

OPORD NAME:

TASK ORGANIZATION

### Situation

#### Environment

*Terrain* (effects on us) (effects on them)

Obstacles

Ave of Approach

Key Terrain

Obser/Fields Fire

Cover/Conceal

*Weather*

Battlefield effects:

Thermal Sights Smoke/Dust

#### Enemy

*Enemy Most Likely COA* (circle one) *Location:*

Attack Meeting Battle Hasty defense Deliberate defense

#### Friendly

*Adjacent Units:* *Who?* *Location* *Mission*

### Mission

**Task:**

**Purpose:**

**Time:**

**End-State:**



## Execution

### Scheme of Maneuver

### Initial Deployment & Setup

Main Effort Supporting Effort HQ Troops

### Specific Instructions (by unit)

Supporting Effort Main Effort F/S (ARTY/MTRS)

Recon Aviation Air Defense

### Fires

FA MORTAR

### Coordinating Instructions

Commanders' Critical Intel Requirements (PIR, FFIR) OPSEC: We Can't Let Them Get (EEFI)

Enemy Info We Need (PIR)	Info About Us We Need (FFIR)	

## Service Support

## Command & Signal

### Command

Locations of CDR S3

### Signal

Radios & Retrans

### Victory Conditions for this Mission

Accomplished	Turn 5	Turn 10	End of Mission
Minimum combat power on OBJ	(only counted at end of game: +30)		
each add'l PLT on OBJ	(only counted at end of game: +5)		
Each enemy PLT killed	3	2	1
Enemy intel gathered (LOS to PIR)	5	3	1
Enemy Commander Killed	3	2	1
<b>Not Accomplished (subtract)</b>			
Each enemy unit OBJ	(only counted at end of game: -10)		
Each friendly commander killed	-5	-3	-1
Each friendly PLT killed	-3	-2	-1
Enemy gains OPSEC intel on your unit (LOS)	-3	-2	-1

- Each victory condition is only counted ONCE. For example, if PIR is gathered on turn 5, it is worth 5 points at the end. If it is not gathered until turn 9, it's only worth 3. Always use the highest possible value for the condition.
- Enemy/friendly intelligence requirements must be met by *visual* confirmation by *scouts* or *recon* units (if LOS is to another unit - a tank platoon, for instance - it doesn't count!)
- At the end of the game, the victory points are tallied and the higher total is the victor.