

(UNCLASSIFIED)

THIS IS A TRAINING OPERATION ORDER. FOR INSTRUCTIONAL PURPOSES ONLY.

References: ATP 3-21.8, FM 3-90-1, ADRP 1-02

OPERATIONAL PLAN / ORDER #003 / CODE NAME: "RAID ON BUNKER"

CADRE / OPFOR NOTES

Complexity: Higher | **Recommended Phase:** RUN (Day Iterations)

Mission Summary: 1st Platoon is tasked to conduct a raid to eliminate REAPER forces and secure a fortified position in AO HERRERA.

Destination: REAPER bunker (OBJ COTTO) near MP 0600 1540, AO HERRERA.

Actions on Objective: Platoon will establish an ORP, move to the objective, isolate the enemy position, breach and clear the bunker, and withdraw in an organized manner. Assault, support, and security elements will be employed per doctrine.

Evaluation Timeline: For evaluated iterations, candidates will receive this OPORD and have 75 minutes to complete TLP Steps 1-8 before SP. Execution window is 60 minutes. AAR is 15 minutes.

OPFOR/Training Wrinkles:

- Simulate a determined defense with prepared positions and possible IEDs.
- Introduce a counterattack or reinforcement attempt during/after the assault.
- Use civilian role-players to test ROE.
- Inject unexpected obstacles, booby traps, or time-sensitive intelligence.

NOTE: UAS/Counter-UAS injects are OPTIONAL and should only be used if authorized by the Commandant and incorporated into the approved POI.

Time Zone Used Throughout the Plan/Order: EASTERN STANDARD TIME

Task Organization:

1st Platoon, A Co. 4th BN-211th INF
Platoon Leader
Platoon Sergeant
1st Squad
2nd Squad
3rd Squad

1. SITUATION

a. Area of Interest

Clay County, Florida, in the vicinity of Starke and Highway 16.

b. Area of Operations

1. Terrain. Camp Blanding features flat to gently rolling terrain with sandy soils, low-lying areas, and extensive pine and hardwood forests. The area includes open fields, dense underbrush, ponds, marshes, and wetlands. Vegetation provides concealment and limits long-range observation. Roads and trails serve as likely

avenues of approach for both friendly and enemy forces. Terrain and soil conditions may restrict vehicle movement, especially in wet areas.

- **Key Terrain:** OBJ COTTO (bunker) near MP 0600 1540 is the decisive objective and dominates the surrounding area. Woodlines to the west and south provide covered approaches for the assault and support elements. A small knoll north of the bunker offers observation and a support-by-fire position. A concealed trail to the southwest enables a secure withdrawal after the raid.

2. Weather. Warm and humid, partly cloudy skies, temperature around 85°F, with a chance of afternoon thunderstorms.

c. Enemy Forces. REAPER: Resistance Elements of Atropia's People's Revolutionary Front

REAPER forces are a determined irregular force, likely associated with a regional militia or paramilitary group. They are equipped with small arms, heavy weapons, and may employ defensive positions and improvised explosive devices. They are experienced in defending fixed positions and may attempt to reinforce or counterattack if threatened.

1. Composition. 4-5 REAPER combatants, AK-47s, 1 HMG, possible IEDs.

2. Disposition. REAPER forces are positioned in and around fortified defensive locations, utilizing prepared fighting positions and natural cover. They maintain vigilance for approaching threats and are capable of reinforcing their positions or launching counterattacks as needed.

3. Most Probable Course of Action (MPCOA). REAPER forces defend their position with small arms and prepared obstacles, but if the assault is effective, they withdraw through a pre-planned escape route, prioritizing survival over holding the objective. They may attempt to delay the platoon's advance but do not counterattack in strength.

4. Most Dangerous Course of Action (MDCOA). REAPER forces launch a coordinated counterattack with reinforcements during or immediately after the raid, using pre-placed IEDs or booby traps to disrupt friendly movement. They attempt to encircle or cut off the assaulting platoon, inflicting maximum casualties and preventing withdrawal.

d. Friendly Forces

1. Higher Headquarters: A Co. 4th BN – 211th INF.

2. Mission. A Company eliminates REAPER forces in AO Starke to secure area for follow-on operations.

3. Commander's Intent. Destroy REAPER bunker and hostile forces to allow freedom of movement for friendly forces.

e. Civil Considerations

Civilians reside near AO. Protect non-combatants and prevent collateral damage.

f. Attachments and Detachments

None.

2. MISSION

1st Platoon conducts a raid of OBJ COTTO in AO HERRERA NLT ____ to eliminate REAPER forces and secure the area of operations.

