INTRODUCTION: Name	, Duty Position	OPORD	
No change to the WARNO posted.		<del></del>	
KEY TIMES:			
TASK ORGANIZATION: (Brief	changes to the norm & movement	of Key WPNs)	
ADEA OF OPEDATIONS (AO).	(ODTE)		
AREA OF OPERATIONS (AO): ORIENT: (Brief N,S, E, W. Big to			
ORIENT: (Blici N,S, E, W. Big to	Sman. Bring them into the Area)		
<b>BOX:</b> (Brief Company Boundaries)	)		
N:			
E:	W:		<del> </del>

<b>FERRAIN:</b> (OAKOC-WC; Brief deductions,	•	
<b>OBSTACLES:</b> (Brief sequentially along mov	· · · · · · · · · · · · · · · · · · ·	
Existing (Natural & Manmade)		
Reinforcing (Tactical & Protective):		
AVENUES OF APPROACH. (Location Siz	ve Speed Formation)	
•	•	
Friendly: AA(MTD, D-MTD, AIR)	AA (MTD, D-MTD, AIR)	
AVENUES OF APPROACH: (Location, Size Friendly: AA(MTD, D-MTD, AIR) S	AA (MTD, D-MTD, AIR) S	
Friendly: AA(MTD, D-MTD, AIR)	AA (MTD, D-MTD, AIR)	
SF	AA (MTD, D-MTD, AIR)	
Friendly: AA(MTD, D-MTD, AIR)	AA (MTD, D-MTD, AIR) S- S- F- AA (MTD, D-MTD, AIR)	
Friendly: AA(MTD, D-MTD, AIR)	AA (MTD, D-MTD, AIR) S- S- F- AA (MTD, D-MTD, AIR) S- S- S- AA (MTD, D-MTD, AIR) S-	
Friendly: AA(MTD, D-MTD, AIR)	AA (MTD, D-MTD, AIR)	
Friendly: AA(MTD, D-MTD, AIR)	AA (MTD, D-MTD, AIR)	
Friendly: AA(MTD, D-MTD, AIR) S F AA(MTD, D-MTD, AIR) S S F Enemy: AA(MTD, D-MTD, AIR)	AA (MTD, D-MTD, AIR) S- S- F- AA (MTD, D-MTD, AIR) S- S- F- AA (MTD, D-MTD, AIR) AA (MTD, D-MTD, AIR)	
Friendly: AA(MTD, D-MTD, AIR)	AA (MTD, D-MTD, AIR) S- S- F- AA (MTD, D-MTD, AIR) S- S- F- AA (MTD, D-MTD, AIR) S- S- F- AA (MTD, D-MTD, AIR) S-	
Friendly: AA(MTD, D-MTD, AIR) S F AA(MTD, D-MTD, AIR) S S F Enemy: AA(MTD, D-MTD, AIR)	AA (MTD, D-MTD, AIR) S	

COCUS/FAMILIARIZE: (Brief OBJs, ATK PSNs, L/U Points, etc.)  AREAS OF INTEREST (AoI): (Composition, Trigger, Time, Priority of Planning)  CAS: C IDF: C  T T  P P  CCA: C Res/Rein: C  T T  T T  P ADA: C : C  T T  T T	<b>TRACE:</b> (From LD to OBJ	, brief major RTEs, roads, PLs that ID Boundaries, etc.)
AREAS OF INTEREST (AoI): (Composition, Trigger, Time, Priority of Planning)  CAS: C-		
AREAS OF INTEREST (AoI): (Composition, Trigger, Time, Priority of Planning)  CAS: C-		
AREAS OF INTEREST (AoI): (Composition, Trigger, Time, Priority of Planning)  CAS: C-		
AREAS OF INTEREST (AoI): (Composition, Trigger, Time, Priority of Planning)  CAS: C-		
AREAS OF INTEREST (AoI): (Composition, Trigger, Time, Priority of Planning)  CAS: C-		
CAS: C	FOCUS/FAMILIARIZE: (	(Brief OBJs, ATK PSNs, L/U Points, etc.)
CAS: C		
CAS: C	ARFAS OF INTEREST (A	(Composition Trigger Time Priority of Planning)
T-	•	
T		
P		
CCA: C-       Res/Rein: C-         T-       T-         T-       P-         ADA: C-       : C-         T-       T-         T-       T-		I
T- T	CCA: C-	
T-	TT	
P		T-
ADA: C : C : C : T T T T T : C		P-
T T T	ADA: C-	: C-
T		
<u> </u>		
P- P-	<del></del>	

Enemy (cont): AA -(MTD, D-MTD, AIR)	AA - (MTD, D-MTD, AIR)
S	`
S-	S
F-	F
KEY TERRAIN: (Key to Friendly and Enemy	<i>y</i> )
K1:	K2:
US:	US:
THEM:	THEM:
K3:	K4:
US:	
	THEM:
COVER:	
CONCEALMENT:	
WEATHER: (Brief Effects of Each)	
Visibility:	
Wind:	
Precipitation:	
1 Teerpression.	
Clouds:	
Clouds: Temp: Humidity:	

<b>A</b> :			 		
S:	· · · · · · · · · · · · · · · · · · ·		 · · · · · · · · · · · · · · · · · · ·		
C:			 		
O:			 		
).			 		
•			 		
		<del> </del>	 		
E:			 	<del> </del>	

