

	KO Bunker	
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**SITUATION:**

**A. Enemy** Intel reports a hasty bunker has been set up to the front of the Enemy main defensive area to our front. The bunkers are manned by 2 to 4 lightly armed soldiers who will defend strongly, possibly with a MG.

(1) Higher Unit: \_\_\_\_\_ Company attacks to seize OBJ SANTA BARBARA NLT (H+80) to destroy enemy bunkers.

(2) Right unit Mission: \_\_\_\_\_ PLT, \_\_\_\_\_ Company, attacks along AXIS Blue to secure OBJ SANTA ANA NLT (H+80) in order to prevent detection of main attack.

**B. Friendly Forces** (3) Left Unit Mission: \_\_\_\_\_ PLT, \_\_\_\_\_ Company, destroy enemy reinforced squad vic SANTA MONICA NLT (H+80) to protect main effort's eastern flank.

**MISSION:** \_\_\_\_\_ PLT attacks along AXIS RED (H+45) to seize OBJ COSTA MESA vic. ET \_\_\_\_\_ NLT (H+80) to destroy enemy bunker.

**EXECUTION:** (1) LD (5 meters to front) at (H+45) in plt column, (Your Squad) leads, the ME, along  
**A. Concept** AXIS RED to attack and capture the enemy bunker position on OBJ COSTA MESA by (H+80),

(1) Maneuver \_\_\_\_\_ SQD follows to secure right flank in support of the main effort, \_\_\_\_\_ SQD is in Reserve.

(2) Fires (2) Fires: 1<sup>st</sup> in POF for CO mortars. Plt pri to Your Sqd.

**B. Task to Man. Units** \_\_\_\_\_ Squad, the main effort, cross the LD (H+45), move along AXIS RED, knock out bunker on OBJ COSTA MESA NLT (H+ 80)

\_\_\_\_\_ Squad will cross the LD (H+ 45) and move along AXIS RED to secure right flank.

\_\_\_\_\_ Squad reserve, be prepared to attack bunker.

**B. Coord/Inst**

(1) PIR: Weapons, communications equipment, NBC Capabilities.

(2) Reports: Crossing LD, enemy contact, captured EPWs, ACE after consolidation, and SITREPS as needed.

**Service Support**

a. General. Company trains located in Co AA vic grid \_\_\_\_\_.

b. Material and Services.

(1) Supply: No Re-supply available for 24 hrs.

(2) Class I cycle is: MRE-MRE-MRE.

(3) Top off water in your current positions before moving out.

(4) Transport: None

(5) Services: None

(6) Medical: Casualty collection point at CO AA/MEDEVAC available upon request.

(7) Personnel: EPW collection points located at CO AA and o/o on OBJ.

(8) Miscellaneous: \_\_\_\_\_ Smoke available\_\_\_\_\_

**Command & Signal**

**A. Command**

(1) Higher Unit Location: \_\_\_\_\_ Company CP follows main effort.

(2) Platoon Leader follows (Your) Squad and \_\_\_\_\_ Squad.

(3) Succession of Command: PL, PSG, \_\_\_\_\_ (You), \_\_\_\_\_ SL, \_\_\_\_\_ SL.

**B. Signal**

(1) Call Signs: PL=T16, PSG=T17, FO=T15, 1SL=C31, 2SL=C32, 3SL=C33.

(2) Number Combination: 9

(3) Challenge and Password: Super/Conductor

(4) Running Password: Presto

Time is now \_\_\_\_\_, What are Your Questions.

	Point Ambush	
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**SITUATION:**

- A. Enemy** BN Intel reports that enemy mounted patrols are moving along trails in our AO. These patrols consist of 2 to 3 men armed with light weapons, who will resist as their morale is high.
- B. Friendly Forces** (1) Higher Unit: \_\_\_\_\_ Company defends BP YANKEE (point to rear) NLT (H+45) to defeat enemy forces.
- (2) Left unit Mission: \_\_\_\_\_ PLT, \_\_\_\_\_ Company, defends BP METS (point to rear) NLT (H+45) to defeat enemy forces.
- (3) Right Unit Mission: \_\_\_\_\_ PLT, \_\_\_\_\_ Company, defends BP ASTROS (point to rear) NLT (H+45) to defeat enemy forces.
- A&D** None.

