column return under the authority of their respective commanders, each one of these elements continuing its movement towards its own appropriate destination.

**START POINT (SP):** A well-defined point on a route at which movement of vehicles begins to be under control of the commander of this movement. It is at this point that the column is formed by the successive passing, at an appointed time, of each of the elements composing the column.

**STRONGPOINT (SP):** A defensive position, usually strongly fortified and heavily armed with automatic weapons, around which other positions are grouped for its protection. These positions require extensive engineer effort for obstacles and survivability positions, and are positioned to control or block an avenue of approach. Normally, command and control, aid stations, and critical supply stockpiles will be dug-in with overhead protection. Trenches and other protective constructions will be done to protect soldiers and weapons from damage during assault by mounted and dismounted forces.

**TARGET REFERENCE POINT (TRP):** An easily recognizable point on the ground (either natural or man-made) used to initiate, distribute, and control fires. TRPs can also designate the center of an area where the commander plans to distribute or converge the fires of all his weapons rapidly. They are used by task force and below, and can further delineate sectors of fire within an engagement area. TRPs are designated using the standard target symbol and numbers issued by the fire support officer. Once designated, TRPs also constitute indirect fire targets.
**Description of amplifier fields**

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Indicates whether the unit is reinforced, detached, or both.</td>
</tr>
<tr>
<td>2</td>
<td>An accepted code that shows the country indicator.</td>
</tr>
<tr>
<td>3</td>
<td>A unique alphanumeric designation that identifies the unit being displayed.</td>
</tr>
<tr>
<td></td>
<td>Note: For those units designated under the United States Army Regimental System (USARS) (formerly known as the Combat Arms Regimental System [CARS]), both the battalion (or squadron) and traditional regimental numbers are shown. To avoid confusion with different levels of command, both numerical designations of the USARS units are always written together and separated by a dash (–) rather than a slash (/). AR 600–82 provides a listing of USARS units. The dash (–) is only used between the battalion and the regiment. The slash (/) is used between all other levels of command. Example: A/6–37/2 (Battery A, 6th Battalion, 37th Field Artillery, 2d Infantry Division) or B/1–7/1/1 (B Troop, 1st Squadron, 7th Cavalry Regiment, 1st Brigade, 1st Cavalry Division).</td>
</tr>
<tr>
<td>4</td>
<td>Number or title of the next higher formation of the unit being displayed.</td>
</tr>
<tr>
<td>5</td>
<td>Free text staff comments for information required by the commander.</td>
</tr>
<tr>
<td>6</td>
<td>Echelon indicator of the symbol. (See table 4-5.)</td>
</tr>
<tr>
<td>7</td>
<td>Quantity that identifies the number of items present.</td>
</tr>
<tr>
<td>8</td>
<td>Task force amplifier placed over the echelon. (See table 4-6.)</td>
</tr>
<tr>
<td>9</td>
<td>Feint or dummy indicator shows that the element is being used for deception purposes.</td>
</tr>
<tr>
<td></td>
<td>Note: The dummy indicator appears as shown in figure 3-1 and can be used for all framed symbol sets. For control measures, it is a control measure symbol used in conjunction with other control measures. (See table 8-6 for feint or dummy symbols.)</td>
</tr>
<tr>
<td>10</td>
<td>Headquarters staff indicator identifies symbol as a headquarters. (See figure 4-2.)</td>
</tr>
<tr>
<td>11</td>
<td>The direction of movement arrow indicates the direction the symbol is moving or will move.</td>
</tr>
<tr>
<td></td>
<td>The offset location indicator without the arrow is used to denote precise location of units or to declutter multiple unit locations, except for headquarters. (See figure 4-1.)</td>
</tr>
<tr>
<td>12</td>
<td>Combat effectiveness of unit or equipment displayed.</td>
</tr>
<tr>
<td>13</td>
<td>Mobility indicator of the equipment being displayed. (See figure 5-1 and table 5-3.)</td>
</tr>
<tr>
<td>14</td>
<td>Indicates what type of headquarters element is being displayed. (See table 4-8.)</td>
</tr>
<tr>
<td>15</td>
<td>Denotes enemy symbol. The letters “ENY” are used when color red is not used.</td>
</tr>
<tr>
<td>16</td>
<td>An alphanumeric designator for displaying a date-time group (DDHHMMSSZMONYYYY) or “O/O” for on order.</td>
</tr>
<tr>
<td>16-1</td>
<td>Used with 16 for displaying a date-time group for a from-to specified time period.</td>
</tr>
<tr>
<td>17</td>
<td>Identifies unique designation for type of equipment.</td>
</tr>
<tr>
<td>18</td>
<td>Denotes the location in latitude and longitude or grid coordinates.</td>
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### MILITARY SYMBOLS

#### UNIT SIZE GRAPHIC MODIFIERS

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<td>SECTION</td>
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<tr>
<td>PLATOON / DETACHMENT</td>
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<td>REGION</td>
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#### AFFILIATION

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<td>ASSUMED FRIEND</td>
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<td>HOSTILE</td>
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<td>SUSPECT</td>
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<tr>
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#### MILITARY SYMBOL & CONTROL MEASURE COLORS

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<th>HAND DRAWN</th>
<th>COMPUTER GENERATED</th>
<th>CONTROL MEASURES</th>
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<td>FRIEND</td>
<td>BLUE</td>
<td>CYAN</td>
<td>BLACK OR BLUE</td>
</tr>
<tr>
<td>ASSUMED FRIEND</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>HOSTILE</td>
<td>RED</td>
<td>RED</td>
<td>RED</td>
</tr>
<tr>
<td>SUSPECT</td>
<td>GREEN</td>
<td>GREEN</td>
<td>GREEN</td>
</tr>
<tr>
<td>NEUTRAL</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>UNKNOWN</td>
<td>YELLOW</td>
<td>YELLOW</td>
<td></td>
</tr>
<tr>
<td>PENDING</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

#### UNIT SYMBOL COMPOSITION

- **ECHELON AMPLIFIER** (SIZE)
- **FRAME**
- **HIGHER ECHELON**
- **MAIN ICON** (Branch or Functional Symbol)
- **COLOR**
- **TEXT AMPLIFIER** (UNIT)
- **TEXT AMPLIFIER** (HIGHER ECHELON)
A TURN EFFECT MANIPULATES THE ENEMY'S MANEUVER IN A DESIRED DIRECTION. ONE TECHNIQUE OR A COMBINATION OF THREE TECHNIQUES AID IN ACHIEVING THE TURN EFFECT.

FIRST - THE OBSTACLE MUST HAVE A SUBTLE ORIENTATION TO ENTICE THE ENEMY TO MANEUVER IN THE DESIRED DIRECTION RATHER THAN BREACH THE OBSTACLE.
SECOND - THE BYPASS MUST BE EASILY DETECTED IN ORDER TO ENTICE THE ENEMY TO IT.
FINALLY - THE POINT WHERE THE TURN IS TO BE INITIATED IS ANCHORED BY NO-GO TERRAIN OR HEAVILY FORTIFIED FORCES.

FM 20-32, W/ CH 5
# Blocking Obstacle

**Resource Factor**: $2.4 \times AA$

**Group Dimensions**: $W=1.0\times AA;\ D=.33\times AA$

**Probability of Kill**: 100%

**Frontage**: 500m

**Depth**: 300+m

**Anti-Tank Mines**: Yes (Pressure / Tilt)

**Anti-Personnel Mines**: Yes

**Anti-Handling Devices**: Yes

**Irregular Outer Edge**: Yes

---

A block minefield is designed specifically to stop an enemy's advance along a specific AA or allow him to advance at extremely high cost. Blocking obstacles are complex and integrated with intense fires; block minefields do not stop an attacker by themselves. Blocking obstacles must defeat the enemy's breaching effort, both mounted and dismounted, as well as his maneuver. The block effect must span the entire width of the AA and must not allow bypass.

---

*FM 20-32, W/ CH 5*
# DISRUPTING OBSTACLE

<table>
<thead>
<tr>
<th>Resource Factor</th>
<th>0.5 (3 PT OBST) X AA</th>
</tr>
</thead>
<tbody>
<tr>
<td>Group Dimensions</td>
<td>W=0.5 X AA; D=0.5 X AA</td>
</tr>
<tr>
<td>Probability of Kill</td>
<td>50%</td>
</tr>
<tr>
<td>Frontage</td>
<td>250m</td>
</tr>
<tr>
<td>Depth</td>
<td>100m</td>
</tr>
<tr>
<td>Anti-Tank Mines</td>
<td>YES (PRESSURE / TILT)</td>
</tr>
<tr>
<td>Anti-Personnel Mines</td>
<td>NO</td>
</tr>
<tr>
<td>Anti-Handling Devices</td>
<td>NO</td>
</tr>
<tr>
<td>Irregular Outer Edge</td>
<td>NO</td>
</tr>
</tbody>
</table>

A DISRUPT EFFECT BREAKS UP THE ENEMY’S FORMATIONS, CAUSES PREMATURE COMMITMENT OF BREACH ASSETS, INTERRUPTS COMMAND AND CONTROL, ALTERS TIMING, AND CAUSES A PIECEMEALED COMMITMENT OF ATTACKING UNITS.

DISRUPT MINEFIELDS SHOULD NOT BE TIME, MANPOWER, OR RESOURCE-INTENSIVE. THEY ARE USED FORWARD OF OR WITHIN ENGAGEMENT AREAS (EAs).

