

(UNCLASSIFIED)

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

References: ATP 3-21.8, FM 3-90-1, TC 21-306, ADRP 1-02

OPERATIONAL PLAN / ORDER #009 / CODE NAME: "TACTICAL ROAD MARCH"

CADRE / OPFOR NOTES

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

Mission Summary: 1st Platoon is tasked to conduct a tactical road march from the assembly area to a designated release point in order to position the platoon for follow-on operations.

Destination: Release Point (RP) THUNDER at MP 0615 1560, AO COTTO.

Actions on Objective: Platoon will conduct a tactical road march using appropriate movement formations and techniques, maintain security throughout movement, conduct security halts as required, and arrive at the release point prepared for follow-on operations.

Training Focus: This OPORD is ideal for early TLP training due to its straightforward mission focus. Candidates concentrate on movement planning, order of march, security during movement, and actions at halts without the complexity of actions on the objective. Good introduction to terrain association and route planning.

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:

- Introduce unexpected obstacles or route changes requiring alternate route selection.
- Simulate enemy reconnaissance or contact during movement to test security procedures.
- Inject equipment failures, casualties, or stragglers during movement.
- Test actions at danger areas (road crossings, open areas, water obstacles).
- Cadre can inject time constraints or priority changes to test adaptability.
- Test candidate's ability to maintain accountability and control during extended movement.

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

See Also: LTA Grid Reference

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. The route of march passes through AO COTTO, 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.

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 route of march includes several danger areas: a road crossing at MP 0605 1545, an open area near MP 0608 1550, and a creek crossing at MP 0612 1555. RP THUNDER at MP 0615 1560 provides good concealment and defensible terrain for the transition to follow-on operations.

2. Weather. Warm and humid, partly cloudy skies, temperature around 85°F, with a chance of afternoon thunderstorms. Heat casualties are a concern; ensure adequate hydration.

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

REAPER forces consist of small reconnaissance elements operating throughout AO COTTO. They are equipped with small arms and communications equipment, capable of observing and reporting friendly movement. They may attempt to interdict or delay friendly forces if opportunity presents.

1. Composition. Estimated 2-4 REAPER reconnaissance personnel, small arms, radios, in mobile or static observation positions.

2. Disposition. REAPER reconnaissance elements are dispersed throughout the area, using terrain and vegetation for concealment. They monitor likely routes of movement and report friendly activity. They avoid direct engagement but may emplace obstacles or conduct harassing actions.

3. Most Probable Course of Action (MPCOA). REAPER reconnaissance observes and reports friendly movement without engaging. They maintain standoff distance and avoid detection, focusing on intelligence collection rather than direct action.

4. Most Dangerous Course of Action (MDCOA). REAPER elements establish a hasty ambush along the route of march, coordinating with additional forces to fix and engage the platoon at a danger area or choke point. They attempt to inflict casualties and delay friendly movement.

d. Friendly Forces

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

2. Mission. A Company repositions forces to AO COTTO to prepare for offensive operations against REAPER forces.

3. Commander's Intent. Move the platoon to RP THUNDER safely and efficiently, maintaining security and readiness for follow-on operations.

e. Civil Considerations

Local civilians may be present along the route of march. Movement must minimize disruption and avoid contact with non-combatants to maintain operational security and good relations.

f. Attachments and Detachments

None.

2. MISSION

1st Platoon conducts a tactical road march from the assembly area to RP THUNDER (MP 0615 1560) NLT ____ to position the platoon for follow-on operations in AO COTTO.

3. EXECUTION

a. Commander's Intent

1. Commander's Intent. 1st Platoon moves to RP THUNDER safely and efficiently, maintaining security and combat readiness throughout movement to prepare for follow-on operations.

2. Purpose. The purpose of this operation is to reposition the platoon to RP THUNDER to enable follow-on operations and maintain friendly freedom of movement in AO COTTO.

3. End State. The platoon arrives at RP THUNDER with full accountability, maintains security, and is prepared for follow-on operations in AO COTTO.

b. Concept of Operations

1st Platoon conducts a tactical road march from the assembly area to RP THUNDER using traveling overwatch or bounding overwatch as the situation dictates. The platoon moves in a column formation with squads maintaining proper intervals. Security is maintained throughout movement with point, flank, and rear security elements. The platoon conducts security halts at designated checkpoints and at all danger areas. Upon arrival at RP THUNDER, the platoon establishes a short security halt, confirms accountability, and prepares for follow-on operations.