3. EXECUTION

a. Commander's Intent

i) Commander's Intent. 1st Platoon eliminates REAPER forces and destroys the bunker to deny REAPER a defensive position and enable friendly freedom of movement.

ii) Purpose. The purpose of this operation is to eliminate REAPER forces and destroy the bunker to deny REAPER a base of operations and allow freedom of movement for friendly forces in AO HERRERA.

iii) End State. REAPER bunker is destroyed, REAPER forces are eliminated, and friendly forces have freedom of movement in AO HERRERA.

b. Concept of Operations

1st Platoon conducts a raid by establishing an ORP, moving to the objective, and isolating the REAPER position. 1st Squad serves as the assault element, breaching and clearing the bunker. 2nd Squad acts as the support element, providing suppressive fire and isolating the objective area. 3rd Squad serves as the security element, securing the flanks and rear, and interdicting REAPER reinforcements or escape. Upon completion of the raid, the platoon withdraws in an organized manner to the ORP.

c. Scheme of Movement and Maneuver

- Squads SP from platoon ORP in squad column.
- 1st Squad breaches bunker; 2nd Squad provides covering fire from elevation; 3rd Squad remains mobile to react to enemy movements.

d. Scheme of Fires

1st Squad, as the decisive effort, has been allocated two mortar targets for planning: AB001 and AB002. 2nd Squad has priority for 81mm HE mortars on order.

e. Tasks to Subordinate Units

1. 1st Squad:

- **TASK:** Assault and breach OBJ COTTO at MP 0600 1540, neutralize REAPER combatants, and secure the objective.
- **PURPOSE:** Destroy REAPER defensive positions and eliminate threats to enable freedom of movement for friendly forces.

2. 2nd Squad:

- **TASK:** Provide suppressive fire and support 1st Squad's assault, then assist in clearing and securing the bunker and surrounding area.
- **PURPOSE:** Enable the assault element to breach and clear the objective with minimal casualties.

3. 3rd Squad:

- **TASK:** Establish security around the bunker, observe for and engage REAPER reinforcements or flanking elements, and secure the area.
- **PURPOSE:** Prevent REAPER interference with the raid and ensure the platoon can consolidate and reorganize after the assault.

f. Coordinating Instructions

1. Rules of Engagement (ROE):

1. Engage only confirmed enemy combatants.
2. Use graduated response appropriate to the threat.
3. Avoid civilian harm and minimize collateral damage.
4. Report civilian casualties immediately.

2. Priority Intelligence Requirements (PIR):

1. Identify additional REAPER forces in the area.
2. Confirm presence of IEDs or booby traps.
3. Assess civilian presence near the objective.
4. Monitor REAPER communications and movement.

3. Commander's Critical Information Requirements (CCIR):

1. Immediate reporting of any enemy contact or significant changes in enemy posture.
2. Status of civilian interactions or casualties in the area.
3. Status of friendly forces, including any casualties and equipment failures.

4. Reporting:

- **Report to higher when SP'ing or crossing the line of departure.**
- **In Position Report:** Upon occupying the ORP or objective.
- **LACE Report:** At least once during operation and upon re-establishment of ORP.
- **SALUTE Report:** Upon sighting enemy forces or indicators.

5. This OPORD is effective immediately upon distribution.
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4. SUSTAINMENT

a. Logistics

1. Resupply not available for 36 hours.
2. Meal Cycle: M-M-M.
3. Water resupply is available at the PLT CP.
4. Top off water prior to SP.

b. Health System Support

1. PLT CCP at PLT Assembly Area.
 2. MEDEVAC available via Nine Line request at AXP 1.
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5. COMMAND AND SIGNAL

a. Command

1. Platoon Leader at PLT CP.
2. Succession of Command: PL, PSG, 1st SL, 2nd SL, 3rd SL.

b. Control

1. Command Posts: Platoon Assembly Area IVO _____.

c. Signal

1. PACE Plan:

- Primary: Radio FH NET ID 601
- Alternate: FH NET ID 600
- Contingency: Frequency 47000 single channel plain text
- Emergency: Runner

2. Call Signs:

- PL – Thunder 1-6
- PSG – Thunder 1-7
- 1st Squad Leader – Thunder 1-1
- 2nd Squad Leader – Thunder 1-2
- 3rd Squad Leader – Thunder 1-3

3. Challenge, Password, Running Password, Combination:

- Challenge: Fort
- Password: Apache
- Running Password: Secure
- Combination: 9

ACKNOWLEDGE:

MATTHEW WAGNER
CPT, FA
FLORIDA ARMY NATIONAL GUARD

OFFICIAL:

CPT COTTO
SENIOR TAC

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