FM 20-32, W/ CH 5
**FIXING OBSTACLE**

<table>
<thead>
<tr>
<th>Resource Factor</th>
<th>1.0 X AA</th>
</tr>
</thead>
<tbody>
<tr>
<td>Group Dimensions</td>
<td>W=1.0 X AA; D=1.0 X AA</td>
</tr>
<tr>
<td>Probability of Kill</td>
<td>50%</td>
</tr>
<tr>
<td>Frontage</td>
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</tr>
<tr>
<td>Depth</td>
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</tr>
<tr>
<td>Anti-Tank Mines</td>
<td>YES (PRESSURE / TILT)</td>
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<tr>
<td>Anti-Personnel Mines</td>
<td>NO</td>
</tr>
<tr>
<td>Anti-Handling Devices</td>
<td>NO</td>
</tr>
<tr>
<td>Irregular Outer Edge</td>
<td>YES</td>
</tr>
</tbody>
</table>

**THIS IS THE MOST MISUNDERSTOOD OBSTACLE EFFECT.** The term does not mean to stop an enemy advance. A Fix Effect slows the enemy within a specified area, normally an EA, so that he can be destroyed with fires. The primary use of the Fix Effect is to give the defender time to acquire, target, and destroy the attacking enemy throughout the depth of n EA or AA. Fix Minefields in the group must be employed in depth, causing the enemy formation to react and breach repeatedly. Fixing groups must span the entire width of the AA.

*FM 20-32, W/ CH 5*
### Figure 12-2. Annotated Army OPLAN/OPORD Format (continued)

<table>
<thead>
<tr>
<th>CLASSIFICATION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Space number</td>
</tr>
</tbody>
</table>

2. **MISSION**

List the mission—short description of the who, what, when, where, and why (optional; the reason is the action to be taken and the reason for doing so).

3. **EXECUTIVE ORDER** (optional)

Describe the actions in the development of the OPLAN or OPORD.

4. **INITIAL CONSIDERATIONS**

Describe the initial aspects of the overall mission that impact strategy, force, or capability and are directly related to the mission.

5. **INITIAL CONSIDERATIONS**

Describe the initial aspects of the overall mission that impact operational tempo and may include (if necessary or required) order of battle (OB), mission-related timelines, operational objectives, and planning factors.

6. **PHASES OF OPERATIONS**

Describe the phases of operations and their relationship to the overall mission.

7. **PROVISIONS OF ADVANCED BASES? LOCATIONS AND THE MISSIONS OF ADVANCED UNITS AND OTHER UNITS INVOLVED?

8. **COMMANDERS’ INSTRUCTION**

Include for commanders two levels, 12th. Identify the higher headquarters two levels.

9. **SUPERIOR HEADCAMENTS, 12th. Identify the higher headquarters two levels.

10. **HEADCAMENTS**

Identify the headquarters and their mission and mission-related factors.

11. **PREPAREDNESS**

Briefly identify the mission-related factors and their objectives, goals, and priorities.

12. **MISSION ORDER OF BATTLE**

Describe the mission of the force and the mission of the force, and give the mission and mission-related factors.

13. **MISSION ORDER OF BATTLE**

Describe the mission of the force and the mission of the force, and give the mission and mission-related factors.

14. **MISSION ORDER OF BATTLE**

Describe the mission of the force and the mission of the force, and give the mission and mission-related factors.

15. **MISSION ORDER OF BATTLE**

Describe the mission of the force and the mission of the force, and give the mission and mission-related factors.

16. **MISSION ORDER OF BATTLE**

Describe the mission of the force and the mission of the force, and give the mission and mission-related factors.

17. **MISSION ORDER OF BATTLE**

Describe the mission of the force and the mission of the force, and give the mission and mission-related factors.

18. **MISSION ORDER OF BATTLE**

Describe the mission of the force and the mission of the force, and give the mission and mission-related factors.

19. **MISSION ORDER OF BATTLE**

Describe the mission of the force and the mission of the force, and give the mission and mission-related factors.

20. **MISSION ORDER OF BATTLE**

Describe the mission of the force and the mission of the force, and give the mission and mission-related factors.
<table>
<thead>
<tr>
<th>CLASSIFICATION</th>
</tr>
</thead>
<tbody>
<tr>
<td>[Page Number]</td>
</tr>
<tr>
<td>(1) Linction Requirements, Item 1, ANSPOA-1, Section 1, paragraph 1.</td>
</tr>
<tr>
<td>(2) SOPs, Section 2.</td>
</tr>
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**Command and Standard**

<table>
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<tr>
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<th>Description</th>
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<tbody>
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<td>(1)</td>
<td>Command</td>
</tr>
<tr>
<td>(2)</td>
<td>SOPs</td>
</tr>
</tbody>
</table>

**Note**

For operations in SOPs, refer to ANRPOA-1, Section 1, paragraph 1.
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<tr>
<th>CLASSIFICATION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Base number:</td>
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<td>Annex A - ERPL Program and Development</td>
</tr>
<tr>
<td>Annex B - Implementation</td>
</tr>
<tr>
<td>Annex C - Operations</td>
</tr>
<tr>
<td>Annex D - Programs</td>
</tr>
<tr>
<td>Annex E - Interference</td>
</tr>
<tr>
<td>Annex F - Legislation</td>
</tr>
</tbody>
</table>

**ANNEXES:** Full annexes by letter and title, any and join OPNAV or ODP, by order of annexes, not listed by code number.

**SIGNATURE BLOCK:**

**OFFICIA:**

The headquarters, for the commander, "The signed copy is the historical copy."

**ACKNOWLEDGED:** Include instructions for the acknowledgegment of the OPNAV or ODP by the commander or authorized representatives, the original and the sign the original, the number, the number. The time, time, [signed name].

**Chapter 12**

<table>
<thead>
<tr>
<th>OPNAV/OPD (code name) [Classification]</th>
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</thead>
<tbody>
<tr>
<td>12.4</td>
</tr>
</tbody>
</table>

绦6

11 September 2017

ATTP 5-41
TACTICAL CERTIFICATION
OPORD
OBJ ROOSTER
the dispersion zone refinements.

A. The town of Dabuy is significant because it provides the NBRB customers in the area with access to Red Diamond and Cyclone Roads, which are a possible route for Operation A.O.A. The intersection of Red Diamond and Cyclone Roads (B1118) provides a direct access to Red Diamond Road and Box Springs Road. These four roads intersect by the north and northeast of the town. The town is significant because it provides access to the north of Dabuy and access to the south of the area.

The town of Dabuy is significant because it provides access to the north of Dabuy and access to the south of the area.

The table below shows the tasks organized in the latest order.

<table>
<thead>
<tr>
<th>Task Organization</th>
<th>Task Organization</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP</td>
<td>HP</td>
</tr>
<tr>
<td>2/3</td>
<td>2/3</td>
</tr>
<tr>
<td>1/4</td>
<td>1/4</td>
</tr>
<tr>
<td>HP</td>
<td>HP</td>
</tr>
<tr>
<td>HP</td>
<td>HP</td>
</tr>
<tr>
<td>2/3</td>
<td>2/3</td>
</tr>
<tr>
<td>1/4</td>
<td>1/4</td>
</tr>
</tbody>
</table>

Task Zone Cen. (R) is the Operation Zone Cen. (R) with the following features:

- HP: HP
- 2/3: 2/3
- 1/4: 1/4
- HP: HP
- HP: HP
- 2/3: 2/3
- 1/4: 1/4
- HP: HP
- HP: HP
- 2/3: 2/3
- 1/4: 1/4

Address reference number

XXX10000

Copy 1 of 10 copies
Cover and Concealment: Numerous intermediate line (L) of hills and wooded areas that offer good concealment and limited cover. Some hills in the area can stop up to 75% of the use of fire from the AO. Take advantage of cover and concealment by being cautious and stay low to the ground. Use wooded areas and lower-lying terrain to remain out of sight.

Points of Observation: The observation points are numerous and easy to locate to provide observation of the AO. Although there is thick vegetation around streams and wooded terrain, wooded areas could provide excellent observation of the AO. The observation points are located on hills and wooded areas and can be used to observe the AO from a distance.

Fire Key: 119 and 119 are key terrain within the AO. These areas are both key terrain as they provide the greatest observation. It is suggested that you avoid these areas until observation is possible.

Supported by the northwest and south, areas along the base of the hill are best supported by the north and south. Discovered approaches can utilize some of these areas.

Defeats of Approaches: Central and protective obstacles exist. The hill is supported by the north and south.

Existing Obstacles: Includes rolling terrain, intermediate streams, Shelly Pond, and Hollis Branch Creek.

Obstacles:

(1) Terrain

C. Road Diamond, Underwood Road, and Diamond Road (Box Springs, ZDR 127 at ZDR 127). These roads are significant because they provide control of the movement AO, ZDR, and ZDR. For fire operations, they provide a means to mass mounted forces. Moving in on AO, they provide a possible landing area south of the hill. They are significant because they are the AO, which will receive the "shiver" signal for the company commander. ZDR and ZDR, Underwood Road, and Diamond Road provide a landing area south of the hill.
Sweepbacks fill with 1-2 feet of water. Stream banks are wet and muddy.

Ground will make more of his movements. Disadvantages is the fact that this road can move faster and follow directions with the precipitation and will be advanced position. Distance and protection will be advanced position. Better distance and protection will be advanced position. Better distance and protection will be advanced position.

Visibility effects: Visibility is disadvantages to the attacker. The lack of NVGs and illumination will lower the enemy's visibility.

Wind direction is disadvantages for our use of smoke due to one position on the cross roads.

Friendly effects: Visibility is advantageous to the defender especially when combined with the use of smoke.

Temperature: Cold weather and snow blizzard the operation.

Risk factors: Cold weather and snow blizzard the operation.

Precipitation: 70% chance of rain and snow. Has been raining for the past two weeks resulting in 1-2 feet of water.

