

## Situation

Area of interest: \_\_\_\_\_ Area of operations: \_\_\_\_\_

Terrain: \_\_\_\_\_

Weather: \_\_\_\_\_

Enemy: Size: \_\_\_\_\_ Moral: High/Low Armed w/ \_\_\_\_\_

Most likely COA: will engage/will not engage/ \_\_\_\_\_

Most deadly COA: IDF/consolidate and form larger unit/ \_\_\_\_\_

Uniform: \_\_\_\_\_

Friendly Forces: none/ \_\_\_\_\_

Higher Unit Mission: \_\_\_\_ Co will conduct \_\_\_\_\_ on OBJ/ in AO

\_\_\_\_\_ in VIC \_\_\_\_\_ IOT \_\_\_\_\_

NLT \_\_\_\_\_

### Mission of adjacent units:

North: \_\_\_\_ PLT conducts \_\_\_\_\_ on OBJ \_\_\_\_\_ IOT \_\_\_\_\_

South: \_\_\_\_ PLT conducts \_\_\_\_\_ on OBJ \_\_\_\_\_ IOT \_\_\_\_\_

East: \_\_\_\_ PLT conducts \_\_\_\_\_ on OBJ \_\_\_\_\_ IOT \_\_\_\_\_

West: \_\_\_\_ PLT conducts \_\_\_\_\_ on OBJ \_\_\_\_\_ IOT \_\_\_\_\_

Attachments and detachments: none/ \_\_\_\_\_

## Mission

\_\_\_\_ PLT will conduct \_\_\_\_\_ on OBJ \_\_\_\_\_ in VIC

\_\_\_\_\_ IOT \_\_\_\_\_ NLT \_\_\_\_\_

**I SAY AGAIN! (Repeat Mission)**

## Execution

Commander's intent: \_\_\_\_\_

Concept of operations (CONOP):

*"Please direct your attention to my terrain model."*

We will conduct this operation in \_\_\_\_\_ Phases.

Phase 1 begins with \_\_\_\_\_ and ends with \_\_\_\_\_

Tasks during this phase are \_\_\_\_\_

Phase 2 begins with \_\_\_\_\_ and ends with \_\_\_\_\_

Tasks during this phase are \_\_\_\_\_

Phase 3 begins with \_\_\_\_\_ and ends with \_\_\_\_\_

Tasks during this phase are \_\_\_\_\_

Maneuver: We will leave NLT \_\_\_\_\_ on a \_\_\_\_\_ ° azimuth for \_\_\_\_\_ meters

in a \_\_\_\_\_ (formation) traveling in \_\_\_\_\_ (technique).

The order of march is \_\_\_\_\_

*Continue to brief in detail on the TMK from start to end of mission*

### Tasks to subordinate units:

Assault: \_\_\_\_\_ Support: \_\_\_\_\_ Security: \_\_\_\_\_

EPW: Primary \_\_\_\_\_ Secondary \_\_\_\_\_

Aid & Litter: Primary \_\_\_\_\_ Secondary \_\_\_\_\_

Demo: Primary \_\_\_\_\_ Secondary \_\_\_\_\_

Compass: \_\_\_\_\_ Pace: \_\_\_\_\_ QRF: \_\_\_\_\_

### Coordinating Instructions:

PIRs: weapons/CBRN Capabilities/comm. equipment/direction of travel/types of vehicles/number of personnel/ \_\_\_\_\_

Reports: LACE after consolidation/SALUTE/SITREP/captured EPW or friendly/enemy contact/negligent discharge/ \_\_\_\_\_

ROE: \_\_\_\_\_

## Sustainment (PSG)

### Sustainment overlay:

CCP/AXP/HLZ during phase one is located at \_\_\_\_\_/\_\_\_\_\_/\_\_\_\_\_

CCP/AXP/HLZ during phase two is located at \_\_\_\_\_/\_\_\_\_\_/\_\_\_\_\_

CCP/AXP/HLZ during phase three is located at \_\_\_\_\_/\_\_\_\_\_/\_\_\_\_\_

Maintenance: Was conducted at \_\_\_\_\_ to prevent malfunctions

Transportation: none/ \_\_\_\_\_

### Supply:

Class I: \_\_\_\_ MREs, top off canteens

Class III: none

Class V: \_\_\_\_ 5.56 unlinked \_\_\_\_ 5.56 linked \_\_\_\_ 7.62 linked, redistribute ammo

