

Operation – Rough Intelligence

Extraction of Orders Practice 1 of 6

Company Level Orders Set

GROUND

The ground is hilly forest land with marshy areas and small streams running through it. Most of the area of operation is covered in trees which offer good cover from air attack but around the enemy locations cover is sparse.

Company FUP – 454/317

1 platoons LUP – 449/314

2 platoons LUP – 452/317

3 platoons LUP – 454/319

1 platoons enemy location – 447/316

2 platoons enemy location – 448/319

3 platoons enemy location – 452/321

Company extraction point – 447/310

SITUATION

a) Enemy Forces

The enemy is of platoon strength, one section on each road block and the remainder in the HQ type building. They are wearing the new American style camouflage. They have small arms per person and one 7.62 machine gun on each road block. The enemy also have air support within 4 minutes range. It appears that they are fresh from recent R & R, have high moral and are in good spirits.

The Enemy is on the high ground looking over a wide open area with little cover.

b) Friendly Forces

1) 2 up plan

The Brigade intent is to capture and dominate the area of Crowborough, 1st Battlegroup to take and hold the village, 2nd Battlegroup to capture the enemy supply systems in Pippingford Park and 3rd Battlegroup to dominate the ground in the surrounding Ashdown forest areas.

2) 1 up plan

The Battlegroup has been tasked to capture the enemy supply systems in Pippingford Park. The three companies will be striking three different locations

simultaneously. The said locations are known command centres, each holding the locations of the various supply dumps in their area.

A company will be working in the South, B Company are working in the North and C Company is working in the East. There should be no cross over between company operations.

3) Support

If needed the other companies can be called upon to aid extraction if the need should arise.

4) Fire Support

We have no air or artillery support because of the nature of the mission.

c) Attachments and detachments

A small group of intelligence officers will be joining each company at the last stage of the attack; these officers are to be protected while they gather the required information from the command centres.

MISSION

The Company is to destroy all enemy forces in the area and capture the command centre. The command centre can not be damaged.

EXECUTION

a) Concept of ops.

We as a company are going to destroy a known enemy force in the north of Pittingford Park doing this will allow us to capture the enemy command centre.

We will be moving to the FUP (Forming Up Point) by truck, once there we will split off to our LUP's (Lying Up Points). I will follow 2 platoon with rest of the command element. Once at your lying up points you must report in with your relevant code words. From here we will launch the attack at the same time thus giving maximum confusion and spread of the enemy forces.

One and three platoon will attack and destroy the two road blocks while two platoon pin down the main enemy force around the command centre. Once the two road blocks are down two platoon will fight through the remaining enemy to secure the command centre.

Once your missions have been complete report in and I will signal for the intelligence officers to come in and raid the command centre. From here we will extract through one platoons location: three platoon first followed by two platoon and then lastly one platoon. We will move to the extraction point and wait for further orders.

b) Missions Tasks

1 Platoon

One platoon is to destroy all enemy forces at the left hand road block.

2 Platoon

Two platoon is to destroy all enemy forces and capture the command centre. The command centre can not be damaged.

3 Platoon

Three platoon is to destroy all enemy forces at the right hand road block.

C) Coordinating Instructions

Timings

02:00 – Get on Transport

03:30 – Dropped off at FUP

05:00 – Arrive at LUP's

05:15 – Attack starts

Actions on – Flares

In open country lay down, in closed country stand still, if trip flare get out of light.

Actions on – Lost

Wait 10 mins, if no contact move to last RV wait ten mins, if no contact RV before. Keep doing until back at FUP.

Actions on – Ambushed

Take cover, try and locate enemy and await QBO's from commander

Actions on – Air Attack

Take cover, report contact and await QBO's from commander

Fire Plan

One and three platoon will initiate contact with an advance to contact, when they come under fire 2 platoon will open up on the main enemy force. It is then up to the platoon commanders how they assault the enemy locations except flanking should only be carried out so that fire will be directed away from the other platoons.

D) Summary

Ok so we will get dropped off, move to the LUP's, wait for the attack to start, destroy the enemy, the intelligence officers will come in and when they are finished we will extract in order of march 3 platoon, 2 platoon, 1 platoon.

Remember that flanking is only allowed if it will not put the other platoons in danger.

SERVICE SUPPORT

Dress

Full CEFO

Equipment

CWSs if we can get them

Weapons

IWs

Ammunition

Extra ammunition can be taken from the command element behind 2 platoons LUP

Rations and Water

Emergency rations only plus personal water

Medical Arrangements/Action on Casualties

Should be taken to the command element behind 2 platoons LUP

Action on POW's

Should be taken to the command element behind 2 platoons LUP

Transport

Insertion and extraction will be done using 4 ton trucks

COMMAND AND SIGNALS

Chain of Command

IC - Major Hooley
2IC - Captain Burberry
3IC - 2Lt Cairns
4IC - 2Lt Holloway

Signals

Hand

None

Radio

Code words

Dog – one platoon at LUP and ready for attack
Cat – two platoon at LUP and ready for attack
Mouse – three platoon at LUP and ready for attack

Green cheese – Start Attack

Passwords

Password - Black Ice

Time of Change - 23:59

QUESTIONS

TALK BACK THROUGH

SYNCHRONISE WATCHES

Operation – Fools Gold

Extraction of Orders Practice 2 of 6

Company Level Orders Set

GROUND

The ground is hilly forest land with marshy areas and small streams running through it. Most of the area of operation is covered in trees which offer good cover from air attack but around the enemy locations cover is sparse.

