

(UNCLASSIFIED)

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References: ATP 3-21.8, FM 3-90-1, ATP 3-21.20, ADRP 1-02

OPERATIONAL PLAN / ORDER #006 / CODE NAME: "BASE DEFENSE"

CADRE / OPFOR NOTES

Complexity: Higher | **Recommended Phase:** RUN (Night Iterations - Coaching Focus)

Mission Summary: 1st Platoon is tasked to establish and maintain a defensive perimeter around FOB THUNDER to prevent REAPER infiltration, protect critical assets, and maintain security of the forward operating base.

Destination: FOB THUNDER, located at MP 0610 1550, AO HERRERA (MOUT site).

Actions on Objective: Platoon will establish defensive positions, assign sectors of fire, establish early warning systems, conduct security patrols, and respond to enemy threats. Defensive positions will be occupied and maintained for the duration of the operation.

Training Focus: This OPORD is ideal for night training iterations due to static operations. Candidates focus on defensive planning, sector sketches, early warning, and QRF employment without the added complexity of offensive maneuver under limited visibility.

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 enemy reconnaissance probes or infiltration attempts.
- Introduce time-sensitive intelligence about potential enemy attack.
- Test response to indirect fire, IEDs, or enemy activity.
- Use civilian role-players approaching the FOB to test ROE and decision-making.
- Inject equipment failures, casualties, or communication disruptions.
- Test ability to maintain security while conducting routine operations.

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. FOB THUNDER is located at MP 0610 1550 within the MOUT training area (AO HERRERA), surrounded by urban terrain and limited open areas.

b. Area of Operations

1. Terrain. FOB THUNDER is situated in an urban environment with multiple buildings, narrow streets, and limited open spaces. The surrounding area includes adjacent buildings, alleys, and potential enemy approach routes. Urban terrain provides numerous positions for both defense and enemy infiltration. Buildings offer observation points and fields of fire, while underground routes and alleys may be used by enemy forces. Limited vehicle access due to urban constraints.

- **Key Terrain:** FOB THUNDER itself is the decisive terrain. Adjacent buildings and intersections provide observation and fields of fire for defensive positions. Main roads and alleys are likely avenues of approach for enemy forces. High ground (rooftops) offers observation advantages.

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 are an irregular force capable of conducting reconnaissance, infiltration, and attacks against friendly positions. They are experienced in urban operations and may employ small arms, IEDs, and indirect fire. They are capable of blending with the local populace and using urban terrain for concealment and approach.

1. Composition. Estimated 6-10 REAPER personnel, small arms, possible RPG/HMG, IEDs, and communications equipment.

2. Disposition. REAPER forces are likely operating in the surrounding urban area, conducting reconnaissance and seeking opportunities to infiltrate or attack the FOB. They may establish observation posts or use civilians to gather intelligence. Exact locations unknown.

3. Most Probable Course of Action (MPCOA). REAPER forces conduct reconnaissance of the FOB perimeter, attempt limited infiltration or probing attacks, and may employ indirect fire or IEDs to harass friendly forces. They avoid decisive engagement but seek to gather intelligence and disrupt operations.

4. Most Dangerous Course of Action (MDCOA). REAPER forces launch a coordinated attack with multiple elements, using infiltration, indirect fire, and IEDs to breach the perimeter and attack critical assets. REAPER forces attempt to overrun defensive positions or cause significant casualties before withdrawing.

d. Friendly Forces

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

2. Mission. A Company establishes and maintains security of FOB THUNDER to protect critical assets and enable continued operations.

3. Commander's Intent. Maintain a secure perimeter, prevent enemy infiltration, and protect critical assets to ensure FOB THUNDER remains operational and secure.

e. Civil Considerations

Civilians are present in the surrounding urban area. Defensive operations must minimize risk to non-combatants, avoid collateral damage, and maintain positive relations with local populace while ensuring base security.

f. Attachments and Detachments

None.

2. MISSION

1st Platoon establishes and maintains defensive positions around FOB THUNDER (MP 0610 1550) NLT ____ to prevent REAPER infiltration, protect critical assets, and maintain security of the forward operating base.

