



7th CAVALRY REGIMENT

Charlie Company Joint FTX: OPERATION IRON COUNCIL
Operations Order - 28DFEB26 - 2300z

CHARLIE COMPANY

AIRBORNE INFANTRY





Training Goals / Notes:

Goals

- Battle Drill 2A (Squad Attack) and Battle Drill 4A (React to Contact)
- Hasty & Deliberate Assaults (**SOSRA**)
- PCCs/PCIs & ACE Reporting
- SITREPS/FTL Coordination
- Air Assault Fundamentals (Cold/Hot Load)
- LZ Operations & Dismount Discipline
- Air Assault Raid & Rapid Exfil

Notes

- Ensure all members understand their roles in BD 2A and reinforce **SOSRA** in both planned and friction based scenarios.
- Emphasize deliberate planning: AO Marking, FT positioning.
- Integrate reporting procedures (ACE, SITREP, SPOTREP) and maintain succession of command for leadership continuity.
- Execute disciplined Chalk Lead (CL) controlled numbered dismounts, 360 degree security on landing, and movement from LZ to ORP/OBJ using proper formations.
- React to threats post-LZ near/far ambush, establish hasty SBF, and organize assault elements.
- Prioritize fundamentals, especially for troopers new to Air Assault TTPs.



SITUATION



Over the past 24 hours, our unit has established a **forward operating base at RAF Haverbrook**, the **only friendly-controlled location remaining** on the Faircroft Islands. A battalion-sized Russian force continues to occupy and fortify key terrain, villages, and coastal approaches, consolidating their control over the archipelago. Diplomatic efforts have failed, and the 7th Cavalry, as the closest available unit, has been tasked with a deliberate air assault to regain initiative, secure additional objectives, and degrade enemy capabilities. This mission demands disciplined execution of air assault fundamentals, coordinated movement from LZs to objectives, and rapid response to enemy contact. The success of this operation will solidify friendly presence on the islands and set conditions to restore control over contested terrain.

SITUATION

Country Information:

Faircroft Islands consist of rolling farmland, hedgerows, small villages, and narrow MSR's. Key terrain includes ridgelines, bridges, and **RAF Haverbrook**, our only friendly-controlled FOB established within the last 24 hours. Russian battalion forces control the majority of the islands and key avenues of approach.

Time of Day:

0000–0200 Local.

Clear skies, NVG-centric operations.

Increased silhouetting risk; enforce strict light discipline and PID.

Weather:

Cool, dry night with light winds.

Favorable for air assault operations; sound will carry.

Civilian Considerations:

Civilians may be scattered throughout small farms and rural towns. Larger urban centers have largely been abandoned and evacuated. Maintain positive identification and protect critical infrastructure while minimizing collateral damage.



SITUATION

Terrain Analysis (OCA):

Observation & Fields of Fire:

- Rolling farmland with long sightlines across open fields and along MSRs.
- Ridgelines and elevated terrain dominate surrounding lowlands and movement corridors.
- Hedgerows, forests, and villages create compartmentalized terrain, breaking LOS at 150–300m.
- Coastal inlets and riverbanks restrict visibility but canalize movement.

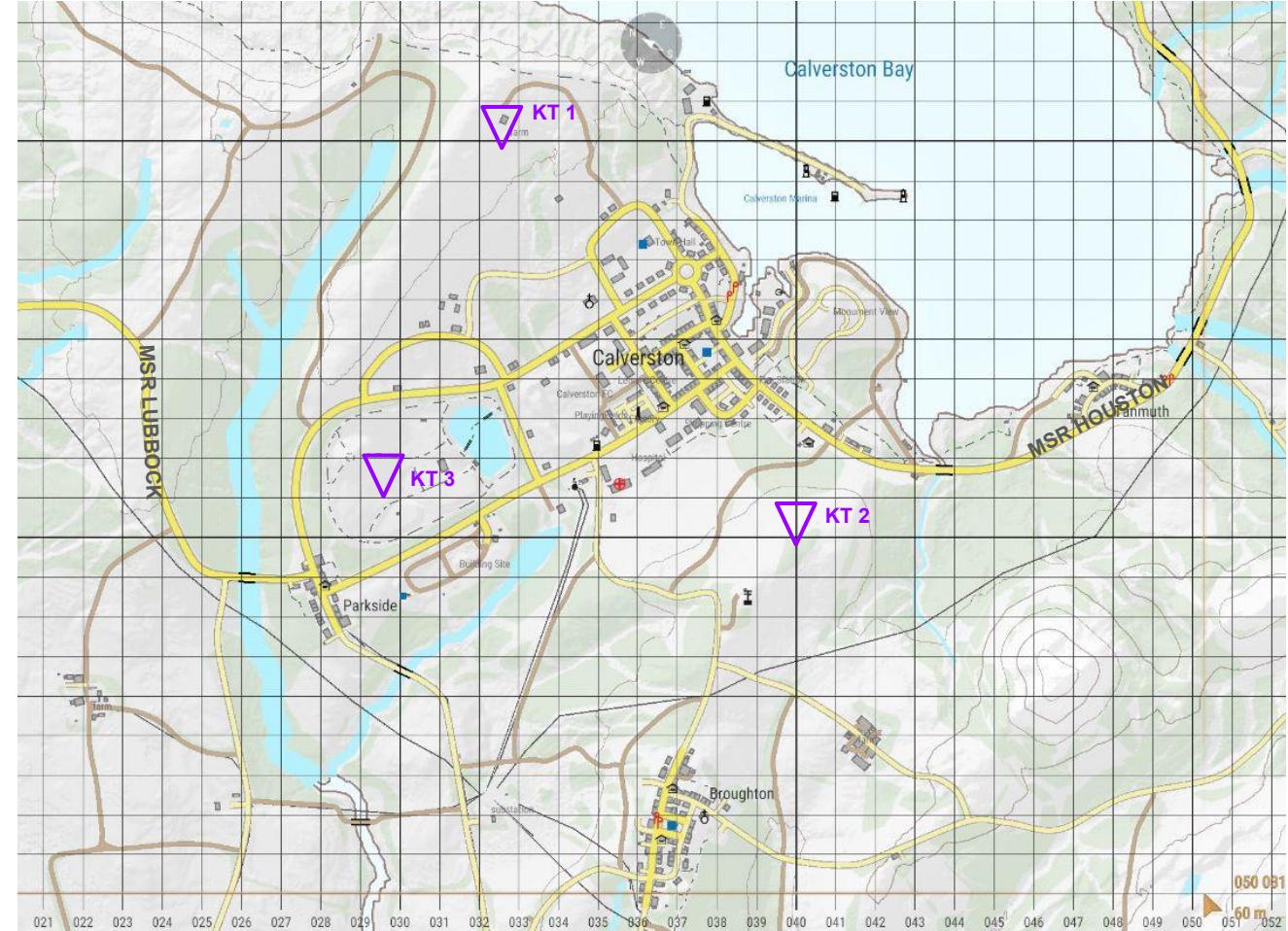
Key Terrain:

- KT 1 - High Ground (Farm) 032-050, ridge running SW-NE
- KT 2 - High Ground 039-040, ridge running SW-NE
- KT 3 - AA Net and EN defensive positions (Bravo OBJ) 029-041

Avenues of approach:

Enemy

- MSR HOUSTON
- S-N from Broughton
- N-S from KT 1



SITUATION

Enemy Forces:

Russian reinforced company (+) defending Calverston under battalion control; light mechanized with AT and limited indirect fire.

S – Reinforced Company (+)

A – Defending town, bridges, MSRs, and high ground (N/NE)

L – Calverston urban area and key terrain surrounding

U – Motorized infantry w/ light armor

T – Defensive posture established 24–48 hrs

E – Small arms, crew-served, AT systems, BTR/BMP-type, MANPADS, limited mortars, NVGs

Capabilities:

- Reinforce in 30–45 min via MSRs
- Layered urban defense with AT overwatch
- Rapid mortar response
- Limited mechanized counterattack

Limitations:

- MSR/bridge dependent
- Restricted off-road mobility
- Vulnerable to dismounted flanking
- Extended supply lines

LCOA:

Fix along MSRs, defend from hardened positions, reinforce and counterattack locally.

MDCOA:

Night spoiling attack + indirect fires on LZ/assembly areas to isolate assault forces before consolidation.



SITUATION

Friendly Forces:

1st Battalion, 7th Cavalry Regiment operating from FOB RAF Haverbrook.

