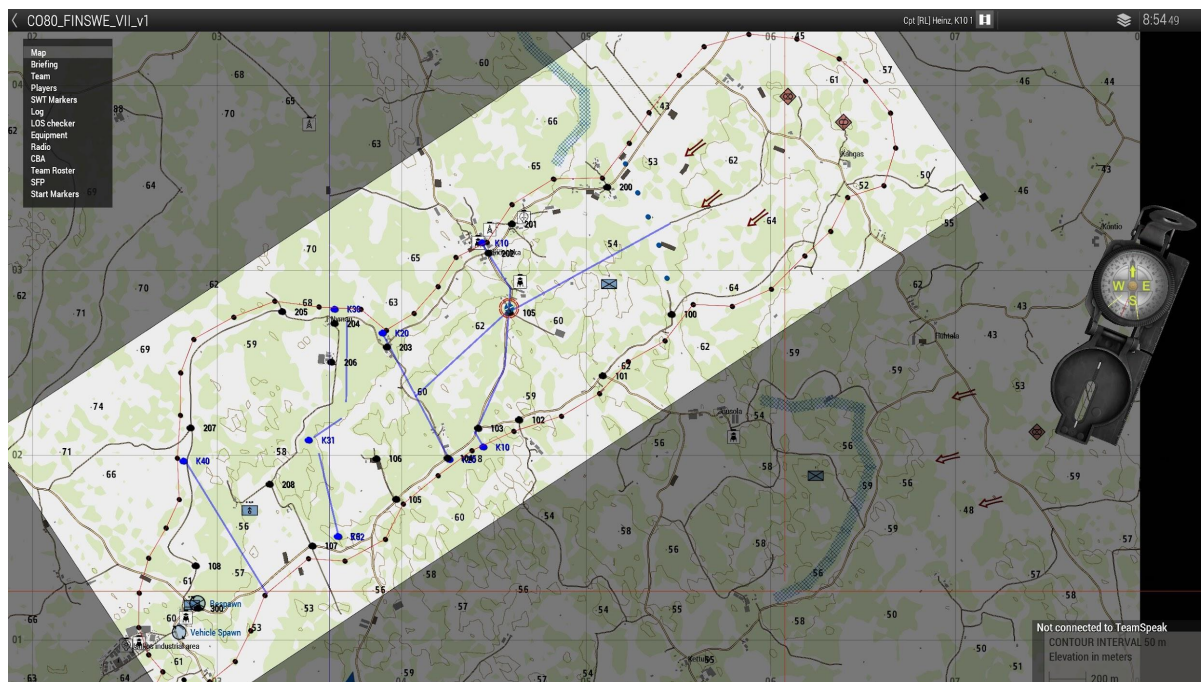


Order part one



```
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```

I. Situation

1 Enemy Forces:

One enemy motorised battalion(+) attacking in our AO. The enemy is reinforced with tanks

Most likely plan is that the enemy will attack with one company of motorised infantry supported by one tank platoon and hold the rest of the battalion in reserve.

Most dangerous enemy plan is that he will attack with one company on each road with one tank company and one motorised company in reserve. Then use his reserve to push in behind our lines when he finds a gap/or our unit is pushed to the side,

Terrain considerations

The terrain is mostly flat and is mostly covered in woods. In the woods its still pretty long line of sight. In the AO it exist some places where a ATGM can be used in long distances, fields that are long and narrow. In the AO we have two east-west roads, some smaller roads connect the two east-west roads. Some buildings exist mostly on the northern road.

Support

The company is supported by 82mm mortar and 122mm guns.

[FSO ORDER](#)

2. Mission

Defend the crossroad.

3. Execution

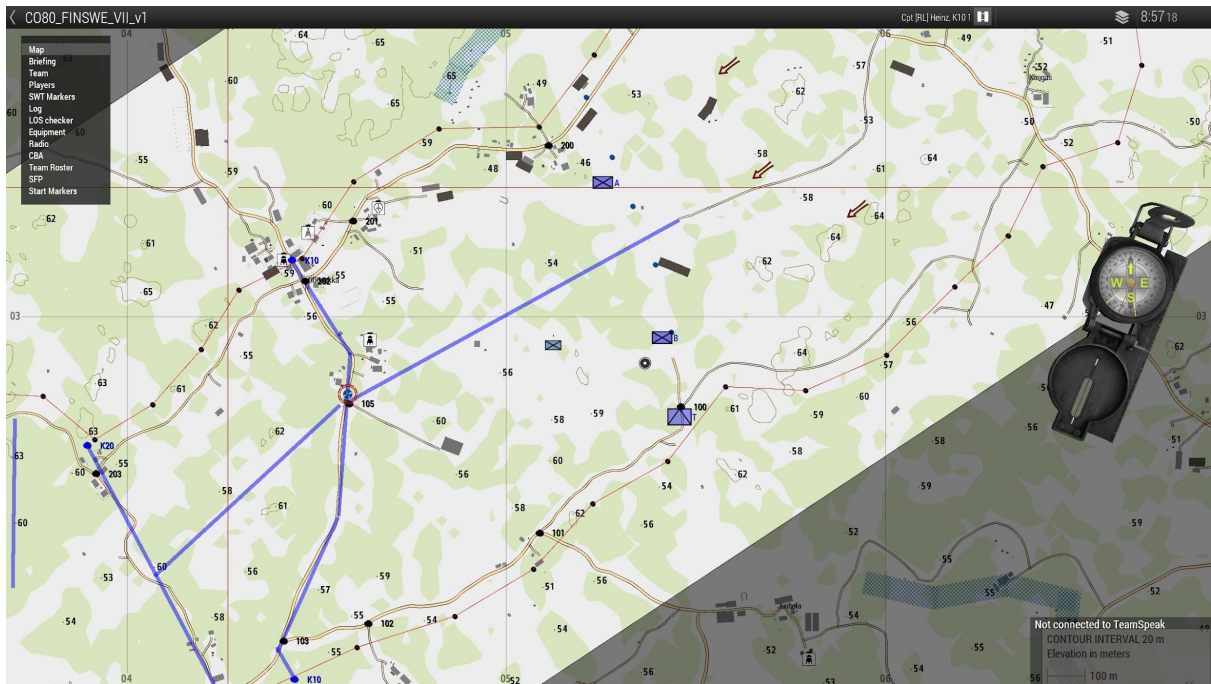
Commanders intet.