Weather & Light Data:

<table>
<thead>
<tr>
<th>Precipitation</th>
<th>6/37</th>
<th>4/93</th>
<th>15/15</th>
<th>0/72</th>
<th>9/36</th>
<th>11/18</th>
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<tbody>
<tr>
<td>90%</td>
<td>0.7%</td>
<td>0.4%</td>
<td>1.3%</td>
<td>0.1%</td>
<td>0.3%</td>
<td>1.2%</td>
</tr>
<tr>
<td>60%</td>
<td>0.1%</td>
<td>0.5%</td>
<td>0.9%</td>
<td>0.7%</td>
<td>0.2%</td>
<td>0.4%</td>
</tr>
<tr>
<td>40%</td>
<td>0.8%</td>
<td>0.7%</td>
<td>0.6%</td>
<td>0.3%</td>
<td>0.1%</td>
<td>0.2%</td>
</tr>
<tr>
<td>20%</td>
<td>0.1%</td>
<td>0.3%</td>
<td>0.5%</td>
<td>0.7%</td>
<td>0.9%</td>
<td>1.2%</td>
</tr>
<tr>
<td>10%</td>
<td>0.4%</td>
<td>0.8%</td>
<td>1.1%</td>
<td>1.3%</td>
<td>1.5%</td>
<td>1.7%</td>
</tr>
<tr>
<td>0%</td>
<td>1.8%</td>
<td>1.5%</td>
<td>1.2%</td>
<td>0.9%</td>
<td>0.6%</td>
<td>0.3%</td>
</tr>
</tbody>
</table>

Weather: Described due to humidity and can especially at night and the early morning. Blowing will rely on use of smoke. Illumination at night. Use of NVGs will be very important to reposition our ability to move.
The company is not expected to receive any air support. The company is currently on line 2 of BN and D2E under attack and it is expected that the company will receive no air support. The company will not be able to resist the attack and will be forced to withdraw from the line at the earliest opportunity. The company will only be able to resist the attack if it is able to withdraw from the line at the earliest opportunity.

The enemy forces appear to have established an area defense to secure the town of Dabry. It is important to allow time to build combat power to combine with other forces operating in the area.

Enemy Forces:

The enemy forces consist of three infantry platoons, with the ability to call in air support.

Conclusion:

The company will have to withdraw from the line at the earliest opportunity.
DECISIVE OBJECTIVE

In the event that the攻擊者 breaches the defensive line, the task of the battalion is to block any enemy forces from entering our main position. The battalion's defensive positions are designed to prevent the enemy from advancing further into our territory. The battalion will use all available resources to stop any attempt by the enemy to breach our defenses.

MARCHING ORDER

- Task: Prevent the enemy from breaching the defensive line.
- Objective: Ensure the safety of our forces and prevent any casualties.
- Plan: Utilize all available resources to stop any enemy advance.

OPERATION PLAN/ORDER

- Objective: Prevent any enemy forces from breaching our defensive line.
- Plan: Utilize all available resources to stop any enemy advance.
- Execution: Ensure all defensive positions are manned and ready to repel any enemy attack.
BN Concept

Pass 1st SBEFT to DAPY
- Keep current in AVO 
- Enemy micros defeated
- Company battle positions established
- Enemy A/D assed neutralised
- Enemy AT systems neutralised

BN Intent

IOT control west flanks AVO to DAPY

By Mission: 3 IHT in def ends to return key terrain in AVO PGNL XX1800(2)XX20XX

controlled and the AVO is passed to repel CAV. 1st SBEFT will pass through on RFE VIBE.
and to provide illumination and air and fire friendly forces retain OBI ROOSTER and AVO will be
banking the excess of 1st SBEFT. My intention is to use to suppress enemy forces ADA stations.

from this position in the AVO will also support OBI ROOSTER to kill (OBI ROOSTER), if is decided because this terrain controls
the AVO in RL/VOBE will sufficient control power becomes available 1st

BN Concept: Will accomplish this by conducting an area defence within AVO PG, DECISE to

Pass the 1st SBEFT through AVO
- Control of RFE VIBE
- Return key terrain
- Enemy RL/VOBE is neutralised short (RFE) VIBE and unable to the open 1st SBEFT
- Enemy Air Defence Attentively (ADA) assed in AVO capable to hinder building of control power

DEP INTENT

DAPY

GT 1983 NL1 XX1800(2)XX20XX in order to reclaim the AVO PG (1ST SBEFT) to

By Mission: 1997 in DEP T (2) defends to remain AVO in DEP AVO PG from GT 1982 to

Higher Headquarters, Mission and Intent

d. Friendly Forces
Effects: Enemy formations unable to maneuver effectively.

Preparatory: Disrupting obstacles along likely AOA onto P/L I P S

Method: Prevent enemy ability to mass combat power

Task: Disrupt enemy formations via OBI ROOSTER

Effect: P/L B P provided with cover from direct and indirect weapon effects

Preparation: Crew served weapons with over head cover; individual fighting positions.

Method: Prevent enemy from passing through P/L BP

Task: Project P/L BP

Essential Mobility: Counter mobility, survivability. Task (CWST) #1

The commander conducts counter mobility operations via OBI ROOSTER to prevent the dispersion of B/3-16 ENG conducts survivability operations via OBI ROOSTER. To prevent combat power from enemy fire is to disrupt enemy fire and its effects. The purpose of this is to disrupt enemy fire and its effects.

(3) Scheme of Movement and Maneuver

B/3-11 RETAINS OBI ROOSTER and is positioned to pass ISI SCBT along RTE VIBE.

B/3-11 ROTATES OBI ROOSTER to provide cover and fire support to OBI ROOSTER. The purpose of this is to disrupt enemy fire and its effects. The purpose of this is to disrupt enemy fire and its effects.

C. Concept of Operations

- Provide the presence of ISI SCBT along RTE VIBE.
- Locate and neutralize enemy AT and ADA systems.
- Develop P/L perimeter defense.
- Begin key terrain in AO.
- Commander's Intent.
- Execution

1. Mission: B/3-11 NATIVE I OBI ROOSTER via GL 165S to NATIVE_TRAN

2. Mission: B/3-11 NATIVE I OBI ROOSTER via GL 075S to NATIVE_TRAN (NAT)

3. Mission: C CO (GL 074S)

4. Mission: BNP and GL 027S to NATIVE_TRAN (NAT)

(2) Missions of adjacent units.

[UNCLASSIFIED] ORDER
(p) BID to conduct C&K on OB1 built or OBI DOG in support of other Plans/O.

(c) Establish Radio/Tele List (RTL) with adjacent BPs.

(q) Develop RTL and/or other LPs.

1. I/B to 11 F. (r) Return OB HORSE for Deny enemy’s the South Eastern AOA

2. In order to maneuver this

3. Assessments

4. Stability Operations

5. Scheme of Protection

ASSUMPTION: 20 x insurgents destroyed and enemy unable to reconsolidate forces

8 km = 800 meters, 20 km = 2000 meters

Clearance, no indirect fires closer than 100m or 0m CMD approved: 50mm-60mm, 81mm-120mm, 107mm-120mm.

RESTRICTIONS/FAIR: 200 M NA around established OP positions, no WP rounds to 0 BDE

POSITIONING GUIDANCE: Occupy MFP 1 v/c of GL 1603825

ALLOTMENTS: Recon Element assigned to BN Action Priority Target for planning.

<table>
<thead>
<tr>
<th>A: C/O Fires</th>
<th>Net 120 Mm HE</th>
<th>25 Rnds</th>
<th>A: B CO MTR</th>
<th>16 Mm HE</th>
<th>4 Rnds</th>
<th>A: T-7 PT</th>
<th>4 Rnds</th>
<th>P: B C/O MTR</th>
<th>4 Rnds</th>
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<td>A</td>
<td>C</td>
<td></td>
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</tr>
</tbody>
</table>

POE: BN MTR - 99 Plt/O Shitlo to 11 Plt CO MTR Recom SG/0 Shitlo to 2 Plt

EXECUTION:

1. I/B 10 F. To provide distribution fires to facilitate the companies retention of Bush Hill

TASK/Purpose:

OBI ROOSTER DEFENSE

(p) Occupy MFP 1 v/c of GL 1603825

(a) POS Profile company the planning overlay.

The purpose of this is to disturb enemy maneuvers or combat power. Company Movements:

1. Scheme of Forces

2. Scheme of Intelligence, Surveillance, and Reconnaissance

3. Scheme of Battlefield Obfuscation

OPERATION PLAN/ORDER [UNCLASSIFIED]
4. Support:

(6) All requirements to pass to Company if Support Officer (FSO) NLT D-12h.

(7) All platoon Leaders will provide platoon sector sketch to Company Commander NLT D-24h.

Proactive obstacles complete NLT D-4h.

Tactical wire obstacles complete NLT D-8h.

Individual firing positions completed NLT D-6h.

Crew served BP completed by NLT D-12h.

I. Commander Instructions:

(a) Establish PTL w/ adjacent BP's.

(b) Develop PTL BP via CT 15758355.

(c) Receive OBI COW IOT deny enemy the Northern AOA.

O/O:

(1) Conclude CAVP on OBI Horse of OBI BUI in support of other platoons.

(2) Provide L squad for counter recon to Co.

(c) Establish PTL w/ adjacent BP's.

(d) Develop PTL BP via CT 1614.8275.

(3) 3/B-3 IOT: (a) Rejoin OBI COW IOT deny enemy the Southern AOA.

O/O:

(1) Conclude CAVP on OBI Horse of OBI BUI in support of other platoons.

(2) Establish PTL w/ adjacent BP.

(c) Develop PTL BP via CT 1625.8319.

(2) 2/B-3 IOT: (a) Rejoin OBI COW IOT deny enemy the North Eastern AOA.

