

Combat Estimate	Steps of Battle Procedure		Deliverables
	A	Receive Warning Order	
	B	Conduct a quick map study and time estimate	
	C	Receive Orders	Warning Order
	D	Conduct Mission Analysis	
Aim	E	Issue initial warning order	Step 1 - Mission Analysis
Factors	F	Complete detailed time estimate and begin Combat Estimate	Step 2 - Time Analysis Step 3 - Factors Analysis
Factors / Courses Open	G	Conduct a map study and prepare an outline plan	Step 3 - Factors Analysis Step 4 - Assessment of Tasks Step 5 - COA Development
	H	Prepare a reconnaissance plan	
	I	Conduct reconnaissance	
Plan	J	Do remainder of estimate	Step 6 - COA Analysis Step 7 - Decision and Execution
	K	Issue supplementary Warning Order	
	L	Prepare and issue orders	Orders
	M	Coordinate activities and requirements of subordinates	
	N	Supervise deployment	
	O	Execute the mission	
	P	Conduct after-action review	

COMBAT ESTIMATE

Name / Nom:	TEWT No. / ETST no. - Exercise:
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INITIAL TIME APPRECIATION / APPRÉCIATION INITIALE DU TEMPS

Activity / Activité	Time allocated / Temps alloué	Actual Time / Heure de l'activité
		Time Now:
		Start Task:

STEP 1 – MISSION ANALYSIS / ÉTAPE 1 – ANALYSE DE MISSION

Two Up / Deuxième niveau supérieur		
Intent / Intention: * A concise expression of the purpose of the operation or mission.	Observations:	Deduction / Déduction:
One Up / Premier niveau supérieur		
Intent / Intention: * A concise expression of the purpose of the operation or mission.	Observations:	Deduction / Déduction:
Scheme of Manoeuvre: * How the operation will progress towards achieving the comds intent and endstate.	Observations:	Deduction / Déduction:
Main Effort / Effort principal: * Concentration of capabilities and effects at a designated point or phase of an operation where the comd desires to cause a decisive blow to the adversary. * Should be expressed in terms of an effect. * For planning, subordinate units can be designated as on the main effort.	Observations:	Deduction / Déduction:
Endstate / État final: * Conditions established by the comd that must be attained to achieve mission success.	Observations:	Deduction / Déduction:

Assigned Tasks / Assignées		
Facts/Faits Assigned tasks are tasks which are stated by the higher comd. They are conveyed to the platoon comd in several ways. The most common way is in written form in the text of the OPORD. They are most often found in the 'tasks to subordinate units', but may also be found in the concept of operations or in the coordinating instructions. Tasks may also be conveyed verbally from the higher comd in Warning Orders or FRAGO, or in supporting annexes to an OPORD.	Observations:	Deduction / Déduction:
Implied Tasks / Implicites		
Facts/Faits Implied tasks are those not stated by the higher comd but necessary in order to complete the mission. You must deduce these tasks using the available information and their experience. For example if your platoon were tasked to seize an objective on the far side of a water obstacle, an implied task would be to conduct a river crossing operation. Don't include SOP as implied tasks.	Observations:	Deduction / Déduction:
Constraints (Must Do) / Contraintes (doit être fait): Constraint = "4 PI will retain one sect as a coy reserve"	Restrictions (Cannot Do) / (ne peut être fait): Restriction = "4 PI cannot go forward of Phase Line GALAH prior to 1800 hrs"	
Assumptions (to be confirmed ASAP with OC - DS) / Postulats - hypothèses (doit être confirmé avec le personnel cadre):		
Information used to replace missing facts necessary for planning and decision making. Assumptions may also be required for facts that change due to the time difference between receipt of the mission and the time of the execution, such as threat dispositions.		
Has the tactical situation changed? / Est-ce que la situation tactique a changé?		
This should be answered 'Yes' or 'No'. If 'Yes' Would my comd change my mission? If the answer is 'Yes', you must recommence Step 1.		
Confirmed - Restated Mission / Confirmation de l'énoncé de Mission:		
The mission statement must be clear and concise (the who, what, where, when and why). There are no subparagraphs in a mission statement.		
Example - 4 PI is to destroy the enemy CSOP (GR 187 953) NLT 18 0730 MAY IOT establish a firm base for the coy attack on enemy platoon position.		