Primary Element:

Charlie Company (Air Assault)

Atts and Dets:

TBD / Mission-dependent attachments

Supporting Elements:

- Alpha Company, 1-7 CAV – Aviation lift, sustainment, and CASEVAC
- Battalion Fires (on call)

Adjacent Units:

- Bravo Troop, 1-7 CAV – Conducting pre-assault operations; establishing outer cordon, isolating Calverston, securing MSR's and preventing enemy reinforcement or withdrawal.

Limitations:

- Consolidated at single FOB (RAF Haverbrook)
- Dependent on rotary-wing lift for maneuver
- Limited sustainment on initial assault (combat load only)
- Restricted indirect fires within populated areas
- NVG-centric operations requiring strict PID and control measures



MISSION

1st Battalion, 7th Cavalry Regiment conducts a deliberate night air assault from FOB RAF Haverbrook to raid Calverston, destroy enemy combat power within the area of operations, and establish conditions to restore full friendly control of the Faircroft Islands.

EXECUTION

HIGHER COMMANDER'S INTENT

The purpose of this operation is to regain the initiative and dismantle enemy control on the Faircroft Islands by decisively seizing Calverston, isolating and destroying enemy forces in zone, and rapidly expanding combat power beyond RAF Haverbrook to restore freedom of maneuver and re-establish territorial control.

OPERATION COMMANDER'S INTENT

Seize and hold decisive terrain in Calverston, isolate and dismantle the enemy defense, and rapidly expand friendly control beyond RAF Haverbrook to regain the initiative across the island.

EXECUTION

CONCEPT OF OPERATIONS

1st Battalion has been tasked with a deliberate air assault to regain initiative, secure additional objectives, and degrade enemy capabilities.

Alpha Co Will support with a Buffalo flight for Air Assault, Reinsert and Resupplies; Raider flight for CAS; 2 medical teams for casualty care and CCP's; 1 combat engineer team for demolitions.

Bravo Troop Will be the shaping effort, and participate with two Rifle infantry platoons.

Charlie Co Will be main Assault element and are participating with two Rifle Infantry Platoons

EXECUTION

PHASE 1 - Staging:

As seen

Primary Element:

Charlie Company will prepare to move out as a unit by conducting squad PCCs/PCIs, then assembling into air assault staging formations (squad).

Misfit Platoon - First wave

Bandit Platoon - Second wave

Coordinating Instructions: Charlie Company is clear to launch on Code Word **Pale Horse** (destruction of enemy AA net).

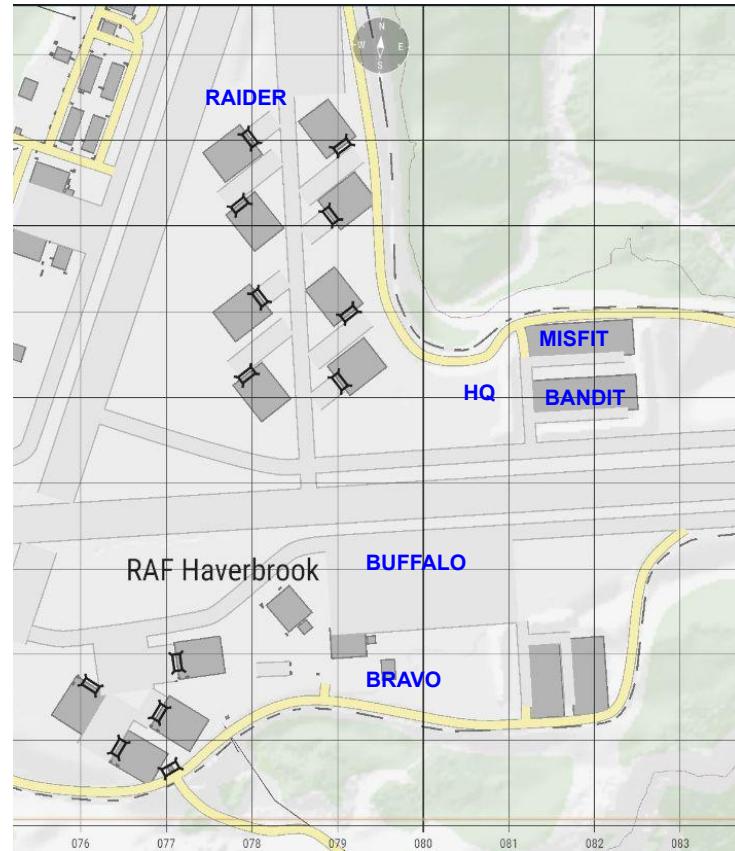
Aviation:

Buffalo's ready for boarding

H-Hour + 15: PCC/PCIs complete and all squads positioned for jump briefing.

Full PCC and PCI Completed

- Radio Checks
- Buddy team assignment
- 2 IC established
- All gear and equipment assigned and accounted for



EXECUTION

PHASE 2 - Air Assault Misfit:

Primary Element:

Charlie Company will insert at LZ Titan (Primary) LZ Ares (Secondary)

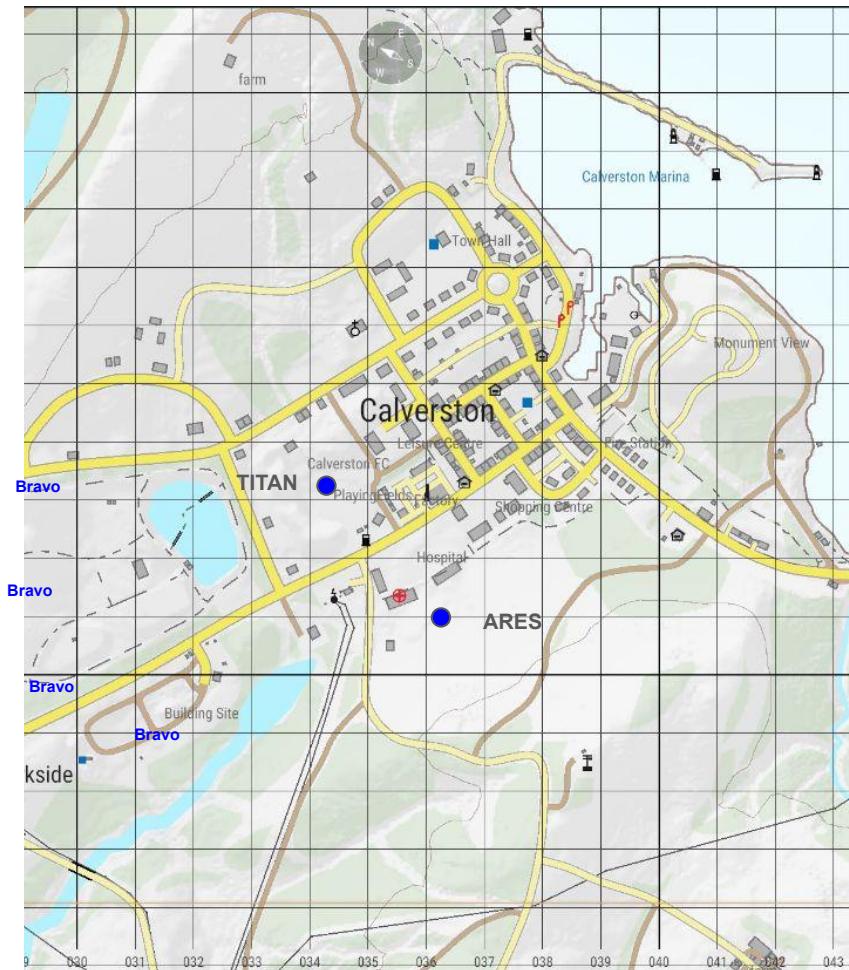
Misfit Platoon - Secure LZ and establish blocking position NW facing avenue of approach towards OBJ Poseidon.

Aviation:

Buffalo - flying of course
Raider - ISR on OBJ Poseidon and LZ Titan and Ares prior to insertion

Medical/Sustainment:

Hydrate, change your socks and motrin.



EXECUTION

PHASE 2 - Air Assault Misfit:

Primary Element:

Charlie Company will insert at LZ Titan (Primary) LZ Ares (Secondary)

Misfit Platoon - Secure LZ and establish blocking position NW facing avenue of approach towards OBJ Poseidon.

Aviation:

Buffalo - flying of course
Raider - ISR on OBJ Poseidon and LZ Titan and Ares prior to insertion

Medical/Sustainment:

Hydrate, change your socks and motrin.



EXECUTION

PHASE 3 - Air Assault

Bandit:

Primary Element:

Charlie Company will insert at LZ Titan (Primary) LZ Ares (Secondary)

Bandit Platoon - Coordinate with Misfit Platoon upon landing, push to your assigned lane and allow Misfit to collapse to theirs.