**MISSION:** \_\_\_\_\_ PLT establishes an area ambush NLT (H+80) to destroy enemy patrols vic. ET \_\_\_\_\_ to prevent the enemy from locating avenues of approach into BP YANKEE.

**EXECUTION:**

**A. Concept** The Plt will infiltrate into AO GOPHER with each Sqd moving along a separate route to their point ambush site. (Your) Squad will cross LD NLT (H+45) along route Blue to establish point ambush vic ET \_\_\_\_\_, \_\_\_\_\_ SQD will follow along route Gray to the secondary site Vic. ET \_\_\_\_\_. \_\_\_\_\_ SQD will secure BP.

**(2) Fires** (2) Fires: None available.

**(3) Tasks to Man units** \_\_\_\_\_ Squad, the main effort, cross the LD (H+45), move along Route BLUE and establish a point ambush at ET \_\_\_\_\_, set NLT (H+80).

\_\_\_\_\_ Squad follow across PL, move along Route GRAY and establish a point ambush at ET \_\_\_\_\_, set NLT (H+80).

\_\_\_\_\_ Squad secure BP.

**B. Coord/Inst** (1) PIR: Enemy direction of travel, communications equipment, NBC Capabilities, type of vehicle.

(2) Reports: Depart LD, Ambush set, captured EPWs, ACE after consolidation, and SITREPS as needed.

**Service Support**

- a. General. Company trains located in Co AA vic grid \_\_\_\_\_.
- b. Material and Services.
- (1) Supply: NO Re-supply available for 24 hrs.
- (2) Class I cycle is: MRE-MRE-MRE.
- (3) Top off water in your current positions before moving out.
- (4) Transport: None
- (5) Services: None
- (6) Medical: Casualty collection point at Co AA. MEDEVAC available upon request.
- (7) Personnel: EPW collection points located at Co AA.
- (8) Miscellaneous: \_\_\_\_\_ Smoke available \_\_\_\_\_

**Command & Signal**

**A. Command**

- (1) Higher Unit Location: \_\_\_\_\_ Company CP in BP YANKEE.
- (2) Platoon Leader with (Other) Squad.
- (3) Succession of Command: PL, PSG, \_\_\_\_\_ (You), \_\_\_\_\_ SL, \_\_\_\_\_ SL.

**B. Signal**

- (1) Call Signs: PL=T16, PSG=T17, FO=T15, 1SL=C31, 2SL=C32, 3SL=C33.
- (2) Number Combination: 7
- (3) Challenge and Password: Lee/Lifeson
- (4) Running Password: Peart

Time is now \_\_\_\_\_, What are Your Questions.



## SITUATION:

A. Enemy Scouts have encountered fire team size enemy patrols to our front of 2-4 men lightly armed who have conducted hit and run ambushes against the Scouts. The enemy will fight if engaged.

B. Friendly Forces (1) Higher Unit: \_\_\_\_\_ Company conducts movement to contact oriented on OBJ GETTYSBURG (ET \_\_\_\_\_) NLT (H+45) to regain contact with enemy.

(2) \_\_\_\_\_ PLT, \_\_\_\_\_ Company is the main effort along AXIS GREEN.

(3) Rear Unit Mission: \_\_\_\_\_ PLT, \_\_\_\_\_ Company, is the rear guard.

MISSION: \_\_\_\_\_ PLT conducts movement to contact oriented on OBJ GETTYSBURG vic. ET \_\_\_\_\_ NLT (H+45) to regain contact with the enemy.

## EXECUTION:

## A. Concept

(1) Maneuver The Plt is the Advance guard of a company approach march. The platoon will move in wedge formation, traveling overwatch with (YOUR) sqd as lead squad, \_\_\_\_\_ sqd on right, \_\_\_\_\_ sqd on left. Once contact is made and the size of the enemy determined, the lead squad will either attack to destroy the enemy and be prepared to suppress the enemy so the platoon can maneuver.

(2) Fires (2) Fires: No arty fires available. 2nd in pri for Co mortars.