STEP 2 – FACTORS ANALYSIS / ÉTAPE 2 – ANALYSE des FACTEURS

Terrain (COPPED)			
Factor / Facteur:	Facts / Faits	Observations	Deduction / Dédution
Cover and concealment / Camouflage et dissimulation:	<p>* Cover is the protection from the effects of weapon fires, direct, indirect and air to ground</p> <p>* Concealment is protection from observation, either from the air or from the ground</p> <p>The key points to address when analysing Cover and Concealment are as follows:</p>		
	<p>* Analyse concealment in terms of ground and aerial observation.</p> <p>* Analyse cover in terms of direct and indirect fire</p> <p>* Look at concealment and cover from both the friendly and enemy viewpoint</p>		
Obstacles:	<p>* An obstacle is any natural or manmade terrain feature that stops, impedes, slows or diverts movement. Some examples of obstacles to ground mobility are buildings, steep slopes, rivers, lakes, forests, swamps, cities, minefields, trenches and wire obstacles.</p>		
	<p>An evaluation of obstacles leads to the identification of avenues of approach and key terrain</p>		
Terrain (COPPED)			
Factor / Facteur:	Facts / Faits	Observations	Deduction / Dédution
Positions for observation / d'observation:	<p>* Observation is the ability to see over a particular area to acquire targets. The words observation and visibility are often used interchangeably. However, visibility is weather dependent or is a temporary phenomena. Observation is terrain dependent and is relatively permanent. Look for:</p> <p>* Potential Kill Zones (i.e. locations where the enemy can be killed or where he can kill us).</p>		

IODP 1.1 Dismounted Platoon Comd's/2IC's Aide Memoire

	<ul style="list-style-type: none"> * Defendable Terrain (i.e. the best location for either the friendly or enemy to defend from). * Surveillance Positions (ie the best location for either the friendly or enemy to observe movement from) 		
Positions for fire / de tir:	<ul style="list-style-type: none"> * Positions for Fire refers to the area a weapon can cover effectively from a given point. A key thing to remember is that observation of positions for fire do not always equate to each other. You may be able to see 25 km, but if all you are armed with is a rifle, then your positions for fire will be limited to 400 meters. * Analyse positions of fire in terms of weapon range and how they effect the following: <ul style="list-style-type: none"> * The placement of friendly weapon systems to employ the maximum range. * The placement of enemy weapon systems where they can achieve the maximum ranges, or where Forests, buildings, walls and general terrain irregularities can/could limit positions for fire. * Where observation and positions for fire are good, concealment and cover are normally bad 		
Distances:	<ul style="list-style-type: none"> * Analyse distances relevant to the deductions made above. Individual experience and doctrinal rates of movement must be used to determine how long it will take to conduct the patrol / movement / assault etc 		
Key Terrain / Terrain Clé: Any locality, or area, the seizure or retention of which affords a marked advantage to either combatant. An example of key terrain is a bridge over an unfordable river that gives access to the opposite shore without requiring an assault river crossing			
Vital Ground / Terrain Vital: Any locality or area that must be "held" to achieve mission success.			

