

OPFOR ROEs

Exercise: IRON RESCUE + IRON HOLD

OPFOR Objective: Make it hard (but not impossible) for the CONOPS Team to succeed, emphasizes on CRAWL-WALK-RUN phases. Always maintain professionalism.

GENERAL RULES

- Freeze if scenario lead yells “ENDEX”
- Debrief: Help Scenario Lead point out OPFOR POV and ways to improve.

VILLAGE SCENARIO (IRON RESCUE)

ADMIN:

8 enemy patrol OPFOR POC

- Weapons drawn, protect POW

4 OPFOR POC as civilian villagers

- Distraction

Slowly increase pressure:

- Phase 1 20 minutes 1300-1320 (CRAWL): Hide and observe BCL team from a distance.
- Phase 2 20 minutes 1320-1340 (WALK):
 - Shout warnings in the local language of your choosing or phases like:
 - “Stop! Who are you?”
 - "Stop or we shoot!"
- Phase 3 Until ENDEX (RUN):
 - Utilize 5 S's, fire if BCL ignores warnings or presents threat, expect MORTARS.
- Retreat if losing: Fall back to draw in BCL team.

INJECTS:

- Bombs
- Machine Gun

BASE DEFENSE SCENARIO (IRONHOLD)

- Test weak spots - OPFOR scouts to find unguarded fences.
- Attack when OPFOR team is distracted while:
 - executing MEDEVAC
 - Establishing ECP control
- Play injured/dead if “shot”
- Give false intel (“More coming 12 o’clock”).
- Don’t overrun the base: Let BCL team fight back for the purpose of evaluating
- DOWNED AIRMAN INJECT
 - Don’t block the airman rescue: Harass, but don’t stop medics.

INJECTS:

- MORTAR attack
- DOWNED AIRMAN