

TACTICS BATTLE BOOK

MANEUVER CENTER OF EXCELLENCE



*Provided by:
Directorate of Training*



REFERENCES

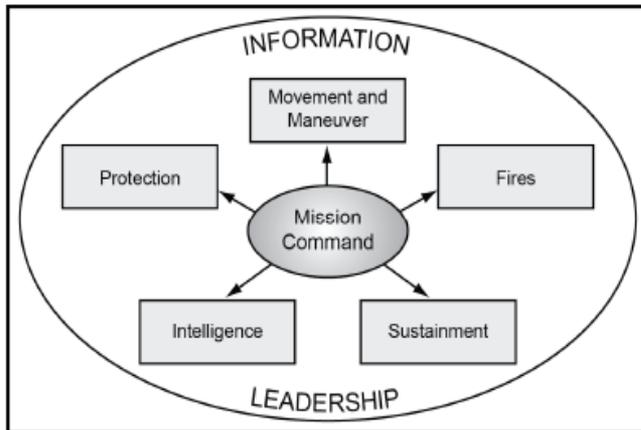
- Unified Land Ops: ADRP 3-0**
- Tactics: FM 3-90**
- Operational Terms
and Graphics: ADRP 1-02**
- The Infantry Rifle
Company: FM 3-21.10**
- Infantry Platoon & Squad: ATP 3-21.8**
- The Operations Process: ADRP 5-0**
- The Commander and Staff Officer guide: ATTP 5-0.1**

SUMMARY

• Unified Land Operations

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 - Offensive
 - Defensive
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 - Defense Support of Civil Authorities
- Elements of the Attack
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COMBAT ORDERS

- Operations order
- Warning order
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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

TASKS AND PURPOSES

Tactical Tasks (ADRP 3-90, Fig 2-1)		Purposes (In order to)	
Actions By Friendly Force		Effects on Enemy Force	
Attack by Fire	Follow and Assume	Block	Fix
Breach	Follow and Support	Canalize	Interdict
Bypass	Occupy	Contain	Isolate
Clear	Reduce	Defeat	Neutralize
Control	Retain	Destroy	Suppress
Counterreconnaissance	Secure	Disrupt	Turn
Disengagement	Seize		
Exfiltrate	Support By Fire		

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)

TASKS

Tactical tasks are specific activities performed by the unit while it is conducting a form of tactical operation or a choice of maneuver. The title of each task can also be used as an action verb in the unit's mission statement to describe actions during the operation. Tasks should be definable, attainable, and measurable.

PURPOSE

A simple, clearly stated purpose tells subordinates the reason the unit is conducting the mission.
FM 3-21.8 p5-2,5-3

Decisive Point

A geographic place, specific key event, critical factor, or function that, when acted upon, allows commanders to gain a marked advantage over an adversary.
(ADRP 3-0, p4-4)



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)

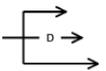
CONTROL - A tactical mission task that requires the commander to maintain physical influence over a specified area to prevent its use by enemy or to create conditions necessary for successful friendly operations. (ADRP 1-02 pg 1-10)

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)

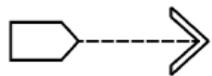
 **DESTROY** -1. A tactical mission task that physically renders an enemy force combat-ineffective until it is reconstituted. 2. To damage a combat system so badly that it cannot perform any function or be restored to a usable condition without being entirely rebuilt. (ADRP 1-02 pg. 1-13)

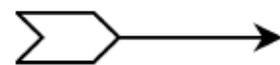
TACTICAL MISSION TASKS

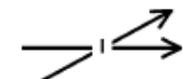
DISENGAGE- A tactical mission task where a commander has his unit break contact with the enemy to allow the conduct of another mission or to avoid decisive engagement. (ADRP 1-02 pg.1-13)

 **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

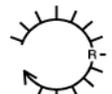


NEUTRALIZE - A tactical mission task that results in rendering enemy personnel or material incapable of interfering with a particular operation. (ADRP1-02 pg 1-26)



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)

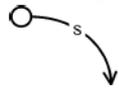
REDUCE - A tactical mission task that involves the destruction of an encircled or bypassed enemy force. (ADRP 1-02 pg 1-31)



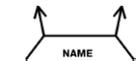
RETAIN - A tactical mission in which the commander ensures that a terrain feature controlled by a friendly force remains free of enemy occupation or use. (ADRP 1-02 pg 1-32)



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)

— p → **PENETRATION** -A form of maneuver in which an attacking force seeks to rupture enemy defenses

on a narrow front to disrupt the defensive system. (FM 3-90)

PRIORITY INTELLIGENCE REQUIREMENT(PIR)—An intelligence requirement, stated as a priority for intelligence support, that the commander and staff need to understand the adversary or the operational environment (FM 2-01.3)

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](#))

GRAPHIC CONTROL MEASURES

CONTROL MEASURE– A means of regulating forces or warfighting functions. (ADRP 6-0)



ASLT
NAME

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.



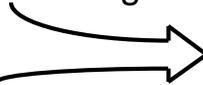
AA
NAME

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



ATK
NAME

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.

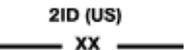


AXIS OF MAIN ATTACK (GROUND): The axis of a decisive operation designates the general area through which the unit's conducting a ground decisive operation must move the bulk of their combat power.



GREEN

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



2ID (US)

XX

3ID (ROK)

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.



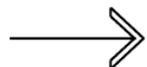
CHECKPOINT: A predetermined point on the ground used to control movement and tactical maneuver.



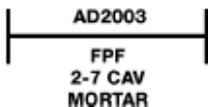
CONTACT POINT: In land warfare, a point on the terrain, easily identifiable, where two or more units are required to make contact.



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.

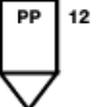
LOA LOA **LIMIT OF ADVANCE (LOA):** An easily recognized terrain feature beyond which attacking elements will not advance.

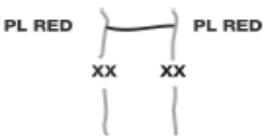
LC LC **LINE OF CONTACT (LC):** A general trace delineating the location where two opposing forces are engaged.

LD LD **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.

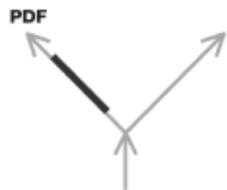
LINE OF DEPARTURE IS THE LINE OF CONTACT (LD/LC): The designation of forward friendly positions as the LD when opposing forces are in contact.

 **OBJECTIVE:** The definite terrain feature, the seizure and/ or holding of 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.

PLD ----- PLD

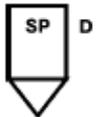
PROBABLE LINE OF DEPLOYMENT (PLD): A line selected on the ground, usually the last covered and concealed position prior to the objective and forward of the line of departure, where attacking units deploy prior to beginning an assault; it is generally used under conditions of limited visibility.



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



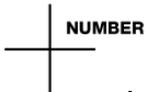
RELEASE POINT (RP): A well defined point on a route at which the elements composing a column return under the authority of their respective commanders, each one of these elements continuing its movement towards its own appropriate destination.



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.

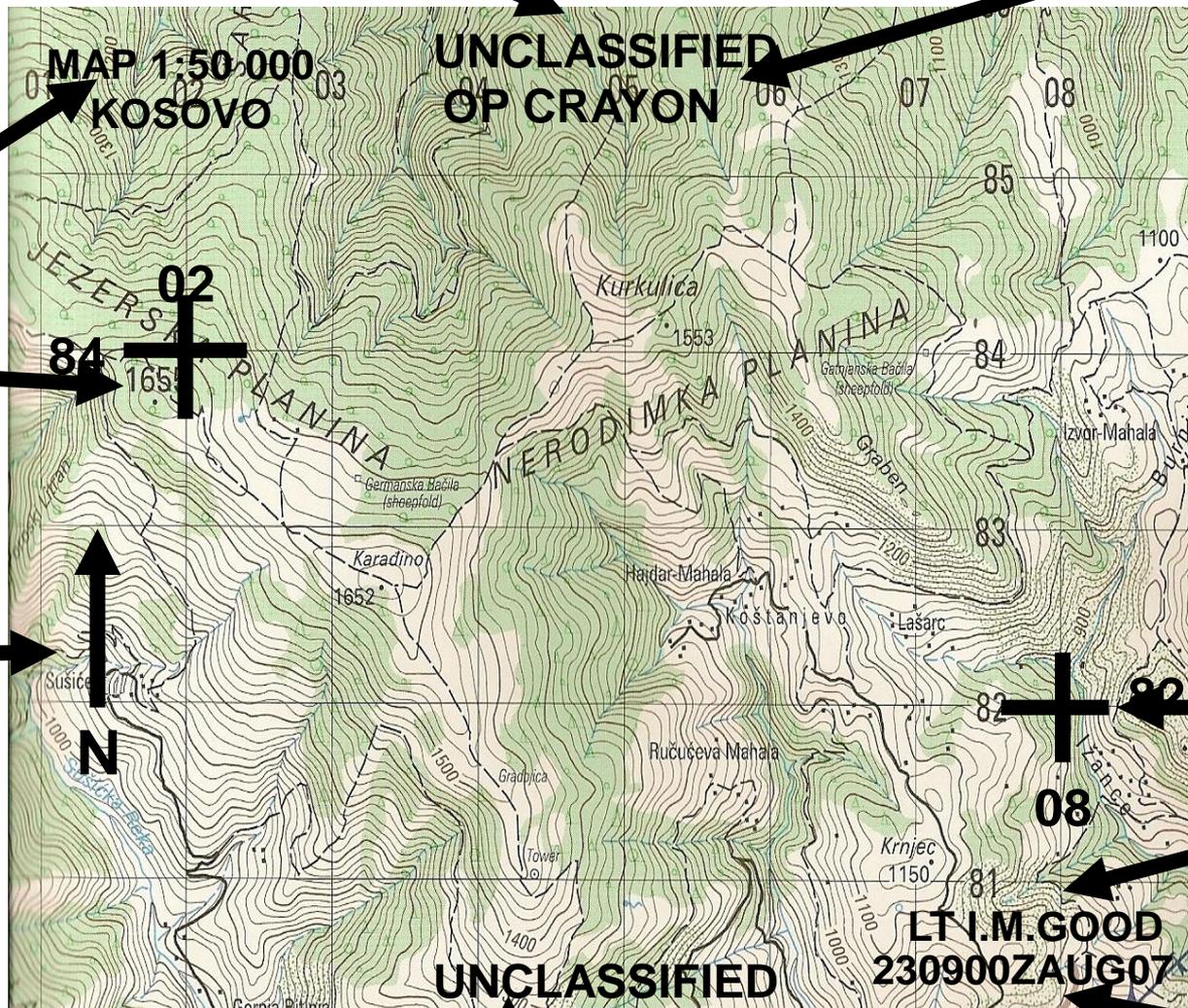


TARGET REFERENCE POINT (TRP): An easily recognizable point on the ground (either natural or man-made) used to initiate, distribute, and control fires. TRPs can also designate the center of an area where the commander plans to distribute or converge the fires of all his weapons rapidly. They are used 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.

OPERATIONAL OVERLAY LABELING REQUIREMENTS

CLASSIFICATION

OVERLAY / OP NAME



MAP REFERENCE

GRID REFERENCE POINT

NORTH POINT

GRID REFERENCE POINT

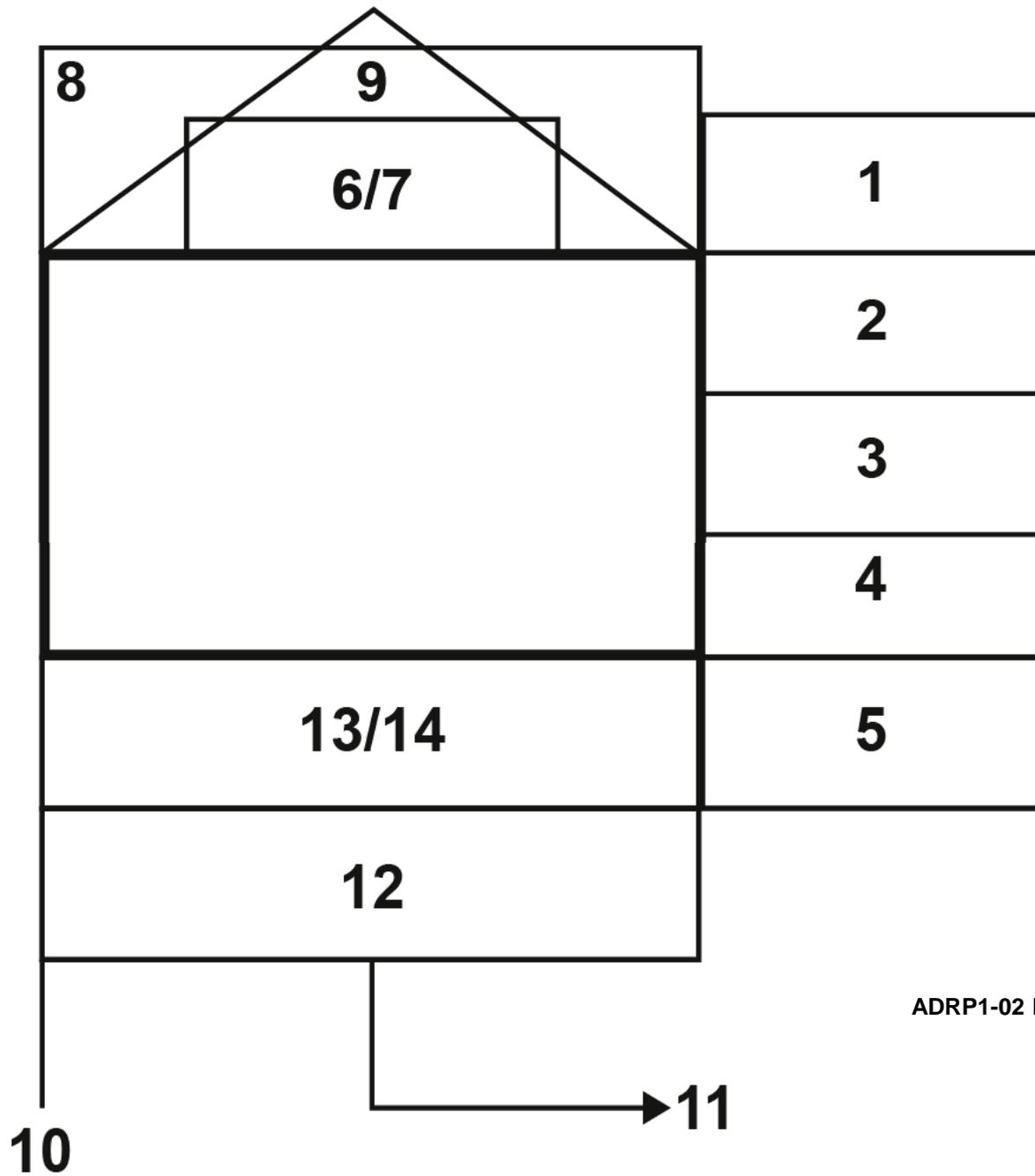
AUTHOR

DTG

CLASSIFICATION

Description of amplifier fields

Field	Description
1	Indicates whether the unit is reinforced, detached, or both.
2	An accepted code that shows the country indicator.
3	A unique alphanumeric designation that identifies the unit being displayed.
	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)
4	Number or title of the next higher formation of the unit being displayed.
5	Free text staff comments for information required by the commander.
6	Echelon indicator of the symbol. (See table 4-5.)
7	Quantity that identifies the number of items present.
8	Task force amplifier placed over the echelon. (See table 4-6.)
9	Feint or dummy indicator shows that the element is being used for deception purposes.
	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.)
10	Headquarters staff indicator identifies symbol as a headquarters. (See figure 4-2.)
11	The direction of movement arrow indicates the direction the symbol is moving or will move.
	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.)
12	Combat effectiveness of unit or equipment displayed.
13	Mobility indicator of the equipment being displayed. (See figure 5-1 and table 5-3.)
14	Indicates what type of headquarters element is being displayed. (See table 4-8.)
15	Denotes enemy symbol. The letters “ENY” are used when color red is not used.
16	An alphanumeric designator for displaying a date-time group (DDHHMMSSZMONYYYY) or “O/O” for on order.
16-1	Used with 16 for displaying a date-time group for a from-to specified time period.
17	Identifies unique designation for type of equipment.
18	Denotes the location in latitude and longitude or grid coordinates.