Environment / Environnement			
Factor / Facteur:	Facts / Faits	Observations	Deduction / Dédution
Visibility / Visibilité	Poor Visibility is beneficial to offensive operations. Generally, restricted visibility hinders defensive operations because reconnaissance and surveillance are impeded and target acquisition is less accurate and is restricted to shorter ranges	This should include sunrise, sunset, 1st light, last light, moonrise and % of illum	
Wind / Vent	Wind plays a dramatic role in the employment of chemical and biological weapons. Winds, by enhancing evaporation, increase the rate at which the body loses heat and chemicals evaporate.		
Precipitation / Précipitation	Precipitation affects the state of the ground, visibility, personnel effectiveness and the functioning of some equipment. Heavy rain may make some unsurfaced roads and off road areas impassable.		
Temperature / Température	Temperature and humidity affect the operation of equipment and the efficiency of personnel. Extreme temperatures, both high and low can cause numerous problems such as a need for special equipment, log spt and combat skills		
Other			
Evaluate the Threat / Évaluation de la Menace			
Factor / Facteur:	Facts / Faits	Observations	Deduction / Dédution
Size / Effectifs:	* Threat analysis must include ORBAT, level of comd, employment of assets, frontages, timings, Locations from COPPED – FUPs, Dir FS, Ops etc for the enemy you will face on the battlefield / mission. * Threat analysis is derived from Orders - situation enemy, reference to doctrine and experience	* What effect that will have on your plan	
Activities / Activités:	As above	As above	
Locations / Localisations:	As above	As above	

Evaluate the Threat / Évaluation de la Menace			
Factor / Facteur:	Facts / Faits	Observations	Deduction / Déduction
Units / Unités:	As above	As above	
Tactics / Dispositif - tactiques:	As above	As above	
Equipment / Équipement:	As above	As above	
Evaluate the Threat / Évaluation de la Menace			
Factor / Facteur:	Facts / Faits	Observations	Deduction / Déduction
Habits / Capacités - habitudes:	As above	As above	
Intent / Intentions:	As above	As above	
Morale / Moral:	As above	As above	
Friendly / Forces Amies			
Own Troops (ORBAT) / Nos troupes (ORBAT): * ID platoon and allocated assets available for use in your plan and their status.		Other Assets / Autres éléments: * ID assets available for use such as transport, comms, engineer, etc * ID FF locations (including flanking elms) that may have an effect on your plan.	
CRITICAL TIMINGS / HORAIRES (cédule) CRITIQUES			
Activity / Activités: Time analysis must include all aspects of planning and execution for the achievement of the mission. As a minimum, time analysis should include the following broad components: * Time allocated to each step of the estimate		Time Required - Time to occur / Temps requis - complété pour:	
ASSESSMENT OF TASKS / ÉVALUATIONS DES TÂCHES			
Task – Element / Tâche - Élément	Requirement - Element / Exigence - Élément	Deduction / Déduction	
** Use as many rows as you have tasks			

STEP 3 – COA DEVELOPMENT / ÉTAPE 3 – DÉVELOPPEMENT DU PLAN D'ACTION

Determine Threat COA / Déterminer la menace au plan d'action – option	
<p>Objectives & Intent / Buts & Intentions: WHY for the en you will face May include WHY for Higher En Comd to understand the bigger picture Think as though you are the comd of the enemy force you are likely to face</p> <p>Mission: As above</p> <p>Endstate / État final: As above</p>	
Threat COA / Menace aux Plans d'Action - options:	Assessment Évaluation MLCOA/MDCOA PAPP/PAPD
<p>COA 1 / Plan d'action - option 1: BRAINSTORM – ML, MD, possible, probable WHO you expect to see (level of command / Threat Orbat) WHAT is he going to do (En intent) WHEN is he going to do it (En intent) WHERE is he going to do it from Considering his intent (WHY from En intent, objectives, mission, endstate above) HOW is he going to achieve it</p> <p>What can En do to interfere with you achieving your mission = Tasks or Action On En MLCOA and MDCOA is to be included in Orders for Situation Enemy</p>	Critical for Wargame
COA 2 / Plan d'action - option 2: As above	
COA 3 / Plan d'action - option 3: As above	
Create friendly COA Concepts / Création des concepts du plan d'action alliee - option alliee	
COA Scheme of Manoeuvre / Schéma de manœuvre du plan d'action – option	
<p>COA 1 / plan d'action - option 1 Broad concept for each COA based around the effect on the enemy Each COA must support the mission, specified and implied tasks</p>	
COA 2 / plan d'action - option 2	
COA 3 / plan d'action - option 3	