

OPORD: COBRA

1300Z Month

SITUATION	<ol style="list-style-type: none">1) Area of Interest: Island of Utes2) Area of Operations: N/A – Entire Island (Small)<ol style="list-style-type: none">a) Operation Time: 1700Z – 2000Zb) Terrain: Small Island, Somewhat Hilly.c) Weather: Some Overcast3) Enemy Forces<ol style="list-style-type: none">a) Composition: Garrison Force + Airbaseb) Strength: Small Island Defence Force (Approx. 100)c) Equipment: Late Soviet-Erad) Intent: Not Known4) Friendly Forces<ol style="list-style-type: none">a) Intent: To put airbase into inoperable state.b) Allied Forces Intent: N/Ac) Supports:<ol style="list-style-type: none">i) NATO Joint Task Force<ol style="list-style-type: none">(1) USS Wasp LHD (Air Assets + Troop Carrier)(2) HMCS Moose (Mk.45)
MISSION STATEMENT	CSOR forces will be striking the Island of Utes in order to put the Airbase into an inoperable state.
EXECUTION	<p><u>Commander's Intent</u></p> <p>To put vital assets out of action before the Garrison can respond & before they can communicate to their command.</p> <p><u>Scheme of Movement and Maneuver</u></p> <p>Sabre One:</p> <ol style="list-style-type: none">1. Prep SDVs2. Maneuver SDVs to Insertion point. Keeping the SDVs below ~30m whilst enroute.3. INFIL at insertion point & commence reorg.4. Stealthily recon the Island for any changes in Intel.<ol style="list-style-type: none">4.1. Any changes to the Intel Brief; Contact Baseplate4.2. Look for opportunities to weaken defences4.3. Do not engage anyone

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	<ol style="list-style-type: none">5. Plan an Assault; contact Baseplate with intentions.<ol style="list-style-type: none">5.1. Air Support cannot be used until AA/Radar threats are dealt with.5.2. Explosions may alert the island to an attack. However, enemy assets MUST be destroyed.6. Once Greenlit; Commence Plan.7. Once all assets neutralized, contact Baseplate. <p><u>Coordinating Instructions</u></p> <ol style="list-style-type: none">8. Effective OP Time: 1700Z9. ROE:<ol style="list-style-type: none">9.1. During Observation Phase: None unless directly threatened.9.2. During Assault Phase: Greenlit targets, are Freefire.<ol style="list-style-type: none">9.2.1. No Civilians are present on the Island.9.2.2. HVTs are to be captured.
ADMINISTRATION & LOGISTICS	<ol style="list-style-type: none">1) Transportation<ol style="list-style-type: none">a) 4x SDVsb) 2x UH-1Yc) 1x CH-53E (Heavy Lift / Cargo)2) Field Services<ol style="list-style-type: none">a) Ammunition: None Providedb) Fuel: None Providedc) Repair: None Provided3) Medical<ol style="list-style-type: none">a) Trauma Centre: HMCS Mooseb) MERT: None Providedc) Field Locations4) EPW Handling<ol style="list-style-type: none">a) Remove Weapons from EPWb) Search for Intel on EPWc) Interrogate onsited) Feed Intel to Commande) IF HVT; Secure for Extraction

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COMMAND & SIGNALS	<ol style="list-style-type: none">1) Command<ol style="list-style-type: none">a) Location:<ol style="list-style-type: none">i) CSOR HQ: USS Wasp LHDii) Sabre One: In Fieldb) Succession: Sabre One SL, Sabre One TL<ol style="list-style-type: none">i) If command is lost, Observation Phase; return to INFIL and RTB.ii) If Command is lost, Assault Phase; continue on mission until AA/Radar has been neutralized, RTB on Heli2) Signals<ol style="list-style-type: none">a) Smoke signals or codewords<ol style="list-style-type: none">i) Green – Friendly Positionii) Red – Enemy Positioniii) Orange – Immediate CAS needediv) Purple - Fallback to RVv) Yellow - Supply Drop Locationvi) Blue - Landing Zone
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SUPPORTS IN-DEPTH	ROLE	CALLSIGN	FREQUENCY
	HQ / Zeus	BASEPLATE	31 / 35
	CSOR HQ	HQ	31
	JTAC	GUARD 4	31 / 35
	Transport 1	SHADOW 1	35
	Transport 2	SHADOW 2	35
	CAS 1	STALKER 1	35
	CAS 2	STALKER 2	35
	Medical	ANGEL	35
	A10	HOG	35
	CAS	HAMMER	35
	CAP	HAWK	35
	Mk.45	MOOSE	35
	VLS	THUNDER	35
	UNIT	CLASSNAME	LOADOUT
	UH-1Y	SHADOW	14x LAU-6, 2x M134 (Turret)
	AH-1Z	STALKER	8x AGM-114K, 38x LAU-61, 2x AIM-9
			1x M197 20mm
	CH-53E	SIERRA	GAU-21 (Rear Turret)