MILITARY SYMBOLS

UNIT SIZE GRAPHIC MODIFIERS

TEAM/CREW	∅
SQUAD	•
SECTION	••
PLATOON / DETACHMENT	•••
COMPANY / BATTERY / TROOP	I
BATTALION / SQUADRON	II
REGIMENT / GROUP	III
BRIGADE	X
DIVISION	XX
CORPS	XXX
ARMY	XXXX
ARMY GROUP	XXXXX
REGION	XXXXXX

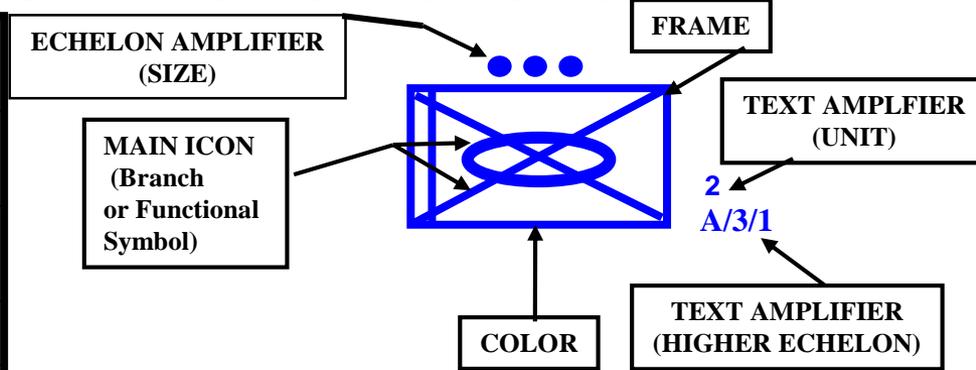
FRAMES

AFFILIATION	UNITS	EQUIPMENT	INSTALLATIONS
FRIEND	▭	○	▭
ASSUMED FRIEND	▭ [?]	○ [?]	▭ [?]
HOSTILE	◇	◇	◇
SUSPECT	◇ [?]	◇ [?]	◇ [?]
NEUTRAL	□	□	□
UNKNOWN	⊕	⊕	⊕
PENDING	⊕ [?]	⊕ [?]	⊕ [?]

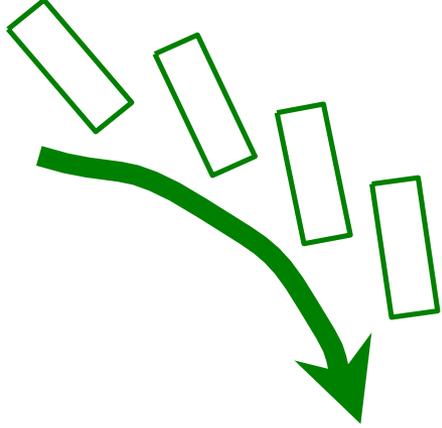
MILITARY SYMBOL & CONTROL MEASURE COLORS

AFFILIATION	HAND DRAWN	COMPUTER GENERATED	CONTROL MEASURES
FRIEND ASSUMED FRIEND	BLUE	CYAN	BLACK OR BLUE
HOSTILE SUSPECT	RED	RED	RED
NEUTRAL	GREEN	GREEN	GREEN
UNKNOWN PENDING	YELLOW	YELLOW	YELLOW

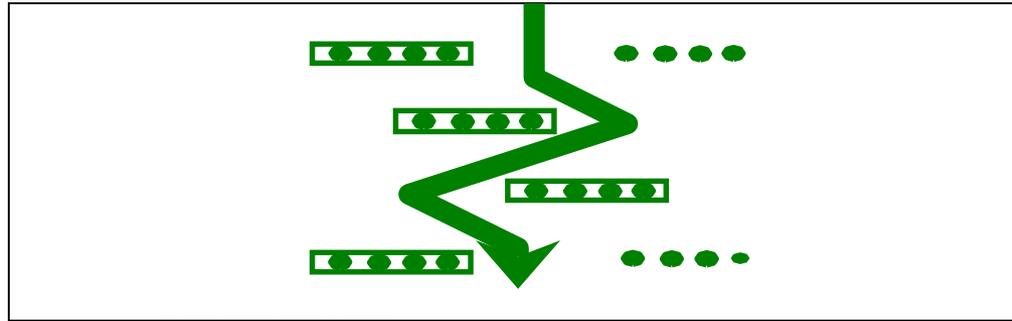
UNIT SYMBOL COMPOSITION



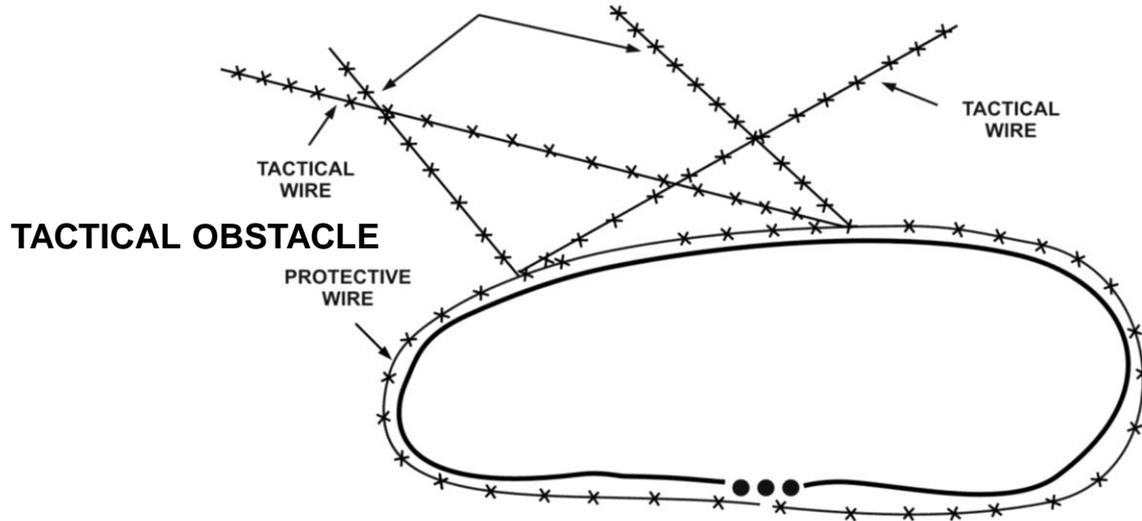
OBSTACLE OVERVIEW



EA SLEDGE HAMMER



SUPPLEMENTARY WIRE

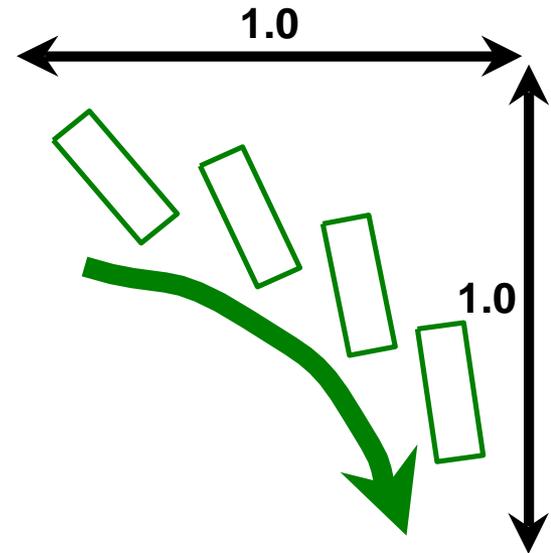


TACTICAL OBSTACLE

PROTECTIVE OBSTACLE

TURNING OBSTACLE

RESOURCE FACTOR	1.2 X AA
GROUP DIMENSIONS	W=1.0 X AA; D=1.0 X AA
PROBABILITY OF KILL	75%
FRONTAGE	500m
DEPTH	300m
ANTI-TANK MINES	YES (PRESSURE / TILT)
ANTI-PERSONNEL MINES	NO
ANTI-HANDLING DEVICES	NO
IRREGULAR OUTER EDGE	NO



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.

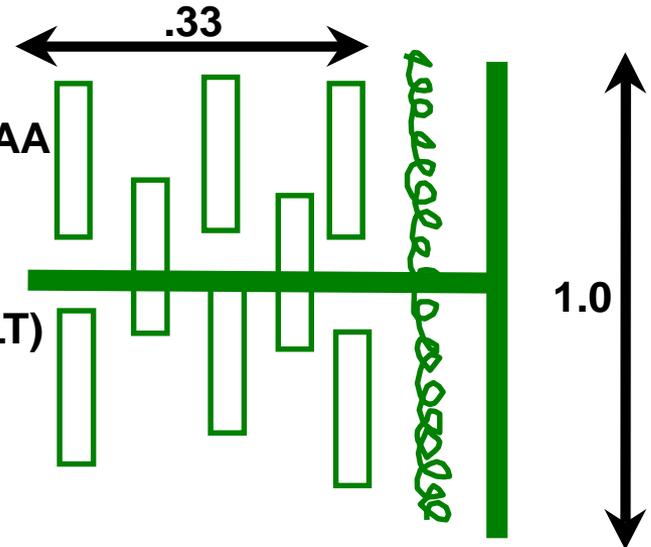
SECOND - THE BYPASS MUST BE EASILY DETECTED IN ORDER TO ENTICE THE ENEMY TO IT.

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 X AA
GROUP DIMENSIONS	W=1.0 X AA; D=.33 X 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

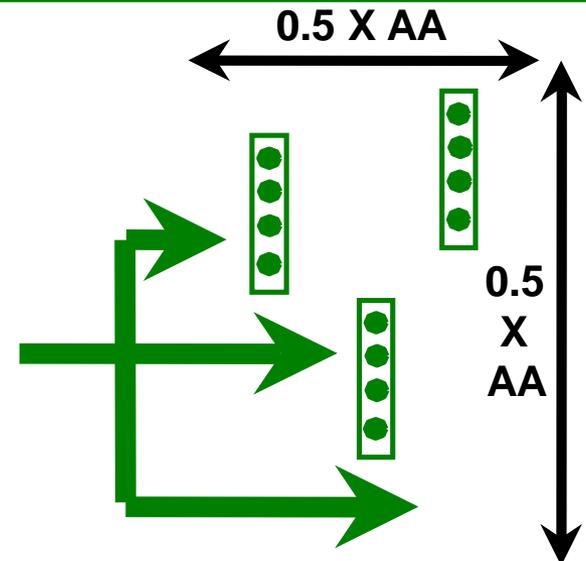


A BLOCK MINEFIELD IS DESIGNED SPECIFICALLY TO STOP AN ENEMY'S ADVANCE ALONG A SPECIFIC AA OR ALLOW HIM TO ADVANCE AT EXTREMELY HIGH COST. BLOCKING OBSTACLES ARE COMPLEX AND INTEGRATED WITH INTENSE FIRES; BLOCK MINEFIELDS DO NOT STOP AN ATTACKER BY THEMSELVES. BLOCKING OBSTACLES MUST DEFEAT THE ENEMY'S 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

RESOURCE FACTOR	0.5 (3 PT OBST) X AA
GROUP DIMENSIONS	W=0.5 X AA; D=0.5 X AA
PROBABILITY OF KILL	50%
FRONTAGE	250m
DEPTH	100m
ANTI-TANK MINES	YES (PRESSURE / TILT)
ANTI-PERSONNEL MINES	NO
ANTI-HANDLING DEVICES	NO
IRREGULAR OUTER EDGE	NO

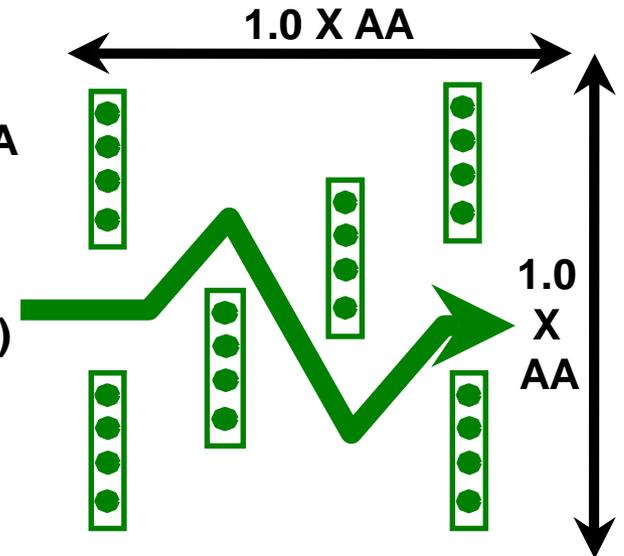


A DISRUPT EFFECT BREAKS UP THE ENEMY'S FORMATIONS, CAUSES PREMATURE COMMITMENT OF BREACH ASSETS, INTERRUPTS COMMAND AND CONTROL, ALTERS TIMING, AND CAUSES A PIECEMEAL COMMITMENT OF ATTACKING UNITS.

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

FIXING OBSTACLE

RESOURCE FACTOR	1.0 X AA
GROUP DIMENSIONS	W=1.0 X AA; D=1.0 X AA
PROBABILITY OF KILL	50%
FRONTAGE	250m
DEPTH	120m
ANTI-TANK MINES	YES (PRESSURE / TILT)
ANTI-PERSONNEL MINES	NO
ANTI-HANDLING DEVICES	NO
IRREGULAR OUTER EDGE	YES



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.

[CLASSIFICATION]

Place the classification at the top and bottom of every page of the OPLAN or OPORD. Place the classification marking (TS), (S), (C), or (U) at the front of each paragraph and subparagraph in parentheses. Refer to AR 380-5 for classification and release marking instructions.

Copy # of # copies
Issuing headquarters
Place of issue
Date-time group of signature
Message reference number

The first line of the heading is the copy number assigned by the issuing headquarters. Maintain a log of specific copies issued to addressees. The second line is the official designation of the issuing headquarters (for example, 1st Infantry Division). The third line is the place of issue. It may be a code name, postal designation, or geographic location. The fourth line is the date or date-time group that the plan or order was signed or issued and becomes effective unless specified otherwise in the coordinating instructions. The fifth line is a headquarters internal control number assigned to all plans and orders in accordance with unit standard operating procedures (SOPs).

OPERATION PLAN/ORDER [number] [(code name)] [(classification of title)]

Number plans and orders consecutively by calendar year. Include code name, if any.

(U) **References:** List documents essential to understanding the OPLAN or OPORD. List references concerning a specific function in the appropriate attachments.

(a) List maps and charts first. Map entries include series number, country, sheet names, or numbers, edition, and scale.