(3) 3/B-3 IOT: (a) Rejoin OBI COW IOT deny enemy the Southern AOA.

O/O:
who are to receive these plan or order:

Distribution: Final distribution copies either for action or for information. List in detail those
annex letter:

ANNEX:

Annex 1: This annexes by letter and the following annexes, annexes, place, not used, place "not used", beside

(1) Priority of communication is radio, wire, and messenger:

(2) Simple Key Leader (SKL) is in effect:

- Signal:
  - Daylight: 0700 daily
  - 1800 daily
- Announce: 0700 daily
- Reports: 0700 daily
- Personnel: 0700 and 1800 daily

(3) Command: Company, CP vicinity 0331 7260

Platoon Requirements:

(4) Succession of Command: Commanding Officer (CO), XO, and Platoon Leader (PL) and PL, 2nd Pl

(5) Location of Company. Company Commander will be located the Company CP initially and

5. Command and Control

(6) CASEVAC is to be coordinated through the LSG.

(7) Casualty Collection Point (CCP) is vicinity GT 0331 7260

(8) Personnel, Present, Presence of War (PPW) collection point is located near the HQ location

(9) Class V: Initial issue is basic load per weapon, 1 platoon package of emergency rations located at:

- 150 x Rations a 20 x C-Wire

ACKNOWLEDGE:

[Official's name]

[Commander's rank]

[Commander's last name]
OCS COMPANY OPORD
OPERATION BUSHMASTER
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(4) BDEF: Mission: BDE conducts Offensive and Defensive Operations through and on the Colonnial Area in order to minimize the enemy's influence throughout the AO and re-establish peace within the Colonials Area.

(1) Higher HQ Mission and Intent

d. Friendly Forces

Most Probable Case: The insurgents use cell phones to call for reinforcements and relay information. These interceptors have no access to the improvised road network in the entire AO.

Most Dangerous Case: The insurgents use cell phones to call for reinforcements and relay information. If attacked or pursued, the insurgents will fall into the road with other equipment. The friendly forces will attack the road with 15mm tanks and 120mm mortars. Any resistance to the road will be treated as an attack on the road.

Another case is the supply of munitions and food to the insurgents. The friendly forces have been conducting terrorist attacks on the point of main entry and supply caches. The insurgents may have also been conducting terrorist attacks in the area of the road.

(2) Weather:

<table>
<thead>
<tr>
<th>Type of Weather</th>
<th>Probability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sunny</td>
<td>1/2</td>
</tr>
<tr>
<td>Cloudy</td>
<td>1/4</td>
</tr>
<tr>
<td>Rainy</td>
<td>1/4</td>
</tr>
<tr>
<td>Stormy</td>
<td>1/8</td>
</tr>
</tbody>
</table>

(1) Terrain: L. High, 3:1 in AO. The terrain is characterized by rolling hills, open terrain, and intermittent streams. Various unimproved roads and tracks are present, providing security and surveillance.

Special Instructions:

- OAO: AO BRUNNS, VC G 725, 1720 8275, local defenses, site with heavy HN. OAO 1750 8327.
- A 1: 4 FOD, 3:1 in AO. The enemy forces are located in the town of Dorsey, approximately 3 miles south of the AO.
- A 2: 1 FOD, 3:1 in AO. The enemy forces are located in the town of Dorsey, approximately 3 miles south of the AO.
- A 3: 1 FOD, 3:1 in AO. The enemy forces are located in the town of Dorsey, approximately 3 miles south of the AO.

(1) Situation:

- Headquartes
- Company
- Platoon
- Section
- Squad
- Team
- Individual

NOTE: Each team will be consisted of 3 Plt.
Controlled by U.S. andaffeable for friendly forces and the enemy; unable to hinder friendly/local operations.

The purpose of the operation is suppression of enemy forces, to destroy enemy positions, and to establish a bridgehead. Elements of the enemy forces are...

CONDITIONS OF THE COMBATANT:

Neutralize enemy artillery & weapon systems
Seize AOR's for the maneuver of friendly forces
Reserve key terrain
Defense operations

KEY TASKS:

a) Intent: Expanded purpose: Restoration of peace and security within the Colomussa Area.

b) BN Mission: Conducts offensive operations in AO BRUNUS.

ATTACHMENTS:

BN MOB 12 GMT from Z4 ARMY.

SUPPORT:

Supports the overall plan for the mobilization of local population to provide assistance and save houses.

CIVIL ADMINISTRATION:

80% of local population in AO supports United States forces; 20% of local population on US support.

NOTE: Each team will be considered asplt.
Once consolidation and reorganisation is complete, return to CO AA.

P: SITE: Plateau.
T: Destroy enemy patrol V/6 WM 1660 8730 NLT.
C: 1st Platoon

Task to Support Bnt Units.

Assessment: Enemy forces unable to gain fire superiority and manoeuvre.

Restriction/FCWM: 300 MFA for HE around established friendly positions w/o BN clearance.

Positioning Guidance: Occupy WP 1 1/2 WM of GM 1545 8450

Allocation: Each Plt is authorised 1 P/O smoke in support of their attack according to the assigned Pop.

Operation Bushmaster

Execution:

PST 1: Suppress enemy forces. 1st Plt to facilitate friendly forces movement and manoeuvre.

Task/Purpose:

Scheme of Fires: Priority of fires with 80mm mortars will be given to 01 and 2nd prior to contact. Priority of fires with 81mm mortars will be given to 01 and 2nd prior to contact.

During Phase IV Bn T: Provide security for the attacks at CO AA.

Reduce of mark bypass for any obstacles encountered.

Once enemy WP during Phase III is passed destroy, conduct recon for new WP back to CO AA.

Establishes screen line during Phase I from GM760810 to GM1550810, along Red Diamond Rd.

Scheme of Reconnaissance and Surveillance:

<table>
<thead>
<tr>
<th>PLTS</th>
<th>Consolidation and Reconnaissance</th>
<th>LIV Consolidation</th>
<th>LIV Reconnaissance</th>
</tr>
</thead>
<tbody>
<tr>
<td>PLTS</td>
<td>Return to CO AA</td>
<td>Attack on Enemy Objectives</td>
<td>PLTS call for fire on enemy objectives</td>
</tr>
<tr>
<td>PLTS</td>
<td>Consolidate and OPs established</td>
<td>All Elements in Assault Positions</td>
<td>LIV Reconnaissance</td>
</tr>
<tr>
<td>PLTS</td>
<td>Establish Screenline</td>
<td>END</td>
<td>START</td>
</tr>
</tbody>
</table>
NARIAN LIGHT INFANTRY BATTALION

HQ Co
2 x PKM
2 x SA-18

WPNS Co
6 x PKM
9 x SA-18
3 x 2S6M
6 x 82mm MORTAR
6 x AT-7
3 x TECH VEH

IN Co
12 x PKM
3 x SA-18
2 x 60mm MORTAR
18 x RPG-7V
3 x TECH VEH

SEE PG. 47 FOR CO TSK ORG.
NARIAN LIGHT INFANTRY COMPANY

HQ SECTION
6 PERSONNEL
6 x AK-74

2 x 60mm MORTARS
5xPERSONNEL
5xAK-74

SEE PAGE 48 FOR PLT TASK ORG

3 X RIFLE PLATOONS

A
L

90

L

L

L

L

L
NARIAN LIGHT INFANTRY PLATOON

4 x PERSONNEL
1 x TECH VEH (w/ PKM MOUNTED)
1 x BANGALORE
1 x SA-18

3 x RIFLE SQUADS

RIFLE SQUAD
10 x DISMOUNTED TROOPS
1 x PKM
2 x RPG-7V
7 x AK-74
1 X BG15
<table>
<thead>
<tr>
<th>WEAPON CAPABILITIES</th>
<th>M4A1</th>
<th>M203</th>
<th>M249</th>
<th>M240B</th>
<th>MORTAR CAPABILITIES</th>
<th>60mm M224</th>
<th>81mm M252</th>
<th>120mm M120/121</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weight (lb)</td>
<td>7.5</td>
<td>11</td>
<td>15.5</td>
<td>25.63</td>
<td>Weight (lb)</td>
<td>47</td>
<td>121</td>
<td>319</td>
</tr>
<tr>
<td>Length (in)</td>
<td>29.75 closed 35 open</td>
<td>39</td>
<td>41.1</td>
<td>49</td>
<td>Maximum range (m)</td>
<td>HE 3490</td>
<td>HE 5608</td>
<td>HE 7200</td>
</tr>
<tr>
<td>Maximum range (m)</td>
<td>3600</td>
<td>400</td>
<td>3600</td>
<td>3725</td>
<td>Min range (m)</td>
<td>HE 70</td>
<td>HE 83</td>
<td>HE 200</td>
</tr>
<tr>
<td>Arming range (m)</td>
<td>N/A</td>
<td>14</td>
<td>N/A</td>
<td>N/A</td>
<td>Caliber</td>
<td>60mm</td>
<td>81mm</td>
<td>120mm</td>
</tr>
<tr>
<td>Minimum safe range (m)</td>
<td>N/A</td>
<td>31</td>
<td>N/A</td>
<td>N/A</td>
<td>Rates of fire: Max</td>
<td>Max 30 for 4 min</td>
<td>Max 30 for 2 min</td>
<td>Max 16 for 1 min</td>
</tr>
<tr>
<td>Caliber</td>
<td>5.56mm</td>
<td>40mm</td>
<td>5.56mm</td>
<td>7.62mm</td>
<td>Sustained</td>
<td>20</td>
<td>15</td>
<td>4</td>
</tr>
<tr>
<td>RATE OF FIRE (rpm)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Crew</td>
<td>3</td>
<td>4 or 5</td>
<td>4 or 5</td>
</tr>
<tr>
<td>Cyclic</td>
<td>700-900</td>
<td>N/A</td>
<td>650-850</td>
<td>650-950</td>
<td>Ammunition:</td>
<td>HE ILLUM smoke</td>
<td>HE ILLUM smoke</td>
<td>HE ILLUM smoke</td>
</tr>
<tr>
<td>Rapid</td>
<td>N/A</td>
<td>35</td>
<td>100</td>
<td>200</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sustained</td>
<td>12/15</td>
<td>35</td>
<td>50</td>
<td>100</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>EFFECTIVE RANGES</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Area (m)</td>
<td>600</td>
<td>350</td>
<td>1000 tripod 800 bipod</td>
<td>1800 tripod 800 bipod</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
## Friendly Organic Weapons

