

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.