

(UNCLASSIFIED)

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**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 #002 / CODE NAME: "MOVEMENT TO CONTACT"**

**CADRE / OPFOR NOTES**

**Complexity:** Moderate | **Recommended Phase:** WALK (Blocks 3-4), RUN (Day Iterations)

**Mission Summary:** 1st Platoon is tasked to conduct a movement to contact in AO FLUNKER to locate, engage, and assess enemy forces.

**Destination:** AO FLUNKER, with movement focused toward enemy's last known location near OBJ HERRERA (MP 0610 1545).

**Actions on Objective:** Platoon will use bounding overwatch to advance, maintain security, and develop the situation upon enemy contact. 3rd Squad serves as reserve, ready to reinforce or exploit success.

**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:**

- Use concealment and hit-and-run tactics.
- Introduce a civilian or non-combatant scenario to test ROE.
- OPFOR may break contact, regroup, or set up a hasty ambush.
- Cadre can inject intelligence updates, obstacles, or simulate equipment malfunctions.

**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

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**1. SITUATION**

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**a. Area of Interest**

Clay County, Florida, in the vicinity of Starke and Highway 16. AO FLUNKER includes the road junction at OBJ HERRERA (MP 0610 1545), bounded to the north by the old logging road, to the east by the Starke city limits, to the south by the creek line, 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 road junction near OBJ HERRERA (MP 0610 1545) is critical for controlling access to the area and is a likely point of enemy contact. Woodlines along the approach routes provide covered and concealed movement for the platoon. A small rise east of the objective offers observation and a potential support-by-fire position. A concealed route to the south enables maneuver or withdrawal if needed.

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

### **c. Enemy Forces**

The enemy is a small, organized group of irregular fighters, likely part of a local militia or insurgent cell. They are familiar with the terrain, use small arms and support weapons, and employ ambush and hit-and-run tactics. They are capable of blending into the local populace and adapting quickly to changing situations.

**1. Composition.** 6-8 combatants, small arms, possible HMG/RPG, in concealment.

**2. Disposition.** Enemy forces are generally dispersed in concealed positions throughout the area, using terrain and vegetation for cover. They maintain flexibility to regroup or withdraw and are likely to observe friendly movements from hidden vantage points.

**3. Most Probable Course of Action (MPCOA).** Upon contact, the enemy initiates harassing fire from covered positions, then quickly breaks contact to avoid being fixed or destroyed. They may leave behind simple obstacles or IEDs to slow pursuit, but do not attempt to decisively engage or encircle the platoon.

**4. Most Dangerous Course of Action (MDCOA).** The enemy initiates a complex ambush using multiple firing positions and IEDs, attempting to fix the platoon in a kill zone. They coordinate with additional elements to reinforce the engagement, seeking to encircle and destroy the platoon or inflict heavy casualties before friendly forces can maneuver out of the ambush.

### **d. Friendly Forces**

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

**2. Mission.** A Company locates and engages enemy forces to assess strength and disposition.

**3. Commander's Intent.** Locate enemy forces and establish tactical advantage for future operations.

### **e. Civil Considerations**

Civilians present; avoid unnecessary disturbances and ensure safety.

### **f. Attachments and Detachments**

None.

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## **2. MISSION**

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1st Platoon conducts a movement to contact in AO FLUNKER NLT \_\_\_\_ to locate and engage enemy forces and assess their strength and disposition.

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## **3. EXECUTION**

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### **a. Concept of Operations**

1st Platoon conducts a movement to contact using bounding overwatch to locate, engage, and develop the situation with enemy forces. 1st and 2nd Squads advance as the main effort, alternating bounds to maintain security and flexibility. 3rd Squad serves as the platoon reserve, prepared to reinforce, exploit success, or respond to enemy counterattack as needed. The platoon maintains contact with higher headquarters and adjusts its maneuver based on enemy contact or intelligence.

#### **b. Scheme of Movement and Maneuver**

- Squads move from the assembly area toward the last known or suspected enemy location, utilizing covered and concealed routes to maximize security and surprise.
- The platoon employs bounding overwatch, with one squad moving while the other provides overwatch, to maintain security and flexibility.
- Reconnaissance elements are used to identify enemy positions and develop the situation before committing the main body.
- Upon establishing contact, the platoon maneuvers to fix and engage the enemy, with the reserve squad prepared to reinforce or exploit success as needed.

#### **c. Scheme of Fires**

First Squad has priority of fires for the organic mortars. Additional mortar support may be requested as needed upon enemy contact.

#### **d. Tasks to Subordinate Units**

##### **1. 1st Squad:**

- **TASK:** Conduct movement to contact to last known enemy position IVO OBJ HERRERA (MP 0610 1545), establish contact, and fix or destroy enemy forces encountered.
- **PURPOSE:** Locate, engage, and assess the strength and disposition of enemy forces to set conditions for follow-on operations.

##### **2. 2nd Squad:**

- **TASK:** Conduct a reconnaissance sweep of the designated area, identify enemy positions, and report enemy activity prior to main engagement.
- **PURPOSE:** Provide early warning, confirm enemy presence, and enable the platoon to maneuver effectively against enemy forces.

##### **3. 3rd Squad:**

- **TASK:** Serve as platoon reserve and quick reaction force at the assembly area, prepared to reinforce engaged squads or respond to enemy counterattack.
- **PURPOSE:** Provide immediate support, exploit success, or contain enemy breakthroughs as the tactical situation develops.

#### **e. 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. Report civilian casualties immediately.

##### **2. Priority Intelligence Requirements (PIR):**

1. Confirm enemy personnel and weapons.
2. Identify fortifications and defensive positions.

3. Monitor enemy patrols and movement.
4. Assess civilian presence in the area of operations.

### **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 end of each movement phase.
- **SALUTE Report:** Upon contact with enemy or relevant activity.

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

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### **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.
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## **5. COMMAND AND SIGNAL**

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### **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: Eagle
- Password: Fly
- Running Password: Secure
- Combination: 4

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**ACKNOWLEDGE:**

MATTHEW WAGNER  
CPT, FA  
FLORIDA ARMY NATIONAL GUARD

**OFFICIAL:**

CPT COTTO  
SENIOR TAC

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**DISTRIBUTION:**

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