<table>
<thead>
<tr>
<th>AT WEAPON CAPABILITIES</th>
<th>AT-4</th>
<th>JAVELIN</th>
<th>M18A1 AP CLAYMORE</th>
<th>FRAGMENTARY HAND GRENADE</th>
</tr>
</thead>
<tbody>
<tr>
<td>System Type</td>
<td></td>
<td>Fire and forget</td>
<td>Weight</td>
<td>Weight (oz)</td>
</tr>
<tr>
<td>Weight (lb): Total</td>
<td>14.8</td>
<td>49.3</td>
<td>1.5lbs C4</td>
<td>Range (m) thrown by</td>
</tr>
<tr>
<td>Launch Unit</td>
<td>14.1</td>
<td>35.2</td>
<td>average soldier</td>
<td></td>
</tr>
<tr>
<td>Missile w/ launch tube</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Weight (lb): Total</td>
<td>49.3</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ranges (m):</td>
<td>Max 2100</td>
<td>Top Attack</td>
<td>35</td>
<td></td>
</tr>
<tr>
<td>Max effect 300</td>
<td>14.1</td>
<td>Mode 150-2000</td>
<td>15</td>
<td></td>
</tr>
<tr>
<td>Minimum:</td>
<td>35.2</td>
<td>Direct Attack Mode</td>
<td>2000</td>
<td></td>
</tr>
<tr>
<td>Training 30</td>
<td></td>
<td>65-2000</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Combat 15</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Arming 15</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sights</td>
<td>Optical, range indicator</td>
<td>Integrated day/night sight unit</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>graduated in 50m increments</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Armor penetration</td>
<td>400mm</td>
<td>600mm +</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
# Enemy Organic Weapons

<table>
<thead>
<tr>
<th>WEAPON CAPABILITIES</th>
<th>AK-47</th>
<th>BG-15</th>
<th>PKM</th>
<th>RPG-7V</th>
<th>60mm M-57</th>
</tr>
</thead>
<tbody>
<tr>
<td>Projectile</td>
<td>Ball, ball-tracer, incendiary-T</td>
<td>HE frag</td>
<td>Ball, ball-tracer, API-T</td>
<td>PG-7 HEAT</td>
<td>PG-M7 HEAT</td>
</tr>
<tr>
<td>Weight (kg) - unloaded</td>
<td>3.4</td>
<td>1.54</td>
<td>8.4</td>
<td>2.2</td>
<td>2</td>
</tr>
<tr>
<td>Armor Penetration (mm)</td>
<td>n/a</td>
<td>n/a</td>
<td>8mm @ 500</td>
<td>330</td>
<td>330</td>
</tr>
<tr>
<td>Maximum range (m)</td>
<td>1000</td>
<td>400</td>
<td>3800</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Arming range (m)</td>
<td>10-40</td>
<td>n/a</td>
<td>18</td>
<td>18</td>
<td>18</td>
</tr>
<tr>
<td>Minimum safe range (m)</td>
<td>40</td>
<td>n/a</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Caliber</td>
<td>7.62mm</td>
<td>40mm</td>
<td>7.62mm</td>
<td>85</td>
<td>72</td>
</tr>
<tr>
<td>RATE OF FIRE (rounds per minute)</td>
<td>5</td>
<td>6</td>
<td>6</td>
<td>6</td>
<td>6</td>
</tr>
<tr>
<td>Cyclic (rpm)</td>
<td>600</td>
<td>650</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>MORTAR CAPABILITIES</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Weight (kg)</td>
<td>19.4</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Maximum range (m)</td>
<td>2500</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Min range (m)</td>
<td>75</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Caliber</td>
<td>60mm</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rates of fire: Max</td>
<td>30</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sustained</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Crew</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ammunition:</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>HE</td>
</tr>
<tr>
<td>WEAPON CAPABILITIES</td>
<td>SA-18 GROUSE</td>
<td>ZALA 421-08</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>---------------------</td>
<td>-------------</td>
<td>-------------</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Range, slant range (m)</td>
<td>5200</td>
<td>Speed</td>
<td>65-150 km/h</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Altitude (m)</td>
<td>10-3500</td>
<td>Flight Altitude</td>
<td>4000m</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Basic load on vehicle</td>
<td>1</td>
<td>Wing span:</td>
<td>0.8 m</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reload time (min)</td>
<td>N/A</td>
<td>Length: 0.41m</td>
<td>0.41m</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fire control</td>
<td>Passive IR homing</td>
<td>Weight:</td>
<td>1.9m</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Radar(s)</td>
<td>none</td>
<td>Radio link:</td>
<td>25 km</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Emplace/displace time</td>
<td>13 sec</td>
<td>Max flight duration</td>
<td>90 Min- with electric engine</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Crew</td>
<td>1</td>
<td>Navigation:</td>
<td>Glonass/GPS</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Color Video camera (550 TVL)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Infrared camera</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Photo camera (10 megapixels)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Designed for front line reconnaissance, over ground, and over sea surveillance. Takes three minutes to prepare for launch. Operated in autonomous or even semi-autonomous mode</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
(Note: Strongly suggest addressing the conclusions of your terrain analysis prior to addressing the enemy situation. With this technique it would be appropriate to list the 2 to 3 most significant deductions of your terrain analysis using each element of the OAKOC with elements of weather at this point in the written order. Identify the aspects of each element stating what distinct advantages and it provides to the enemy and the friendly (effects on enemy, effects on friendly).)

TERRAIN AND WEATHER

OBSTACLES:

EFFECTS ON FRIENDLY:

EFFECTS ON ENEMY:

AVENUES OF APPROACH:

EFFECTS ON FRIENDLY:

EFFECTS ON ENEMY:

KEY TERRAIN:

EFFECTS ON FRIENDLY:

EFFECTS ON ENEMY:

OBSERVATION AND FIELDS OF FIRE:

EFFECTS ON FRIENDLY:

EFFECTS ON ENEMY:
EFFECTS ON ENEMY:

COVER AND CONCEALMENT:

EFFECTS ON FRIENDLY:

EFFECTS ON ENEMY:

1. SITUATION
   a. Enemy forces. (Intelligence Overlay) this paragraph must answer the questions: Who he is, Where did he come from? What is he doing now? Failing all else it should answer “What does he look like?” “What can he do to me?” “What can I do to him?”.

   (1) Disposition, Composition, and Strength
   (a) Disposition: What you currently know about how the enemy is laid out on the ground and what it says about his general intent and capability. State in greatest detail known to you and down to a level important to your subordinates (at least one level down; two down, if practical). Any confirmed intelligence is deposition and not most probable course of action or capabilities.

   (b) Composition: What organic, supporting, and reinforcing assets are available to the enemy? Refer to in doctrinal terms and to a level low enough to include weapons systems you soldiers will fight.
(2) **Capabilities:** What actions can the enemy take? Include significant capabilities even if they are only possible but not most likely. May include NBC, dismount, air assault, air attack, attack with a larger or different force than expected, etc. Also includes significant weapons/systems capabilities pertinent to the situation i.e. Amphibious, stand off, engineering, max effective ranges, etc. What weaknesses exist that you can exploit? I.e. What are the enemy’s vulnerabilities? *(Use enablers to describe the capabilities)*

**Movement & Maneuver:**

- Fires:

- Intelligence:

- Protection:

- Sustainment:

- Mission Command:

(3) **Enemy Course of Action:** Includes those actions that the enemy will likely take in sequence to include key reactions to friendly actions. The commander should strive to paint a visual picture of the enemy’s fight to his subordinates. Consider using the technique of stating the perceived/deduced task and purpose of each major enemy element. Discussion may include but is not limited to the following; enemy recon, objectives, likely changes to formations, use of air assault, airborne, NBC by type and location, reactions, counteractions, reinforcement of success, dismount, use of indirect fires, supporting attacks, and reserves.
b. Friendly Forces

(1) Higher Unit 2 Levels Up. Verbatim statement of the higher unit commander's Mission Statement and Intent Statement. Also include a verbatim or concise paraphrase of the higher unit Commander's Concept.

Mission Statement (Paragraph 2 of Battalion OPORD)

Intent Statement (Paragraph 3 of Battalion OPORD)

Concept of the Operation (Para 3a of Battalion OPORD)

(1) Higher Unit 1 Level Up. Verbatim statement of the higher unit commander's Mission Statement and Intent Statement. Also include a verbatim or concise paraphrase of the higher unit Commander's Concept.

Mission Statement (Paragraph 2 of Company OPORD)

Intent Statement (Paragraph 3 of Company OPORD)

Concept of the Operation (Para 3a of Company OPORD)
2. **MISSION**: State at a minimum the **Task** and **Purpose**. The mission statement should explain the who, what, where, when, and why of the operation. Found in Para 3. a. 1. Maneuver in the battalion **OPORD**.