Class VII: none Class VIII: CLS bag Class IX: none

Field services: none/ \_\_\_\_\_

Personnel services support: (marking EPW) unit SOP/ \_\_\_\_\_

### Army Health System support:

Med mission command: Medic w/ CLS Med treatment: self, buddy, CLS, EVAC

Med evac: \_\_\_\_\_ Preventative medicine: sunblock, bug spray, \_\_\_\_\_

## Command & Control

Command: PL is with \_\_\_\_\_ (state where for each phase)

Succession of Command: PL, PSG, WSL, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_

### Signal:

Call Signs&Hand sign: PL \_\_\_\_\_ PSG \_\_\_\_\_ ISL \_\_\_\_\_ 2SL \_\_\_\_\_ 3SL \_\_\_\_\_ WSL \_\_\_\_\_

PACE: P \_\_\_\_\_ A \_\_\_\_\_ C \_\_\_\_\_ E \_\_\_\_\_

Challenge & Password: \_\_\_\_\_/\_\_\_\_\_ # Combo: \_\_\_\_

Running Password: \_\_\_\_\_

## **CONDUCTING A RAID CHECKLIST**

### **1. RECEIVE THE MISSION**

#### **2. Issued the WARNING-ORDER**

1. Disseminate order to Squad Leaders (prepare to copy)

#### **3. MAKE A TENTATIVE PLAN**

1. Create a terrain model - can use SQL & JOE's to help
2. Can ask cadre if you have any special equipment available (claymore, Javelins, etc.)
3. Create a Release Point
4. Route Planning - can delegate to lead element
5. Assign EPW, Aid & Liter, Demo & Breach Team (primary and alternate - PSG should have list)

##### **1. Rehearsals are being conducted**

6. Ensure security is still being pulled (tell PSG)
7. CCP, EPW CP, HLZ, Ambulatory Exchange Point made by PSG
8. Create PACE plan (designates the order in which an element will move through available communications systems until contact can be established with the desired distant element)
  1. Radios
  2. Engagement
9. Assign Security teams
10. Place Target Reference Points and get grid coordinates (ask cadre if you have them)
11. Order of March/Movement
12. Identify key terrain
13. Assign Breach/Assault Element - 1st/Assault Element
14. Withdrawal Plan from OBJ
15. Raids must include:

- Surprise and speed. Infiltrate and surprise the enemy without being detected.
- Coordinated fires. Seal off the objective with well-synchronized direct and indirect fires.
- Violence of action. Overwhelm the enemy with fire and maneuver.
- Planned withdrawal. Withdraw from the objective in an organized manner, maintaining Security

#### **4. INITIATE MOVEMENT**

1. Decide who will go with you on Leaders Recon (Security Teams, Lead Element, Weapons SQL)

#### **5. CONDUCT RECONNAISSANCE OF OBJECTIVE**

1. Leave 5 pt. Contingency Plan with PSG (GOTWA)
2. Leave Security Teams on Sight of avenues of approach or surveillance teams on OBJ
3. Leave 5 pt. Contingency Plan with who you leave at the OBJ during Leaders Recon (GOTWA)
4. Plan Target Reference Points
5. Go back to the ORP

### **6. COMPLETE THE PLAN**

1. Fix anything that was not like the original plan or did not work out with your original plan

### **7. ISSUE THE ORDER**

1. Brief the Squad Leaders and allow time for them to disseminate information to Squads
2. Present the Terrain Model either to

### **8. SUPERVISE OCCUPATION OF ORP:**

1. Leave 2 at ORP as Ruck Guards
2. Create a Ruck Plan
3. Issue 5 Point Contingency Plan

### **9. CONTROL THE RAID:**

1. Assault & Support split off at RP to set up positions
2. Initiate Contact with Fire & Conduct Mad Minute
3. Call for Lift Fire/Shift Fire to TRP
4. Assault through the position to the LOA and get 360 security