(b) List other references in subparagraphs labeled as shown.

(U) **Time Zone Used Throughout the OPLAN/OPORD:** State the time zone used in the area of operations during execution. When the OPLAN or OPORD applies to units in different time zones, use Greenwich Mean (ZULU) Time.

(U) **Task Organization:** Describe the organization of forces available to the issuing headquarters and their command and support relationships. Refer to Annex A (Task Organization) if long or complicated.

1. (U) **Situation.** The situation paragraph describes the conditions of the operational environment that impact operations in the following subparagraphs:

a. (U) **Area of Interest.** Describe the area of interest. Refer to Annex B (Intelligence) as required.

b. (U) **Area of Operations.** Describe the area of operations (AO). Refer to the appropriate map by its subparagraph under references, for example, "Map, reference (b)." Refer to the Appendix 2 (Operation Overlay) to Annex C (Operations) as required.

(1) (U) **Terrain.** Describe the aspects of terrain that impact operations. Refer to Annex B (Intelligence) as required.

(2) (U) **Weather.** Describe the aspects of weather that impact operations. Refer to Annex B (Intelligence) as required.

[page number]
[CLASSIFICATION]

Figure 12-2. Annotated Army OPLAN/OPORD format

[CLASSIFICATION]

OPLAN/OPORD [number] [(code name)]—[issuing headquarters] [(classification of title)]

Place the classification and title of the OPLAN or OPORD and the issuing headquarters at the top of the second and any subsequent pages of the base plan or order.

c. (U) **Enemy Forces.** *Identify enemy forces and appraise their general capabilities. Describe the enemy's disposition, location, strength, and probable courses of action. Identify known or potential terrorist threats and adversaries within the AO. Refer to Annex B (Intelligence) as required.*

d. (U) **Friendly Forces.** *Briefly identify the missions of friendly forces and the objectives, goals, and missions of civilian organizations that impact the issuing headquarters in following subparagraphs:*

(1) (U) **Higher Headquarters Mission and Intent.** *Identify and state the mission and commander's intent for headquarters two levels up and one level up from the issuing headquarters.*

(a) (U) **Higher Headquarters Two Levels Up.** *Identify the higher headquarters two levels up the paragraph heading (for example, Joint Task Force-18).*

1. (U) Mission.

2. (U) Commander's Intent

(b) (U) **Higher Headquarters.** *Identify the higher headquarters one level up in the paragraph heading (for example, 1st [U.S.] Armored Division).*

1. (U) Mission.

2. (U) Commander's Intent

(2) (U) **Missions of Adjacent Units.** *Identify and state the missions of adjacent units and other units whose actions have a significant impact on the issuing headquarters.*

e. (U) **Interagency, Intergovernmental, and Nongovernmental Organizations.** *Identify and state the objective or goals and primary tasks of those non-Department of Defense organizations that have a significant role within the AO. Refer to Annex V (Interagency Coordination) as required.*

f. (U) **Civil Considerations.** *Describe the critical aspects of the civil situation that impact operations. Refer to Appendix I (Intelligence Estimate) to Annex B (Intelligence) as required.*

g. (U) **Attachments and Detachments.** *List units attached to or detached from the issuing headquarters. State when each attachment or detachment is effective (for example, on order, on commitment of the reserve) if different from the effective time of the OPLAN or OPORD. Do not repeat information already listed in Annex A (Task Organization).*

h. (U) **Assumptions.** *List assumptions used in the development of the OPLAN or OPORD.*

2. (U) **Mission.** *State the unit's mission—a short description of the who, what (task), when, where, and why (purpose) that clearly indicates the action to be taken and the reason for doing so.*

3. (U) **Execution.** *Describe how the commander intends to accomplish the mission in terms of the commander's intent, an overarching concept of operations, schemes of employment for each weighting function, assessment, specified tasks to subordinate units, and key coordinating instructions in the subparagraphs below.*

[page number]
[CLASSIFICATION]

Figure 12-2. Annotated Army OPLAN/OPORD format (continued)

[CLASSIFICATION]

OPLAN/OPORD [number] [(code name)]—[issuing headquarters] [(classification of title)]

a. (U) Commander's Intent. *Commanders develop their intent statement personally. The commander's intent is a clear, concise statement of what the force must do and conditions the force must establish with respect to the enemy, terrain, and civil considerations that represent the desired end state. It succinctly describes what constitutes the success of an operation and provides the purpose and conditions that define that desired end state. The commander's intent must be easy to remember and clearly understood two echelons down.*

b. (U) Concept of Operations. *The concept of operations is a statement that directs the manner in which subordinate units cooperate to accomplish the mission and establishes the sequence of actions the force will use to achieve the end state. It is normally expressed in terms of decisive, shaping, and sustaining operations. It states the principal tasks required, the responsible subordinate units, and how the principal tasks complement one another. Normally, the concept of operations projects the status of the force at the end of the operation. If the mission dictates a significant change in tasks during the operation, the commander may phase the operation. The concept of operations may be a single paragraph, divided into two or more subparagraphs or if unusually lengthy, summarize here with details located in Annex C (Operations). If the concept of operations is phased, describe each phase in a subparagraph. Label these subparagraphs as "Phase " followed by the appropriate Roman numeral, for example, "Phase I." If the operation is phased, all paragraphs and subparagraphs of the base order and all annexes must mirror the phasing established in the concept of operations. The operation overlay and graphic depictions of lines of effort help portray the concept of operations and are located in Annex C (Operations).*

c. (U) Scheme of Movement and Maneuver. *Describe the employment of maneuver units in accordance with the concept of operations. Provide the primary tasks of maneuver units conducting the decisive operation and the purpose of each. Next, state the primary tasks of maneuver units conducting shaping operations, including security operations, and the purpose of each. For offensive operations, identify the form of maneuver. For defensive operations, identify the type of defense. For stability operations, describe the role of maneuver units by primary stability tasks. If the operation is phased, identify the main effort by phase. Identify and include priorities for the reserve. Refer to Annex C (Operations) as required.*

(1) (U) Scheme of Mobility/Counter mobility. *State the scheme of mobility/counter mobility including priorities by unit or area. Refer to Annex G (Engineer) as required.*

(2) (U) Scheme of Battlefield Obscuration. *State the scheme of battlefield obscuration, including priorities by unit or area. Refer to Appendix 9 (Battlefield Obscuration) to Annex C (Operations) as required.*

(3) (U) Scheme of Reconnaissance and Surveillance. *Describe how the commander intends to use reconnaissance and surveillance to support the concept of operations. Include the primary reconnaissance objectives. Refer to Annex L (Reconnaissance and Surveillance) as required.*

Note: *Army forces do not conduct reconnaissance and surveillance within the United States and its territories. For domestic operations, this paragraph is titled "Information Awareness and Assessment" and the contents of this paragraph comply with Executive Order 12333.)*

[page number]

[CLASSIFICATION]

Figure 12-2. Annotated Army OPLAN/OPORD format (continued)

[CLASSIFICATION]	<p>OPLAN/OPORD [number] [(code name)]—[issuing headquarters] [(classification of title)]</p> <p>d. (U) <u>Scheme of Intelligence</u>. Describe how the commander envisions intelligence supporting the concept of operations. Include the priority of effort to situation development, targeting, and assessment. State the priority of intelligence support to units and areas. Refer to Annex B (Intelligence) as required.</p> <p>e. (U) <u>Scheme of Fires</u>. Describe how the commander intends to use fires to support the concept of operations with emphasis on the scheme of maneuver. State the fire support tasks and the purpose of each task. State the priorities for, allocation of, and restrictions on fires. Refer to Annex D (Fires) as required.</p> <p>f. (U) <u>Scheme of Protection</u>. Describe how the commander envisions protection supporting the concept of operations. Include the priorities of protection by unit and area. Include survivability. Address the scheme of operational area security, including security for routes, bases, and critical infrastructure. Identify tactical combat forces and other reaction forces. Use subparagraphs for protection categories (for example, air and missile defense and explosive ordnance disposal) based on the situation. Refer to Annex E (Protection) as required.</p> <p>g. (U) <u>Stability Operations</u>. Describe how the commander envisions the conduct of stability operations in coordination with other organizations through the primary stability tasks. (See FM 3-07.) If other organizations or the host nation are unable to provide for civil security, restoration of essential services, and civil control, then commanders with an assigned AO must do so with available resources, request additional resources, or request relief for these requirements from higher headquarters. Commanders assign specific responsibilities for stability tasks to subordinate units in paragraph 3i (Tasks to Subordinate Units) and paragraph 3j (Coordinating Instructions). Refer to Annex C (Operations) and Annex K (Civil Affairs Operations) as required.</p> <p>h. (U) <u>Assessment</u>. Describe the priorities for assessment and identify the measures of effectiveness used to assess end state conditions and objectives. Refer to Annex M (Assessment) as required.</p> <p>i. (U) <u>Tasks to Subordinate Units</u>. State the task assigned to each unit that reports directly to the headquarters issuing the order. Each task must include who (the subordinate unit assigned the task), what (the task itself), when, where, and why (purpose). Use a separate subparagraph for each unit. List units in task organization sequence. Place tasks that affect two or more units in paragraph 3j (Coordinating Instructions).</p> <p>j. (U) <u>Coordinating Instructions</u>. List only instructions and tasks applicable to two or more units not covered in unit SOPs.</p> <p>(1) (U) <u>Time or condition when the OPORD becomes effective</u>.</p> <p>(2) (U) <u>Commander's Critical Information Requirements</u>. List commander's critical information requirements (CCIRs).</p> <p>(3) (U) <u>Essential Elements of Friendly Information</u>. List essential elements of friendly information (EEFIs).</p> <p>(4) (U) <u>Fire Support Coordination Measures</u>. List critical fire support coordination or control measures.</p>
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[page number]
[CLASSIFICATION]

Figure 12-2. Annotated Army OPLAN/OPORD format (continued)

[CLASSIFICATION]
<p>OPLAN/OPORD [number] [(code name)]—[issuing headquarters] [(classification of title)]</p> <p>(5) (U) <u>Airspace Coordinating Measures</u>. List critical airspace coordinating or control measures.</p> <p>(6) (U) <u>Rules of Engagement</u>. List rules of engagement. Refer to Appendix II (Rules of Engagement) to Annex C (Operations) as required.</p> <p>(Note: For operations within the United States and its territories, title this paragraph "Rules for the Use of Force").</p> <p>(7) (U) <u>Risk Reduction Control Measures</u>. State measures specific to this operation not included in unit SOPs. They may include mission-oriented protective posture, operational exposure guidance, troop-safety criteria, and fratricide avoidance measures. Refer to Annex E (Protection) as required.</p> <p>(8) (U) <u>Personnel Recovery Coordination Measures</u>. Refer to Appendix 2 (Personnel Recovery) to Annex E (Protection) as required.</p> <p>(9) (U) <u>Environmental Considerations</u>. Refer to Appendix 5 (Environmental Considerations) to Annex G (Engineer) as required.</p> <p>(10) (U) <u>Themes and Messages</u>. List information themes and messages.</p> <p>(11) (U) <u>Other Coordinating Instructions</u>. List in subparagraphs any additional coordinating instructions and tasks that apply to two or more units, such as the operational timeline and any other critical timing or events.</p> <p>4. (U) <u>Sustainment</u>. Describe the concept of sustainment, including priorities of sustainment by unit or area. Include instructions for administrative movements, deployments, and transportation—or references to applicable appendices—if appropriate. Use the following subparagraphs to provide the broad concept of support for logisticians personnel, and Army health system support. Provide detailed instructions for each sustainment sub-function in the appendices to Annex F (Sustainment) listed in Table E-2.</p> <p>a. (U) <u>Logistics</u>. Refer to Annex F (Sustainment) as required.</p> <p>b. (U) <u>Personnel</u>. Refer to Annex F (Sustainment) as required.</p> <p>c. (U) <u>Army Health System Support</u>. Refer to Annex F (Sustainment) as required.</p> <p>5. (U) <u>Command and Signal</u></p> <p>a. (U) <u>Command</u>.</p> <p>(1) (U) <u>Location of Commander</u>. State where the commander intends to be during the operation, by phase if the operation is phased.</p> <p>(2) (U) <u>Succession of Command</u>. State the succession of command if not covered in the unit's SOPs.</p> <p>(3) (U) <u>Liaison Requirements</u>. State liaison requirements not covered in the unit's SOPs.</p>
<p>[page number] [CLASSIFICATION]</p>

Figure 12-2. Annotated Army OPLAN/OPORD format (continued)

[CLASSIFICATION]
<p>OPLAN/OPORD [number] [(code name)]—[issuing headquarters] [(classification of title)]</p> <p>b. (U) <u>Control</u>.</p> <p>(1) (U) <u>Command Posts</u>. Describe the employment of command posts (CPs), including the location of each CP and its time of opening and closing, as appropriate. State the primary controlling CP for specific tasks or phases of the operation (for example, "Division tactical command post will control the air assault").</p> <p>(2) (U) <u>Reports</u>. List reports not covered in SOPs. Refer to Annex R (Reports) as required.</p> <p>c. (U) <u>Signal</u>. Describe the concept of signal support, including location and movement of key signal nodes and critical electromagnetic spectrum considerations throughout the operation. Refer to Annex H (Signal) as required.</p> <p>ACKNOWLEDGE: Include instructions for the acknowledgement of the OPLAN or OPORD by addressees. The word "acknowledge" may suffice. Refer to the message reference number if necessary. Acknowledgement of a plan or order means that it has been received and understood.</p> <p style="text-align: center;">[Commander's last name] [Commander's rank]</p> <p>The commander or authorized representative signs the original copy. If the representative signs the original, add the phrase "For the Commander." The signed copy is the historical copy and remains in the headquarters' files.</p> <p>OFFICIAL:</p> <p>[Authenticator's name] [Authenticator's position]</p> <p>Use only if the commander does not sign the original order. If the commander signs the original, no further authentication is required. If the commander does not sign, the signature of the preparing staff officer requires authentication and only the last name and rank of the commander appear in the signature block.</p> <p>ANNEXES: List annexes by letter and title. Army and joint OPLANs or OPORDs do not use Annexes I and O as attachments and in Army orders label these annexes "Not Used." Annexes Q, T, W, X, and Y are available for use in Army OPLANs or OPORDs and are labeled as "Spare." When an attachment required by doctrine or an SOP is unnecessary, label it "Omitted."</p> <p>Annex A – Task Organization Annex B – Intelligence Annex C – Operations Annex D – Fires Annex E – Protection Annex F – Sustainment Annex G – Engineer Annex H – Signal Annex I – Not Used Annex J – Inform and Influence Activities Annex K – Civil Affairs Operations Annex L – Reconnaissance and Surveillance</p> <p style="text-align: center;">[page number] [CLASSIFICATION]</p>

Figure 12-2. Annotated Army OPLAN/OPORD Format (continued)

TACTICAL CERTIFICATION

OPORD

OBJ ROOSTER



Copy 1 of 10 copies
 B CO 3-11 IN
 FT BENNING
 XX1000(R) XXXX20XX
 Message reference number

OPERATION PLAN/ORDER [1] (BUSHMASTER) [(UNCLASSIFIED)]
 FT. BENNING MILITARY INSTALLATION MAP, GEORGIA V745S
 Time Zone Used Throughout the OPLAN/OPORD: ROMEO