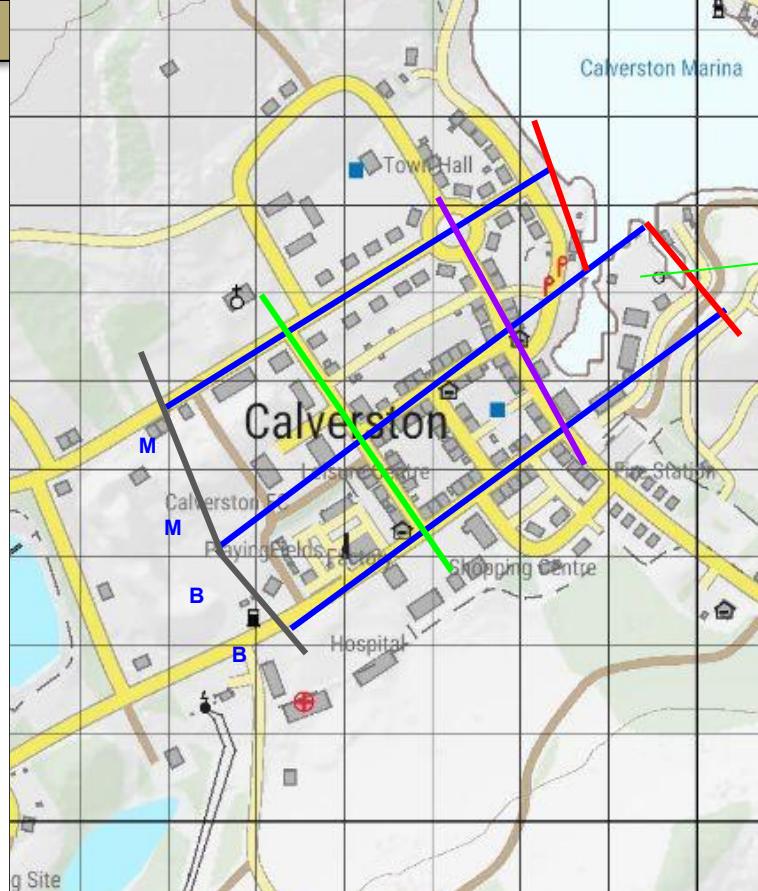
Aviation:

Buffalo - flying of course

Raider - ISR on OBJ Poseidon and LZ Titan and Ares prior to insertion

Medical/Sustainment:

Hydrate, change your socks and motrin.



EXECUTION

PHASE 4 - Raid:

Primary Element:

Charlie Company pushes towards, clears, and sets demo on OBJ Poseidon.

Coordinating Instructions: As soon as the lead element arrives on OBJ Poseidon, pro-word is **Broadsword**.

Aviation:

Buffalo - Providing ISR, reinserts, door gun CAS external to OBJ.

Medical/Sustainment:

Hydrate, change your socks and motrin.



EXECUTION

PHASE 5 - Exfil:

Primary Element:

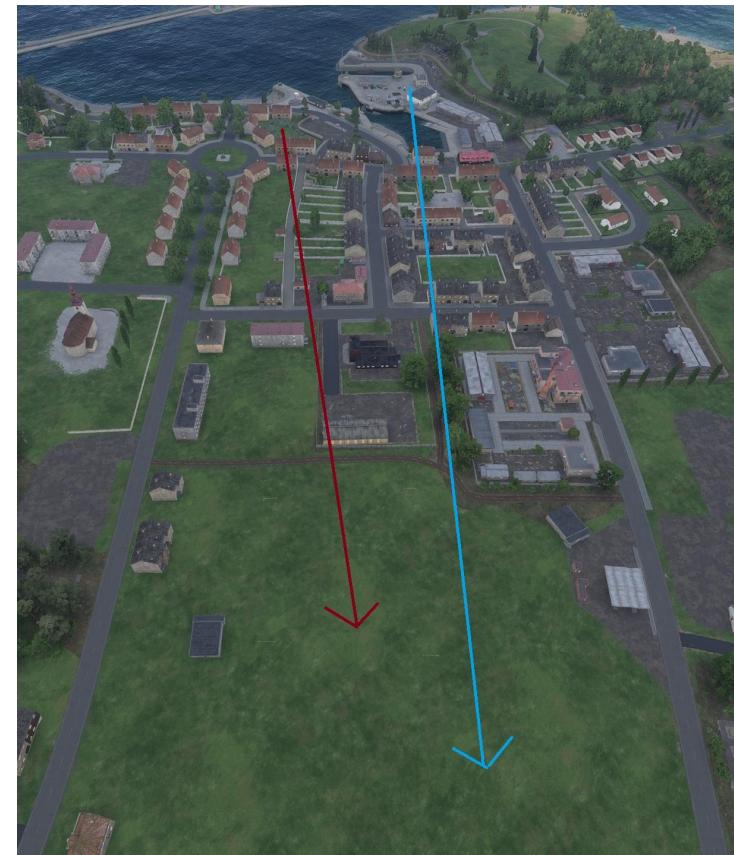
Charlie Company collapses on OBJ JERN and PZ Warhorse pre-established by Bravo Troop.

Aviation:

Buffalo - flying of course
Raider - ISR and defense of OBJ JERN and PZ Warhorse from enemy QRF.

Medical/Sustainment:

Hydrate, change your socks and motrin.



MISFIT START

EXECUTION

PHASE 4 - Airborne Jump, Consolidate on DZRP:

- BANDIT - N Security
 - MISFIT - S Security

Primary Element:

Charlie Company

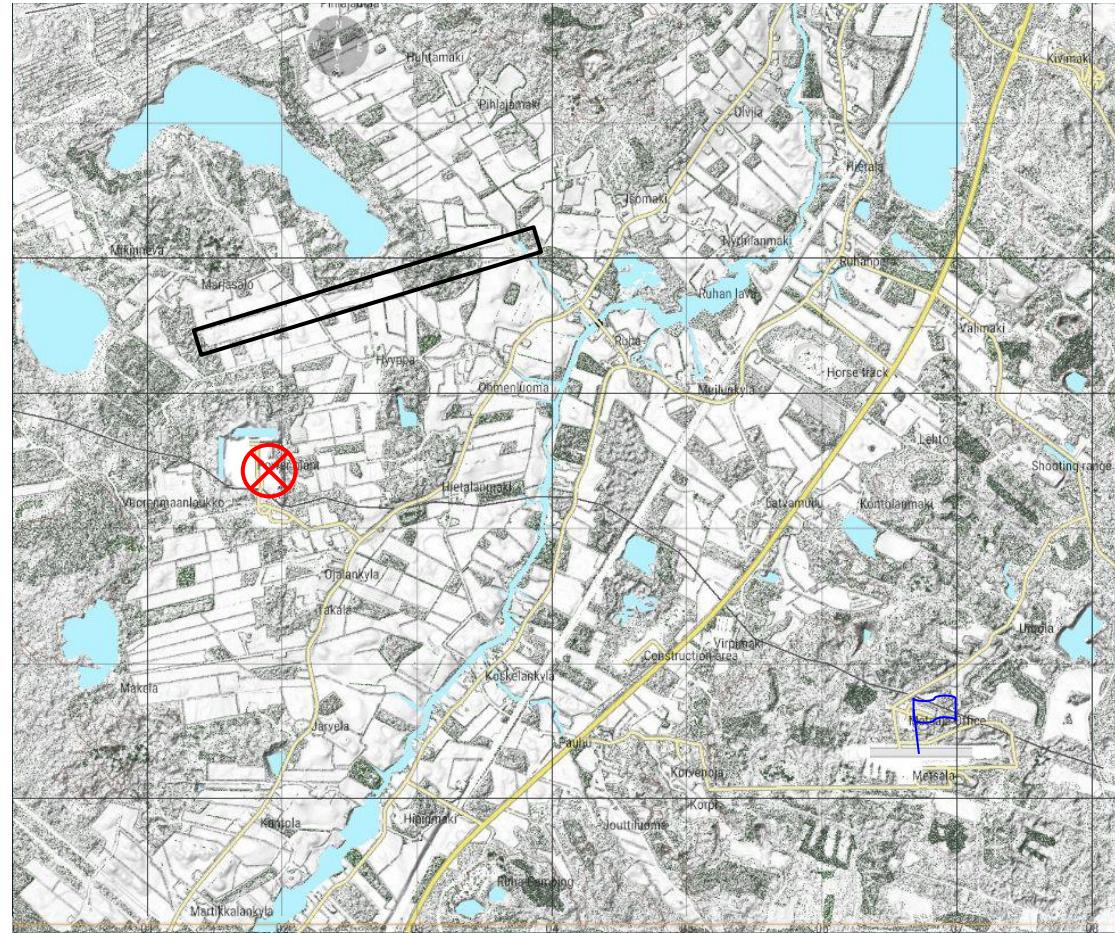
Aviation:

Standby for reinserts and casevac

Medical/Sustainment:

Casualty Collection Point (CCP) at DZRP

Bring all injuries to DZRP, or call for CASEVAC



EXECUTION

PHASE 4 - Airborne Jump, Consolidate on DZRP:

- BANDIT - N Security
- MISFIT - S Security

Primary Element:

Charlie Company

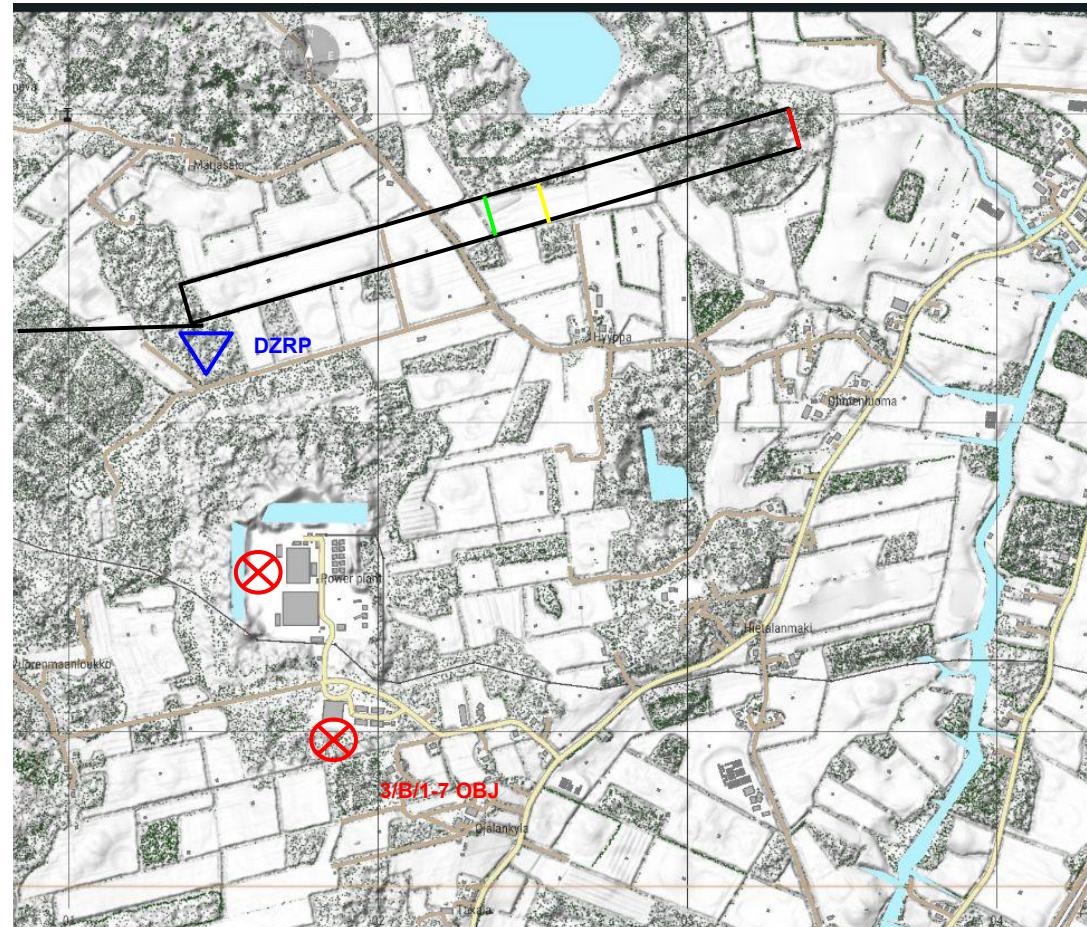
Aviation:

Standby for reinserts and casevac

Medical/Sustainment:

Casualty Collection Point (CCP) at
DZRP

Bring all injuries to DZRP, or call for
CASEVAC



EXECUTION

PHASE 5 - Company Raid:

- BANDIT - Primary
 - Push out from DZRP and conduct tactical movement to ORP
- MISFIT - Security
 - Push out from DZRP and conduct tactical movement to ORP

Primary Element:

Charlie Company

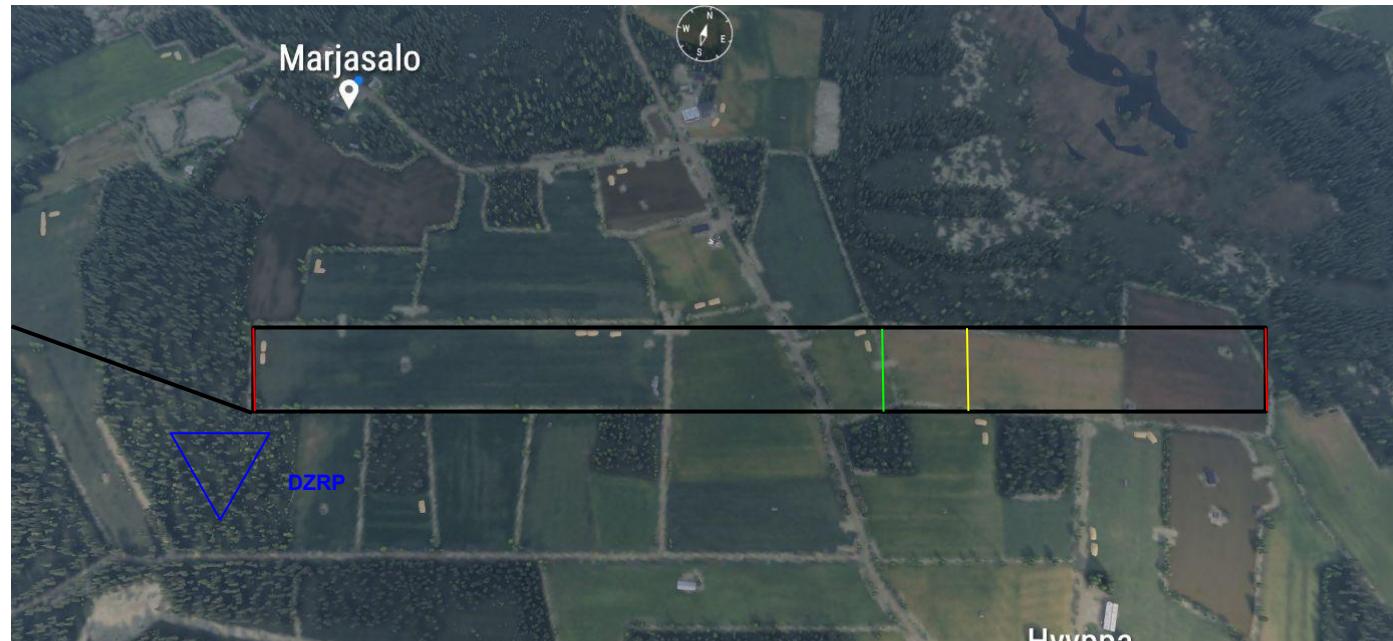
Aviation:

Standby for reinserts and casevac

Medical/Sustainment:

Casualty Collection Point (CCP) at DZRP

Bring all injuries to DZRP, or call for CASEVAC



EXECUTION

PHASE 5 - Company Raid:

- BANDIT - Primary
 - Push out from DZRP and conduct tactical movement to ORP
- MISFIT - Security
 - Push out from DZRP and conduct tactical movement to ORP

Primary Element:

Charlie Company

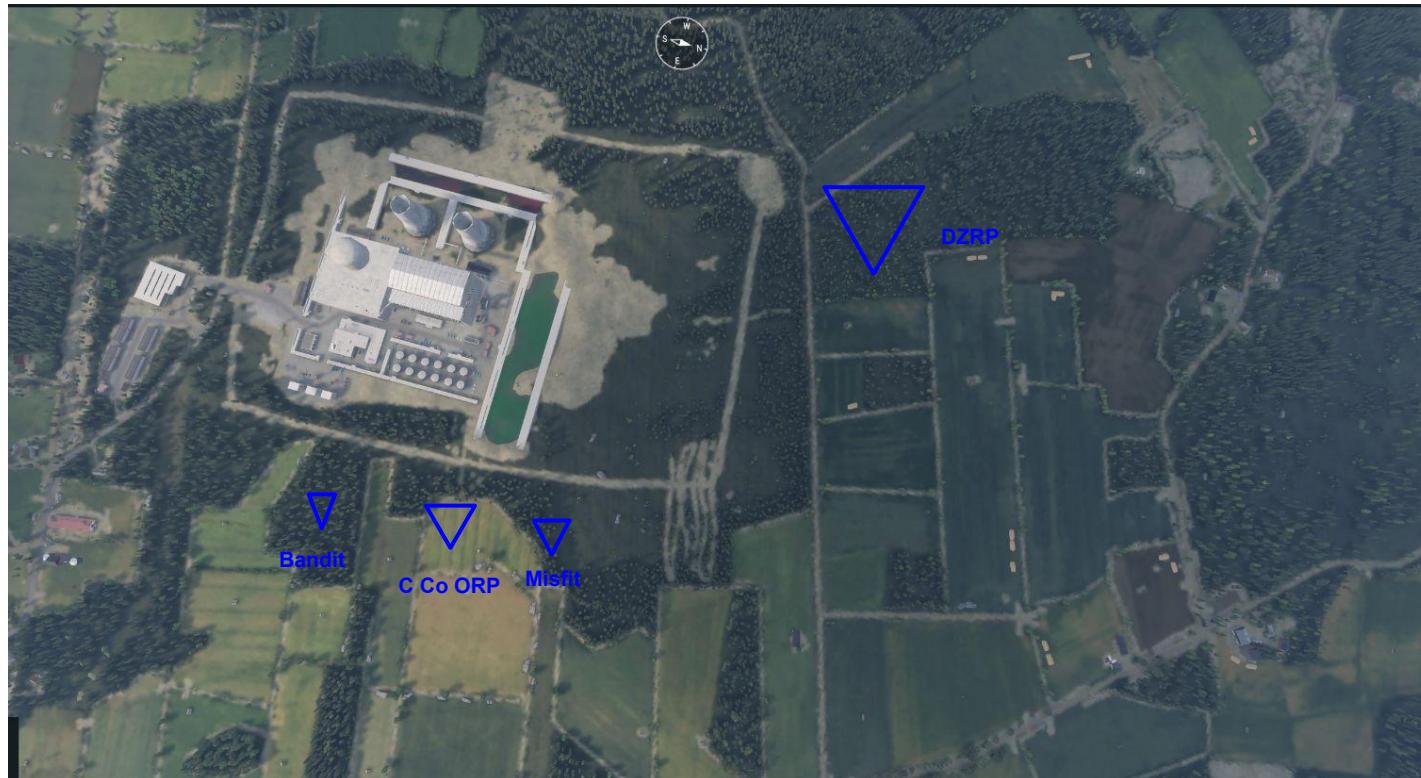
Aviation:

Standby for reinserts and casevac

Medical/Sustainment:

Casualty Collection Point (CCP) at DZRP

Bring all injuries to DZRP, or call for CASEVAC



EXECUTION

PHASE 5 - Company Raid:

- BANDIT - Primary
 - Conduct leaders recon from AP
- MISFIT - Security
 - Maintain security at AP

Primary Element:

Charlie Company

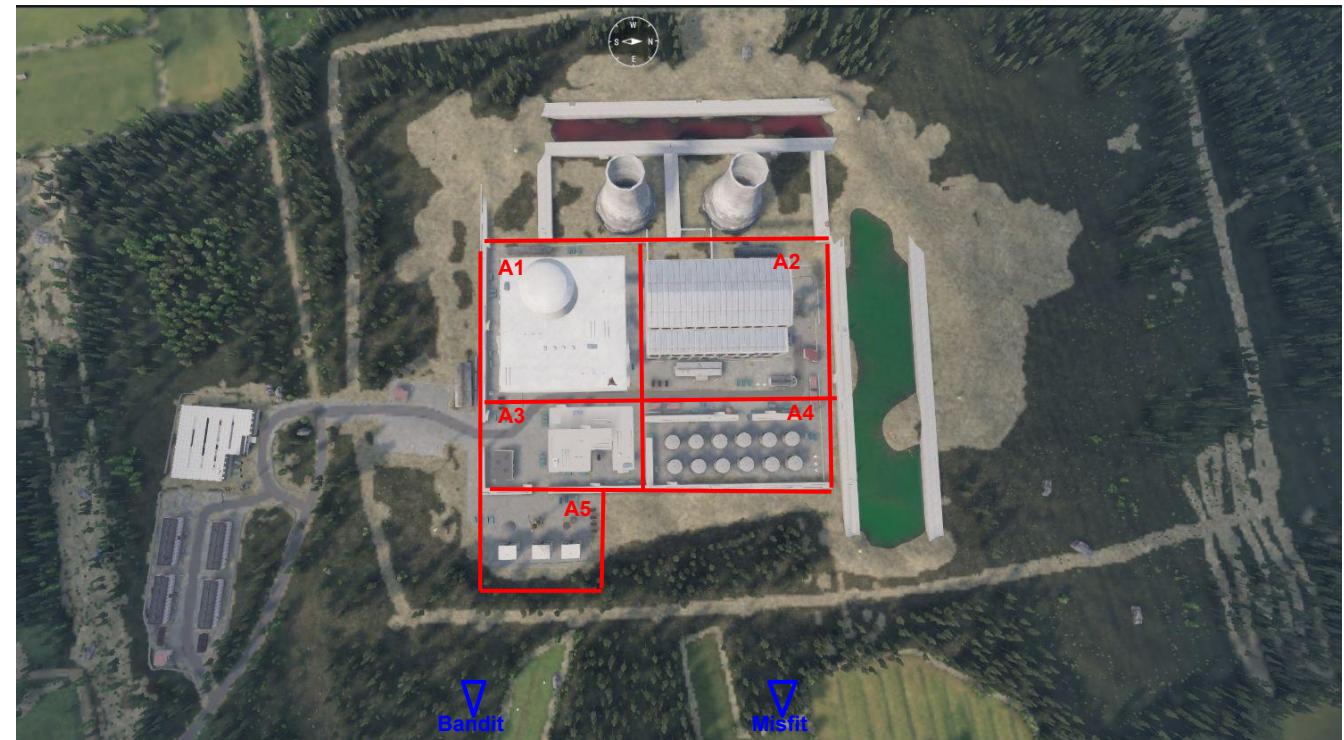
Aviation:

Standby for reinserts and casevac

Medical/Sustainment:

Casualty Collection Point (CCP) at DZRP

Bring all injuries to DZRP, or call for CASEVAC



EXECUTION

PHASE 5 - Company Raid:

- BANDIT - Primary
 - Assault, clear, hold A5
- MISFIT - Security
 - Maintain security of AP

Primary Element:

Charlie Company

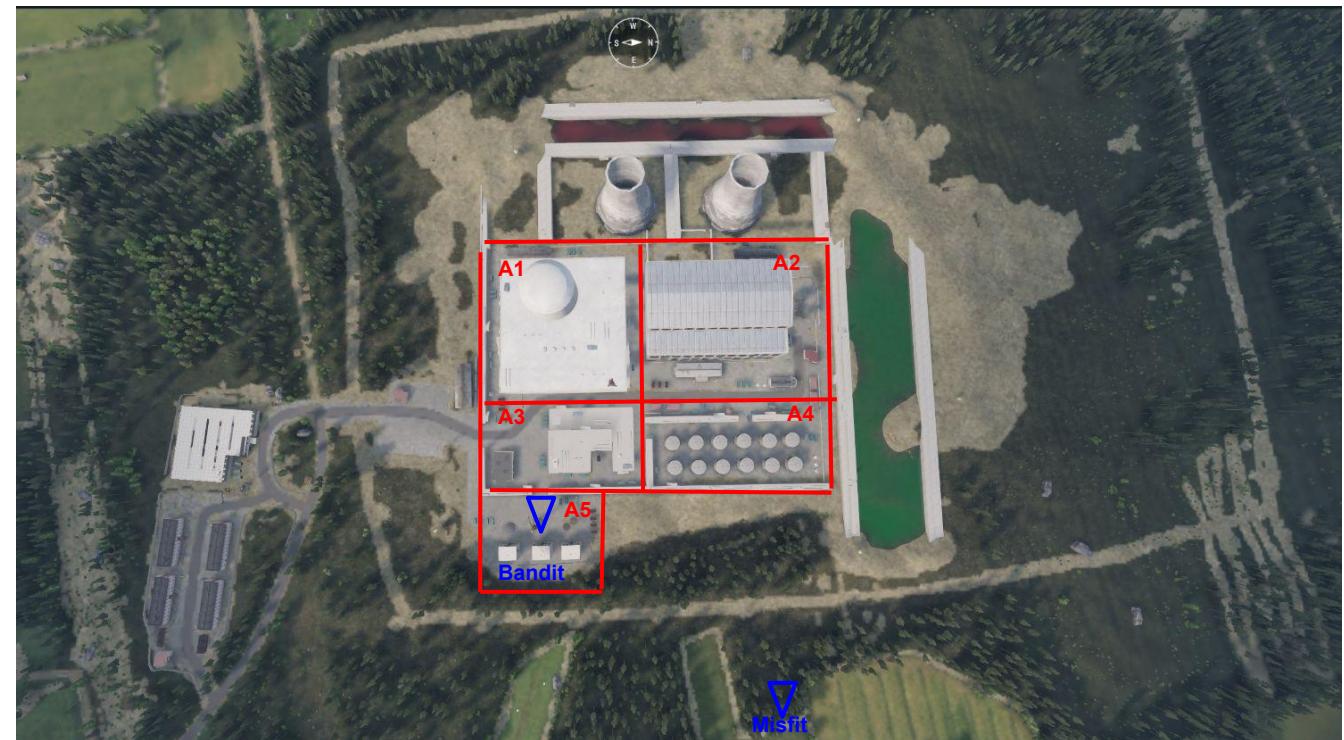
Aviation:

