

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 |
| | | | |
| Not Accomplished (subtract) | | | |
| 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.