SITUATION

a) Enemy Forces

Intelligence tells us that a company of the enemy is advancing towards Pippingford Park from the north to try and recapture some of their supplies. They are wearing the new American style camouflage. They have small arms per person and three vehicles with 7.62 machine gun mounted on each.

The Enemy will be patrolling down a track with large amounts of cover on either side.

b) Friendly Forces

1) 2 up plan

The Brigade intent is to capture and dominate the area of Crowborough, 1st Battlegroup to take and hold the village, 2nd Battlegroup to capture the enemy supply systems in Pippingford Park and 3rd Battlegroup to dominate the ground in the surrounding Ashdown forest areas.

2) 1 up plan

The Battlegroup has now been tasked to keep the enemy forces away from the captured supply systems while we wait for the engineers to come and destroy them. The three companies will be holding their different locations until this happens.

A company will be working in the South, B company are working in the North and C company are working in the East. There should be no cross over between company operations.

3) Support

If needed the other companies can be called upon if the need should arise.

4) Fire Support

We now have air or artillery support if needed.

c) Attachments and detachments

None

MISSION

The Company is to destroy all enemy forces in the area and hold its position until the engineers have arrived.

EXECUTION

a) Concept of ops.

We as a company are going to destroy a known enemy force advancing from the north by means of ambush.

We will be moving to FUP (Forming Up Point) by foot, once there we will split off to our LUP's (Lying Up Points). I will follow 2 platoon with rest of the command element. Once at your lying up points you must report in with your relevant code words. From here we will launch the attack at the same time thus giving maximum confusion and spread of the enemy forces.

One and three platoon will attack and destroy the two road blocks while two platoon pin down the main enemy force around the command centre. Once the two road blocks are down two platoon will fight through the remaining enemy to secure the command centre.

Once your missions has been complete once report in your codes words and I will signal for the intelligence officers to come in and raid the command centre. From here we will extract through one platoons location: three platoon first followed by two platoon and then lastly one platoon. We will move to the extraction point and wait for further orders.

b) Missions Tasks

1 Platoon

One platoon is to destroy all enemy forces at the left hand road block.

2 Platoon

Two platoon is to destroy all enemy forces and capture the command centre. The command centre can not be damaged.

3 Platoon

Three platoon is to destroy all enemy forces at the right hand road block.

C) Coordinating Instructions

Timings

02:00 – Get on Transport

03:30 – Dropped off at FUP

05:00 – Arrive at LUP's

05:15 – Attack starts

Actions on – Flares

In open country lay down, in closed country stand still, if trip flare get out of light.

Actions on – Lost

Wait 10 mins, if no contact move to last RV wait ten mins, if no contact RV before. Keep doing until back at FUP.

Actions on – Ambushed

Take cover, try and locate enemy and await QBO's from commander

Actions on – Air Attack

Take cover, report contact and await QBO's from commander

Fire Plan

One and three platoon will initiate contact with an advance to contact, when they come under fire 2 platoon will open up on the main enemy force. It is then up to the platoon commanders how they assault the enemy locations except flanking should only be carried out so that fire will be directed away from the other platoons.

D) Summary

Ok so we will get dropped off, move to the LUP's, wait for the attack to start, destroy the enemy, the intelligence officers will come in and when they are finished we will extract in order of march 3 platoon, 2 platoon, 1 platoon.

Remember that flanking is only allowed if it will not put the other platoons in danger.

SERVICE SUPPORT

Dress

CEFO

Equipment

CWSs if we can get them

Weapons

IWs

Ammunition

Extra ammunition can be taken from the command element behind 2 platoons LUP

Rations and Water

Emergency rations only plus personal water

Medical Arrangements/Action on Casualties

Should be taken to the command element behind 2 platoons LUP

Action on POW's

Should be taken to the command element behind 2 platoons LUP

Transport

Insertion and extraction will be done using 4 ton trucks

COMMAND AND SIGNALS

Chain of Command

IC - Major Hooley
2IC - Captain Burberry
3IC - 2Lt Cairns
4IC - 2Lt Holloway

Signals

Hand

None

Radio

Code words

Dog – one platoon at LUP and ready for attack
Cat – two platoon at LUP and ready for attack
Mouse – three platoon at LUP and ready for attack

Green cheese – Start Attack

Passwords

Password - Black Ice

Time of Change - 23:59

QUESTIONS

TALK BACK THROUGH

SYNCHRONISE WATCHES