Standby for reinserts and casevac

Medical/Sustainment:

Casualty Collection Point (CCP) at DZRP

Bring all injuries to DZRP, or call for CASEVAC



EXECUTION

PHASE 5 - Company Raid:

- BANDIT - Primary
 - Provide security, own, supp fires for Misfits assault on A3
- MISFIT - Security
 - Bound past and through A5 to assault and clear A3

Primary Element:

Charlie Company

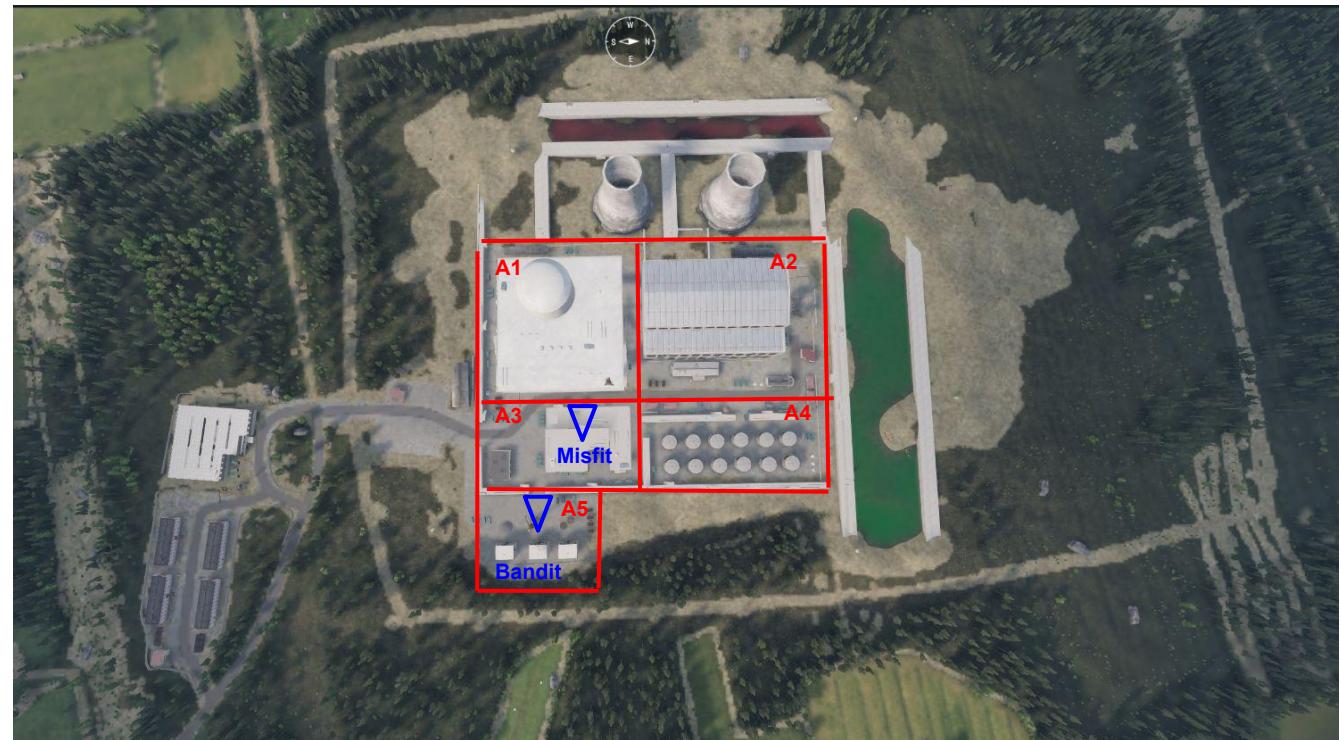
Aviation:

Standby for reinserts and casevac

Medical/Sustainment:

Casualty Collection Point (CCP) at DZRP

Bring all injuries to DZRP, or call for CASEVAC



EXECUTION

PHASE 5 - Company Raid:

- BANDIT - Primary
 - Bound past and through A3 to assault and clear A1
- MISFIT - Security
 - Establish security of S gate

Primary Element:

Charlie Company

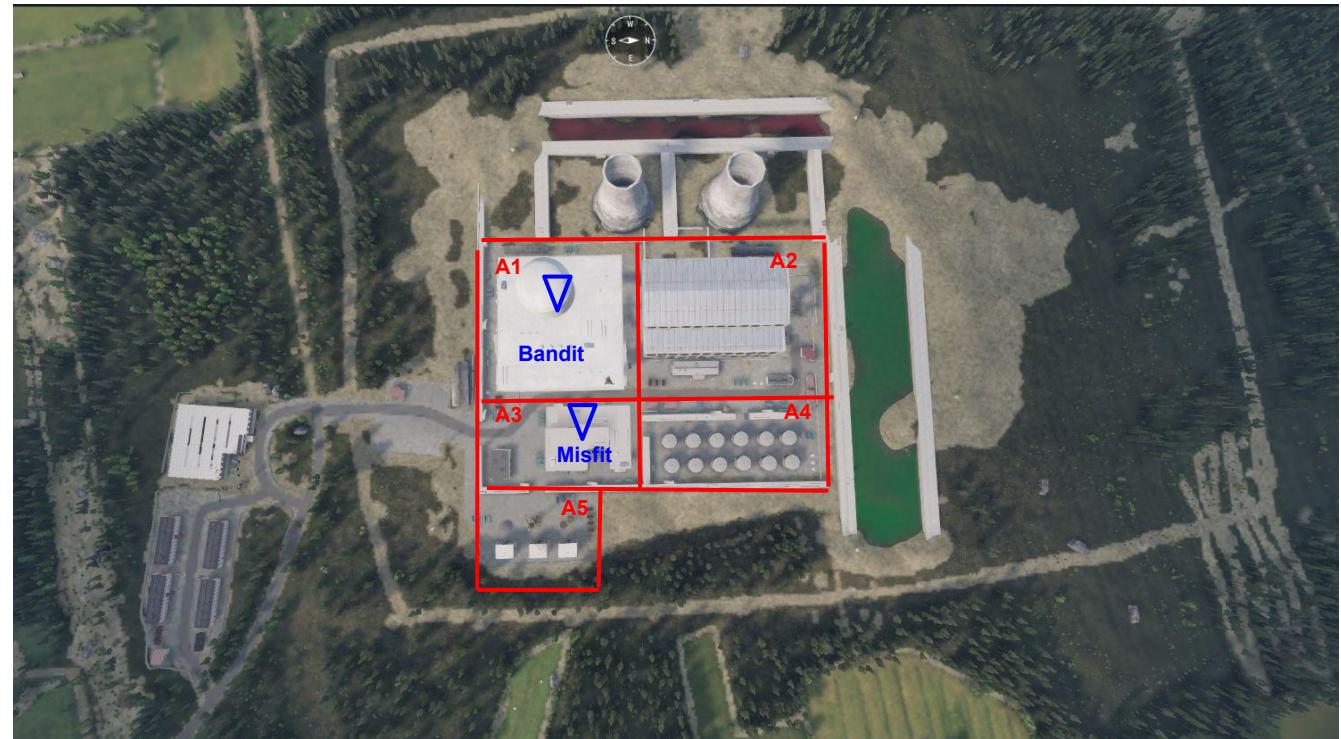
Aviation:

Standby for reinserts and casevac

Medical/Sustainment:

Casualty Collection Point (CCP) at DZRP

Bring all injuries to DZRP, or call for CASEVAC



EXECUTION

PHASE 5 - Company Raid:

- BANDIT - Primary
 - Hold A1
- MISFIT - Security
 - Hold security at S gate
 - Clear A4

Primary Element:

Charlie Company

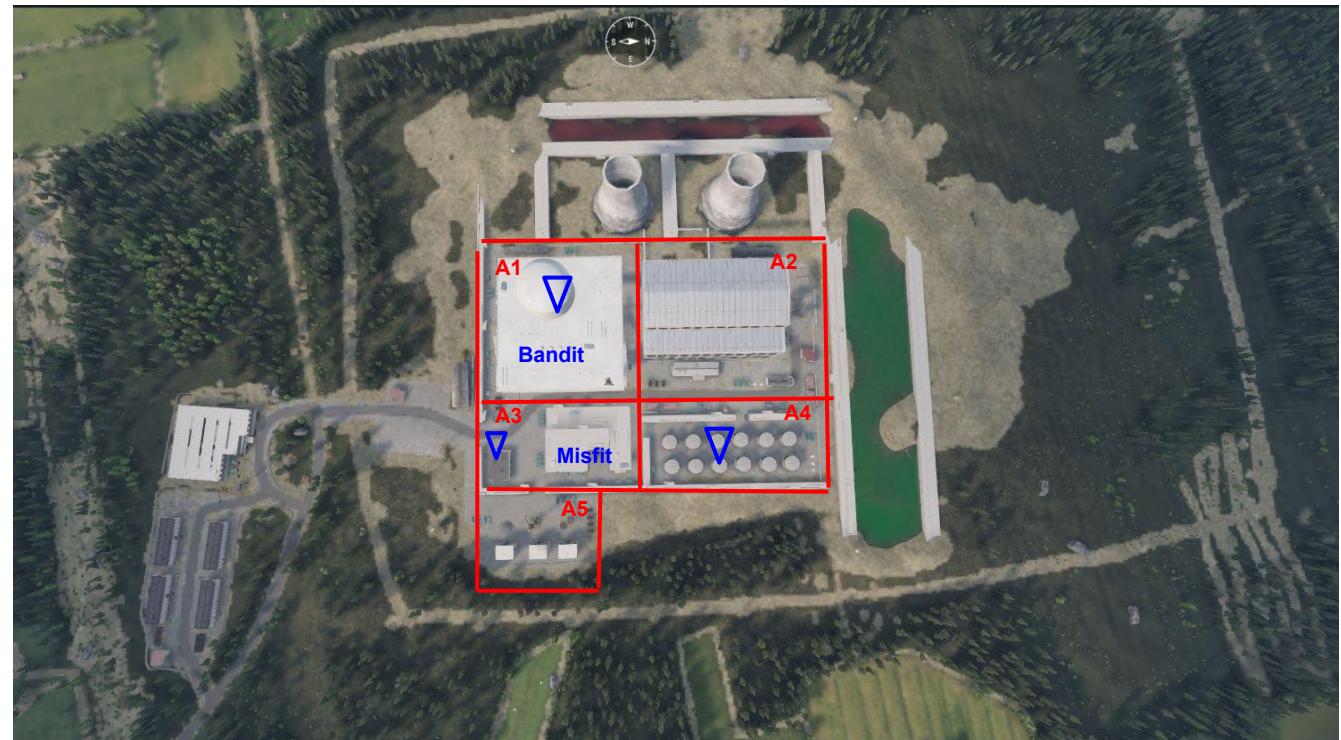
Aviation:

Standby for reinserts and casevac

Medical/Sustainment:

Casualty Collection Point (CCP) at DZRP

Bring all injuries to DZRP, or call for CASEVAC



EXECUTION

PHASE 5 - Company Raid:

- BANDIT - Primary
 - Relieve Misfit security at S gate
- MISFIT - Security
 - Assault and clear A2

Primary Element:

Charlie Company

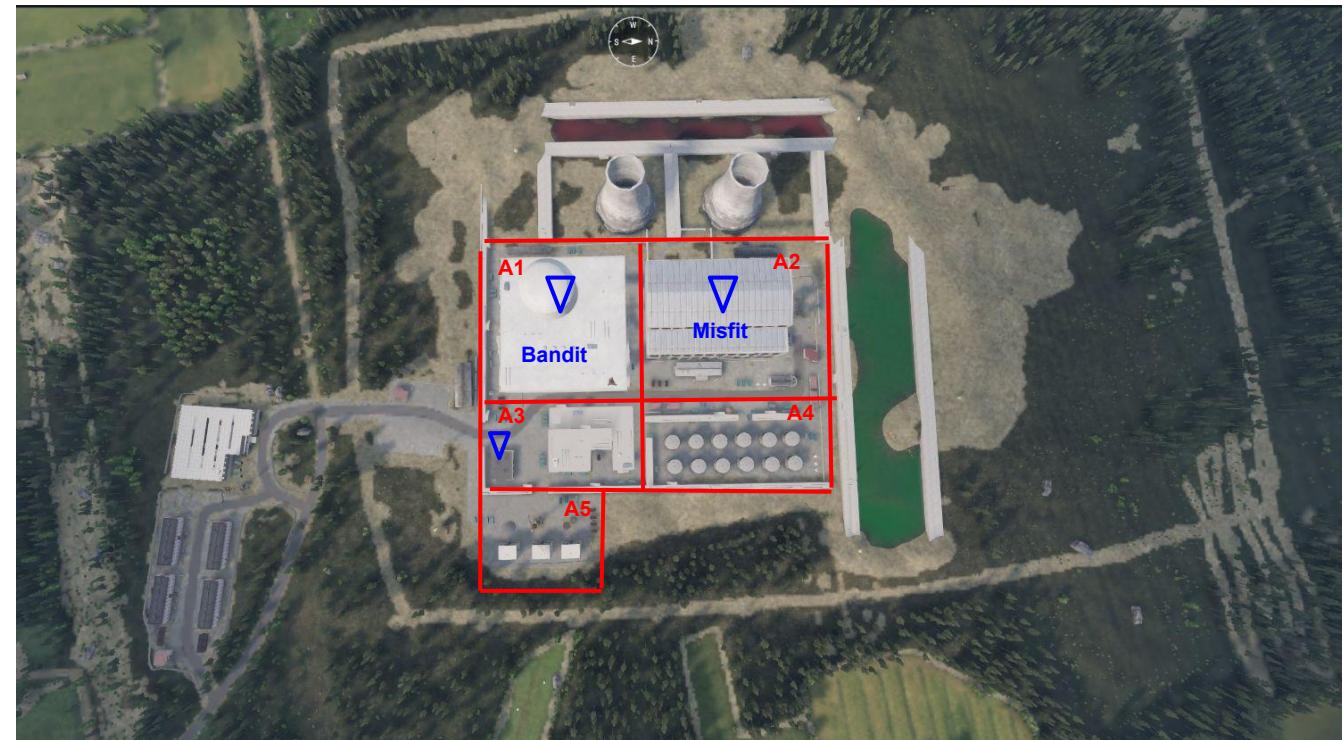
Aviation:

Standby for reinserts and casevac

Medical/Sustainment:

Casualty Collection Point (CCP) at DZRP

Bring all injuries to DZRP, or call for CASEVAC



EXECUTION

PHASE 5 - Company Raid:

- BANDIT - Primary
 - Establish S security
- MISFIT - Security
 - Establish N Security

Primary Element:

Charlie Company

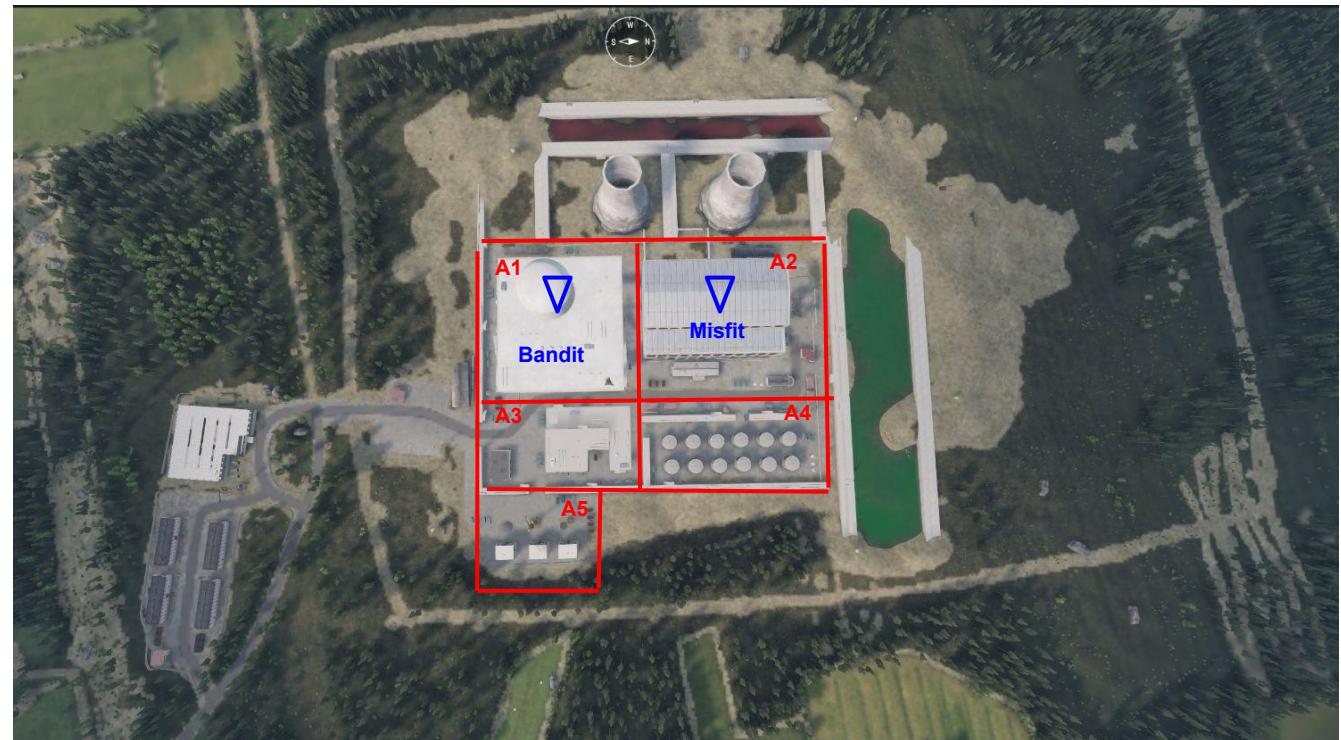
Aviation:

Standby for reinserts and casevac

Medical/Sustainment:

Casualty Collection Point (CCP) at DZRP

Bring all injuries to DZRP, or call for CASEVAC



ADMINISTRATION AND SUSTAINMENT

1. Medical & Sustainment:

Platoon Medical Teams attached to Platoon HQ. Sustainment will be handled by HITMAN-7.

2. Transport:

Primary: Motorized convoy of HMMWVs (mounted with MK19, M2).

Secondary: Engineer section assets for obstacle clearance and recovery.

3. Equipment:

Weapons systems: Company organic small arms, M240s, AT4s/Javelins.

Mounted: MK19 and M2 mounted on HMMWVs

Special: None.

4. ROE:

- Positive Identification required.
- No fire into civilian structures unless receiving effective enemy fire.
- Crew-served weapons, AT systems, and C2 nodes are priority targets.
- Avoid collateral damage on bridges unless ordered to deny enemy use.

5. Aviation:

Assault Aviation: On-Call for ISR, Reinsert, and Resupply

6. Respawn:

Respawns will be at Staging Area

7. Personnel:

POWs and HVTs will be handed off to HITMAN-7 for medical treatment at Company

COMMUNICATIONS

Primary Element:

<Callsign, SR: / LR: >

Atts and Dets:

<Callsign, SR: / LR: >

<Callsign, SR: / LR: >

Supporting Elements:

<Callsign, LR 1: / LR 2: >

<Callsign, LR 1: / LR 2: >

Succession of Command:

1.Hitman-6

2.Hitman-5

3.Bandit-6

4.Misfit-6

PACE Plan:

P: Radio

A: -

C: Runners

E: Smoke & FlashLight

Emergency Daylight:

-Purple smoke: (Only for use if P, A & C is down!)

Emergency Nighttime:

-Green Flares: (Only for use if P, A, & C is down)

Other Smoke Colors

-Green: Friendly Position

-Red: Enemy Position

-Yellow: Designated Signal

COMMAND AND CONTROL															
CHANNEL		FREQ			CHANNEL		FREQ			CHANNEL		FREQ			
Gamemaster		65.2			Ground to Air (G2A)		61			Medical (MED)		63			
Command (CMD)		68			Air to Air (A2A)		60			Logistics (LOG)		62.2			
Highest deployed Leader uses "CMD" instead of "F3"						Close Air Support (CAS)			62			Call For Fires (FIRES)		62.6	
CALL SIGN	ROLE	F1	F2	F3	CALL SIGN	ROLE	F1	F2	F3	CALL SIGN	ROLE	F1	F2	F3	
BATTALLION COMMAND					BRAVO TROOP COMMAND					CHARLIE COMPANY COMMAND					
GODFATHER-6	BN OIC	CMD			WARHORSE-6	COY OIC	49	CMD		HITMAN-6	COY OIC	59	CMD		
GODFATHER-5	BN XO	CMD			WARHORSE-5	COY XO	49	MED		HITMAN-5	COY XO	59	G2A		
GODFATHER-7	BN SGM	CMD			WARHORSE-7	COY 1SG	49	LOG		HITMAN-7	COY 1SG	59	MED		
ZUES	OPS CTRL	Ping	CMD		SUPPORT PLATOON					AIRBORNE/AIR-ASSAULT INFANTRY					
ALPHA COMPANY COMMAND					HELIOS-6	PL	40.2	40	49	BANDIT-6	PL	50.2	50	59	
PEGASUS-6	COY OIC	60	CAS	CMD	HELIOS-5	PSG	40.2	G2A	LOG	BANDIT-5	PSG	50.2	50	G2A	
PEGASUS-5	COY XO	60	G2A		HELIOS-1	CSS	41	40	LOG	BANDIT-7	PLT MEDIC	50.2	50	MED	
PEGASUS-7	COY 1SG	60	MED		HELIOS-2	CSS	41.2	40	LOG	BANDIT-1	SL	51	50		
FIRE SUPPORT COORDINATORS					MECHANIZED INFANTRY					BANDIT-2	SL	51.2	50		
VANQUISH	TACP IC	COYHC	CAS	CMD	VIKING-6	PL	45.2	45	49	BANDIT-3	SL	51.4	50		
CHAOS	FAC	PLTHQ	CAS	CMD	VIKING-5	PSG	45.2	45	G2A	BANDIT-4	SL	51.6	50		
LOKI	FO	PLTHQ	FIRES	CMD	VIKING-7	PLT MEDIC	45.2	45	MED	AIRBORNE/AIR-ASSAULT INFANTRY					
ROTARY-WING					VIKING-1	SL	46	45		MISFIT-6	PL	55.2	55	59	
BUFFALO	MH-60	A2A	G2A		VIKING-2	SL	46.2	45		MISFIT-5	PSG	55.2	55	G2A	
BIZON	MH-60 DAP	A2A	G2A		VIKING-3	SL	46.4	45		MISFIT-7	PLT MEDIC	55.2	55	MED	
GRIZZLY	CH-47	A2A	G2A		BANSHEE NET					MISFIT-1	SL	56	55		
RAVEN	MH-6	A2A	G2A		AIRBORNE/AIR-ASSAULT INFANTRY					MISFIT-2	SL	56.2	55		
SPARROW	AH-6	A2A	CAS		PIONEER-6	PL	32.2	32	39	MISFIT-3	SL	56.4	55		
RAIDER	AH-64	A2A	CAS		PIONEER-5	PSG	32.2	32	G2A	MISFIT-4	SL	56.6	55		
INDIRECT FIRES					PIONEER-7	PLT MEDIC	32.2	32	MED	AUXILIARY NETS					
ODIN-6	PL	36	FIRES	CMD	PIONEER-1	SL	33	32		(Pre-designated as Vehicle Net, Jump Net, etc.)					
ODIN-1	IDF	36.2	36	FIRES	PIONEER-2	SL	33.2	32		AUX NET 1		63.2			
					PIONEER-3	SL	33.4	32		AUX NET 2		63.4			
					PIONEER-4	SL	33.6	32		AUX NET 3		63.6			