3. EXECUTION

a. Commander's Intent

1. Commander's Intent. 1st Platoon establishes and maintains a secure defensive perimeter around FOB THUNDER to prevent REAPER infiltration and protect critical assets.

2. Purpose. The purpose of this operation is to establish and maintain security of FOB THUNDER to protect critical assets and enable continued operations in AO HERRERA.

3. End State. FOB THUNDER has a secure defensive perimeter, REAPER infiltration is prevented, critical assets are protected, and the forward operating base remains operational and secure.

b. Concept of Operations

1st Platoon establishes a defensive perimeter around FOB THUNDER, assigning sectors of fire to each squad. Defensive positions include fighting positions, observation posts, and early warning systems. The platoon conducts security patrols, maintains observation, and responds to enemy threats. The platoon maintains the capability to reinforce threatened sectors and coordinate with higher headquarters for additional support if needed.

c. Scheme of Movement and Maneuver

- Squads occupy assigned defensive sectors and establish fighting positions.
- Observation posts established at key locations to provide early warning.
- Security patrols conducted along the perimeter and in adjacent areas.
- Reserve element prepared to reinforce threatened sectors or respond to REAPER activity.

d. Scheme of Fires

Defensive fires planned for likely enemy avenues of approach. Priority of fires to squad in contact. Indirect fire support available on request. Fires coordinated to avoid fratricide and minimize collateral damage.

e. Tasks to Subordinate Units

1. 1st Squad:

- **TASK:** Establish and maintain defensive positions in the northern sector of FOB THUNDER, covering the northern approach routes and adjacent buildings, and conduct security patrols as directed.
- **PURPOSE:** Prevent enemy infiltration from the north and maintain security of the northern perimeter.

2. 2nd Squad:

- **TASK:** Establish and maintain defensive positions in the southern sector of FOB THUNDER, covering the southern approach routes and adjacent buildings, and conduct security patrols as directed.
- **PURPOSE:** Prevent enemy infiltration from the south and maintain security of the southern perimeter.

3. 3rd Squad:

- **TASK:** Serve as platoon reserve and quick reaction force, maintain observation of the eastern and western approaches, and be prepared to reinforce threatened sectors or respond to enemy activity.
- **PURPOSE:** Provide flexibility to respond to enemy threats and maintain security of additional approach routes.

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 engagement and minimize collateral damage.
4. Positively identify targets before firing.
5. Report civilian casualties immediately.

2. Priority Intelligence Requirements (PIR):

1. Identify REAPER reconnaissance or infiltration attempts.
2. Monitor for REAPER indirect fire positions or IED emplacement.
3. Assess civilian movement near the FOB perimeter.
4. Identify REAPER observation posts or communication activity.

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

1. Penetration or breach of the perimeter at any point
2. Indirect fire impacting the FOB or adjacent areas
3. Loss of any LP/OP or degradation of early warning capability
4. Friendly casualties degrading ability to man all defensive sectors
5. Unusual civilian activity near the perimeter suggesting imminent attack (massing, sudden departure from area)

4. Reporting:

- **Report to higher when assuming defensive positions.**
 - **In Position Report:** Upon occupying defensive positions.
 - **SALUTE Report:** Upon sighting enemy forces or indicators.
 - **SITREP:** At designated times or upon significant events.
 - **LACE Report:** At end of each watch or as directed.
5. This OPORD is effective immediately upon distribution.

4. SUSTAINMENT

a. Logistics

1. Resupply available at FOB THUNDER as needed.
2. Meal Cycle: M-M-M.
3. Water resupply is available at the PLT CP.
4. Ensure adequate supplies are maintained in defensive positions.

b. Health System Support

1. PLT CCP at FOB THUNDER.
2. MEDEVAC available via Nine Line request at AXP 1.

5. COMMAND AND SIGNAL

a. Command

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

b. Control

1. Command Posts: FOB THUNDER IVO MP 0610 1550.

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: Guard
- Password: Post
- Running Password: Secure
- Combination: 6

ACKNOWLEDGE:

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FLORIDA ARMY NATIONAL GUARD

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