B. Tasks to Man Units YOUR SQD, the lead squad, crosses the LD vic. (point to front) NLT (H+45). Upon contact develop the situation, attack enemy if 4 men or less.

\_\_\_\_\_ SQD crosses the LD NLT (H + 45) on right flank, be prepared to support lead.

\_\_\_\_\_ SQD crosses the LD NLT (H + 45) on left flank, be prepared to support lead.

C. Coord/Inst (1) PIR: Weapons, communications equipment, NBC Capabilities.

(2) Reports: Crossing LD, enemy contact, captured EPWs, ACE after consolidation, and SITREPS/SALUTE as needed.

## Service Support

a. General. Company trains located in Co AA vic grid \_\_\_\_\_.

b. Material and Services.

(1) Supply: NO Re-supply available for 24 hrs.

(2) Class I cycle is: MRE-MRE-MRE.

(3) Top off water in your current positions before moving out.

(4) Transport: None

(5) Services: None

(6) Medical: Casualty collection point at Co AA. MEDEVAC available upon request.

(7) Personnel: EPW collection points located at Co AA.

(8) Miscellaneous: \_\_\_\_\_ Smoke available \_\_\_\_\_

## Command &amp; Signal

## A. Command

(1) Higher Unit Location: \_\_\_\_\_ Company CP follows our plt.

(2) Platoon Leader follows YOUR Squad.

(3) Succession of Command: PL, PSG, \_\_\_\_\_ (You), \_\_\_\_\_ SL, \_\_\_\_\_ SL.

## B. Signal

(1) Call Signs: PL=T16, PSG=T17, FO=T15, 1SL=C31, 2SL=C32, 3SL=C33.

(2) Number Combination: 7

(3) Challenge and Password: Gumbo/Cowboy

(4) Running Password: Rainier

Time is now \_\_\_\_\_, What are Your Questions.

	Recon	
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**SITUATION:**

- A. Enemy Bn scouts report couriers traveling in our AO indicating an enemy CP in our AO. If detected they will most likely defend the CP with 2-3 man force. Most CPs are small tents with communication equipment.
- B. Friendly Forces
- 1) Higher Unit: \_\_\_\_\_ Company conducts zone recon in AO Cemetery Ridge NLT (H+80) to locate enemy forces.
  - (2) Left unit Mission: \_\_\_\_\_ PLT, \_\_\_\_\_ Company, conducts zone recon in AO PEACH ORCHARD NLT (H+80) to locate enemy forces.
  - (3) Right Unit Mission: \_\_\_\_\_ PLT, \_\_\_\_\_ Company, conducts zone recon in AO WHEATFIELD NLT (H+80) to locate enemy forces.

A&D None

MISSION: \_\_\_\_\_ PLT conducts zone recon in AO DEVILS DEN NLT (H+80) to locate enemy Command Posts.

EXECUTION: The Plt will have each Sqd conduct an area recon within the AO. (YOUR) SQD crosses PL vic (point to front) (H+45) to conduct area recon of OBJ HOOD ET\_\_\_\_\_, \_\_\_\_\_ SQD (1) Maneuver conducts area recon of OBJ LONGSTREET (point off to left) and \_\_\_\_\_ SQD secures the PB.

(2) Fires: None available.

(2) Fires Your Sqd, complete recon NLT (H+80) with SALUTE report to higher, break contact if detected by enemy.

B. Tasks to Man Units

\_\_\_\_\_ Sqd, complete recon NLT (H+80) with SALUTE report to higher, break contact if detected by enemy.

\_\_\_\_\_ SQD secures the PB.

(1) PIR: Number of personnel, communications equipment, CP Type/Design, material support.

C. Coord Inst

(2) Reports: Crossing PL, enemy contact, SALUTE

Service Support

- a. General. Company trains located in Co AA (to rear of PB).
- b. Material and Services.
  - (1) Supply: No Resupply available for 24 hrs.
  - (2) Class I cycle is: MRE-MRE MRE.
  - (3) Top off water in your current positions before moving out.
  - (4) Transport: None
  - (5) Services: None
  - (6) Medical: Casualty collection point at CO AA/MEDEVAC available upon request.
  - (7) Personnel: EPW collection points located at CO AA.
  - (8) Miscellaneous: \_\_\_\_\_ Smoke available\_\_\_\_\_

Command & Signal

A. Command

- (1) Higher Unit Location: \_\_\_\_\_ Company CP in AA.
- (2) Platoon Leader with (Other) Squad.
- (3) Succession of Command: PL, PSG, \_\_\_\_\_ (You), \_\_\_\_\_ SL, \_\_\_\_\_ SL.