TASK ORGANIZATION				
<u>1/B/3-11</u> +	<u>2/B/3-11</u> +	<u>3/B/3-11</u> +	<u>1/A/3-11</u>	<u>HQ</u>
HQ/1/B	HQ/2/B	HQ/3/B	HQ/1/A	60mm/B/3-11
1/1/B	1/2/B	1/3/B	1/1/A	2/B/1-36 ENG
2/1/B	2/2/B	2/3/B	2/1/A	
3/1/B	3/2/B	3/3/B	3/1/A	
WPN/1/B/3-11	WPN/2/B/3-11	WPN/3/B/3-11	WPN/1/3-11	
FO TEAM	FO TEAM	FO TEAM	FO TEAM	

1. Situation. The Narian 90th IN (L) BN has recently conducted an assault, seizing the town of Darby as they continue their advance towards Columbus. The Light Infantry Battalion that conducted the seizure is conducting defensive operations to allow the Brigade time to build combat power in Darby IOT continue the advance into Columbus. The US 7th IN Div is deploying to the Fort Benning/Columbus AO to prevent Narian Forces from continuing their attack to the northwest, with 199th Brigade having the task of retaining key terrain and facilitating the destruction of Narian Forces in Darby by the 1st SBCT.

a. Area of Interest: Buena Vista Road to the NE, HWY 137 and Cyclone roads to the SE, Acorn Road to the East. These roads are significant because they provide avenues of approach (AOA) for both mounted and dismounted forces, which allows for easy access to Red Diamond Road, Cactus Road, Underwood Road, and Box Springs Road. These four roads directly influence and run through our Area of Operation (AO). The intersection of Red Diamond and Cyclone Roads (BM184) provides a possible Mortar Firing Point (MFP) The town of Darby is significant because it provides the Narian Company in the disruption zone reinforcements.

b. Area of Operations: Northern boundary runs from Hill 199 to the intersection of Cactus Road and Cactus Landing Strip. Eastern boundary runs from intersection of Cactus Landing strip and Cactus Road to the intersection of Red Diamond and Cactus Roads. Southern boundary runs from intersection of Red Diamond and Cactus Roads to the 15 easting grid line. Western boundary is the 15 easting up to

Underwood Road, Box Springs Road, Cactus Road, Red Diamond Road, and Underwood Road are significant because they are AOA which will be utilized to pass the 1st Stryker Brigade combat Team (SBCT) onto Darby. Schley Pond is significant because it is the template location of an enemy company operating in our AO. Cactus Landing Strip is significant because it provides a possible Landing Zone/Pickup Zone (LZ/PZ) for future operations and also provides an area to mass mounted forces. Bush Hill and Hill 199 are significant because they provide control of the four major AOA (Box Springs, Cactus, Red Diamond, and Underwood Roads) through our AO.

(1) Terrain

Obstacles:

Existing Obstacles include rolling terrain, intermittent streams, Schley Pond, and Hollis Branch Creek. The streams run generally from the northeast to the southwest and are heavy with vegetation and increased water levels due to rain over the past two weeks. Reinforcing Obstacles in our AO will be our tactical and protective obstacles vic Bush Hill.

Avenues of Approach:

Box Springs Road running generally North to South, Cactus Road, and Red Diamond Road running generally east to west are the three major high-speed avenues of approach in our AO. They can support company sized mounted forces in staggered column formation. They cannot support more than a two vehicle frontage. Speeds along these roads vary from 25-35 MPH. There are numerous trail networks throughout our AO that can support dismounted forces. Mounted forces can utilize some of these spider trails but only in platoon size and in file formation. Dismounted approaches onto Bush Hill are best supported to the northeast and south.

Key Terrain: Bush Hill and Hill 199 are key terrain within our AO. These are both key terrain as they provide the greatest observation and fields of fire and control the AOA and Cactus Road, Box Springs Road, Underwood Road, Red Diamond Road, which will facilitate the passage of 1st SBCT onto Darby or could facilitate the enemy's passage of their forces onto McKenna APOD.

Observation and Fields of Fire: Observation and Fields of Fire are limited throughout the AO due to thick vegetation and rolling terrain. Typically 1 Kilometer or less down roads and from hill tops; 50-100 meters in wooded areas. Although there is thick vegetation around streams and wooded terrain, mortar-firing points are numerous and easy to locate throughout the AO.

Cover and Concealment: Numerous intravisibility lines (IV) lines and wooded areas throughout the AO provide good concealment and limited cover. Some trees in the AO can stop up to 7.62mm. The use of overhead cover and prepared fighting positions will provide the most reliable cover and concealment.

(2) Weather

WEATHER & LIGHT DATA

DTG	BMNT	SR	SS	EENT	MR	MS	%ILLUM	HI/LO	WIND	PRECP
01JAN	0714	0741	1745	1812	0140	1250	33%	48/35	6-8knots	70%
02JAN	0715	0742	1746	1813	0236	1319	28%	48/35	6-8knots	70%
03JAN	0715	0742	1747	1814	0333	1352	20%	50/37	7-10knots	90%
04JAN	0715	0742	1747	1814	0431	1431	13%	50/37	6-8knots	90%
05JAN	0715	0742	1748	1815	0529	1515	7%	49/37	4-6knots	90%

Weather & Light Data:

Visibility: Degraded due to humidity and rain especially at night and the early morning. Enemy will rely on use of mortar illumination at night. Use of our NVG will be very important to facilitate our ability to acquire targets.

Wind: 6-8 knots from the south. Wind speed will be advantageous for smoke.

Precipitation: 70% chance of rain and it has been raining for the past two weeks resulting in 1-2 feet of water in streams. In addition, the rain has made Hollis Branch Creek severely restricted for mounted forces and can only be crossed by dismounted forces through improvised bridges or other improvised fording techniques.

Temp/Humidity: Cold weather and rain throughout the operation.

Friendly Effects: Visibility is advantageous to the defense especially when combined with the use of Night Vision Goggles (NVGs) at night. Provide defenders and Observation Posts (OPs) the advantage. Wind direction is disadvantageous for our use of smoke due to our positions on the cross roads.

Precipitation and Temperature are disadvantageous as they will slow defensive preparations, degrade security at night, and present the possibility of cold weather injury.

Enemy Effects: Visibility is disadvantageous to the attacker. The lack of NVGs and illumination will lower the enemy's visibility to <25meters in wooded areas and <100 meters down roads at night. Wind direction is advantageous to the enemy's smoke operations due to the fact that he is mobile and can position himself in the most advantageous position. Temperature and Precipitation will be advantageous to the attacker in the fact that he can move farther and faster dismounted while the precipitation and wet ground will muffle the sound of his movements. Disadvantageous is the fact that added rain has made streambeds fill with 1-2 feet of water. Stream banks are wet and muddy.

c. **Enemy Forces.**

DISPOSITION: The Narian Forces appear to have established an area defense to secure the town of Darby IOT to allow time to build combat power to continue future offensive operations toward Columbus/Ft. Benning. The force in the disruption zone is operating as a company sized element securing ground and air avenues of approach, while providing early warning to the main defense at Darby. They are attempting to disrupt U.S. buildup of combat power. This company is focused on securing key terrain and ground avenues of approach in the vicinity of Cactus Road, Red Diamond Road, Box Springs Road, and Underwood Road. The company directly opposing us has been conducting offensive operations for 48-72 hours and is currently conducting consolidation operations at the following suspected positions:

-Company located north of Schley Pond (GL 1705 8205)

-Possible Mortar Firing Point located In Vicinity of (IV'O) BM 184 (GL 1765 8095)

COMPOSITION: The light Infantry Company (A Co, 90 IN BN) in the disruption zone is expected to be near 100% strength. The company consists of three light infantry platoons, with the ability to call a reinforcement platoon from Darby within 45 minutes. We can expect mostly dismounted forces, with minimum mounted movement used as a support by fire or other supporting role.

STRENGTH: The Company consists of three Infantry platoons, each platoon consisting of 3 squads of 10 personnel each. Each platoon has 1 technical vehicle with mounted PKM, 6 x RPG-7s, 1 x SA-18, 3 x PKMs (dismounted), 3 x BG15, and 1 x Bangalore. Additionally, the company has a 60mm Mortar Section and 1 x ZALA 421-08 UAV attached. The enemy's moral is relatively low due to constant operations and lack of rest.

CAPABILITIES by WFF:

a. **Intelligence** - expect the company opposing us to employ 6-9 men security patrols in the areas surrounding their positions. He is expected to conduct 5 man recon patrols in our area prior to any attack. The enemy has 1 UAV attached from BN to assist with recon, no other BN ISR assets are expected to be templated with the company. The enemy has no Electronic Warfare capabilities. Due to the fact that the enemy is attacking, he will not further lower his combat power by pushing OPs beyond 100-300 meters from his position.

b. **Movement and Maneuver** - It is unlikely that the unit will maintain a reserve, but they have the ability to be reinforced with an additional light infantry platoon within 45 minutes of notification from Darby. It is expected that the enemy will have the capability to breach our wire obstacles through the utilization of Bangalore's and wire cutters. It is estimated that the enemy has 3 x Bangalores, and that he will position one with each platoon due to the uncertainty of which platoon will ultimately conduct his breaching operations. The enemy company will likely use their trucks for support by fire operations rather than transporting large amounts of force.

c. **Fire Support** - the company we are facing has 2 x 60mm mortars. Expect the use of HE to suppress our positions while his support by fire attempts to achieve fire superiority followed by smoke to support his breaching operations. The enemy will most likely reserve his limited mortar ammunition for the attack and will not conduct indirect fire missions against our positions until just prior to his breaching operations. The company is currently out of range of BN and BDE indirect fire assets. Due to the current air parity, the company is not expected to receive any air support.

d. Protection - the company in our zone has 3 x SA-18 man-portable Air Defense Artillery (ADA) systems. These assets will be positioned in a manner that he feels he can interdict air assets and protect his forces. .

e. Sustainment - The enemy has been conducting offensive operations continuously for 48-72 hours and is currently consolidating and reorganizing. The enemy is expected to conduct resupply within 48 hours which will occur prior to any attack. It is unlikely the enemy will be able to resupply once in contact, and Medical Evacuation (MEDEVAC) will be difficult due to the lack of air support. The enemy will most likely use his technical vehicles and trucks to MEDEVAC his wounded personnel back to Darby, after the assault.

f. C2 - The CO CDR is expected to move with the rear platoon (assault platoon). Although the enemy is not capable of operating with secure communications, they do have commercial cell phones and two-way radios and it is expected that the CO CDR will have good overall C2 with his platoons and his BN CDR. Therefore, it will be easy for the enemy CO CDR to request reinforcements from the motor rifle infantry platoon in Darby.

MOST PROBABLE COURSE OF ACTION: The Company operating in AO PIG attacks to seize Bush Hill IOT force U.S. forces to piecemeal their attack on Darby and force the U.S. to commit more forces to retake Bush Hill. Decisive to this operation is the seizure of Bush Hill. This is decisive because it will force the U.S. to use multiple avenues of approach towards Darby, thus preventing the massing of their combat power. It will force the U.S. to commit more forces to seize Bush Hill in order to pass the 1st SBCT to Darby while also allowing more time for the Narian BDE to deploy from Darby. The company will attempt to isolate and seize the B Co platoon battle positions one at a time IOT penetrate the defensive network. The purpose of the mortars is to first suppress defensive positions IOT allow a platoon to establish a support by fire position; then to obscure IOT allow the breach of tactical obstacles. The purpose of air defense is to disrupt air LOCs IOT prevent the use of CAS, AASLT, ABN. Or aerial resupply operations vic AO PIG. Critical to this operation is the ability to identify the location of U.S. defensive positions and suppress them long enough to allow a penetration of their tactical or protective obstacles. At end state, enemy forces control Bush Hill, US Forces are forced to allocate more combat power to protect the flanks or use multiple avenues of approach thus limiting their ability to mass combat power, the Narian company on Bush Hill controls air and land LOCs in the vic thus facilitating continued movement toward Columbus and McKenna APOD by follow on enemy forces.

Decisive Operation (DO): 1st Platoon, A Co, 90th Infantry (L) Battalion

Task: Seize a B CO PLT BP on Bush Hill

Purpose: to allow seizure of Bush Hill

Shaping Operation 1 (SO): 2nd/3rd Platoon, A Co, 90th Infantry (L) Battalion

Task: Breach tactical obstacles on US PLT BP

Purpose: Facilitate 1st Platoon's seizure of PLT BP

SO 2: 2nd/3rd Platoon, A Co, and 90th Infantry (L) Battalion

Task: Suppress U.S. defensive positions

Purpose: Facilitate the breaching of U.S. tactical obstacles

d. Friendly Forces

(1) Higher Headquarters' Mission and Intent.

(a) **BDE MISSION:** 199th IN BDE (L) defends to retain AOA in BDE AO PIG from GL 1382 to GL 1983 NLT XX1800(R)XXXX20XX in order to facilitate the passage of the division DO (1st SBCT) to Darby.

BDE INTENT

- . Enemy Air Defense Artillery (**ADA**) assets in AO unable to hinder buildup of combat power
- . Enemy Anti-Tank (AT) assets are neutralized along (RTE) VIBE and unable to fire upon 1st SBCT
- . Retain key terrain
- . Control of RTE VIBE
- . Pass the 1st SBCT through BDE AO

BDE CONCEPT: We'll accomplish this by conducting an area defense within AO PIG. Decisive to this operation is the retention of Bush Hill (OBJ ROOSTER). It is decisive because this terrain controls numerous AOA including RTE VIBE and will prevent the massing of enemy combat power against the 1st SBCT. 3-11 (DO) will retain OBJ ROOSTER until sufficient combat power becomes available IOT facilitate the passing of 1st SBCT. Indirect fires will be used to suppress enemy forces, ADA systems, and to provide illumination. At end state friendly forces retain OBJ ROOSTER and AOA will be controlled and the BDE is postured to repel CATKs. 1st SBCT will pass through on RTE VIBE.

(b) **BN MISSION:** 3-11th IN defends to retain key terrain in AO PIG NLT XX1800(R)XXXX20XX IOT control west flanking AOA to Darby.

BN INTENT:

- Enemy AT systems neutralized
- Enemy ADA assets neutralized
- Company battle positions established
- Enemy attacks defeated
- Key terrain in AOs retained
- Pass 1st SBCT to Darby

BN CONCEPT

IOT allow DIV sufficient time to build combat power to destroy the Narian forces, 3-11 will retain key terrain that controls AOA to the west flank of the 199th BDE main defense position (MDP). We will accomplish this by conducting an area defense in company strength battle positions. Decisive to this operation is the retention of OBJ ROOSTER vic Bush Hill (GL 1615 8275). It is decisive because with the retention of OBJ ROOSTER we will control multiple AOA to the west of the BDE MDP.

B Company (DO) will retain OBJ ROOSTER IOT to control western AOA. C Company- (SO 1) will secure OBJ CHICKEN (GL0367 7433) to prevent the envelopment of the BN DO. A Company will defend to retain OBJ TURKEY (GL1685 7780). The purpose of indirect fires is to suppress the enemy and provide illumination in BN AO. End state: OBJ ROOSTER is retained and 1st SBCT has conducted passage of lines and the BN is postured to repel further enemy attacks.

(2) Missions of Adjacent Units.

BN HQ at vic GL 027 750
 C Co vic GL 037 743
 BN recon OP Hill 155 (GL 036 736)

2. Mission: B/3-11th IN defends to retain OBJ ROOSTER vic GL 1615 8275 No Later Than (NLT)
 011800(R)JAN20XX IOT control RTE VIBE.

