

**(UNCLASSIFIED)**

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

**References:** ATP 3-21.8, ATP 3-21.20, FM 3-90-1, TC 3-21.76, ADRP 1-02

**OPERATIONAL PLAN / ORDER #015 / CODE NAME: "PATROL BASE OPERATIONS (COMPANY)"**

**CADRE / OPFOR NOTES**

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

**Mission Summary:** A Company is tasked to establish and occupy a patrol base in AO COTTO to conduct continuous operations, provide area security, and enable sustainment for follow-on missions. Three platoons execute distinct tasks: patrol base defense, forward screening, and company reserve.

**Destination:** Patrol Base (PB) THUNDER, vicinity MP 058 152, AO COTTO, NLT \_\_\_\_.

**Actions on Objective:** Company conducts a leader's reconnaissance, occupies the patrol base with a deliberate occupation technique, establishes a screening element forward of the base on likely avenues of approach, and maintains a reserve / QRF within the perimeter. The company executes patrol base activities including security patrols, maintenance, and planning for follow-on operations.

**Training Focus:** This OPORD emphasizes company-level synchronization, echeloning security across multiple platoons, employment of a reserve, and coordination between elements with different missions. Candidates playing CO must manage fire support coordination between the screen and the patrol base, screen withdrawal procedures, and QRF employment criteria. Ideal for night training iterations or as a planning-only exercise for TLP practice.

**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:**

- Probe the screen line first to test whether early warning reaches the patrol base and the CO reacts appropriately.
- Test QRF employment: simulate a penetration requiring 3rd Platoon to reinforce or counterattack.
- Simulate compromise of an OP requiring 2nd Platoon to displace or 3rd Platoon to react.
- Introduce an intelligence update requiring the CO to adjust platoon boundaries or reposition the screen.
- Test ability to coordinate 2nd Platoon's withdrawal through 1st Platoon's positions under pressure.
- Introduce resupply, casualty evacuation, or personnel issues during occupation.

**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 | Patrol Base Operations (Platoon)

**Iteration Guidance:** This is the mission command version — platoon tasks state outcomes without prescribing specific positioning or movement. Squad leaders within each platoon develop their own schemes of maneuver.

**Time Zone Used Throughout the Plan/Order:** EASTERN STANDARD TIME

## **Task Organization:**

A Company, 4th BN-211th INF Company Commander Executive Officer (XO) First Sergeant (1SG) 1st Platoon  
2nd Platoon 3rd Platoon

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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 area bounded to the north by Highway 16, to the east by the Starke city limits, to the south by the old railroad bed, and to the west by the pine forest edge. The company area of operations extends approximately 1-2 km beyond the planned patrol base site to encompass screening positions and observation posts on likely enemy avenues of approach.

#### **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. The trail network to the north and woodlines to the east provide concealed approaches toward the patrol base site. Open areas between the screen line and patrol base create natural observation points.

- **Key Terrain:** The planned patrol base site at MP 058 152 offers good concealment, defensible terrain, and access to covered withdrawal routes. The surrounding woodlines provide observation points for early warning. A small creek to the south provides a water source but may also canalize enemy approach. Elevated ground to the north offers observation of likely enemy avenues of approach and is suitable for screening element observation posts. Trail junctions on the northern and eastern avenues of approach provide natural positions for screening operations.

#### **2. Weather.**

- Skies: \_\_\_\_\_
- Temperature: \_\_\_\_°F (heat cat \_\_\_\_)
- Winds: \_\_\_\_ at \_\_\_\_ mph
- Chance of precipitation: \_\_\_\_%
- BMNT: \_\_\_\_\_
- Sunrise: \_\_\_\_\_
- Sunset: \_\_\_\_\_
- EENT: \_\_\_\_\_

Limited visibility expected during nighttime operations; plan for EENT/BMNT stand-to procedures.

#### **c. Enemy Forces. REAPER: Resistance Elements of Atropia's People's Revolutionary Front**

REAPER forces consist of irregular forces operating in the area who actively patrol and conduct reconnaissance to locate friendly positions. They are equipped with small arms and support weapons. They are experienced in local terrain and employ reconnaissance teams ahead of their main body to locate and assess friendly positions before committing to an attack.

**1. Composition.** Estimated reinforced squad of 10-15 REAPER personnel organized into 2-3 fire teams, equipped with small arms, 1-2 support weapons (PKM/RPK), and communications equipment. A reconnaissance element of 2-3 personnel operates ahead of the main body.

**2. Disposition.** REAPER reconnaissance teams are actively patrolling the area and maintaining observation of

likely friendly positions. The REAPER main body is located to the north, with elements dispersed to avoid detection. They maintain a reserve capable of reinforcing any element in contact.

