

**(UNCLASSIFIED)**

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

**References:** ATP 3-21.8, ATP 3-06, FM 3-90-1, ADRP 1-02

**OPERATIONAL PLAN / ORDER #004 / CODE NAME: "CLEAR DISMOUNT CITY"**

**CADRE / OPFOR NOTES**

**Complexity:** Highest | **Recommended Phase:** RUN (Advanced Iterations - Second Cycle or High Performers)

**Mission Summary:** 1st Platoon is tasked to clear, seize, and secure the urban terrain known as OBJ FLUNKER. REAPER forces are using this area as a base for operations. The platoon must occupy the city and prevent REAPER from regaining control or using it for future operations.

**Destination:** OBJ FLUNKER, AO HERRERA (urban terrain, grid MP 0620 1560).

**Actions on Objective:** Platoon will establish an ORP, move to the city, isolate the objective, clear buildings and key terrain, secure the area, and establish defensive positions to prevent enemy re-infiltration. Assault, support, and security elements will be employed per doctrine.

**Training Focus:** This OPORD has the highest complexity due to MOUT operations. Recommend for second cycle iterations or candidates demonstrating strong TLP proficiency. Requires detailed planning for building clearing, phase lines, and consolidation.

**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 using urban tactics, barricades, and possible IEDs.
- Introduce non-combatant role-players, civilian presence, or hostages to test ROE.
- OPFOR may attempt to counterattack, infiltrate, or use underground routes.
- Inject time-sensitive intelligence, booby traps, or unexpected obstacles.

**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.

## **b. Area of Operations**

**1. Terrain.** OBJ FLUNKER is a small urban area with multiple multi-story buildings, narrow streets, alleys, and limited open spaces. The city is surrounded by wooded areas and open fields. Urban terrain provides numerous positions for defense, ambush, and concealment. Buildings offer cover and observation points, while underground routes (sewers, basements) may be used for movement or escape. Limited vehicle access due to debris and barricades.

- **Key Terrain:** Central plaza (MP 0620 1560), police station, and high-rise building dominate OBJ FLUNKER and are critical for control. Rooftops and intersections provide observation and fields of fire. Main roads and alleyways are likely avenues of approach and withdrawal.

**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 well-armed irregular force, using OBJ FLUNKER as a base for operations. They are experienced in urban combat, employ barricades, IEDs, and may use civilians as shields. Capable of rapid movement through buildings and underground routes.

**1. Composition.** 8-10 REAPER combatants, small arms, possible HMG/RPG, IEDs, barricades, and communications equipment.

**2. Disposition.** REAPER forces are dispersed in defensive positions throughout the city, occupying key buildings and intersections. They maintain observation on likely approaches and are prepared to reinforce or withdraw as needed. Possible use of lookouts and early warning systems.

**3. Most Probable Course of Action (MPCOA).** REAPER forces defend key buildings and intersections, using small arms and IEDs to delay friendly advance. If overwhelmed, they withdraw through underground routes or blend with civilians, attempting to regroup outside the city.

**4. Most Dangerous Course of Action (MDCOA).** REAPER forces launch a coordinated counterattack with reinforcements, using pre-placed IEDs, barricades, and snipers to inflict maximum casualties. They attempt to encircle friendly forces or use hostages to delay operations.

## **d. Friendly Forces**

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

**2. Mission.** A Company clears and secures OBJ FLUNKER to deny REAPER a base of operations and enable follow-on operations in AO Starke.

**3. Commander's Intent.** Seize and secure OBJ FLUNKER, eliminate REAPER presence, and establish a defensive posture to prevent REAPER re-infiltration.

## **e. Civil Considerations**

Civilians are present in the city. Minimize risk to non-combatants, avoid collateral damage, and maintain positive relations with local populace.

## **f. Attachments and Detachments**

None.

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## **2. MISSION**

1st Platoon clears, seizes, and secures OBJ FLUNKER (MP 0620 1560) NLT \_\_\_\_ to eliminate REAPER forces, deny REAPER a base of operations, and enable occupation by friendly forces.

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### **3. EXECUTION**

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

1st Platoon establishes an ORP, moves to OBJ FLUNKER, and isolates the objective. 1st Squad serves as the assault element, clearing buildings and key terrain. 2nd Squad acts as the support element, providing suppressive fire and isolating the objective area. 3rd Squad serves as the security element, securing flanks, rear, and preventing REAPER reinforcement or escape. Upon completion, the platoon consolidates and establishes defensive positions to hold the city.

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

- Squads SP from platoon ORP in squad column.
- 1st Squad clears buildings along the main axis; 2nd Squad provides overwatch and suppressive fire from key intersections and rooftops; 3rd Squad secures flanks, rear, and blocks likely enemy withdrawal or reinforcement routes.
- Platoon advances by phase lines, clearing and securing each sector before moving forward.

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

1st Squad, as the decisive effort, has been allocated two mortar targets for planning: DC001 and DC002. 2nd Squad has priority for 81mm HE mortars on order. Use smoke to screen movement as needed.

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

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

- **TASK:** Clear and secure assigned buildings and key terrain in OBJ FLUNKER, neutralize REAPER combatants, and report cleared sectors.
- **PURPOSE:** Eliminate REAPER presence and enable occupation by friendly forces.

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

- **TASK:** Provide suppressive fire, isolate the objective area, and support 1st Squad's clearing operations. Be prepared to reinforce or assist in clearing as needed.
- **PURPOSE:** Enable the assault element to clear the city with minimal casualties and prevent REAPER escape or reinforcement.

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

- **TASK:** Secure flanks and rear, block REAPER withdrawal or reinforcement routes, and maintain security of cleared sectors. Monitor for civilian movement and report as required.
- **PURPOSE:** Prevent REAPER interference, ensure security of the objective, and maintain control of the urban area.

#### **e. Coordinating Instructions**

##### **1. Rules of Engagement (ROE):**

1. Engage only confirmed enemy combatants.
2. Use minimum force necessary to accomplish the mission.
3. Avoid civilian casualties and minimize collateral damage.
4. Positively identify targets before firing.
5. Report civilian casualties immediately.

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

1. Identify REAPER positions, barricades, and IEDs.

2. Monitor for REAPER reinforcements or withdrawal attempts.
3. Assess civilian presence and movement in the city.
4. Identify underground routes or escape tunnels.

### **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 consolidation.
- **SALUTE Report:** Upon sighting enemy forces or indicators.

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 36 hours.
2. Meal Cycle: M-M-M.
3. Water resupply is available at the PLT CP.
4. Ensure water and ammunition are topped off 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: City
  - Password: Secure
  - Running Password: Hold
  - Combination: 7
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**ACKNOWLEDGE:**

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CPT, FA  
FLORIDA ARMY NATIONAL GUARD

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