3. **EXECUTION**
   a. **Concept of the Operation**. See Annex __ (Operation Overlay)
      - Form of maneuver/type of defense ("We will accomplish this by")
      - Decisive Point and mission essential task/purpose of Main Effort ("The Decisive Point is")
      - Mission essential task and purpose of Supporting Efforts to include reserve
      - Purpose of Critical BOS Efforts (usually Fires and Engineer at Co level)
      - Desired Endstate with respect to Friendly, Enemy, Terrain ("The endstate of the operation is")

   We will accomplish this operation by:

   The decisive point is:

   This is decisive because:

   One Squad ___, the decisive operation,

   One Squad ___, a shaping operation,

   One Squad ___, a shaping operation,

   One Squad ___, a sustaining operation,

   The purpose of fires is to:

   The purpose of engineers is to:

   The end state of this operation is:
1. The remaining subparagraphs of the concept of the operations are intended to state how the remainder of the battle field operating systems support the commander's concept, for maneuver. Each has common element to include: purpose for that enabler, general method of accomplishing that purpose to include priorities and allocation of assets within that enabler.

2. For each one, refer to annexes and (or) overlays as required.

3. In a complex operation with many sequences, it may be clearer to address purpose, priorities and allocation by sequence of the operation. In simpler operations, where priorities and purposes are more constant, address each of the above in turn for the entire operation.

4. Be concise, avoid information that is better stated in tasks to combat support units, tasks to maneuver units, or in coordinating instructions. The information included in these subparagraphs should apply to your unit as a whole.

5. Your purposes and priorities for each BOS must support those of the higher headquarters while supporting your units specific mission (you cannot change your higher commander's purpose for a enabler w/o gaining his approval). Do not merely restate the enabler subparagraphs from that of the higher headquarters - - make it relevant to the accomplishment of your task and purpose.
(2) **Fires** (TTLODAC)

(a) **Purpose and Task**: What does the commander want to accomplish with his fires? This includes all fire support systems: artillery, mortars, close air support, and naval gunfire. **What is the Task** (suppress, neutralize, destroy, delay, disrupt)**/Purpose** (suppress, neutralize, destroy, harass) of each fires support asset. Give the bottom line up front.

The purpose of __________

(b) **Priority**. Who has the priority of fires? When, where, and why? When do they shift? Include all systems. The priority for FA, mortars (Bn level and below), and CAS may be designated for different maneuver elements based on the concept of the operation. Normally (but not always) the priority of fires goes to the maneuver element that is designated the main effort or the most vulnerable to enemy attack. Cover all parts of the operation.

(c) **Allocation**. Fire support resources are a precious commodity and must be carefully allocated based on the same scheme of maneuver. It is crucial that the FSO (especially at the Brigade level) actively participates in the maneuver planning process and understands the selected course of action so he can allocate his resources where they are needed most. There are never enough fire support assets to give every commander what he wants, which reinforces the necessity to allocate resources based on the maneuver plan. Resources may include: priority, targets, FPF's, CAS sorties, smoke missions (duration), COLTS, Copperhead missions, etc.

(d) **Restrictions/Special Munitions**. To retain control of certain munitions and assets or to protect friendly forces or non-combatants, a commander (FSO) may establish restrictions. This would include statements such as "use of illumination requires Brigade approval" or "all built-up areas are NFA's". Dissemination of restrictions is critical. Restrictions frequently pertain to special munitions based on quantity and effects.

(3) **Information Collection**. This paragraph should address the use of reconnaissance and surveillance forces and how they will support the maneuver plan. This should address how R&S assets will obtain answers to the commander’s most important PIRs. i.e. patrols, ambushes Ops security levels. The purpose of Reconnaissance and Surveillance

____________________________________________________________________________________
b. Tasks to Maneuver Units.

(1) Do not use this subparagraph as an exhaustive checklist of every task assigned to subordinate units. If a task is clear elsewhere in the order, as in coordinating instructions, then do not state it here unless it is necessary for emphasis. Use the specified and implied tasks identified in the mission analysis to help write the tasks to maneuver and combat service elements. Include instructions to their reserve in tasks to maneuver units.

(2) Details (grids, etc.) for each unit’s mission essential task can be stated here to avoid cluttering earlier paragraphs.

(3) Wherever possible include a purpose with a task; it adds clarity

(4) Examples:
- Occupy, prepare, and recon tasks in defense
- Unit specific fire control: orientation, engagement priorities
- Repositioning instructions: triggers, routes, events.
- Be prepared and on order maneuver tasks
- Reserve: Be prepared tasks in order on priority
- Flank coordination
- R&S tasks: NAI, patrol, LP/Ops, limited visibility
- Fire Support Tasks: target responsibilities, FPF, FIST positioning
- Engineer Tasks: number and type of survivability posns, C2 of engineer assets, engineer allocation,
- Attachment/cross-attachment instructions
- Priorities of work if they pertain to one specific unit. Priorities in assembly area, objective rally point, etc.

_1st_ Squad

a)

b)

c)

_2nd_ Squad

a)

b)

c)

_3rd_ Squad

a)

b)

c)

_WPNS_ Squad

a)

b)

c)
d. **Coordinating Instructions.** Coordinating instructions are those which apply to two or more units. They are therefore critical to synchronization. Include purpose with each task and account for all tasks identified during mission analysis. A useful way to organize coordinating instructions so that they are easy to understand, are complete, follow a logical sequence and facilitate synchronization is to use the sequence of the attack or sequence of the defense as the framework in presenting them. The following shows how to organize subparagraphs to do this for both offense and defense order:

**d. Coordinating Instructions (Defense)**

1. Reconnaissance: leader's recon, scouts, LP/Ops etc
2. Occupation: advanced party, road march, security, priority of work
3. Preparation: Priorities, EA construction, engineering, etc
4. Info Collect/Counter-recon: PIR, IR, tasks and purposes
5. Battle Handover/Passage of Lines: All associated actions
6. Enemy Recon: Actions on contact, intent with regard to recon
7. Actions in the Engagement Area: Describe how the force will destroy the enemy from start to finish
8. Follow on Mission: Repositioning, Contingency Plans, 2nd Echelon Enemy
9. Miscellaneous: Tasks which apply throughout all sequences or do not logically fit any of the above sequences

**d. Coordinating Instructions (Offense)**

1. Preparation/Recon: Recon tasks, priorities of work, assembly area activities.
2. Movement to LD: Road March, forward passage of lines
3. Maneuver: Formation, technique, C2 to include control measures, fires, etc.
4. Deploy: Formation, technique transition, position, prep, breach, assault, SBF/ABF
5. Actions on the Objective: Complete description of all actions
6. Consolidation/Reorganization: Positioning, R&S tasks, other tasks, Contingency Plans
7. Miscellaneous: Same type of instructions as in defense.

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### Time Schedule

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SUSTAINMENT

a. **General.** Annex ___ (Sust Overlay) **Concept of Support statement.** Describe concept for the maneuver of CSS assets and how their composition and scheme of support related to the maneuver plan.

Current and planned locations of BN/TF combat and field trains, aid stations, and UMPC.

(1) Location of the company trains is

(2) Location of the battalion field trains is

(3) Location of the battalion combat trains is

(4) Location of the battalion Aid Station is

(5) Location of the battalion UMCP is

b. **Material and Supply**

(1) Supply: Address each class of supply and class I (include water), III, and V in detail. Identify what is available now and when and how resupply will occur (cache, routine, emergency)

(a) Class I:

(b) Class II:

(c) Class III:

(d) Class IV:

(e) Class V:

   (1)

   (2)

   (3)

   (4)

(f) Class VI:

(g) Class VII:

(h) Class VIII:
(2) Transportation: Location of main, alternate, and dirty supply routes. Location of supply points. Instructions on use and priorities of routes and transportation assets.

(a) 

(b) 

(c) 

(d) 

(e) 

(3) Services. Location of GREGG. Instructions on evacuation of deceased. Any other services (decon, clothing exchange and bath, etc.)

(a) 

(b) 

(c) 

(d) 

(e) 

(4) Maintenance. Location of assets. Recovery/repair plan and priorities. DX/CX/PMCS, requisition, BDAR instructions, etc.

(a) 

(b) 

(c) 

(d) 

(e) 

c. Medical Evacuation and Hospitalization Location of aid stations, medics. Evacuation plan from point of injury to battalion. Marking of casualties. NBC casualties.

(1) 

(2) 

(3) 

(4) 

(5) 

(6)
Personnel Plan for processing of EPW's. Replacement plan. Personnel reporting requirements.

1) Replacements:
   (a) 
   (b) 
   (c) 
   (d) 
   (e) 

2) EPW's
   (a) 
   (b) 
   (c) 
   (d) 
   (e) 

Miscellaneous. Instructions on use and destruction of equipment. Any CSS item not included already.

1) 
2) 
3) 
4) 
5) 

COMMAND AND SIGNAL

a. Command. Location of unit commander and next higher. Locations of CP's, Succession of Command.
   1) The company CP is located vic 
   2) Battalion Main CP is located vic 
   3) The succession of command in the company is 
   4) The succession of command in the battalion is 
   5) 
   6) 


Signal. SOI in effect, communications restrictions (RLS, directed net, etc) Alternate frequencies and when effective. Visual and pyrotechnique signals for maneuver actions, codewords, special reports, electronic countermeasures.

1) SOI

2)

3)

4)

ACKNOWLEDGE: Following Oral Order

OFFICIAL: 
Name and Position

NAME (Commander's Last Name)
RANK (Commander's Rank)

ANNEXES:
*Introduce yourself
*Provide the Purpose of your Brief/Operation Name
*Briefly orient to Products on your map board you will use to brief the Operations Order and if necessary the most significant terrain
*Briefly cover the important timings from your timeline.
*Task Organization- This is how you are organized to fight. Do not leave out any of your available Combat Power. Account for your key leaders (CDR, 1SG, XO, FSO, etc. and combat multipliers (Engineers, ADA, TPT, CA, HCT, etc.) Take into account desired span of control of 3-5 and maintain unity of command)
Include DO/SO and task and purpose for subordinate units.