### **10. RECONSOLIDATE & REORGANIZE THE PLATOON:**

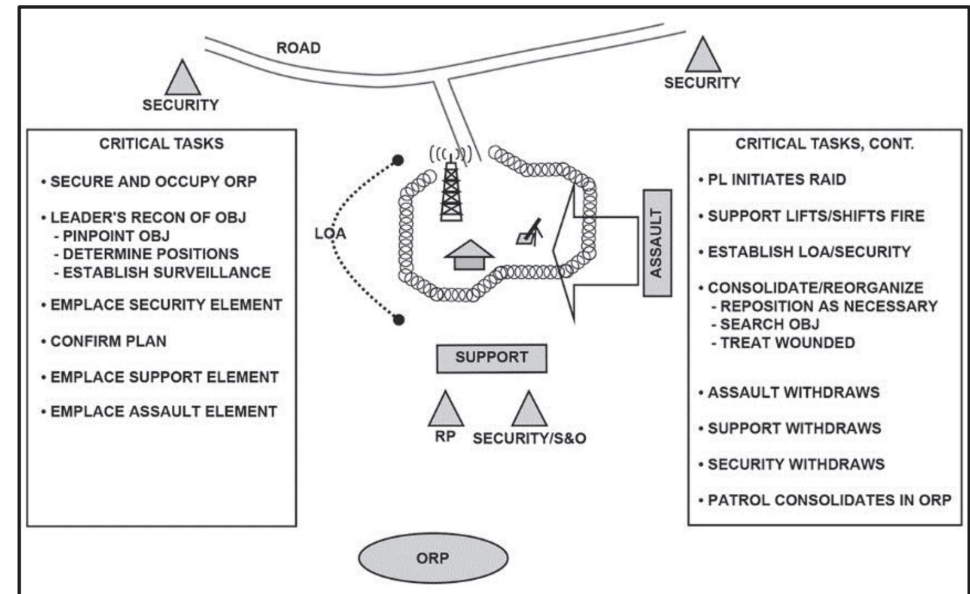
1. Receive LACE Reports and report to higher
2. Call for special teams EPW, Aid & Liter, Demo

### **11. WITHDRAW FROM THE OBJ**

1. Conduct Red, White, Blue Plan - Assault will have more ammo than Support after mission and becomes leader element incase of taking extra fires

### **12. MOVE TACTICALLY BACK TO FRIENDLY LINES:**

1. Consolidate at RP and tactically move in formation back to the ORP



## **CONDUCTING A PLATOON ATTACK CHECKLIST**

### **1. RECEIVE THE MISSION**

#### **2. Issued the WARNING-ORDER**

1. Disseminate order to Squad Leaders (prepare to copy)

#### **3. MAKE A TENTATIVE PLAN**

1. Create a terrain model - can use SQL & JOE's to help
2. Can ask cadre if you have any special equipment available (claymore, Javelins, etc.)
3. Create a Release Point
4. Route Planning - can delegate to lead element
5. Assign EPW, Aid & Liter, & Demo (PSG should have list)

#### **1. Rehearsals are being conducted**

6. Ensure security is still being pulled (tell PSG)
7. CCP, EPW CP, HLZ, Ambulatory Exchange Point made by PSG
8. Create PACE plan (designates the order in which an element will move through available communications systems until contact can be established with the desired distant element)
  1. Radios
  2. Engagement
9. Assign Security teams
10. Place Target Reference Points
11. Order of March/Movement
12. Identify key terrain
13. Withdrawal Plan from OBJ (Red, White & Blue)

#### **4. INITIATE MOVEMENT**

1. Decide who will go with you on Leaders Recon (Security Teams, Lead Element, Weapons SQL)

#### **5. CONDUCT RECONNAISSANCE OF OBJECTIVE**

1. Leave 5 pt. Contingency Plan with PSG
2. Locate the RP and do a minute os SLLS (Stop, look, listen, smell)
3. Leave Security Teams on Sight of avenues of approach
4. Have support element conduct recon and come back to the ORP with PL
5. Leave 5 pt. Contingency Plan with who you leave at the OBJ during Leaders Recon
6. Plan Target Reference Points

### **6. COMPLETE THE PLAN**

1. Fix anything that was not similar to the original plan or did not work out with your original plan

#### **7. ISSUE THE ORDER**

1. Brief the Squad Leaders and allow time for them to disseminate information to Squads
2. Present the Terrain Model either to squad leaders or 50/50 with entire squads

#### **8. SUPERVISE OCCUPATION OF ORP:**

1. Leave 2 at ORP as Ruck Guards
2. Create a Ruck Plan - PSG Should do this
3. Issue 5 Point Contingency Plan

#### **9. CONTROL THE PLT ATTACK:**

1. Assault & Support split off at RP to set up positions
2. Initiate Contact with Fire & Conduct Mad Minute
3. Call for Shift Fire/Lift Fire to TRP
4. Assault through the position to the LOA and get 360 security

#### **10. RECONSOLIDATE & REORGANIZE THE PLATOON:**

1. Receive LACE Reports and report to higher
2. Call for special teams EPW, Aid & Liter, Demo

#### **11. WITHDRAW FROM THE OBJ**

1. Conduct Red, White, Blue Plan - Assault will have more ammo than Support after mission and becomes leader element incase of taking extra fires

