

FRAGO Lane # 9, Knock Out a Bunker.

Read to Squad Leader: "You are 3rd Squad, 3rd Platoon, your current location is UK53757511"

1. SITUATION:

Local nationals who support US presence in Krasnovia have reported the presence of AKMB strongholds and harassing squads in the areas along Rt. Cummins. One position has been identified as a possible enemy fighting position or bunker. The intent of the bunker is unknown, but can be assumed to be for the purpose of attacking US mounted and dismounted forces as well as destroying or controlling humanitarian aid. Your squad will assault the suspected enemy bunker IOT destroy enemy and seize control of Rt. Cummins and provide freedom of movement for all coalition forces. Identification of AKMB forces and their destruction in the area is the intent.

2. MISSION:

3rd Plt, A Company destroys enemy position vic. Grid UK54047521 NLT (H+1) (DTG) IOT seize control of key LOCs in sector and provide freedom of movement for all coalition forces.

3. EXECUTION:

a. Concept of the Operation:

The purpose of this operation is to destroy enemy positions and patrols in order to seize control of critical LOCs and key intersections within the Company area of operations. We will accomplish this mission by finding, fixing, and destroying insurgent forces around Rt. Cummins. Decisive to this operation is the destruction of Enemy position vic Grid UK 54047521. This is decisive because it will allow US forces to control Rt. Cummins and allow freedom of movement for all coalition forces in AO Black. One Squad (SE1) will establish a patrol base IOT in order to collect intelligence on enemy movements, patrols, caches, and especially locate the enemy fighting position. Another Squad (SE2) will conduct link-up/negotiations with a local farmer who can provide enemy intelligence IOT properly identify and eliminate enemy caches and the bunker. . Another Squad (ME) will assault the suspected enemy bunker IOT destroy enemy and seize control of Rt. Cummins and provide freedom of movement for all coalition forces. Purpose of mortar fires is to suppress Enemy Forces during planned assaults. Artillery fires will be controlled by Brigade. **Endstate: Enemy elements destroyed or withdrawn from Zone. Platoon is prepared to reinforce Company main effort (ME).**

1. Maneuver:

- a. 1st Squad (SE1) establishes a patrol base vic. grid UK53407497 NLT (H+1) (DTG) IOT in order to collect intelligence on enemy movements, patrols, caches, and especially locate the enemy fighting position near Rt. Cummins.
- b. 2nd SQD (SE2) conducts conduct link-up/negotiations with a local farmer who can provide enemy intelligence vic. grid UK53677509 NLT (H+1) (DTG) IOT properly identify and eliminate enemy caches and the bunker which will allow the PLT ME to conduct its mission.
- c. 3rd SQD (ME) destroys enemy position vic. grid UK54047521 NLT (H+1) (DTG) IOT destroy enemy and seize control of Rt. Cummins and provide freedom of movement for all coalition forces.

2. Fires:

- a. Mortar Fires will 60mm; Artillery Fires 105mm. Priority goes to 3rd Squad, then to 2nd, then 1st Squad.

b. Tasks to Maneuver Units:

1st Squad:

1. Identify enemy egress/MEDEVAC/intell routes in AO Black.
2. Safeguard all captured enemy intel.
3. Identify enemy position along Rt. Cummins.

2nd Squad:

1. Identify more friendly local nationals who can aid in the US mission
2. Confirm/Support the intelligence gathering of 1st squad with enemy intel.
3. Send intelligence to higher using SALUTE format.

3rd Squad:

1. Identify suspected alternative and supplementary positions to main fighting position.
2. Identify Obstacles enroute to enemy position.
3. Identify Alternate MEDEVAC site near enemy fighting position for rapid casevac.

c. Task To Combat Support Units: No Change

d. Coordinating Instructions: No Change

4. SERVICE SUPPORT: No Change

5. COMMAND & SIGNAL:

a. Command:

1. Company Commander will remain at the Company CP located at UK 53997464.
2. I will remain at the platoon patrol base.

b. Signal:

1. Frequencies: Current SOI in effect.
2. Recognition Signals:
 - a. Link Up recognition signal will be IR Strobe.
 - b. MEDEVAC – Red Chemlites or red smoke to mark LZ.
 - c. Number Combination: 7
 - d. Link Up Challenge/Password: See BN OPORD 09-17T.
 - e. Running password: Burnout