**3. Most Probable Course of Action (MPCOA).** REAPER reconnaissance elements locate the patrol base or screening positions and conduct sustained observation. They report findings to higher and continue surveillance while avoiding decisive engagement. Limited probing attacks test the screen line or patrol base perimeter to gather intelligence on friendly strength and disposition.

**4. Most Dangerous Course of Action (MDCOA).** REAPER conducts a coordinated two-element attack. The reconnaissance element fixes the screening force with harassing fire while the main body infiltrates through a gap or along a covered avenue of approach. The main body attacks the patrol base from an unexpected direction using fire and movement, attempting to penetrate the perimeter before the reserve can react. A small element attempts to cut off withdrawal routes or create confusion with fires from multiple directions.

#### **d. Friendly Forces**

**1. Higher Headquarters:** 4th BN-211th INF.

**2. Mission.** 4th BN-211th INF conducts area security operations in the vicinity of Camp Blanding to deny REAPER freedom of movement and enable follow-on offensive operations. A Company is the battalion main effort.

**3. Commander's Intent.** Establish a forward company patrol base to project combat power into AO COTTO, disrupt REAPER reconnaissance and movement, and prepare the force for follow-on offensive operations. The company patrol base must be secure enough to sustain 48-hour operations without resupply while maintaining the ability to conduct company-level patrols and raids from the base.

**4. Adjacent Units.** B Company conducts security operations to the east. C Company is in reserve at the battalion assembly area, prepared to reinforce on order.

#### **e. Civil Considerations**

Local civilians may be present in the area. Patrol base operations must minimize detection and avoid contact with non-combatants to maintain operational security.

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

Company receives priority of battalion 81mm mortar fires on request.

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### **2. MISSION**

A Company establishes and occupies Patrol Base THUNDER (vicinity MP 058 152) NLT \_\_\_\_ to provide area security, enable company-level sustainment, and prepare for follow-on operations in AO COTTO.

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### **3. EXECUTION**

#### **a. Commander's Intent**

**Purpose:** Establish a secure forward operating base in AO COTTO to project combat power, disrupt REAPER reconnaissance and movement, and posture the company for follow-on offensive operations in support of the battalion plan.

**Key Tasks:** (1) Establish and occupy PB THUNDER without compromise. (2) Establish a security zone forward of the patrol base that provides early warning and delays enemy approach. (3) Maintain a company reserve capable of reinforcing the defense or conducting a limited counterattack.

**End State:** PB THUNDER occupied and secure with an active screen providing early warning, company sustained through BMNT/EENT cycles, prepared to defend against REAPER attack or transition to follow-on offensive operations on order.

## **b. Concept of Operations**

A Company establishes PB THUNDER through a deliberate occupation. The main effort occupies and defends the patrol base perimeter with fighting positions and LP/OPs providing 360-degree security. A screening element operates forward on the likely avenues of approach, providing early warning and delaying enemy reconnaissance to buy time for the defense to react. A reserve element maintains readiness to reinforce the perimeter, backstop the screen, or conduct a limited counterattack. Stand-to at BMNT and EENT. The company executes priorities of work while maintaining the ability to defend in place or displace on order.

## **c. Scheme of Fires**

1st Platoon, as the main effort defending PB THUNDER, has priority of indirect fires. Battalion 81mm mortar fires available on request. Defensive fires planned for likely REAPER avenues of approach from the north and east. Final protective fires (FPF) designated on the most dangerous avenue of approach. Fire support coordination measures established between the screen line and the patrol base perimeter to prevent fratricide during screen withdrawal.

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

### **1. 1st Platoon (Patrol Base Defense — Decisive Operation):**

- **TASK:** Occupy and defend Patrol Base THUNDER (vicinity MP 058 152). Establish a perimeter defense with fighting positions providing interlocking fields of fire and 360-degree security. Man LP/OPs internal to the patrol base perimeter. Execute priorities of work including fighting position improvement, weapons maintenance, and rest rotation. Be prepared to receive elements of 2nd Platoon withdrawing through your position if the screen is compromised. Coordinate passage points and recognition signals with 2nd Platoon.
- **PURPOSE:** Secure the company patrol base as the base of operations for sustained company-level operations, ensuring the force can rest, refit, and prepare for follow-on missions while protected against REAPER assault.

### **2. 2nd Platoon (Screen — Shaping Operation):**

- **TASK:** Establish a screen forward of PB THUNDER oriented on the likely avenues of approach from the north and east. Man observation posts providing continuous observation of enemy avenues of approach. Conduct security patrols between OPs to prevent enemy infiltration through gaps. Report all enemy activity immediately. Delay enemy reconnaissance elements to prevent them from observing the patrol base. Be prepared to withdraw through 1st Platoon's position on order or if the screen is penetrated by a force you cannot defeat.
- **PURPOSE:** Provide early warning of REAPER approach and delay enemy reconnaissance, giving the company time to posture the defense and employ the reserve before REAPER elements can observe or engage the patrol base.