#### **12. MOVE TACTICALLY BACK TO FRIENDLY LINES:**

1. Consolidate at RP and tactically move in formation back to the ORP

## **HOW TO SETUP A PATROL BASE**

### **1. RECEIVE THE MISSION**

1. Find a suitable location based on the map or given coordinate from cadre to establish a patrol base
1. Away from natural lines of drift
2. Away from high speed avenues of approach
3. Provides cover and concealment
4. Create an alternate site if the location is unsuitable
5. Avoid ridges and hilltops
6. Find a place up high, in brush, with good sights

### **2. Issued the WARNING-ORDER**

1. Disseminate order to Squad Leaders (prepare to copy)

### **3. MAKE A TENTATIVE PLAN**

1. Create a terrain model - can use SQL & JOE's to help
  2. Route Planning - can delegate to lead element
  3. Assign EPW, Aid & Litter, & Demo (PSG should have list) - Should be SOP Established by PLT
- 1. Rehearsals are being conducted**
4. Ensure security is still being pulled (tell PSG)
  5. Assign Security teams - 3 R&S Teams to conduct a reconnaissance post establishment (2 from each squad) This can be your AG's with a AR to cover APEX's and conduct Security
  6. Order of March/Movement
  7. Identify key terrain
  8. Identify Exit/Entrance into PB (At the 6 o'clock)
  9. Create Challenge & Password for Entrance
  10. Fire Plan, Security Plan
  11. Create a leadership Observation and Communication post
  12. Leaders Recon personnel
  13. Create a wakeup/ALERT Plan of Movement/With-drawl Plan to alternate PB or Checkpoint
  14. What part of the PB each squad will occupy
  15. Where you will place you APEX's and MGs

### **4. INITIATE MOVEMENT**

1. Decide who will go with you on Leaders Recon (PL, RTO, 2 AR's (one from each squad) and 3 AG's for APEX's)
2. RTO Radios to Higher we are leaving on Leaders Recon

### **5. CONDUCT RECONNAISSANCE OF OBJECTIVE**

1. Leave 5 pt. Contingency Plan with PSG
2. Allow R&S Team conduct a recon of the PB site
3. R&S Team signals all good with Red Lens flash
4. R&S Team sets up at 90 degree OP for PB
5. Rest of LR moves into PB Site and establishes 3 Apexes where AGs setup
6. Leave 5 pt. Contingency Plan with who you leave at the OBJ during Leaders Recon

### **6. COMPLETE THE PLAN**

1. Fix anything that was not similar to the original plan or did not work out with your original plan

### **7. ISSUE THE ORDER**

1. Brief the Squad Leaders and allow time for them to disseminate information to Squads
2. Prepare for MVMT to PB

### **8. CONTROL THE MVMT:**

1. Platoon picks up at designated times 1 minute apart and moves in squad sized Elements to the PB
2. OOM: 1st&PSG, 4th, HQ, 2nd, 3rd
3. Each squad turns at the OP into the PB and moves towards designated position of the PB — MVMT will be through the Apex's to reach respective sides of the PB

### **9. RECONSOLIDATE & REORGANIZE THE PLATOON:**

1. PL/PSG will check with each squad/sector that their men are placed
2. Each squad will send 2 men for R&S Teams to conduct security checks.
3. RTO Reports to Higher we have successfully occupied the PB & that R&S teams are being sent out
4. PL Sends out 3 R&S teams to all sectors 100m out to conduct recon for potential LDA's
5. Give R&S Teams time and 5pt Contingency Plan
6. 100% Security & Silence until R&S Teams return
7. Upon return of R&S Teams PB may begin priorities of work

### **10. PRIORITIES OF WORK:**

1. Security Plan
  1. Building defenses/foxholes, etc.
  2. Perimeter cover (moving JOE's to cover all terrain)
  3. Sectors of Fire
2. With-drawl Plan
  1. Selecting a checkpoint to rendezvous
  2. Alternate PB site Location
3. Communications
  1. LACE Reports, water, food, weapons issues, etc.
  2. Radio monitoring and maintenance
4. Mission Preparation and Planning
  1. PL begins planning for next mission
  2. Rehearsals for future mission
5. Weapons & Equipment Maintenance
  1. Weapons Cleaning
  2. Sensitive Items Accountability
6. Water Resupply
  1. Making sure everyone has enough water
7. Mess Plan/Hygiene
  1. Allowing your soldiers to eat
8. Rest & Sleep/Ruck placement (plan for keeping your rucks close and accessible)
  1. Once all priorities of work are conducted
9. Maintain Noise and Light discipline