% Strength	_ Total PAX	
DO: PAX-	SO2: PAX-	
*****	WPN	
SO1: PAX		
WPN	WPN	
III/TI		
Д СНЕСКВООК	MER	US EQUIV
GANIC		
TACHED		
VALL ADVE		
VAILABLE		

## **ENEMY SITUATION: (No Change From WARNO)**

<b>ENEMY DISPOSITION</b> : Enemy Threat Picture	(Vertical and Horizontal Nesting)
2-Levels Up ()—(Circle who is in your A	O. End w/ your enemy)
HQ: L	DO: L
T	
P	P
SO1: L	SO2: L
T	
P	P
SO3: L	: <u>L</u>
T	
P	P
1-Level Up ()—(Circle who is in your AO	. End w/ your enemy)
HQ: L	DO: L
T	
P	P
SO1: L	SO2: L
T	T
P	P
SO3: L	
T	T
P	P

## **ENEMY CAPABILITIES BY WFF (Fill Out RCPA)**

WFF	STRENGTHS	WEAKNESSES	DEDUCTIONS
Mission CMD			
Mvt/Man			
Fire Support			
Intelligence			
Sustainment			
Protection			

<b>ENEMY COA STATEMEN</b>		
The purpose of the operation	is to	
Decisive to the operation is_		
	(FOM)	
DO: L	CO 1 T	
T		
P	P	
SO2: L	SO3: L	
T		
P	P	
Purpose of Enablers:		
Fires-		
Air		
<u> </u>	(Enemy)	
(Civil)		
(FF)		

## **FRIENDLY SITUATION:**

2-Levels Up (BDE)—(Missio	on/Intent: No Change from WARNO)
Changes:	
HQ: L	DO: L
T-	
<b>T</b>	P
SO1: L	
T	
<b>D</b>	P
SO3: L	: L
<b></b>	
D	P
1-Level Up (BN)—(Mission/	Intent: No Change from WARNO)
Changes:	
HQ: L	DO: L
T-	$oldsymbol{ au}$
D	P
	SO2: L
Т	T
P-	P
5O3: L-	: L
T	TD.
P-	P-

(Intentionally Left Blank)	NEMY SCHEME OF MANEUVER (MICRO Map)				
(Intentionally Left Blank)					 <del></del>
(Intentionally Left Blank)					
(Intentionally Left Blank)			<del></del>		 
(Intentionally Left Blank)					 
(Intentionally Left Blank)					
(Intentionally Left Blank)			<del> </del>		 
(Intentionally Left Blank)					
		(Intent	ionally Left Blar	ık)	

<b>COMPANY MISSION:</b>				
Mission (2x):			 	
CDR's Intent:				
Expanded Purpose			 	
	· · · · · · · · · · · · · · · · · · ·	· · · · · · · · · · · · · · · · · · ·	 	
	· · · · · · · · · · · · · · · · · · ·	· · · · · · · · · · · · · · · · · · ·	 	
	· · · · · · · · · · · · · · · · · · ·	· · · · · · · · · · · · · · · · · · ·	 	
Key Tasks				
	·		 	
	<del>.</del>		 	
	<del>-</del>		 	
At Endstate				
(Terrain)			 	
(Enemy)			 	
(Civil)			 	
<del></del>			 	
(FF)			 	
	· · · · · · · · · · · · · · · · · · ·	· · · · · · · · · · · · · · · · · · ·	 	

<b>CONCEPT STATEMENT:</b>	
The purpose of the operation is to_	
Decisive to the operation is	
This is decisive because	
We will accomplish this by (FOM)_	
We will assume risk	
We will mitigate this risk	
we will illitigate this risk	
DO. ( DIT)	SO1: ( PLT)
11,1,1,1	
DO: (PLT) T-	
T	
T P	
T P SO2: ( PLT)	TPSO3: ( PLT)
T P SO2: ( PLT) T	TPSO3: ( PLT)
T	T
T	T
T P SO2: ( PLT) T P	T

## **CONCEPT OF THE OPERATION** I see this operation occurring in \_\_ phases (nested w/ BN) Phase 1-\_\_\_\_ Begins-\_\_\_\_ Ends-Critical-Phase 2-\_\_\_\_ Begins-\_\_\_ Ends-\_\_\_\_ Critical-\_\_\_\_ Phase 3-\_\_\_\_ Begins-\_\_\_ Ends-Critical-Phase 4-\_\_\_\_ Begins-\_\_\_\_ Ends-Critical-Phase 5-\_\_\_\_ Begins-\_\_\_ Ends-\_\_\_\_ Critical-\_\_\_\_ Phase 6-\_\_\_\_ Begins-\_\_\_\_

Ends-

Critical-\_\_\_\_

Endstate of the	Operation_				
Fire Control N	<b>Ieasures (Pri</b>	or to SoM)**	<b>*</b> *		

Phase 1-		
Begin:		
Enemy Activity (HPT):		
WCS:		
FCMs:		
Formation (OOM):		
CCP:		
CASEVAC:		
UMCP/Recovery:		
Key Leader Locations:		
CO	XO	
1SG	FSO	
Key Calls (CO)		
Key Calls (BN)		

alk the Story (Action-Reaction-Counter Action):				
	•			 

Talk the Story (Action-Reaction-Counter Action):				
	<del></del>			 
	<del></del>			 
	<del></del>		<del> </del>	 
	<del></del>			 