

(UNCLASSIFIED)

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References: ATP 3-21.8, ATP 3-20.98, FM 3-90-2, ADRP 1-02

OPERATIONAL PLAN / ORDER #005 / CODE NAME: "AREA RECONNAISSANCE"

CADRE / OPFOR NOTES

Complexity: Lower | **Recommended Phase:** WALK (Blocks 1-2), RUN (Day Iterations)

Mission Summary: 1st Platoon is tasked to conduct an area reconnaissance in AO COTTO to locate REAPER positions, assess REAPER strength and disposition, and identify key terrain features.

Destination: AO COTTO, bounded by Highway 16 (north), railroad tracks (south), Starke city limits (east), and pine forest edge (west). Focus area around suspected REAPER position at MP 0620 1540.

Actions on Objective: Platoon will establish an ORP, conduct reconnaissance of the area using zone or area reconnaissance techniques, collect intelligence on enemy positions and activities, and report findings to higher headquarters.

Training Focus: This OPORD is ideal for early TLP training due to its simpler mission focus. Candidates can concentrate on planning products, reconnaissance fundamentals, and reporting without the added complexity of direct engagement.

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:

- Enemy may be static in defensive positions or mobile in small patrols.
- Introduce false indicators or decoy positions to test candidate's analytical skills.
- OPFOR may detect friendly reconnaissance and attempt to counter-recon or withdraw.
- Cadre can inject time constraints, weather changes, or equipment failures.
- Test ability to avoid detection while gathering 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. AO COTTO encompasses the area bounded to

the north by Highway 16, to the east by the Starke city limits, to the south by the railroad tracks, and to the west by the pine forest edge. Suspected enemy activity centered around MP 0620 1540.

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:** The suspected REAPER position at MP 0620 1540 is the focus of reconnaissance. Elevated ground to the north and south offers observation points. Woodlines provide concealment for reconnaissance elements. A small creek bisects the area, potentially affecting movement and REAPER positions.

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

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

REAPER forces consist of a small irregular force, likely operating from concealed positions within AO COTTO. They are equipped with small arms and may have support weapons. They are experienced in local terrain and employ security measures to avoid detection.

1. Composition. Estimated 4-6 REAPER personnel, small arms, possible support weapons, in concealed or defensive positions.

2. Disposition. REAPER forces are likely dispersed in small groups throughout the area, using terrain and vegetation for concealment. They maintain security patrols and observation posts to detect friendly reconnaissance. Exact locations unknown – this is the purpose of the reconnaissance mission.

3. Most Probable Course of Action (MPCOA). REAPER forces maintain static defensive positions or conduct limited patrols within the area. If detected, they attempt to break contact and withdraw rather than engage decisively. They may use decoy positions or false indicators to mislead friendly reconnaissance.

4. Most Dangerous Course of Action (MDCOA). REAPER forces detect friendly reconnaissance and initiate an ambush or counter-reconnaissance operation. They coordinate with additional elements to encircle or fix the reconnaissance platoon, seeking to prevent intelligence collection or inflict casualties.

d. Friendly Forces

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

2. Mission. A Company conducts reconnaissance operations to locate and assess REAPER forces in AO COTTO.

3. Commander's Intent. Gather intelligence on REAPER positions, strength, and disposition to enable follow-on operations and prevent REAPER freedom of action.

e. Civil Considerations

Local civilians may be present in the area. Reconnaissance must minimize detection and avoid contact with non-combatants to maintain operational security and good relations.

f. Attachments and Detachments

None.

2. MISSION

1st Platoon conducts an area reconnaissance of AO COTTO NLT ____ to locate REAPER positions, assess REAPER strength and disposition, and identify key terrain features to enable follow-on operations.