## **CONDUCTING AN AMBUSH CHECKLIST (7-12)**

### **1. RECEIVE THE MISSION (Linear, L-Shaped Ambush) (Point or Area)**

2. Issued the WARNING-ORDER to Subordinates (Ref: Ranger Handbook pg. 2-6)
1. Disseminate order to Squad Leaders (prepare to copy)

### **3. MAKE A TENTATIVE PLAN**

1. Create a terrain model - can use SQL & JOE's to help
2. Can ask cadre if you have any special equipment available (claymore, Javelins, etc.)
3. Create a Release Point
4. Route Planning - can designate to lead element
5. Assign EPW, Aid & Liter, & Demo (PSG should have list) (Alternates)

### **1. Rehearsals are being conducted**

6. Present the Terrain Model either to squad leaders or 50/50 with entire squads
7. Ensure security is still being pulled (tell PSG)
8. CCP, EPW CP, HLZ, Ambulatory Exchange Point made by PSG
9. Create PACE plan (designates the order in which an element will move through available communications systems until contact can be established with the desired distant element)

1. Radios
2. Engagement

10. Assign Security teams
11. Place Target Reference Points and get grid coordinates
12. Ask Cadre if you have claymore for the ambush
13. Order of March/Movement
14. Identify key terrain & KILL-BOX (left & right limits)
15. Assign who will INITIATE FIRE- person with claymore
16. Withdrawal Plan from OBJ - Assault, Support R&S Teams

### **4. INITIATE MOVEMENT**

1. Leave 5 pt. Contingency Plan with PSG (GOTWA)
2. Decide who will go with you on Leaders Recon (Security Teams, Lead Element, Forward Observe Weapons SQL)

### **5. CONDUCT RECONNAISSANCE OF OBJECTIVE**

1. Leave Security Teams on Sight of avenues of approach
2. Have support element conduct recon and come back to the OPR with PL
3. Leave 5 pt. Contingency Plan with who you leave at the OBJ during Leaders Recon
4. Plan Target Reference Points
5. Go back to the ORP

### **6. COMPLETE THE PLAN**

1. Fix anything that was not similar to the original plan or did not work out with your original plan

### **7. ISSUE THE ORDER**

1. Brief the Squad Leaders and allow time for them to disseminate information to Squads

### **8. SUPERVISE OCCUPATION OF ORP:**

1. Leave 2 at ORP as Ruck Guards
2. Create a Ruck Plan (PSG should do)
3. Issue 5 Point Contingency Plan

### **9. CONTROL THE AMBUSH:**

1. Assault & Support split off at RP to set up positions
2. Initiate Contact with Fire/claymore & Conduct Mad Minute
3. Call for Lift Fire/Shift Fire to TRP
4. Assault through the position to the LOA
5. Call for Special Teams to conduct actions on OBJ
6. 360 Security

### **10. RECONSOLIDATE & REORGANIZE THE PLATOON:**

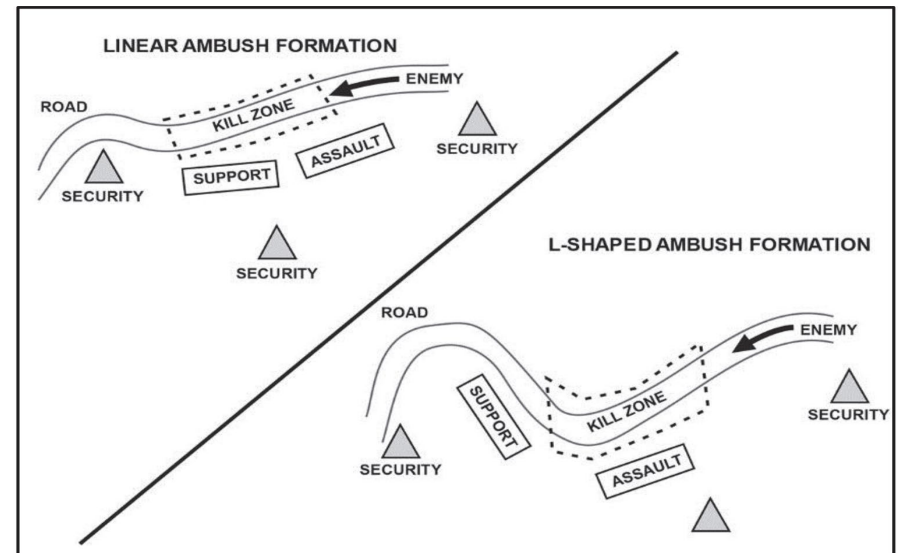
1. Receive LACE Reports and report to higher