3. Execution

a. Commander's Intent

- Retain key terrain in AO
- Develop PLT perimeter defense

-Locate and neutralize enemy AT, and ADA Systems

-Facilitate the passage of 1ST SBCT along RTE VIBE

b. Concept of Operations

B/3-11th will accomplish this by conducting an area defense by PLT Battle position on OBJ ROOSTER. Decisive to this operation is the rapid development of strong mutually supporting platoon battle positions on the main avenues of approach onto the OBJ ROOSTER. Purpose of Intel is to provide early warning of enemy approach or of any enemy infiltration. The purpose of fires is to disrupt enemy massing of combat power. The purpose of Engineers is survivability then counter-mobility. At end state B/3-11 retains OBJ ROOSTER and is postured to pass 1st SBCT along RTE VIBE.

c. Scheme of Movement and Maneuver

(1) Scheme of Mobility/Counter mobility

The purpose of Engineers is survivability then counter mobility.

2/B/1-36 ENG conducts survivability operations vic OBJ ROOSTER IOT preserve combat power then conducts counter mobility operations vic OBJ ROOSTER IOT facilitate the disruption of enemy forces.

Essential Mobility/Counter mobility/Survivability Task (EMST) #1

Task: protect PLT BP

Purpose: prevent enemy from passing through PLT BP

Method:

Priority: crew served weapons with over head cover, individual fighting positions.

Effects: PLT BP provided with cover from direct and indirect weapon effects

EMST #2

Task: disrupt enemy formations vic OBJ ROOSTER

Purpose: prevent enemy the ability to mass combat power

Method:

Priority: disrupting obstacles along likely AOA onto PLT BPs

Effects: enemy formations unable to maneuver effectively

(2) Scheme of Battlefield Obscuration.

(3) Scheme of Intelligence, Surveillance, and Reconnaissance

d. Scheme of Intelligence

Purpose of Intel is to provide early warning of enemy approach or of any enemy infiltration.

e. Scheme of Fires

The purpose of fires is to disrupt enemy massing of combat power. Company Mortars:

(a) FSO prepare company fire planning overlay

(b) Occupy MFP 1 Vic GL 16058295

OBJ ROOSTER DEFENSE

TASK/PURPOSE:

FST 1: Provide disruption Fires IOT facilitate the companies' retention of Bush Hill

EXECUTION:

POF: BN MTR -3rd Plt O/O shift to 1st Plt; CO MTR- Recon Sqd O/O shift to 2nd PLT

FST	T	T	L	O	D	A	C
FST1	AB2400	Enemy Recon Element Sighted	IVO GL 175836	P: Recon Sqd A: 2 nd PLT	P: B CO MTR A: BN MTR	4 RNDSD 60 MM HE	P: CO Fires Net A: BN Fires Net
FST1	AB2305	Enemy Forces Sighted IVO OBJ ROOSTER	IVO GL 171821	P: 1st PLT A: 3 rd rd PLT	P: BN MTR A: B CO MTR	16 RNDSD 81 MM HE	P: BN Fires Net A: CO Fires Net
FST1	AB2310	Enemy Forces Sighted IVO OBJ ROOSTER	IVO GL 157816	P: 3 rd PLT A: 1 st PLT	P: BN MTR A: B CO MTR	25 RNDSD 120 MM HE	P: BN Fires Net A: CO Fires Net

ALLOCATIONS: Recon Element Authorized 1 BN Mortar Priority Target for planning.

POSITIONING GUIDANCE: Occupy MFP 1 in vic of GL 16058295

RESTRICTIONS/ FSCM: 300 M NFA around established OP positions, No WP rounds w/o BDE clearance, no indirect fires closer than as follows w/o BN CMD approval: 60mm<65 meter, 81mm<100meters, 120mm<300meters

ASSESSMENT: 20 x Insurgents destroyed and enemy unable to reconsolidate forces

f. Scheme of Protection

g. Stability Operations

h. Assessment

i. Tasks to Maneuver Units:

(1.) I/B/3-11th IN: (a) Retain OBJ HORSE IOT deny enemy the South Eastern AOA

(b) Develop PLT BP vic GL 1632 8286

(c) Establish Restrictive Fire Line (RFL) with adjacent BP's

(d) BPT conduct CATK on OBJ BULL or OBJ DOG in support of other platoons O/O

- (2.) 2/B/3-11th IN: (a) Retain OBJ BULL IOT deny enemy the North Eastern AOA
 - (b) Develop PLT BP vic GL 1625 8319
 - (c) Establish RFL w/ adjacent BP
 - (d) BPT conduct CATK on OBJ HORSE or OBJ DOG in support of other platoons O/O
 - (3.) 3/B/3-11th IN: (a) Retain OBJ DOG IOT deny enemy the Southern AOA
 - (b) Develop PLT BP vic GL 1614 8275
 - (c) Establish RFL w/ adjacent BP's
 - (d) Provide 1 squad for counter recon to Co
 - (e) BPT conduct CATK on OBJ HORSE or OBJ BULL in support of other platoons O/O
 - 1/A/3-11 IN
 - (a) Retain OBJ COW IOT deny enemy the Northern AOA
 - (b) Develop PLT BP vic GL 15758355
 - (c) Establish RFL w/ adjacent BP's
- j. Coordinating Instructions.**
- Crew Served BP completed by NLT D-12H,
Individual fighting positions completed NLT D-6H
Tactical wire obstacles complete NLT D-8H.
Protective obstacles complete NLT D-4H.
- (5) All Platoon Leaders will provide platoon sector sketch to Company Commander NLT D-2H.
 - (6) All refinements to fires to Company Fire Support Officer (FSO) NLT D-12h.

4. Sustainment.

a. Logistics.

- (1.) Company Trains: GL 0331 7260
- (2.) Priorities of Support: 2nd PLT, 1st PLT, 3rd PLT, Mortar, HQ
- (3.) Class I: Ration cycle is M, M, M, Platoon Sergeant (PSGs) coordinate with CP daily at 0700 hours for resupply. Water resupply is via 5-gallon cans.
- (4.) Class IV: Barrier Material 5 x CO Package. One package consists of:

- a. 20 x c-wire
 - b. 150 x pickets
 - c. 5 bundles of sandbags
- (5) Class V: Initial issue is basic load per weapon. 1 x Platoon package of emergency resupply located vic Company Trains.
- b. Personnel Enemy Prisoner of War (EPW) collection point is located near the Co HQ location.
- c. **Health System Support**
- (1) Casualty Collection Point (CCP) is vicinity GL 0331 7260
 - (2.) All CASEVAC is to be coordinated through the ISG.

5. Command and Control.

a. Command.

(1) Location of Commander: Company Commander will be located vic the Company CP initially and will move between platoon battle positions as necessary

(2) Succession of Command: Commanding Officer (CO), XO, 3rd Platoon Leader (PL), 2nd PL, 1st PL

(3) Liaison Requirements:

b. Control.

(1) Command Posts: Company CP vicinity 0331 7260]

(2) Reports.

Personnel: 0700 and 1800 daily

Weapons: 0700 daily

Rations: 1800 daily

Ammo: 0700 and 1800 daily

Equipment: 0700 daily

c. Signal.

(1.) Simple Key Loader (SKL) is in effect.

(2.) Priority of communication is radio, wire, and messenger.

ACKNOWLEDGE:

[Commander's last name]

[Commander's rank]

OFFICIAL:

[Authenticator's name]

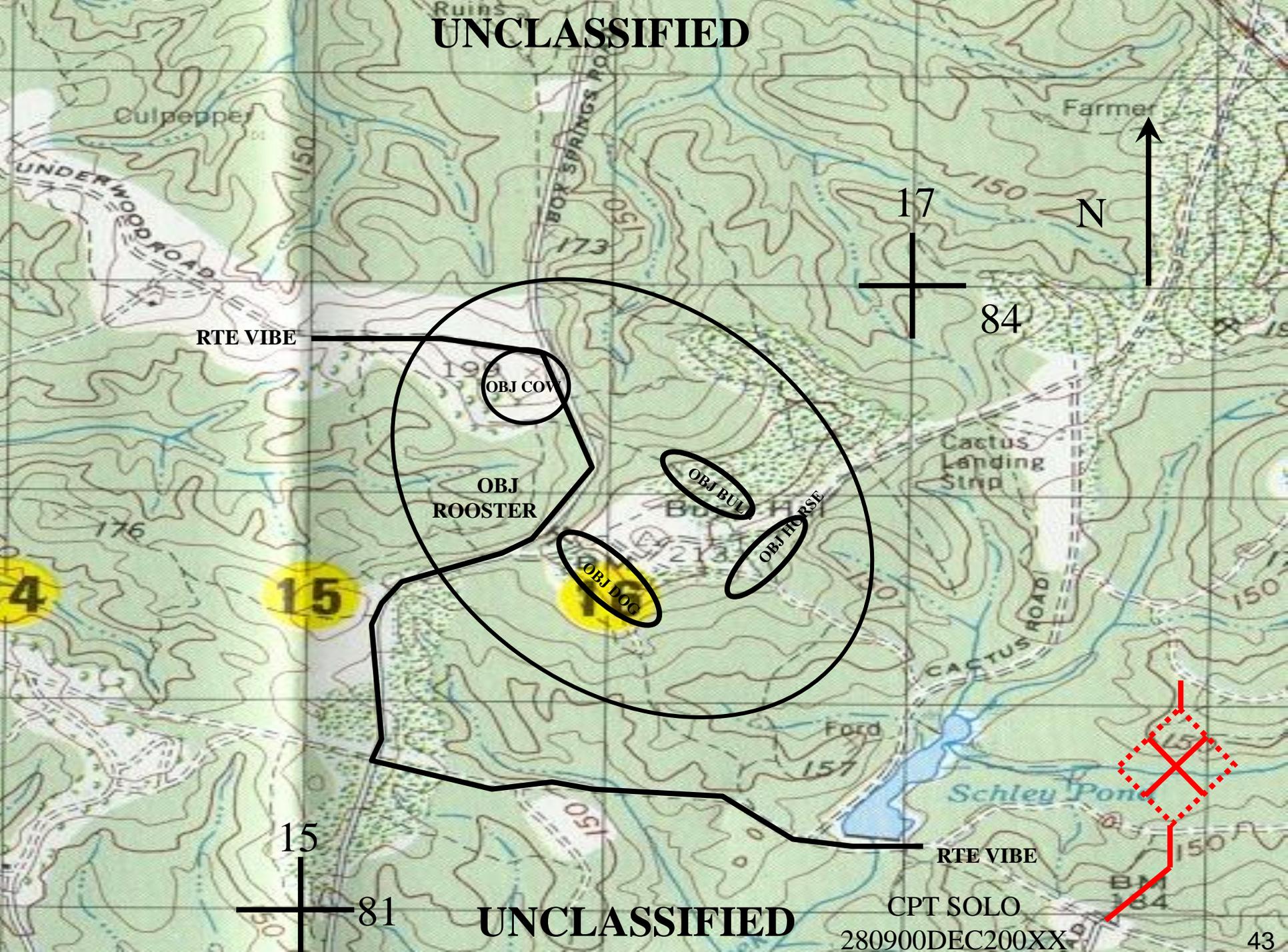
[Authenticator's position]

ANNEXES: *List annexes by letter and title. If a particular annex is not used, place "not used" beside that annex letter.*

OPPLAN/OPORD [I] (BUSHMASTER)—[B CO 3-11 IN] [UNCLASSIFIED]

DISTRIBUTION: *Furnish distribution copies either for action or for information. List in detail those who are to receive the plan or order.*

UNCLASSIFIED

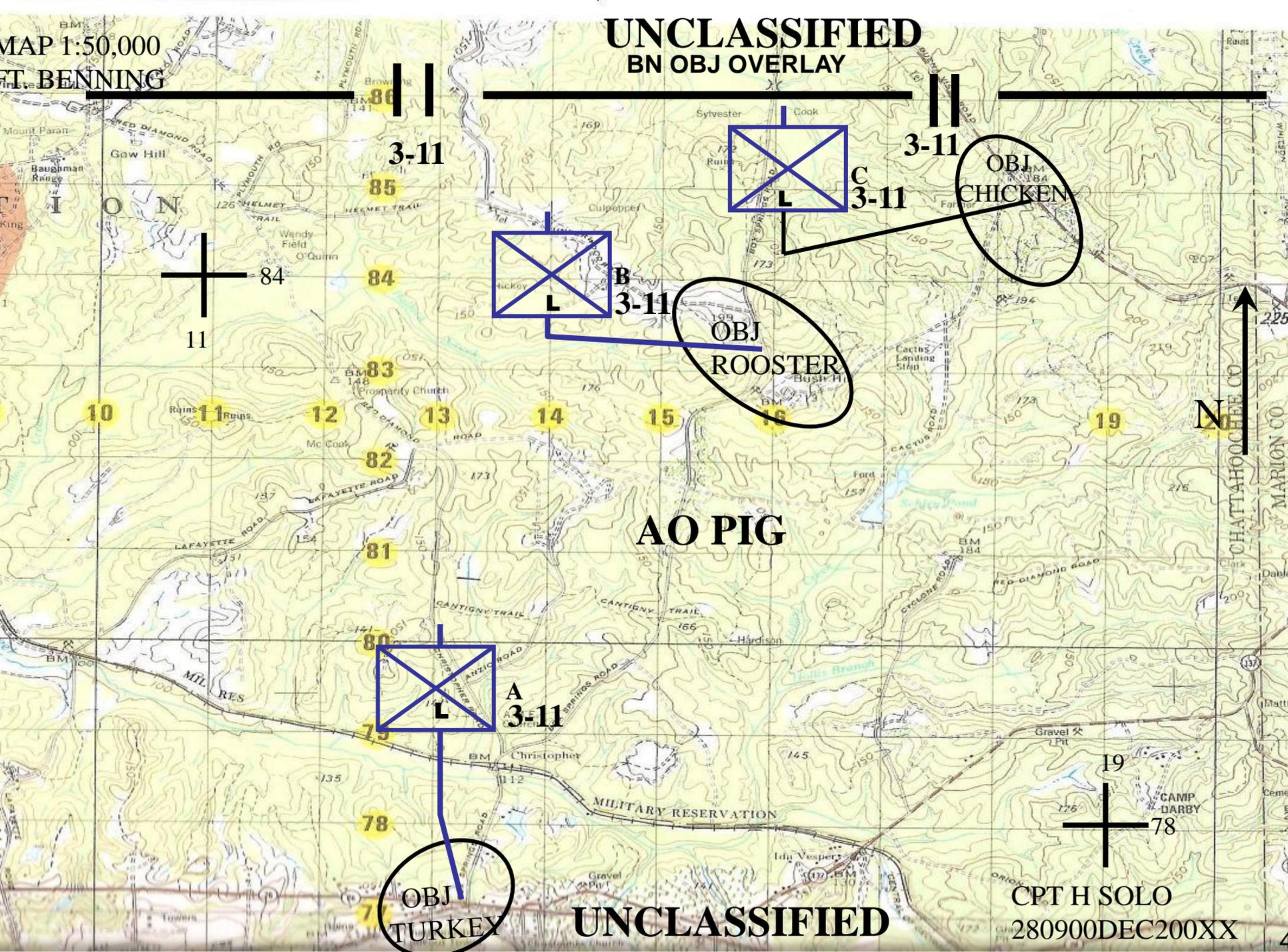


UNCLASSIFIED

CPT SOLO
280900DEC200XX

MAP 1:50,000
FT. BENNING

UNCLASSIFIED BN OBJ OVERLAY



3-11

3-11

OBJ CHICKEN

L B
3-11

OBJ ROOSTER

AO PIG

L A
3-11

OBJ TURKEY

CPT H SOLO
280900DEC200XX

UNCLASSIFIED

OCS COMPANY OPORD OPERATION BUSHMASTER



OPORD – OPERATION BUSHMASTER

Task Organization:

 Company

Headquarters	1PLT	2PLT	3PLT
BN MTR Sec	FO TEAM	FO TEAM	FO TEAM
CO MTR sec			
HHC, TM 1 Scouts			

1. Situation:

- a. AI: AI 1: Hill 199, overlooks intersection of Underwood/Box Springs road
 AI 2: Intersection of Red Diamond/Underwood road, these are mounted avenues of approach into AO BRUINS
 AI 3: Cactus landing strip, possible enemy MFP located ~~xxx~~ GM 1750 8375.
 AI 4: Prosperity Church ~~xxx~~ GM 1270 8275, local religious site with traffic flowing in and out of AO BRUINS.
- b. AO: ~~xxx~~ J3-11th IN AO is AO BRUINS, VIC GM 1615 8280. This area is sparsely habited however local traffic makes conducting patrols and providing security difficult.
- (1) Terrain: J3-11th IN AO ~~consists~~ consists of rolling hills, open terrain, and intermittent streams. Various unimproved road networks allow for supply routes passable by small unit vehicles.