SITUATION
Terrain: (Focus on significant conclusions and deductions, use Operational Graphics, GTAO, 1:50 SITTEMP)
• AO –
  • Orient – North, South, East, West, major areas or features in the area that lead to a greater sense of where the AO is (e.g. nearby cities, towns, or other significant area)
  • Box – box AO via boundaries or graphic control measures
  • Trace – trace significant water features, phase lines, roads, and routes. Roads before routes, since the routes are formed by the roads.
  • Familiarize – point out significant terrain features or areas that will impact operations (e.g. for A1: Bush Hill, Hill 199, Hill 600, etc.)
  • AI – (As determined by CARR (CAS, Artillery, Rotary Wing, Reserves and/or Reinforcements. Important that the AI is only determined by Enemy assets that can influence your operations.)
• Obstacles – Effects on Enemy and Friendly
  1. Existing – Natural, Man made
  2. Reinforcing – Tactical, Protective
• Avenues of Approach – Effects on Enemy and Friendly, defined by size, speed and formation
  1. Dismounted
  2. Mounted
  3. Air
• Key Terrain – Effects on Enemy and Friendly. Why is it key? (not key terrain unless it provides an advantage to both friendly and enemy). Write in purple and circle, i.e. K1, K2, etc.
• Observation and Fields of Fire – Effects on Enemy and Friendly along AOAs, at Key Terrain or at significant terrain or IV lines for your operation
• Cover and Concealment – Effects on Enemy and Friendly along AOAs, at Key Terrain or at significant terrain or IV lines for your operation
• Weather/Light Data (Focus on significant conclusions and deductions)
  • Visibility
  • Wind
  • Precipitation
  • Clouds
  • Temperatures
• Civil Considerations (Focus on significant conclusions and deductions)
  1. Area
  2. Structure
  3. Capabilities
  4. Organizations
  5. People
1. Events

**Enemy Situation:**

- General Enemy Situation (do not need to brief in included in your WARNO)
- Disposition – use 1:50,000 map with higher SITTEMP
  1. General situation, Task and Purpose 2 levels up
  2. General situation, Task and Purpose 1 level up
- Composition and Strength – this is the enemy you will face. Use a line-wire diagram to show how the enemy is organized to fight (enemy task organization) and include assets outside of the enemy’s task organization (again the enemy you will face) that will affect you.
  1. Enemy roll-up of combat power and assets by #’s that affect you 2 levels up including Max Effective Range and U.S. weapon system equivalent.
  2. Enemy roll-up of combat power and assets by #’s that affect you 1 level up including Max Effective Range and U.S. weapon system equivalent.
  3. “Enemy we face” roll-up of combat power and assets by #, including Type, Max Effective Range and U.S. weapon system equivalent.
- Capabilities by WFF of all systems that affect you. Use a matrix to identify the significant deductions, focusing on the enemy’s vulnerabilities or specific strengths. Don’t brief a roll up of every strength or weakness the enemy has; brief only the significant deductions/vulnerabilities from your enemy analysis.
- Concept of the Operation
  1. Enemy COA statement – Purpose of the operation, FOM or Defensive Technique, Decisive Point and why decisive (don’t restate the purpose, but give a specific reason why it is the decisive point), Task and Purpose of DO and SOs, purpose of significant WFFs/Enablers.
  2. Enemy Scheme of Maneuver – tell a story of “how enemy is going to fight” by phase (Brief this from your SITTEMP you developed - must meet the 5 COA screen criteria: suitable, feasible, acceptable, distinguishable (if more than 1 x ECOA), and complete). Must be focused on how the Enemy will achieve his Decisive Point.
  3. Endstate – how does the Enemy think he will look at Endstate with respect to Enemy, Friendly, Civil and Terrain.

**Friendly Situation:**

- 2 Levels up – use COA sketch provided in the Battalion OPORD
  a. Mission – may have been briefed during WARNO, if so...“as per WARNO”
  b. Commander’s Intent – may have been briefed during WARNO, if so...“as per WARNO”
  c. Concept of the Operation – tell a story, cover Task and Purpose by element in a chronological order (include all adjacent units, separate moving Higher Headquarters elements in your AO, Reserve elements, the TOC, higher headquarters Medical assets, ROMs, FAS/MAS, FARPs, etc.)
- 1 Level up – use COA sketch provided in the Battalion OPORD
  a. Mission – may have been briefed during WARNO, if so...“as per WARNO”
  b. Commander’s Intent – may have been briefed during WARNO, if so...“as per WARNO”
  c. Concept of the Operation – tell a story, cover Task and Purpose by element in a chronological order (include all adjacent units, separate moving Higher Headquarters elements in your AO, Reserve elements, the TOC, higher headquarters Medical assets, ROMs, FAS/MAS, FARPs, etc.)

**MISSION**

Cover the 5 x Ws (Who, What, Where, When, and Why) and say twice “I say again, mission”

**EXECUTION**

  i. Commander’s Intent
1. Expanded Purpose - When describing the expanded purpose of the operations, the commander’s intent does not restate the “why” of the mission statement. Rather, it addresses the broader purpose of the operations and its relationship to the force as a whole.

2. Key Tasks - Key tasks are those activities the force must perform as a whole to achieve the desired end state. Key tasks are not specified tasks for any subordinate unit; however, they may be sources of implied tasks. Acceptable courses of action accomplish all key tasks.

3. End State - The end state is a set of desired future conditions the commander wants to exist when an operation is concluded. Commanders describe the operation’s end state by stating the desired conditions of the friendly force in relationship to desired conditions of the enemy, terrain, and civil considerations. A clearly defined end state promotes unity of effort among the force and with unified action partners.

i. Concept of the Operation

1. COA Statement Includes - brief an overview of the operation from beginning to end using your COA statement & sketch.
   a. Form of Maneuver or Defensive Technique
   b. Decisive Point and why it is decisive (do not repeat the purpose of the operation when describing why it is decisive…be specific in your justification of your DP and ensure it is nested with your essential task – e.g. terrain or enemy focused)
   c. Operational Risk and how you intend to mitigate the risk (risk is derived from decisions you make within the operation, not the operation itself),
   d. Task and Purpose of the Decisive Operation (vertically nested in support of the Company Essential Task and overall Purpose) and Shaping Operations (horizontally nested to support the D.O.)
   e. Purpose of significant WFFs/Enablers (e.g. ADA, FA, MTRs, Engineers, TPT, HCT, CA, ISR, etc.)
   f. Endstate (This is not the same as your Commander’s Intent Endstate. You need to be specific with respect to your selected COA you are briefing, whereas the Commander’s Intent endstate is not specific to a COA. Tell me what your organization has accomplished with respect to your task(s) and purpose(s), where your forces are located, and what they are prepared to do)

Transition – “This operation will be conducted in _____ phases”, briefly name the phases (give a short description of each phase, e.g. planning/prep and recon, movement to the ORP, isolation of the objective, etc and the critical event by phase.) This should be supported by a sketch.

i. Scheme of Maneuver – use an execution matrix or create a narrative from your execution matrix to assist you in briefing your Scheme of Maneuver. This is your plan so know it. Use your 1:50,000 graphics and your graphics on your Blow-up map to brief your Scheme of Maneuver. You must brief your plan from beginning (TAA) to end (Prep for Counter-Attack/ Consolidation and Reorganization). You must demonstrate during your brief how you have synchronized your plan and deconflicted Indirect and Direct Fires with your Maneuver. Bottomline, can your plan be live fired safely. You do not need to show SDZs, but your Direct Fire/IDF control measures must be tied to triggers to ensure you do not commit fratricide. Brief – Begin/End, Enemy Action, Friendly Forces, Significant WFFs – this is the heart and soul of the order

   1. Brief a detailed account of the operation from beginning to end employing all available assets in a manner that maximizes their capabilities.
   2. Employ appropriate movement formations and techniques throughout the depth of the fight
   3. Accurately account for the arrangement of activities in time and space for enemy and friendly
   4. Incorporate visual aids and graphics to convey your plan.
   5. Mass the effects of combat power at the Decisive Point.
1. Describes significant events including sustainment, CASEVAC, and command & signal details.
2. Establishes effective direct and indirect fire control measures and in deconflicting all fires (Direct and Indirect) with your maneuver.
3. Plans for changing conditions on the battlefield (e.g. weather, degradation/disposition of units, etc.)
4. Synchronize your plan through the endstate.

**SUSTAINMENT** – If your execution matrix and scheme of maneuver is thorough you should not have to cover anything here, Sustainment issues and CASEVAC should be in your Scheme of Maneuver by phase.

**COMMAND & SIGNAL** – If your execution matrix and scheme of maneuver is thorough, you should have to cover very little information here. The signal plan (initiate, shift, lift, cease, etc.). Link-up plans and PACE (Primary Alternate Contingency, Emergency) should all be in your Scheme of Maneuver by phase.