3. EXECUTION

a. Commander's Intent

i) Commander's Intent. 1st Platoon conducts area reconnaissance to locate REAPER positions and assess REAPER strength and disposition to enable follow-on operations.

ii) Purpose. The purpose of this operation is to gather intelligence on REAPER positions, strength, and disposition to enable follow-on operations and prevent REAPER freedom of action in AO COTTO.

iii) End State. REAPER positions are located, strength and disposition are assessed, key terrain features are identified, and intelligence is reported to enable follow-on operations in AO COTTO.

b. Concept of Operations

1st Platoon establishes an ORP, then conducts area reconnaissance using zone or area reconnaissance techniques. Squads are assigned sectors or zones to reconnoiter, maintaining security and avoiding detection. The platoon collects intelligence on REAPER positions, activities, and terrain, then consolidates findings and reports to higher headquarters. The platoon maintains the capability to break contact and withdraw if compromised.

c. Scheme of Movement and Maneuver

- Squads move from the ORP to assigned reconnaissance sectors using covered and concealed routes.
- Reconnaissance conducted using appropriate techniques (zone recon, area recon, or route recon as assigned).
- Elements maintain security, use noise and light discipline, and avoid detection.
- Upon completion or if compromised, squads return to ORP for consolidation and reporting.

d. Scheme of Fires

Fires are limited to self-defense only. Avoid engagement unless necessary to break contact. Priority of fires to squad in contact if engagement occurs.

e. Tasks to Subordinate Units

1. 1st Squad:

- **TASK:** Conduct reconnaissance of the northern sector of AO COTTO, focusing on the area north of the creek line and east of MP 0620 1540, to locate REAPER positions and assess REAPER activity.
- **PURPOSE:** Gather intelligence on REAPER positions and activities in the northern portion of the area of operations.

2. 2nd Squad:

- **TASK:** Conduct reconnaissance of the southern sector of AO COTTO, focusing on the area south of the creek line and around MP 0620 1540, to locate REAPER positions and assess REAPER activity.
- **PURPOSE:** Gather intelligence on REAPER positions and activities in the southern portion of the area of operations, including the suspected REAPER position.

3. 3rd Squad:

- **TASK:** Establish and secure the ORP, maintain security during reconnaissance operations, and be prepared to support other squads if contact is made or if extraction is required.
- **PURPOSE:** Provide a secure base for reconnaissance operations and ensure platoon security during the mission.

f. Coordinating Instructions

1. Rules of Engagement (ROE):

1. Avoid engagement unless necessary for self-defense or to break contact.
2. Do not compromise the reconnaissance mission unless absolutely necessary.
3. Avoid civilian contact and minimize detection.
4. Report enemy contact immediately but maintain mission focus on intelligence collection.

2. Priority Intelligence Requirements (PIR):

1. Confirm exact location of REAPER positions.
2. Assess REAPER strength, composition, and equipment.
3. Identify REAPER defensive positions, obstacles, and security measures.
4. Assess terrain features that affect friendly or REAPER operations.
5. Monitor for REAPER patrols or movement.

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

1. Crew served weapons
2. Signs of NBC capabilities
3. A Soldier suffered an injury during movement
4. Potable water resources on site reduced materially
5. A Soldier missing
6. Loss of equipment
7. Use of a nine Line
8. KIA
9. Immediate reporting of REAPER contact or compromise of reconnaissance
10. Status of civilian interactions or presence in the area

4. Reporting:

- **Report to higher when SP'ing or crossing the line of departure.**
- **In Position Report:** Upon occupying the ORP.
- **SALUTE Report:** Upon sighting enemy forces or indicators.
- **Intelligence Report:** Upon completion of reconnaissance or at designated times.
- **LACE Report:** At end of reconnaissance phase or upon return to ORP.

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

a. Logistics

1. Resupply not available for 24 hours.
2. Meal Cycle: M-M-M.
3. Water resupply is available at the PLT CP.
4. Ensure adequate hydration prior to SP.

b. Health System Support

1. PLT CCP at PLT Assembly Area.

2. MEDEVAC available via Nine Line request at AXP 1.

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: Scout
 - Password: Eagle
 - Running Password: Secure
 - Combination: 5
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ACKNOWLEDGE:

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FLORIDA ARMY NATIONAL GUARD

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