c. Scheme of Movement and Maneuver

- Order of march: 1st Squad (point/lead), Platoon Headquarters, 2nd Squad, 3rd Squad (trail/rear security).
- Movement technique: Traveling overwatch; shift to bounding overwatch if contact is likely or at danger areas.
- Maintain 50-meter intervals between squads; adjust based on terrain and visibility.
- Conduct security halts at checkpoints and danger areas per the route plan.
- Actions at danger areas per SOP: halt, establish security, recon, cross, and continue movement.

d. Scheme of Fires

No planned fires. Priority of fires to element in contact if engagement occurs. Indirect fire support available through company on request.

e. Tasks to Subordinate Units

1. 1st Squad:

- **TASK:** Serve as lead element, provide point security, conduct route reconnaissance, and identify danger areas and obstacles along the route of march.
- **PURPOSE:** Provide early warning, ensure route is clear, and enable the platoon to move safely to RP THUNDER.

2. 2nd Squad:

- **TASK:** Move as the main body behind platoon headquarters, maintain visual contact with lead and trail elements, and be prepared to reinforce point or rear security as needed.
- **PURPOSE:** Maintain platoon integrity and provide immediate support to security elements.

3. 3rd Squad:

- **TASK:** Serve as trail element, provide rear security, maintain accountability of personnel and equipment, and report any enemy activity or stragglers.
- **PURPOSE:** Secure the rear of the formation and ensure no personnel or equipment are left behind during movement.

f. Coordinating Instructions

1. Rules of Engagement (ROE):

1. Engage only confirmed enemy combatants posing a threat.
2. Use graduated response appropriate to the threat.
3. Avoid civilian contact and minimize detection.
4. Report all contacts immediately.

2. Priority Intelligence Requirements (PIR):

1. Identify REAPER observation posts or reconnaissance elements along the route.
2. Confirm route is clear of obstacles or IEDs.
3. Assess civilian presence along the route of march.
4. Monitor for changes in enemy activity or posture.

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 mine
8. KIA
9. Immediate reporting of any REAPER contact or obstacles
10. Status of route conditions or required detours

4. Reporting:

- **Report to higher when SP'ing from the assembly area.**
- **Checkpoint Reports:** Upon reaching each designated checkpoint.
- **Danger Area Reports:** Upon clearing each danger area.
- **In Position Report:** Upon arrival at RP THUNDER.
- **SALUTE Report:** Upon sighting enemy forces or indicators.
- **LACE Report:** Upon arrival at RP THUNDER.

5. Route and Checkpoints:

- SP: Assembly Area (MP 0598 1538)
- CP1: Road crossing (MP 0605 1545)
- CP2: Open area (MP 0608 1550)
- CP3: Creek crossing (MP 0612 1555)
- RP: RP THUNDER (MP 0615 1560)

6. This OPORD is effective immediately upon distribution.

4. SUSTAINMENT

a. Logistics

1. Resupply not available during movement.
2. Meal Cycle: M-M-M.
3. Water resupply is available at RP THUNDER.
4. Ensure full water load prior to SP; heat casualties are a concern.
5. Carry all equipment; no cache points established.

b. Health System Support

1. PLT CCP moves with platoon headquarters during movement.
 2. Aid bag located with PSG.
 3. MEDEVAC available via Nine Line request at AXP 1.
 4. Casualty evacuation during movement: stabilize and continue to RP THUNDER if tactical situation permits; request MEDEVAC if required.
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5. COMMAND AND SIGNAL

a. Command

1. Platoon Leader moves with platoon headquarters between 1st and 2nd Squad.
2. Platoon Sergeant moves with 3rd Squad (trail element).
3. Succession of Command: PL, PSG, 1st SL, 2nd SL, 3rd SL.

b. Control

1. Command Posts: Mobile during movement; establish at RP THUNDER upon arrival.

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: March
 - Password: Road
 - Running Password: Secure
 - Combination: 9
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ANNEX A: ROUTE PLANNING CONSIDERATIONS

The following items should be addressed during route planning:

1. Route Selection:

- ☐ Primary route identified and reconnoitered (if possible)
- ☐ Alternate route identified
- ☐ Distance and estimated time calculated
- ☐ Checkpoints and phase lines designated

2. Danger Areas:

- ☐ All danger areas identified on the route
- ☐ Crossing techniques determined for each
- ☐ Security plan for each danger area

3. Actions on Contact:

- ☐ React to contact drill reviewed
- ☐ Break contact procedures understood
- ☐ Rally points designated

4. Control Measures:

- ☐ Order of march established
- ☐ Movement technique selected
- ☐ Intervals and distances determined
- ☐ Pace set and timings calculated

5. Accountability:

- ☐ Head count procedures established
- ☐ Straggler procedures briefed
- ☐ Equipment accountability plan

ACKNOWLEDGE:

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