

(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 #001 / CODE NAME: "AMBUSH AT CROSSROADS"**

**CADRE / OPFOR NOTES**

**Complexity:** Moderate | **Recommended Phase:** RUN (Day Iterations)

**Mission Summary:** 1st Platoon is tasked to conduct a linear ambush along a key supply route to destroy REAPER forces and disrupt REAPER logistics.

**Destination:** OBJ FLUNKER at MP 0600 1530, AO COTTO.

**Actions on Objective:** Platoon will establish an ORP, move to the ambush site, set up assault, support, and security elements, initiate the ambush on the REAPER convoy, and withdraw in an organized manner.

**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 lightly armed convoy with the ability to reinforce or withdraw.
- Introduce a civilian vehicle or non-combatant to test ROE and decision-making.
- OPFOR may attempt to flank or counterattack if the ambush is detected early.
- Cadre can inject communication/equipment failures or unexpected convoy timing changes to challenge flexibility.

**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

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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 COTTO encompasses the crossroads at MP 0600 1530 and surrounding woodlines, 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:** OBJ FLUNKER at MP 0600 1530 is decisive for controlling movement through the area. The adjacent woodlines provide concealment for the assault and support elements. Elevated ground to the north and south offers observation and fields of fire.

**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 consist of a lightly armed irregular force, likely affiliated with a regional militia group. They are equipped with small arms, possible support weapons, and have experience operating in rural environments. They are capable of basic convoy operations and may attempt to reinforce or withdraw if engaged.

**1. Composition.** 2 vehicles, 6-8 REAPER personnel, AK-47s, possible support weapons (e.g., HMG).

**2. Disposition.** REAPER forces are typically dispersed in small groups along key supply routes and maintain a low profile to avoid detection. They are prepared to consolidate quickly at critical points if threatened and may use scouts or lookouts to monitor friendly movement.

**3. Most Probable Course of Action (MPCOA).** Upon initiation of the ambush, REAPER forces return limited, inaccurate fire, then rapidly withdraw along a secondary route to avoid further engagement. They may abandon vehicles or wounded, and attempt to regroup at a safe distance. Reinforcements are unlikely to arrive in time to decisively affect the engagement.

**4. Most Dangerous Course of Action (MDCOA).** A nearby REAPER quick reaction force rapidly reinforces the ambushed convoy, coordinating a counterattack with flanking or encirclement maneuvers against the platoon. REAPER forces employ indirect fire or IEDs to disrupt friendly withdrawal and attempts to inflict maximum casualties before friendly forces can break contact.

## **d. Friendly Forces**

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

**2. Mission.** A Company conducts ambush operations to disable REAPER supply route in AO COTTO.

**3. Commander's Intent.** Destroy REAPER convoy and seize supplies to ensure safe passage for friendly forces.

## **e. Civil Considerations**

Local civilians frequent the area. Ambush must minimize risk to non-combatants and avoid civilian casualties to maintain good relations.

## **f. Attachments and Detachments**

None.

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## **2. MISSION**

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1st Platoon conducts an ambush at OBJ FLUNKER (MP 0600 1530) NLT \_\_\_\_ in order to destroy REAPER forces and disrupt REAPER supply lines.

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### 3. EXECUTION

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#### a. Commander's Intent

**i) Commander's Intent.** 1st Platoon destroys REAPER convoy and seizes supplies to disrupt REAPER logistics and ensure safe passage for friendly forces.

**ii) Purpose.** The purpose of this operation is to destroy REAPER forces and disrupt REAPER supply lines to prevent REAPER resupply and maintain friendly freedom of movement in AO COTTO.

**iii) End State.** REAPER convoy is destroyed, supplies are seized, REAPER supply route is disrupted, and friendly forces maintain freedom of movement through AO COTTO.

#### b. Concept of Operations

1st Platoon establishes an objective rally point (ORP), moves to the ambush site, and sets up a linear ambush along REAPER's expected route of movement. 1st Squad serves as the assault element, initiating the ambush and destroying REAPER forces. 2nd Squad acts as the support element, providing suppressive fire and isolating the objective. 3rd Squad serves as the security element, securing the flanks and rear, and preventing REAPER reinforcement or escape. Upon completion, the platoon withdraws in an organized manner to the ORP.

#### c. Scheme of Movement and Maneuver

- Squads move rapidly to set up the ambush position before REAPER arrival.
- Ambush executed in linear formation: 1st Squad leads assault, 2nd Squad provides flanking support, 3rd Squad maintains observation and security against reinforcements.

#### d. Scheme of Fires

1st Squad, as the decisive effort, has been allocated two mortar targets for planning: AB001 and AB002. 2nd Squad has priority for 81mm HE mortars on order.

#### e. Tasks to Subordinate Units

##### 1. 1st Squad:

- **TASK:** Establish and execute a deliberate ambush on the REAPER convoy at MP 0600 1530 from a concealed position, initiate fires, and destroy REAPER vehicles and personnel.
- **PURPOSE:** Disrupt REAPER supply lines, seize REAPER materiel, and prevent REAPER resupply in AO Starke.

##### 2. 2nd Squad:

- **TASK:** Provide flanking and suppressive fire during the ambush, and be prepared to maneuver to block or destroy REAPER reinforcements.
- **PURPOSE:** Enable 1st Squad to destroy the convoy and prevent REAPER escape or reinforcement.

##### 3. 3rd Squad:

- **TASK:** Establish a security perimeter at MP 0610 1550, observe for REAPER reinforcements, and interdict any REAPER forces attempting to reinforce or withdraw.
- **PURPOSE:** Secure the ambush site, prevent REAPER counterattack, and ensure safe withdrawal of friendly forces.

#### f. Coordinating Instructions

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

1. Engage only valid military targets.
2. Use minimum force necessary to accomplish the mission.

3. Avoid civilian casualties and collateral damage.
4. Positively identify targets before firing.

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

1. Confirm number and types of vehicles in the REAPER convoy.
2. Monitor for changes in REAPER route or reinforcements.
3. Assess civilian presence before execution.

## **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 any REAPER contact or significant changes in REAPER posture
10. Status of civilian interactions or casualties in the area

## **4. Reporting:**

- **SALUTE Report:** Upon enemy visual confirmation.
- **Report to higher when SP'ing or crossing the line of departure.**
- **In Position Report:** Upon occupying the ambush site or ORP.
- **LACE Report:** After ambush, within \_\_\_\_\_ minutes.

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.

### **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: Bridge
- Password: Falcon
- Running Password: Secure
- Combination: 8

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**ACKNOWLEDGE:**

MATTHEW WAGNER  
CPT, FA  
FLORIDA ARMY NATIONAL GUARD

**OFFICIAL:**

CPT COTTO  
SENIOR TAC

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