B. Signal

- (1) Call Signs: PL=T16, PSG=T17, FO=T15, 1SL=C31, 2SL=C32, 3SL=C33.
- (2) Number Combination: 7
- (3) Challenge and Password: Buffalo/Mustang
- (4) Running Password: Red

Time is now\_\_\_\_\_, What are Your Questions.



	Attack	
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**SITUATION:**

A. Enemy BN Scouts report enemy supply sites have been set up to our front. Security consists of 2 to 4 lightly armed soldiers who will defend strongly the cache sites.

(1) Higher Unit: \_\_\_\_\_ Company attacks OBJ PICKETT \_\_\_\_\_ (H+80) to destroy enemy supply assets.

B. Friendly Forces (2) Right unit: \_\_\_\_\_ PLT, \_\_\_\_\_ Company, attacks OBJ CHARGE (H+80) to destroy enemy cache site.

(3) Left Unit: \_\_\_\_\_ PLT, \_\_\_\_\_ Company, attacks (H+80) OBJ ARMISTEAD to destroy enemy cache site.

C. A&D None.

MISSION: \_\_\_\_\_ PLT attacks OBJ ANGLE vic (ET \_\_\_\_\_) NLT (H+80) to destroy enemy cache site.

**EXECUTION:**

A. Concept (1) Maneuver (1) The platoon will cross LD (5 meters to front) at (H+45) in a Plt wedge formation. (YOUR) SQD, Plt main effort, is lead element in plt wedge. \_\_\_\_\_ SQD on right, \_\_\_\_\_ SQD on left. We will move along Route BLUE to an assault position, TBD by YOUR SQD (METT-T) 50-75 meters from the OBJ. From the Aslt Psn, YOUR SQD will attack the site. \_\_\_\_\_ SQD will protect right flank. \_\_\_\_\_ SQD reserve and provides rear security.

(2) Fires (2) Fires: We do not have priority of fires as 2 plt is CO main effort.

B. Task Man/Units (YOUR) Squad. Lead plt wedge; report ASLT PSN; begin final aslt NLT (H+80).

\_\_\_\_\_ Squad. Right flank in Plt wedge, establish blocking position.

\_\_\_\_\_ Squad. Left flank in Plt Wedge; reserve for attack; provide rear security.

(1) PIR: Type of supplies, communications equipment, NBC Capabilities.

. Coord/Inst

(2) Reports: Crossing LD, enemy contact, captured EPWs, ACE after consolidation, and SITREPS/SALUTE as needed.

a. General. Company trains located in Co AA vic grid \_\_\_\_\_.

b. Material and Services.

(1) Supply: NO Re-supply available for 24 hrs.

(2) Class I cycle is: MRE-MRE-MRE.

(3) Top off water in your current positions before moving out.

(4) Transport: None

(5) Services: None

(6) Medical: Casualty collection point at Co AA. MEDEVAC available upon request.

(7) Personnel: EPW collection points located at Co AA and o/o ASLT PSN.

(8) Miscellaneous: \_\_\_\_\_ Smoke available \_\_\_\_\_

Service Support

A. Command

(1) Higher Unit Location: \_\_\_\_\_ Company CP follows main effort.

(2) Platoon Leader follows (Your) Squad.

(3) Succession of Command: PL, PSG, \_\_\_\_\_ (You), \_\_\_\_\_ SL, \_\_\_\_\_ SL.

Command & Signal

B. Signal

(1) Call Signs: PL=T16, PSG=T17, FO=T15, 1SL=C31, 2SL=C32, 3SL=C33.

(2) Number Combination: 4

(3) Challenge and Password: Explorer/Bayou

(4) Running Password: Crown

Time is now \_\_\_\_\_, What are Your Questions.