(2) Weather:

HIGH:	95	BMNT	0714	MOONRISE:0140	
LOW:	79	SUNRISE:	0741	MOON SET:1250	
PRECIP:	50%	SUN SET:	1745	%ILLUM:33%	
		EENT:	1812		

c. Enemy Forces: Battalion S-2 confirms reports ~~Narian~~ Narian Forces have been conducting terrorist attacks NW of the Town of Darby. These attacks are in support of the ~~Narian~~ Narian Headquarters element, which is currently located in the town of Darby generating combat power in preparation to conduct further attacks on the city of Columbus. The enemy forces conducting terrorist attacks, are attacking friendly military/local populace targets along Cactus Road using small scale IED's and ambushes

Composition & Disposition: Narian Insurgents loyal to ~~Ibn Khalid~~ Ibn Khalid are operating in squad size elements and possess AK-47s, RPGs, hand grenades, and IEDs. The ~~Narian~~ Narian company main body is located at Camp Darby.

Capabilities: The enemy is capable of conducting a small arms sustained fight with ammo from supply caches. The insurgents may have indirect fire support by mortars. The insurgents are capable of detonating IEDs and car bombs utilizing cell phones.

Most Probable COA: The insurgents place 3-5-man LP/OP teams in vicinity of key AOA's to gain intelligence and conduct regular assaults and ambushes on US or civilian forces/population with 6-9 man Squads ~~xxx~~ to acquire weapons and disrupt any resistance to the ~~Narian~~ Narian commanders operation. They support roadside IED missions and will withdraw upon IED activation or resistance. If attacked, the insurgents will return fire in order to cover their withdrawal. Insurgents who do not escape will fight and will not surrender.

Most Dangerous COA: The insurgents use cell phones to call for reinforcements and reinforce themselves if attacked or pursued. These reinforcements have ready access to the unimproved road network in the entire AO.

d. Friendly Forces

(1) Higher HQ Mission and Intent

- (a) BDE Mission: BDE conducts Offensive and Stability Operations throughout the Columbus area in order to minimize ~~Narian~~ Narian Influence throughout the AO and re-establish peace within the Columbus Area

BDE Intent: Expanded Purpose: Restoration of peace and security within the Columbus Area.

Key Tasks:

- > Disrupt enemy operations
- > Rapidly seize key terrain
- > Secure AOA's for the maneuver of Friendly Forces

Conditions that represent the endstate:

- > Terrain: All major AOA's are controlled by USF and trafficable for friendly forces
- > Enemy: Unable to hinder friendly/local operations
- > Civil Considerations: Minimize collateral damage and protect local populace.

- (b) **BN Mission:** 3-11 IN, 8800dpts, Offensive and Stability Operations throughout the Ft. Benning area in order to minimize Najan influence throughout the AO and re-establish peace within the Ft. Benning area.

BN Intent: Expanded Purpose: Restoration of peace and security within the Columbus Area.

Key Tasks:

- Disrupt enemy operations
- Rapidly seize key terrain
- Secure AOA's for the maneuver of Friendly Forces
- Neutralize enemy AT/ADA weapon systems

Conditions that represent the endstate:

- Terrain: All major AOA's are controlled by USF and trafficable for friendly forces
- Enemy: Unable to hinder friendly/local operations
- Civil Considerations: Minimize collateral damage and protect local populace.

(2) **Adjacent Units:**

- CO conducts civil military operations to our north in AO DEVILS vic GL 135, 848.
- CO seizes key road sections in AO SABRES, to our west at vic GM 128 822 to deter enemy traffic in the AO.
- CO seizes key road sections IN AO PANTHERS to our south, vic GM 177 810 to deter enemy traffic in the AO.

Civil Considerations: 80% of local population in our AO supports United States forces. 20% of local population of supports the tribal leader Ibn Khalidun. Supportive population is being coerced to provide assistance and safe houses.

Attachments and Detachments: BN Mortars 81mm, 3x FO from 2/19 ARTY

II. Mission: CO conducts offensive operations in AO BRUINS, NLTXXXXXXXXXX, IOT to prevent enemy freedom of maneuver and reconnaissance of the AO.

III. Execution

a. **Intent:** Expanded Purpose: Restoration of peace and security within the Columbus Area.

Key Tasks:

- Disrupt enemy operations
- Rapidly seize key terrain
- Secure AOA's for the maneuver of Friendly Forces
- Neutralize enemy AT/ADA weapon systems

Conditions that represent the endstate:

- Terrain: All major AOA's are controlled by USF and trafficable for friendly forces
- Enemy: Unable to hinder friendly/local operations and all enemy patrols destroyed
- Civil Considerations: Minimize collateral damage and protect local populace.

Concept of the Operation: The Company will conduct this operation by attacking enemy forces using a turning movement. Decisive to this operation is the elimination of enemy LP/OP positions. This is decisive as the Najan enemy commander uses the intelligence gained from these positions to select targets of opportunity and to determine where to apply his combat power. HHC, TM 4 screens along the LD to prevent enemy forces from disrupting preparation for combat and initial movement. Platoons will Cross LD NLT XXXXXXXXXXXX from the CO AA along their respective routes. 3PLT(DO): Upon locating the enemy LP/OP, call fires on enemy positions then conduct an attack on Najan LP/OP vic GM 1530 8170, NLT IOT deny Najan forces ability to use intelligence assets and gain intelligence. 1PLT(SO1): Upon locating the enemy patrol, call fires on enemy positions then conduct an attack on a Najan Squad vic GM 1665 8270, NLT IOT destroy a Najan presence patrol. 2PLT(SO2): Upon locating the enemy patrol, call fires on enemy positions then conduct an attack on a Najan Squad vic GM 1550 8280, NLT IOT destroy a Najan presence patrol. Upon consolidation and reorganization, each platoon will return to Co AA at vic GM GM 1850 8260. Purpose of fires is suppression of enemy forces. At End state, Co, 3-11 IN destroys all enemy patrols. All major AOA's are controlled by USF and trafficable for friendly forces and the enemy is unable to hinder friendly/local operations.

NOTE: Each Team Will Be Considered as 1PLT.

MANEUVER

PHASE	STARTS	ENDS
I Reconnaissance	LD of Recon	- Co establish screenline
II Movement	TRK to Attack Positions	All elements in Assault Positions
III Attack on Enemy Objectives	PLTS call for fire on enemy objectives	Enemy patrols and OP's eliminated
IV Consolidation	PLTS Consolidate and Reorganize	PLTS return to CO AA

Scheme of Reconnaissance and Surveillance:

- Establishes screen line during Phase I from GM17608100 to GM15308170, along Red Diamond Rd
- Once enemy LP/OP during Phase III has been destroyed, conduct recon for ~~exit~~ back to CO AA
- Reduce or mark bypass for any obstacles encountered
- During Phase IV BPT to provide security for the Medics at the CO AA

Scheme of Fires: Priority of fires with 60mm mortars will be given to SO1 and SO2 prior to contact. Priority of fires with 81mm mortars will be given to DO prior to contact.

OPERATION BUSHMASTER

Task/Purpose

FST 1: Suppress enemy forces IOT facilitate friendly forces movement and maneuver.

Execution:

POF: BN MTR- 3rd PLT; CO MTR- 1st and 2nd PLT

FST	T	T	L	O	D	A	C
FST1	AB2400	Enemy LP/OP Sighted	IWO GM 15308170	P: 3rd PLT A: 2nd PLT	P: BN MTR A: CO MTR	4 RND5 81 MM HE	P: BN Fires Net A: CO Fires Net
FST1	AB2305	Enemy Squad Sighted	IWO GM 16658270	P: 1st PLT A: 3nd PLT	P: CO MTR A: BN MTR	4 RND5 60 MM HE	P: CO Fires Net A: BN Fires Net
FST1	AB2310	Enemy Squad Sighted	IWO GM 15508280	P: 2nd PLT A: 1st PLT	P: CO MTR A: BN MTR	4 RND5 60 MM HE	P: CO Fires Net A: BN Fires Net

Allocations: Each PLT is authorized 1 PPT/smoke in support of their Attack according to the assigned POF

Positioning Guidance: Occupy MFP 1 in ~~vic~~ of GM 1545 8450

Restrictions/FSCM: 300 M NFA for HE around established friendly positions w/o BN clearance

Assessment: Enemy Forces unable to gain fire superiority and maneuver.

Task to Subordinate Units

(SO1). 1st Platoon: T: Destroy enemy patrol ~~vic~~ GM 1665 8270 NLT

P: IOT prevent Narian elements from disrupting friendly and local operations

-Cross LD NLT XX1000ZXXXX20XX

-Once consolidation and reorganization is complete, return to CO AA

(SO2). 2nd Platoon: Destroy enemy patrol ~~via~~ GM 1550 8280 NLT _____

P: IOT prevent Natan elements from disrupting friendly and local operations

-Cross LD NLT XX1000ZXXXX20XX

-Once consolidation and reorganization is complete, return to CO AA

(SO3). HHC, TM 1: T: Establishes screen line during Phase I from GM17608100 to GM15308170, along Red Diamond Rd

P: IOT prevent enemy forces from disrupting preparation for combat and initial movement.

- Reduce or mark bypass for any obstacles encountered
- Once enemy LP/OP during Phase III has been destroyed, conduct recon for ~~exit~~ back to CO AA
- During Phase IV BPT to provide security for the Medics at the CO AA

(DO). 3rd Platoon: T: Destroy enemy LP/OP ~~via~~ GM 1530 8170 NLT _____

P: IOT prevent enemies ability to gain friendly intelligence and plan future attacks

-Cross LD NLT XX1000ZXXXX20XX

-Once consolidation and reorganization is complete, return to CO AA

c. Coordinating Instructions

(1) CCIR:

- a. IR: Maps, personal identification, personal and military documentation, enemy morale, speed of enemy reinforcement and direction of travel, type and quantity of ammo, mines, and supplies.
- b. PIR: Types and quantities of command detonated devices. Cell phone numbers: last called incoming and saved. Crew-served weapons, safe houses (local owner) and vehicle traffic. Locate evidence of friendly local supporters.
- (2) ROE: Deadly force authorized against those in ~~Natan~~ distinctive uniform or if fired upon. ~~NFA around religious buildings, schools and hospitals.~~
- (3) Reports: Crossing LD, enemy contact, captured EPWs, ACE after consolidation, and SITREPS as needed.
- (4) Upon Completion of C&R, PLTS will return to CO AA

Timeline as Follows: (Appendix C)

-1000 OPORD briefed

-0530 FIC

-0630chow

-0700 Radios filled/checked

-0830-PCC's complete

-0900-PCI's complete

-0930 -PLTS locate at staging point

-1000- PLTS cross LD

4. Sustainment

General: Company Trains located in Co AA ~~via~~ GM 1850 8260

Material and Services: No resupply available for 24 hours.

Class I: M-T-M. Top off water before moving out

Class V Ammo: No resupply. Redistribute ammo as needed. ~~Basic Combat Load (Weapon System, etc).~~

Class VII: Company at 95%, no replacements

EPW's to RTE VIBE for Pickup

~~Class VIII Medical: Casualty collection point at CO AA. MEDEVAC is available upon request.~~

5. Command & Signal

a. Command

(1) BQ Cdr: Located in BQ TOC, ~~via~~ GM 1555 8540

(2) CO: Company AA at ~~via~~ GM 1850 8260

(3) Succession of command is XO, 1PL, 2PL, 3PL

b. Signal

(1) SOI in effect.