*Questions
* Backbrief
* Time Hack
Troop Leading Procedures Outline

1) Receive the mission
   1) Initial timeline, possible mission

2) Issue the WARNO
   1) 5 Paragraph format

3) Make a tentative plan
   1) Mission analysis
   2) COA development
   3) COA analysis
   4) COA comparison
   5) COA selection

4) Initiate movement
   1) XO, ISG

5) Conduct recon

6) Complete the plan
   1) Orders production

7) Issue the order
   1) Verbal, terrain model, paper

8) Supervise
   1) Confirm briefs
   2) Back briefs
   3) Rehearsals
   4) PCC – 1 up = check equipment
   5) PCI – 2 up = company, mission

MTETT-C

- Summary of mission analysis
  - Restated mission
  - Initial risk assessment (tactical and accidental)
  - Tentative decisive point
  - Initial commander’s intent

- Analyze relative combat power
- Generate options
- Array forces
- Develop concept of operations
- Assign responsibilities (2-5)
- Prepare COA statement and sketch

COA Analysis (war game)

- Action – Reaction – Counteraction*
- Methods
  - Box
  - Belt
  - Avenue in depth
- COA must be
  - Distinguishable
  - Feasible
  - Acceptable
  - Complete
  - Suitable

Purpose of the Operation

- Form of maneuver/defensive technique
- Decisive point and why
- Main effort with task and purpose
- Supporting efforts with task and purpose
- Endstate

Mission

- Mission, Intent, Concept
  - 1 up and 2 up
- Purpose
- Tasks
- Specified, Implied, Essential
- Constraints
- Restated mission
- Significant conclusions

Terrain

- AO
- AI-CAR
- Weather
  - Visibility
  - Wind
  - Precipitation
  - Cloud coverage
  - Temp/Humidity
- Terrain
  - Obstacles
  - Avenue of approach
- Key terrain
- Observation/fields of fire
- Cover and concealment
- Significant conclusions

Enemy

- General situations
- Disposition
- Composition
- Capabilities by WFF elements
- PCOA
- MP/PCOA
- Significant conclusions

Troops

- Morale
- Training and experience
- Capabilities by WFF elements
- Leadership
- Significant conclusions

Civil

- Areas
- Structures
- Capabilities
- Organizations
- People
- Events
- Significant conclusions

ICCC (29SEP05)
Observation and Fields of Fire:
- Helps identify: Potential engagement areas, defensible terrain and equipment positions, and locations where maneuvering forces are most vulnerable to threat observation and fires.

Avenues of Approach:
- Identify and categorize Mobility Corridors (where a force is canalized due to terrain restrictions), then group mobility corridors to form AAs, evaluate and prioritize AAs.

Key Terrain:
- Any locality or area the seizure, retention, or control of which affords a marked advantage to either combatant. Examples of key terrain in the defense include; terrain which permits the defender to cover an obstacle by fire, or important road junctions or communications centers.

Obstacles:
- Helps identify: pertinent obstacles in the AI, the effect of each obstacle on the mobility of the evaluated force, and combines their individual effects into an integrated product.
- Obstacle Categories: Reinforcing (tactical and protective), Existing (natural and manmade)
- Terrain Classifications are evaluated as Unrestricted, Restricted, or Severely Restricted.

Cover and Concealment:
- Helps identify: AAs, defensible terrain and potential battle positions, and potential assembly and dispersal areas using a thorough analysis of Line of Sight (LOS) and Intervisibility (IV) Lines.

Additional Considerations: Vegetation, Surface Soil, Drainage, Slope, Transportation (LOC), Canopy
STEPS IN EA DEVELOPMENT

- ID ENEMY AAs
  - Where can enemy go?
  - Where does enemy want to go?

- DETERMINE ENEMY SCHEME OF MANEUVER
  - Where does enemy want to go?
    - Where will enemy go?
      - Mission?
      - OBJ’s (I&S)

- DETERMINE WHERE TO KILL THE ENEMY
  - My task and purpose
    - Where best able to achieve? (Terrain & Enemy)

- EMPLACE WEAPONS SYSTEMS/INTERGRATE (DIRECT FIRE)
  - Mutual support
  - Over watch obstacles
  - Cover & concealment
  - Command & control
    - Depth
    - Dispersion

- PLAN & INTEGRATE OBSTACLES
  - Covered by direct & indirect fires

- PLAN & INTEGRATE INDIRECT FIRES
  - Integrated with obstacles & direct fire

- REHEARSE ACTIONS IN EA
  - Direct fire plan
  - Engagement criteria
**3RD SQUAD**

T: FIX enemy into EA Knight

P: Allows Second squad to engage and defeat the enemy with massed effects of their combat power

---

**1ST SQUAD**

T: Disrupt enemy formations in EA KNIGHT

P:IOT Cause the enemy to piecemeal his forces into the EA to facilitate Second squad defeat of the enemy in EA

---

**2ND SQUAD**

T: Defeat the enemy in the engagement area

P:IOT Prevent the envelopment of the Company

---

Restated PLATOON Mission

3PLT, B CO 3-11 IN BLOCKS
ENEMY FORCES OBJ
ROCKET VIC GL1646 8509
NLT 041800RAUG2013 IOT PREVENT THE EVELOPMENT OF THE CO.
WHAT IS A TARGET?

• A target is personnel, material, or a piece of terrain that is numbered for firing and/or future reference.

  - Should be able to be identified on the ground

Source of Targets
Forward Observers
Scouts
Intelligence Assets
Target Acquisition Radars
Aerial Observers
Every Soldier is a Sensor
TARGET TYPES

• **Target of Opportunity** (most common)
  – Target which appears and against which no attack has been prearranged
  – Frequent in highly mobile situations

• **Planned Target**
  – A target against which fires have been prearranged
  – Divided into scheduled, on-call and priority
TTLODAC BREAKDOWN

**Target:** Specific targets and attack criteria for them. Attack criteria are expressed in terms of destruction, neutralization, suppression, and harassment.

**Time / Trigger:** Time (or time window) for the attacks, and any associated triggers (NAIs)

**Location:** Location of attacks and associated NAIs/TAIs

**Observers:** Primary and alternate observers as well as indicator assets (Colt, UAV, A Co., etc.)

**Delivery system:** Primary and alternate attack assets.

**Attack guidance:** Desired/required munitions and number of rounds per attack, as well as the number of expected iterations.

**Communications:** Primary and alternate communications net and routing for call for fire.
Phase III: Assault OBJ Hammer

**TASK/PURPOSE:** FST 1: Destroy Insurgent base-camp P1: IOT Deny insurgent ability to provide Direct Fire on Assault Force

FST 2: Suppress Insurgent reinforcements P2: IOT interdict repositioning of enemy forces

**EXECUTION:**

**POF:** FA - C Co; MTR - B Co

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**ALLOCATIONS:**

**POSITIONING GUIDANCE:** Mortars move along RTE Cobra and occupy MFP 1 (AOF 1600); IPRTF NLT H - 1

**RESTRICTIONS/FSCM:** CFL PL RED; NFA 1 AND 2 IN EFFECT

**ASSESSMENT:** 20 x Insurgents destroyed and enemy unable to reconsolidate forces
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<td>12 RNDS HE</td>
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APP 1: (TGT LIST WORKSHEET TO ANNEX D FIRE SUPPORT)

TARGET LIST WORKSHEET

AS OF: 210700Z APR

A1B
5. Draw in Aircraft Position #1 in the know at Grid 145818.

4. Place your stern point at the road junction at Grid 1 4388163. Your route follows the eastern side of Anzio Road.

3. Place in Assembly Area Dog on the hilltop at Grid 1 3998044. C0 1 77 IN

2. Draw the following Company boundaries: 13307792 following the eastern side of Box Springs Road

1. Place grid registration marks at Grid 0893 and Grid 1 979.

REQUIREMENT: You are a partition leader in Co. 1 77 IN, which is a green light.

3. Reference map: FL Bemis 1 50000

2. The use of PFA 1 07 and any other doctrinal sources authorized. Use the concept of operational symbols. No community use of the planning company and battalion.

1. The purpose of this exercise is to familiarize the Officer Cadets students with the General Instructions for Practical Exercise.
Go back and check your work.

**NOTE**

They are located on the hill at grid 167804.

10. The Battalion Aid Station with 8 immortals will be in support for the attack.

4) Checkpoint #1 at the creek junction at grid CL 1336312.

Place the following control measures along your route:

9. Place the following control measures towards Objective Red.

13368312 and then swing northeast towards Objective Red, along the southern side of Hallow Creek to the creek junction at grid CL 1338837.

8. Draw in your direction of attack (main effort) from attack position at northwester.

7. Draw in Objective Red on the high ground at grid CL 1338837.

6. Place in your line of departure number from the road junction at grid CL 128281610.
1. Place the following assembly areas at their exact locations:

- A) At the point of intersection of C and D at the east of GDL100079060 to GDL100075000. Follow the GDL100079060 to GDL100075000 line.
- B) A. C. and D. boundaries from the point of intersection of C and D at the west of GDL100079060 to GDL100075000. Follow the GDL100079060 to GDL100075000 line.

2. Draw the following company boundaries:


- 1:50,000

4. Use of PPL 001 and any other doctrinal source is authorized. Use the correct colors for the following tactical operations:

- Operational Terms and Symbols
- Mission Zones
- Special Areas
- Points of Emphasis

5. General Instructions for Practical Exercises
At the end of this exercise, go back & check your work.

Note:

Once you have completed your overview, go through and make sure that all symbols are correct and in the correct locations.

1. The company logo is located at grid GL13328200 in support of OP 3.

2. A/V 177 will conduct a follow and support box 2/A 177.

3. South west towards OJ BOA at grid GL1370840.

4. Dog springs road turbine northwestern check point #1 along burned road then turning north along.

5. Place the heading direction of the sliding operation starting at grid GL1468035 north along.

6. The axis is at GL11784.

7. Draw in your axis of main attack from A/V and ending at GL13842, the center grid to.

8. GL1700816.

9. Place phase line DOG at following ends standing at GL10008221 due east to grid.

10. Place checkpoint I at grid GL13282370.

11. Place assembly area at grid GL14520828, an end R-O 18 AR is located in this.

12. Place assembly area at grid GL1407991, an end A-V 177 IN IS located in this.