### **11. WITHDRAW FROM THE OBJ**

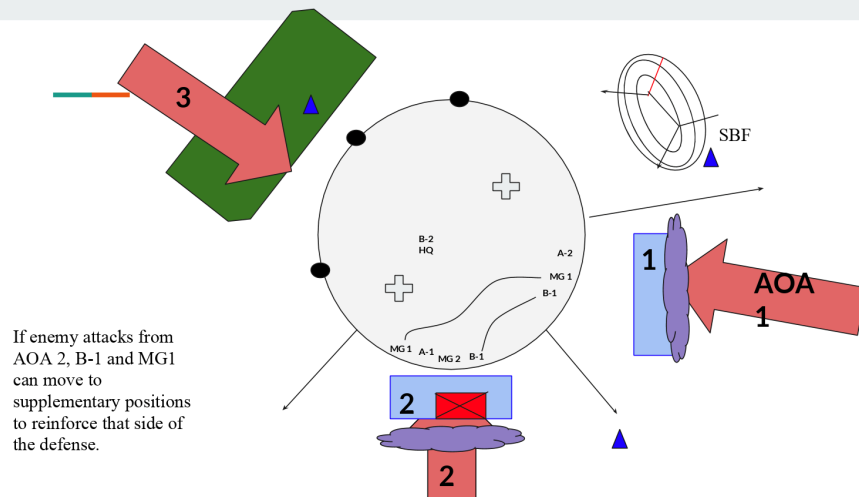
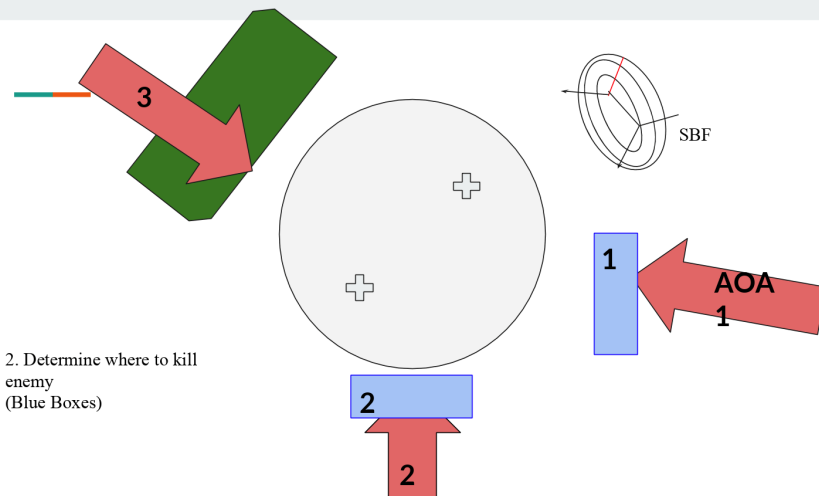
1. Conduct Red, White, Blue Plan - Assault will have more ammo than Support after mission and becomes leader element incase of taking extra fire

### **12. MOVE TACTICALLY BACK TO FRIENDLY LINES:**

1. Consolidate at RP and tactically move in formation back to the ORP



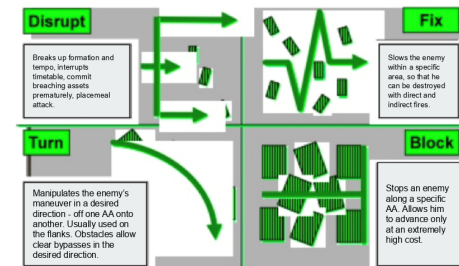
## CONDUCTING A DEFENSE



## Obstacles

4 main types of Obstacles:

- Disrupt
- Turn
- Fix
- Block



## EADEV (Engagement area development)

### -Enemy avenues of approach

Physically emplace obstacles

Establish direct fire control measures (DFMCs)

### -Enemy schemes of maneuver

### -Where to kill the enemy

Having a kill zone – like an ambush

### -Interstate obstacles

Goal is to funnel enemies into kill zone

### -Emplace weapon systems

240's facing avenues of approach

### -Integrate fires

### -Rehearse

Down gunner drill – 240's need to be working