(2) Traveling: Primary: Hand & Arm. Alternate: Radio

(3) Signal to inbound ~~Medevac~~: Radio

(4) Mark ~~Medevac~~ LZ: Red Smoke

(5) Challenge / Password: Target, Casey

(6) Running password: Stitch

(7) Number combination: 9



Box Springs Rd

Box Springs

Box Springs Rd

**1st PLT
OBJ**

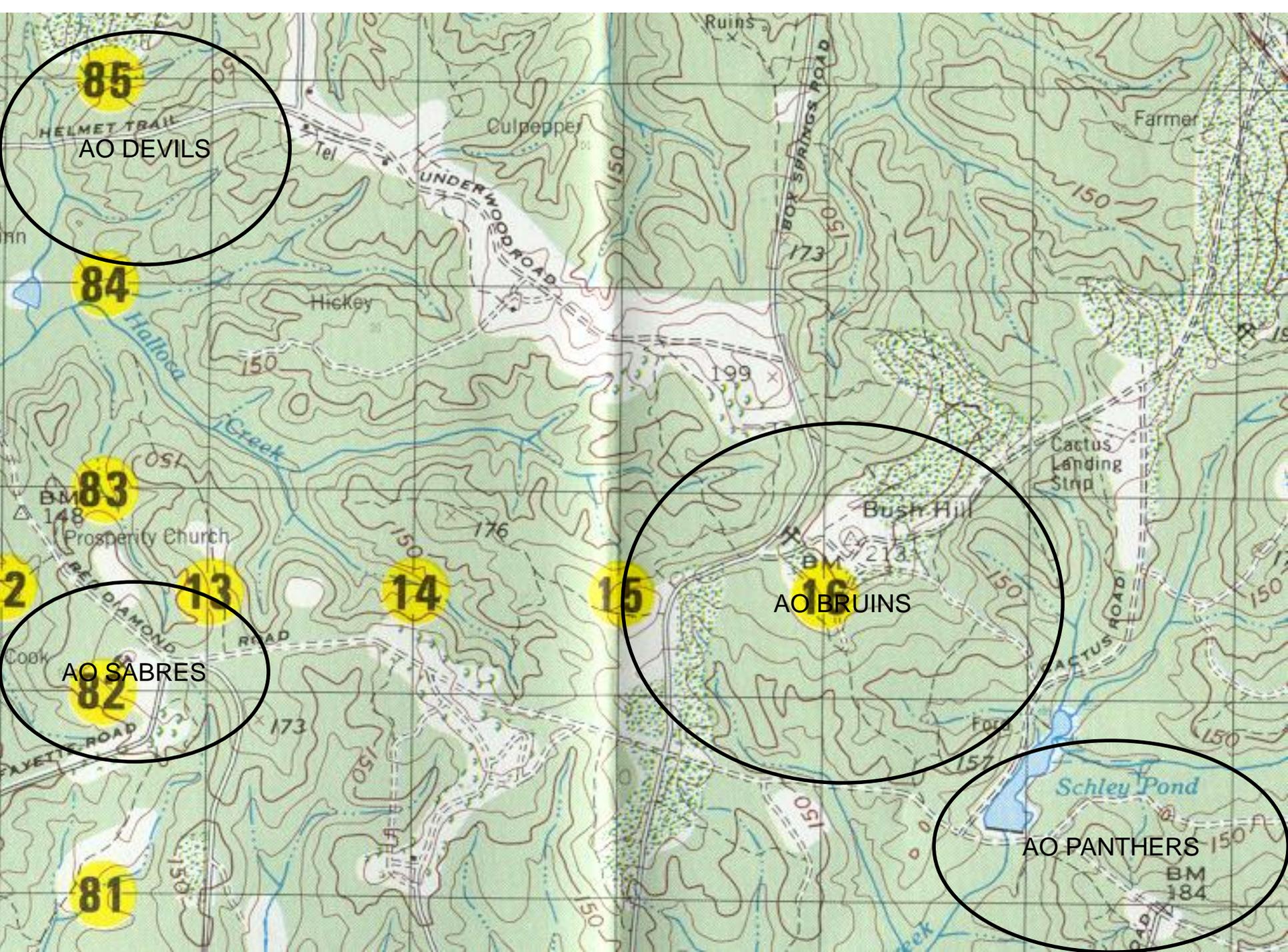
2nd PLT OBJ



3rd PLT OBJ



Red Diamond Rd



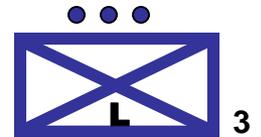
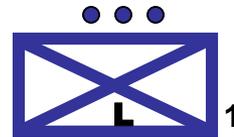
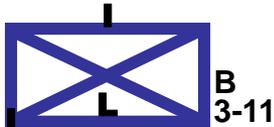
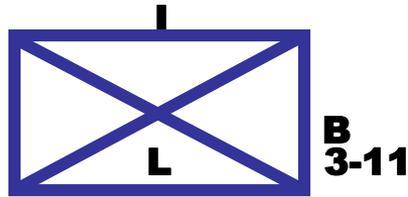
85
AO DEVILS

82
AO SABRES

16
AO BRUINS

80
AO PANTHERS

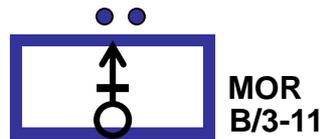
US LIGHT INF COMPANY



3 X RIFLE PLATOONS

HQ SECTION

Co Cdr
XO
1SG
RTO
FSO
MEDIC



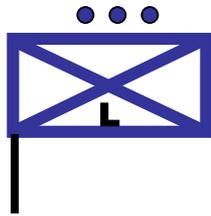
2 X 60mm Mortar

ATTACHED



LIGHT INFANTRY PLATOON ORGANIZATION

INFANTRY PLATOON
41 x PERSONEL



PLT HQ

PLATOON LEADER

PLATOON SGT



RTO



FO



FSRTO



M4

ASSISTANT GUNNER



M240B

ANTIARMOR SPECIALIST



M4
JAVELIN

AH



M4

WEAPONS SQUAD

WEAPONS SQUAD LEADER



M4

ASSISTANT GUNNER



M4

ANTIARMOR SPECIALIST

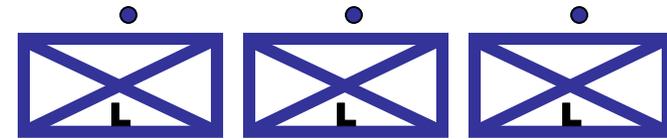


M4
JAVELIN

AH



M4



RIFLE SQUAD

TEAM LEADER

RIFLEMAN



M4
AT4

SAW GUNNER



M249

SQUAD LEADER



M4

TEAM LEADER



M4
M18 CLAYMORE

GRENADIER



M203

RIFLEMAN



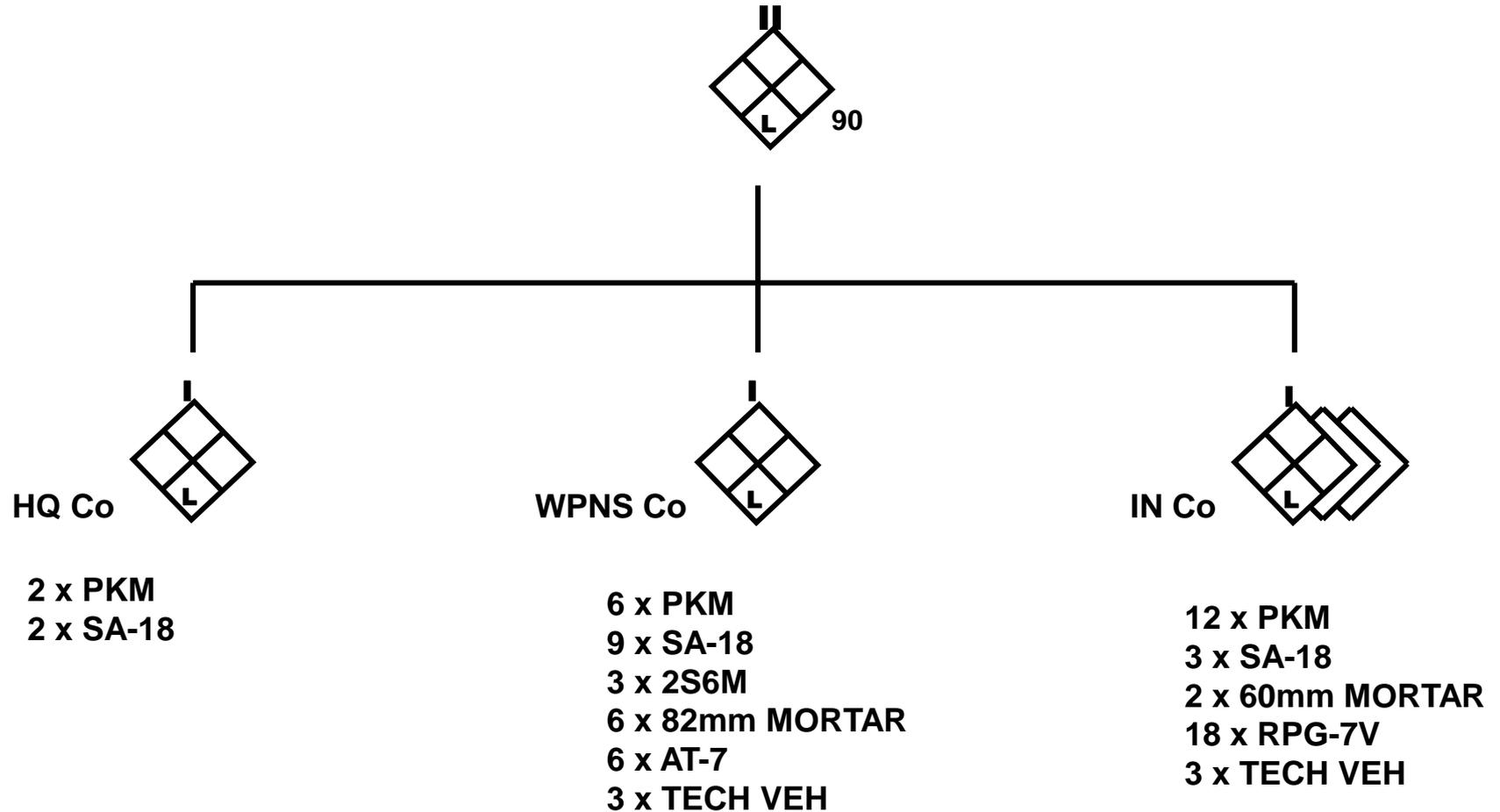
M4

SAW GUNNER



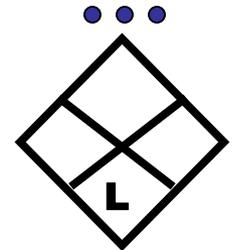
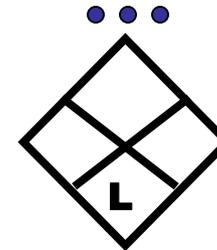
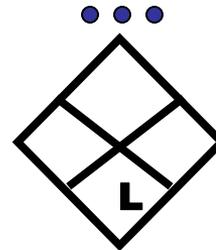
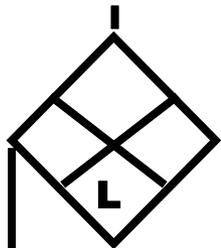
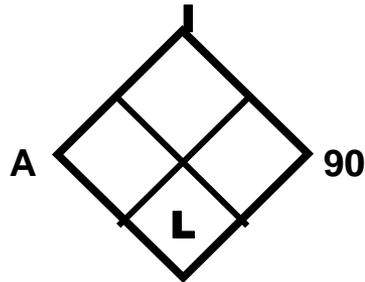
M249

NARIAN LIGHT INFANTRY BATTALION



SEE PG. 47 FOR CO TSK ORG.

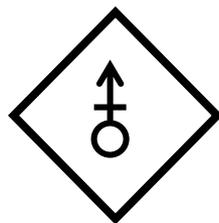
NARIAN LIGHT INFANTRY COMPANY



3 X RIFLE PLATOONS

HQ SECTION

6 PERSONNEL
6 x AK-74

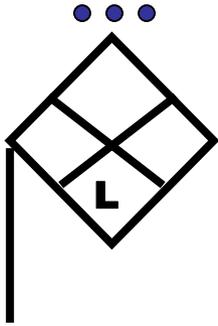


2 x 60mm MORTARS

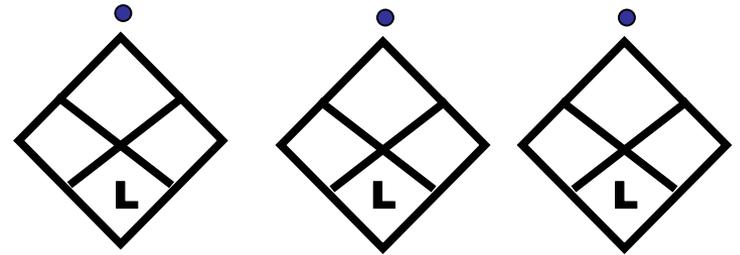
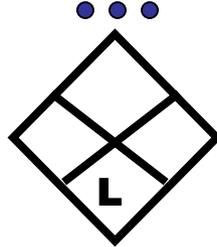
5xPERSONNEL
5xAK-74

SEE PAGE 48 FOR PLT TASK ORG

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

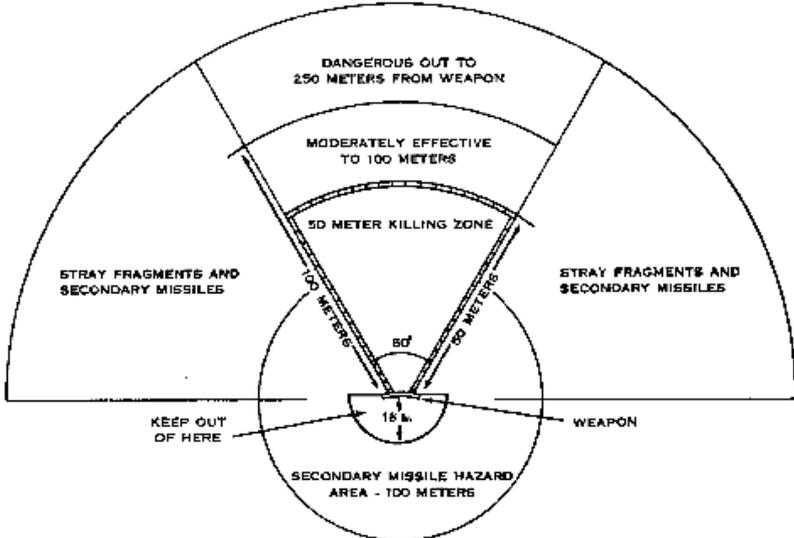
RIFLE SQUAD

10 x DISMOUNTED TROOPS
1 x PKM
2 x RPG-7V
7 x AK-74
1 X BG15

Friendly Organic Weapons

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

Friendly Organic Weapons

AT WEAPON CAPABILITIES	AT-4 	JAVELIN 		M18A1 AP CLAYMORE 		FRAGMENTARY HAND GRENADE
System Type		Fire and forget	Weight	3.5lbs	Weight (oz)	14
Weight (lb): Total Launch Unit Missile w/ launch tube	14.8	49.3 14.1 35.2	Explosive	1.5lbs C4	Range (m) thrown by average soldier	35
Ranges (m):	Max 2100 Max effect 300 Minimum: Training 30 Combat 15 Arming 15	Top Attack Mode 150-2000 Direct Attack Mode 65-2000	Projectile	700 steel balls	Burst radius	15
Sights	Optical, range indicator graduated in 50m increments	Integrated day/night sight unit				
Armor penetration	400mm	600mm +				

Enemy Organic Weapons

WEAPON CAPABILITIES	AK-47	BG-15	PKM	RPG-7V					MORTAR CAPABILITIES	60mm M-57
										
Projectile	Ball, ball-tracer, incendiary-T	HE frag	Ball, ball-tracer, API-T	PG-7 HEAT	PG-7M HEAT	PG-VR Tandem HEAT	PG-VL HEAT	OG-7/7V HE-Frag		
Weight (kg) - unloaded	3.4	1.54	8.4	2.2	2	4.5	2.6	2	Weight (kg)	19.4
Armor Penetration (mm)	n/a	n/a	8mm @ 500	330	330	>750	<PG7M <PGVR	Cas radius 150m	Maximum range (m)	2500
Maximum range (m)	1000	400	3800						Min range (m)	75
Arming range (m)		10-40	n/a	18	18	18	18	18	Caliber	60mm
Minimum safe range (m)		40	n/a						Rates of fire: Max	30
Caliber	7.62mm	40mm	7.62mm	85	72	105	93	40	Sustained	
RATE OF FIRE (rounds per minute)		5		6	6	6	6	6	Crew	2 61
Cyclic (rpm)	600		650						Ammunition:	HE

Enemy Organic Weapons

WEAPON CAPABILITIES	SA-18 GROUSE 		ZALA 421-08 	
Range, slant range (m)	5200	Speed	65-150 km/h	
Altitude (m)	10-3500	Flight Altitude	4000m	
Basic load on vehicle	1	Wing span:	0.8 m	
Reload time (min)	N/A	Length: 0.41m	0.41m	
Fire control	Passive IR homing	Weight:	1.9m	
Radar(s)	none	Radio link:	25 km	
Emplace/displace time	13 sec	Max flight duration	90 Min- with electric engine	
Crew	1	Navigation:	Glonass/GPS	
		Color Video camera (550 TVL) Infrared camera Photo camera (10 megapixels)	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	



Copy _ of _ Copies

Unit: _____

Loc: _____

DTG: _____

OPERATIONS ORDER ___

References: **MAP** : _____

OPORD: _____

Time Zone Used Throughout the Order: _____

TASK ORGANIZATION (LIST IAW FM 101-5):

_____	_____	_____
_____	_____	_____
_____	_____	_____

(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:

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 ! 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: _____

(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) _____

16) Time Schedule

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) *Consolidate/Re-organize: Repositioning, priorities*
- (9) *Follow on Mission: Repositioning, Contingency Plans, 2nd Echelon Enemy*
- (10) *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.*

- 1) MOPP _____
- 2) PIR/FFIR _____
- a) _____
- b) _____
- c) _____
- d) _____
- e) _____
- 3) IR _____
- a) _____
- b) _____
- c) _____
- d) _____

Time	Event

(i) Class IX: _____

(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) _____

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

- (1) _____
- (2) _____
- (3) _____
- (4) _____

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

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

OFFICIAL:
Name and Position
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, GTA0, 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
- Mission – may have been briefed during WARNO, if so...”as per WARNO”
- Commander's Intent – may have been briefed during WARNO, if so...”as per WARNO”
- 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

- Type of operation
- General location of operation
- Initial operational timeline
- Reconnaissance to initiate
- Movement to initiate
- Planning and preparation instructions
 - To include planning timeline
- Information requirements (IR and CCIR)

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

Mission

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

Time

- Battalion times
- Hard times
- Company troop leading procedures
- Light data
- Enemy data
- 1/3, 2/3 rule
- *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
- MPCOA
- *Significant conclusions

Troops

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

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

Civil

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

TERRAIN ANALYSIS

Define your:
Area of Operations (AO)
 - Area you are responsible for
Area of Interest (AI)
 - Area that contains enemy which can directly influence your operation from

Assess the individual elements of the terrain, both in your AO & AI

- Obstacles
- Avenues of Approach
- Key Terrain
- Observation / Fields of Fire
- Cover & Concealment

TERRAIN EVALUATION

Enemy

Where can't he go?