### **3. 3rd Platoon (Company Reserve / QRF):**

- **TASK:** Occupy a reserve position within PB THUNDER. Serve as the company QRF, prepared to reinforce any sector of the perimeter defense, reinforce or extract 2nd Platoon if the screen is compromised, or conduct a limited counterattack to destroy an enemy element that has penetrated the security zone. Rehearse reinforcement routes to each platoon sector. Conduct withdrawal route reconnaissance for the company. Maintain the highest state of readiness throughout the occupation.
- **PURPOSE:** Provide the Company Commander a responsive reserve capable of massing combat power at the decisive point, ensuring REAPER cannot exploit a penetration of the screen or perimeter before the company can concentrate forces.

## **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. Challenge unknown personnel using challenge and password.
4. Report all contacts immediately.
5. 2nd Platoon elements on the screen line are authorized to engage enemy reconnaissance elements to prevent compromise of the patrol base location.
6. All elements must coordinate fires when 2nd Platoon conducts withdrawal through 1st Platoon's position.

## **2. Commander's Critical Information Requirements (CCIR):**

1. Compromise or suspected compromise of the patrol base location
2. Enemy contact on the screen line (any OP or patrol)
3. Penetration of the screen line by enemy elements
4. Loss of communication with any OP or with 2nd Platoon
5. Friendly casualty or equipment failure degrading any platoon's ability to accomplish its mission
6. Enemy force larger than a fire team (4+ personnel) detected on any avenue of approach

## **3. Reporting:**

- **Report to higher when departing current location.**
- **In Position Report:** Upon completing patrol base occupation. 2nd Platoon reports OP establishment.
- **SALUTE Report:** Upon sighting enemy forces or indicators.
- **SITREP:** At designated times (every 4 hours minimum). 2nd Platoon reports hourly SITREP from each OP.
- **LACE Report:** Upon occupation and prior to displacement.
- **QRF Status:** 3rd Platoon reports readiness status at each stand-to.

## **4. Stand-To Procedures:**

- Stand-to conducted 30 minutes before BMNT and 30 minutes before EENT.
- 100% alert during stand-to; all personnel in fighting positions.
- Stand-down only after CO or XO conducts assessment and issues order.

## **5. Fire Support Coordination:**

- Coordinated fire line (CFL) established between the screen line and patrol base perimeter.
- 2nd Platoon withdrawal triggers cease fire / shift fire on the northern sectors.
- Recognition signals for 2nd Platoon withdrawal per unit SOP.

## **6. This OPORD is effective immediately upon distribution.**

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## **4. SUSTAINMENT**

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### **a. Logistics**

1. Resupply not available for 48 hours.
2. Meal Cycle: M-M-M.
3. Water resupply point established within PB THUNDER. 2nd Platoon carries maximum water; resupply coordinated during screen rotation.
4. Class V (ammunition): Redistribute as needed; report any shortages. Priority of resupply to 2nd Platoon (forward elements).
5. Equipment maintenance: Conducted during priorities of work by platoon rotation.

### **b. Health System Support**

1. Company CCP established within PB THUNDER perimeter.
2. Aid bag located at CO CP.
3. MEDEVAC available via Nine Line request at AXP 1.
4. Casualty evacuation from the screen line: 2nd Platoon evacuates casualties to PB THUNDER; company CCP handles triage.
5. Casualty evacuation routes: Same as company withdrawal routes.

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## **5. COMMAND AND SIGNAL**

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### **a. Command**

1. Company Commander at CO CP (center of PB THUNDER).
2. XO / 1SG supervises sustainment, rest plan, and company trains.
3. Succession of Command: CO, XO, 1SG, 1st PLT LDR, 2nd PLT LDR, 3rd PLT LDR.

### **b. Control**

1. Command Posts: CO CP at center of PB THUNDER.
2. Alternate CP: 1st Platoon sector.

### **c. Signal**

#### **1. PACE Plan:**

- Primary: Radio FH NET ID 600 (Company Net)
- Alternate: FH NET ID 601 (Platoon Nets)
- Contingency: Frequency 47000 single channel plain text
- Emergency: Runner

#### **2. Call Signs:**

- CO — Thunder 6
- XO — Thunder 5
- 1SG — Thunder 7
- 1st PLT LDR — Thunder 1-6
- 1st PLT SGT — Thunder 1-7
- 2nd PLT LDR — Thunder 2-6
- 2nd PLT SGT — Thunder 2-7
- 3rd PLT LDR — Thunder 3-6
- 3rd PLT SGT — Thunder 3-7

#### **3. Challenge, Password, Running Password, Combination:**

- Challenge: Fortress
- Password: Shield
- Running Password: Thunder
- Combination: 15

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**ACKNOWLEDGE:**

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FLORIDA ARMY NATIONAL GUARD

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