Where can he go?

Where does he want to go?

Where can he see / shoot?

Where can't he be shot?

Where can't he be seen?

OAKOC

OBSTACLES

- Existing vs. Reinforcing
- Tactical vs. Protective
- Unrestricted / Restricted / Severely Restricted

AVENUES OF APPROACH

- Mobility corridors
- Mounted vs. Dismounted

KEY TERRAIN

- Offers a marked advantage

OBSERVATION / FIELDS OF FIRE

- Max effective range
- Plunging vs. Grazing fire
- Probability of hit / kill

COVER AND CONCEALMENT

- Penetration effects

Friendly

Where can't I go?

Where can I go?

Where do I want to go?

Where can I see / shoot?

Where can't I be shot?

Where can't I be seen?

TERRAIN EVALUATION

Collective assessment of the overall terrain's usefulness for military application

Weapons Analysis

- Flat Trajectory
- Line of Sight
- High & Low Angle

Movement Analysis

- Dismounted
- Wheeled
- Tracked

Significant Conclusions

EA, BP / SBF Psn, Infiltration Lanes, AA, Asset Location

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

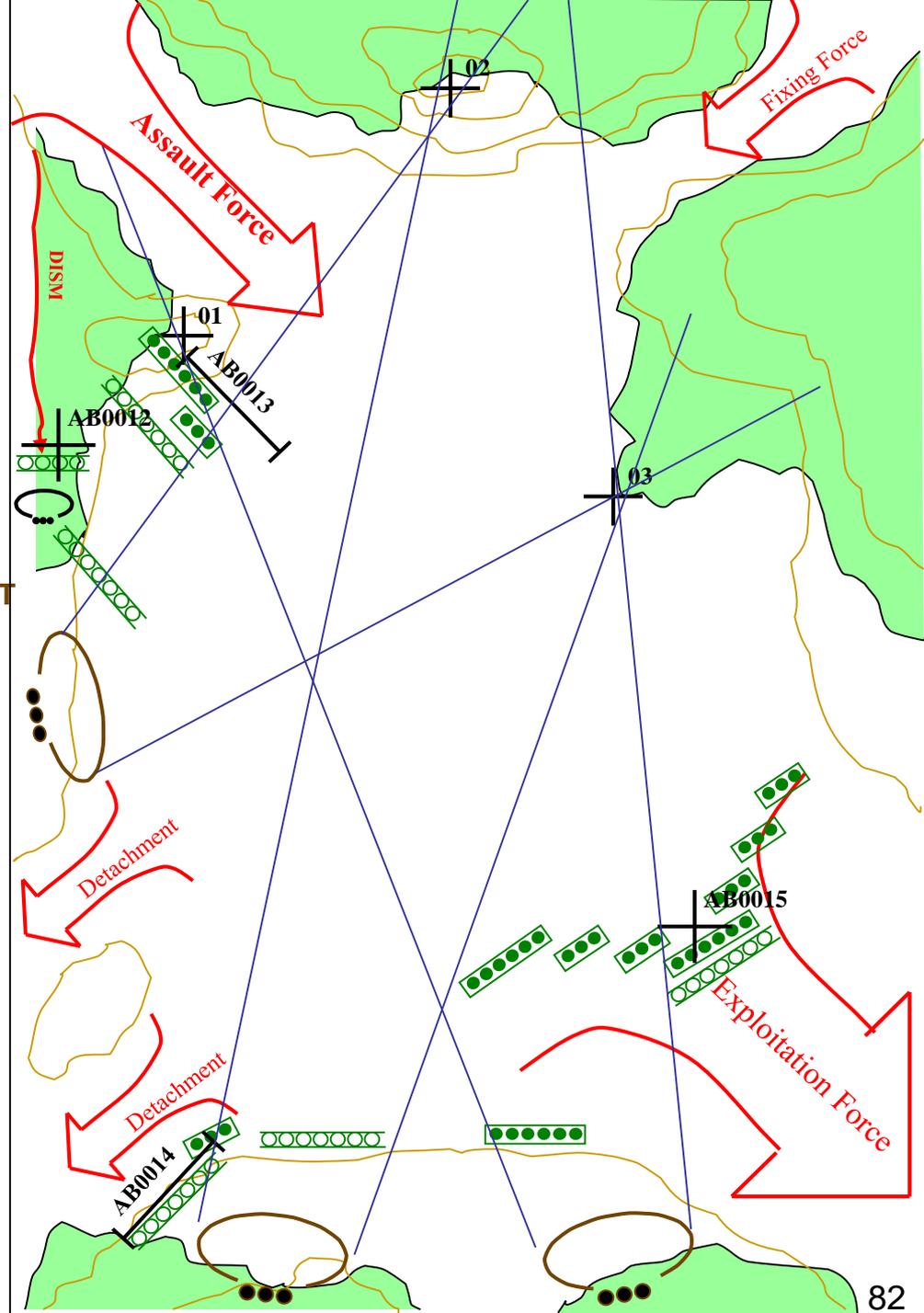
Cover and Concealment:

- 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 Inter-visibility (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

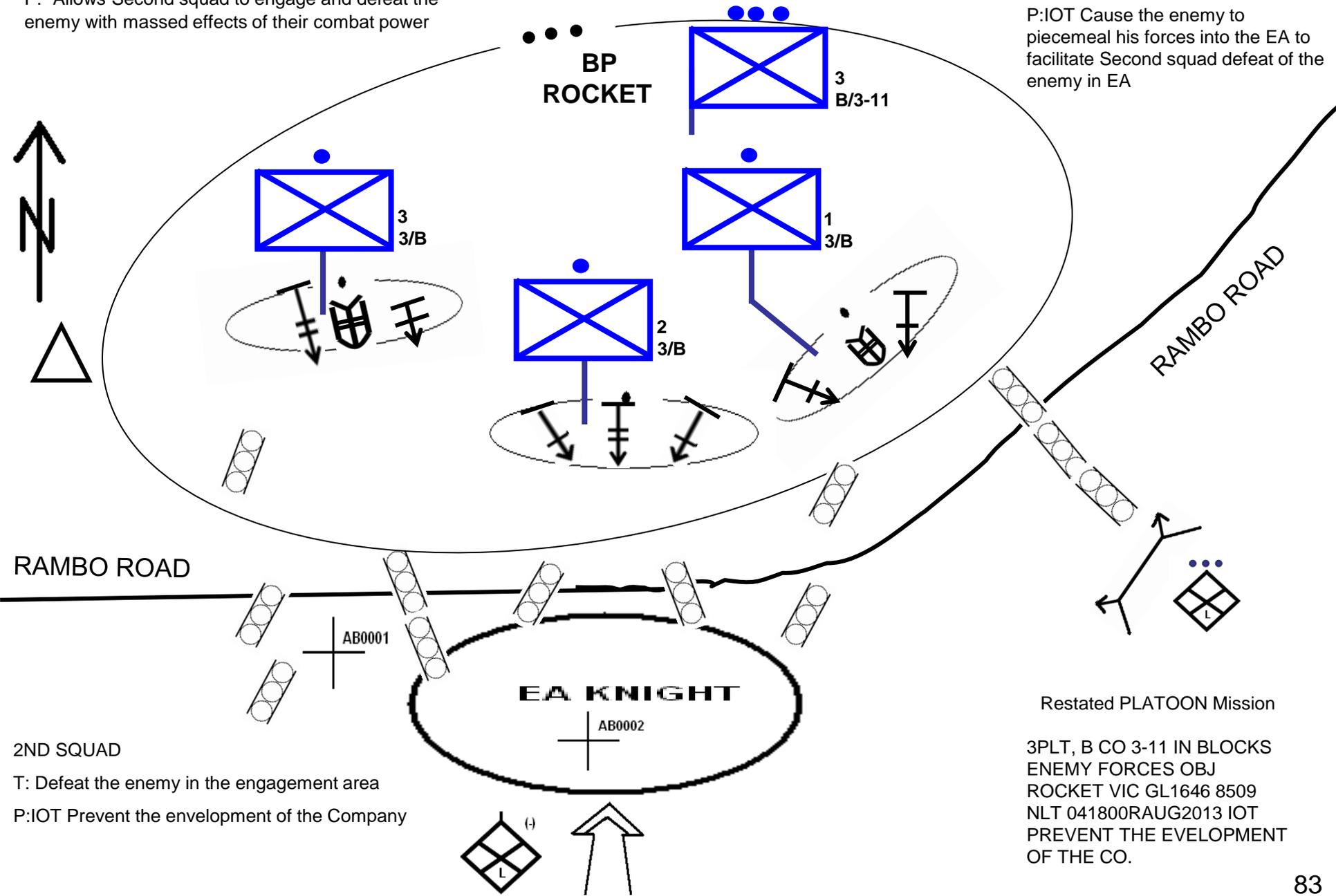
P: Allows Second squad to engage and defeat the enemy with massed effects of their combat power

COA SKETCH EXAMPLE

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

T
T
L
O
D
A
C

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

FST	T	T	L	O	D	A	C
FST1	A1B	C Co crosses 53 Easting	LD 5478 4301 LD 5545 4239	P: C Co; A: B Co	P: FA; A: MTR	BN 4 RND5 HE/VT	P: FH 800; A: FH 600
FST2	AB 2400	OBJ Hammer Secured	LD 5626 4135	P: C Co; A: A Co	P: MTR; A: FA	16 RND5 HE/PROX	P: FH 600; A: FH 800

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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Directorate of Training

Tactics Division

Fort Benning, Georgia 31905-5410

Operational Symbols

Practical Exercise 2

DO NOT WRITE ON THIS PRACTICAL EXERCISE

JUL 12

General: Instructions for Practical Exercise.

1. The purpose of this P.E. is to familiarize the Officer Candidate Students with the Operational Symbols most commonly used when planning company and Platoon level tactical operations.
2. The use of FM 1-02 and any other doctrinal source is authorized. Use the correct colors and symbols.
3. Reference map: FT Benning: 1:50,000

REQUIREMENT: You are a platoon leader in C Co, 1-77 IN, which is a pure Light Battalion conducting OP OCS in the Fort Benning area. The XO is still away and the CO has now tasked you with preparing a friendly overlay of the operation. This information is UNCLASSIFIED.

1. Place grid registration marks at GL 0985 and GL 1979.
2. Draw the following Company boundaries:
 - a) A Co. and C Co. boundary from the road at grid GL 12008322 to grid GL 13307954 following the eastern side of Red Diamond and Christopher Road. C Co is to the East.
 - b) C Co. and B Co. boundary from the road at grid GL 15928506 to the road at grid GL 14507960 following the eastern side of Box Springs Road
3. Place assembly area Dog on the hilltop at grid GL 13998044. C Co 1-77 IN (L) is in this assembly area.
4. Place your start point at the road junction at grid GL 14168052 and the release point at the road junction at grid GL 14388163. Your route follows the eastern side of Anzio Road.
5. Draw in Attack Position #1 in the knoll at grid 145818.

6. Place in your Line of Departure running from the road junction at grid GL 12828216 to the road junction at grid GL 15248172 paralleling the northern side of Red Diamond Road.
7. Draw in Objective Red on the high ground at grid GL 138837.
8. Draw in your Direction of Attack (main effort) from attack position #1 northwest along the southern side of ~~Hallocca~~ Creech to the creek junction at grid GL 13368312 and then swing northeast towards Objective Red.
9. Place the following control measures along your route:
 - a) Checkpoint #1 at the creek junction at grid GL 13368312.
10. The Battalion Mortar Platoon with 8 Irmmortars will be in support for the attack. They are located on the hill at grid 167804.

NOTE:

Go back and check your work.

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Operational Terms/Symbols

Practical Exercise # 3

JUL 12

GENERAL: Instructions for Practical Exercise

1. The purpose of this P.E. is to familiarize the Officer Candidate Student with the Operational Terms and Symbols most commonly used when planning company and platoon level tactical operations.
2. The use of FM 1-02 and any other doctrinal source is authorized. Use the correct colors and symbols.
3. Reference map: Fort Benning, 1:50,000

REQUIREMENT: You are a Platoon Leader for A Co., 1-77 IN, which is a pure Light Battalion. Prepare an operations overlay for operation PE 3 on acetate depicting the minimum requirements and the following symbols:

1. Place grid reference point at 0985 and 1979.
2. Draw the following Company boundaries:
 - a) B Co. and A Co. boundary from the grid GL10008600 to grid GL10007910 following the 10 gridline south. B Co is located to the west.
 - b) A Co. and C Co. boundary from grid GL17008600 to grid GL17007900 following the 17 gridline south. C Co is located to the east.
3. Place the following Assembly Areas at their grid location:
 - a) Place assembly area RED at grid GL10718041. 2nd Plt. Aco 1-77 IN is located in this assembly area.
 - b) Place assembly area WHITE at grid GL11708091. 1st Plt. Aco 1-77 IN is located in this assembly area.

- c) Place assembly area GREEN at grid GL11407991. 3rd Plt Aco. 1-77 IN is located in this assembly area.
- d) Place assembly area BLUE at grid GL14528028. 3rd Plt Bco. 1-8 AR is located in this assembly area.
4. Place checkpoint 1 at grid GL15258370.
5. Place Phase Line DOG at following grids starting at GL10008221 due east to grid GL17008216.
6. Draw in Objective BOA at grid GL13408435.
7. Draw in your axis of main attack from AA RED and ending at GL132842, the center grid to the axis is at GL117824.
8. Place the friendly direction of shaping operation starting at grid GL14658035 north along Box Spring road turning northwest at check point #1 along Underwood road then turning south west toward OBJ BOA at grid GL13708460.
9. 1/A/1-77 will conduct a follow and support for 2/A/1-77.
10. The Company Mortar Platoon is located at grid GL13328200 in support of OP PE 3.

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

Note:

At the end of this exercise, go back & check your work.