- The key to victory is to take up the fight as early as possible with the ATGM and AT weapons.
- Have good cover and be ready to receive enemy artillery fire.
- Use the smaller/narrower “shooting alley” for AT weapon and delay and disrupt enemy movement
- Don’t give up ground too easily and be ready to counter attack to support side platoons.

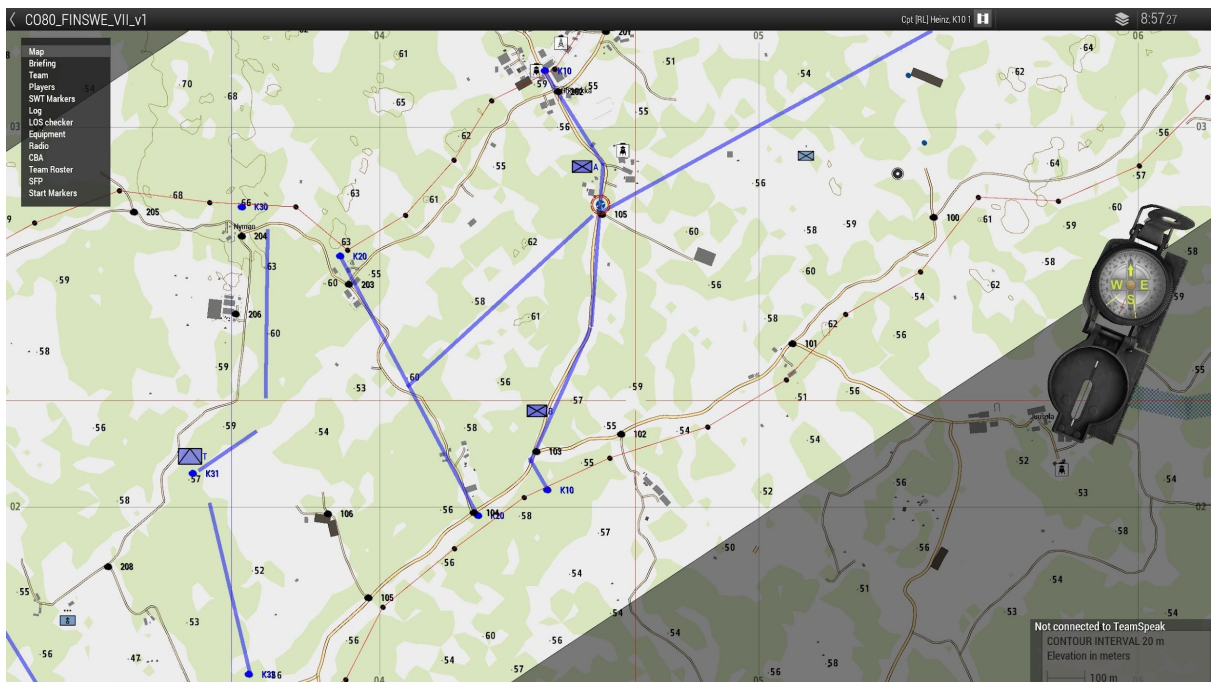
Scheme of Maneuver:

Phase 1

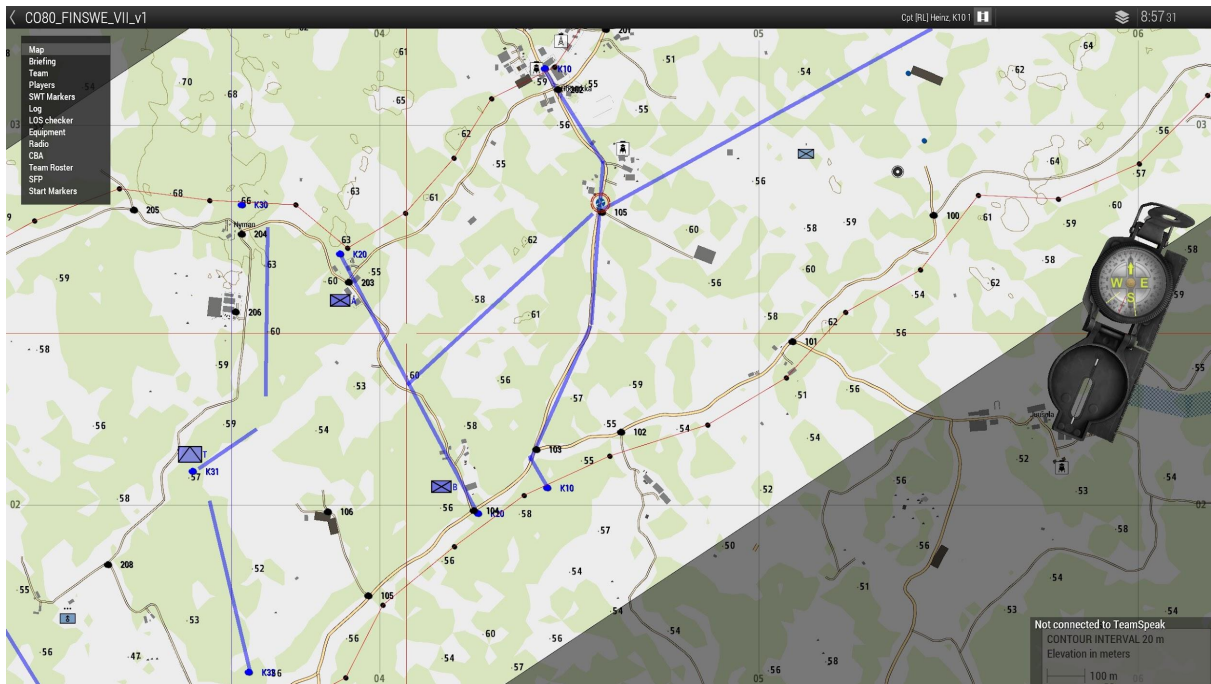
- The company move to the east of the Coy AO, prepare to delay



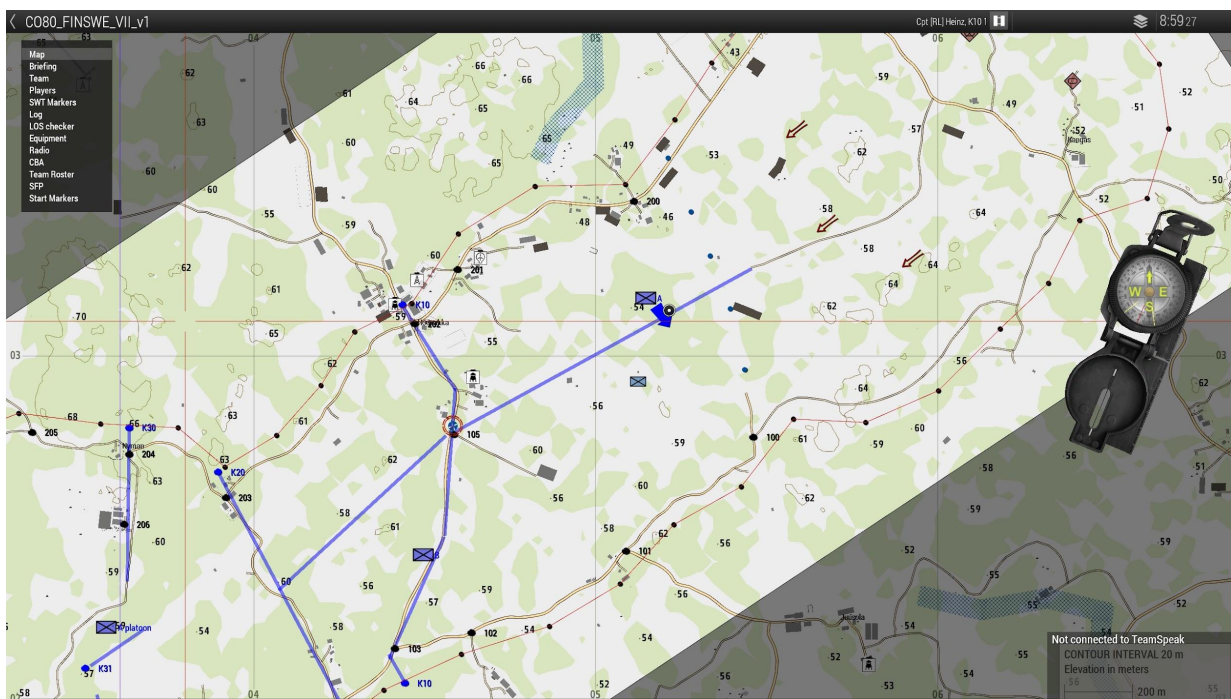
- Delay enemy from east to K10 defend K10 Until both platoons are ready to delay from K10 to K20.

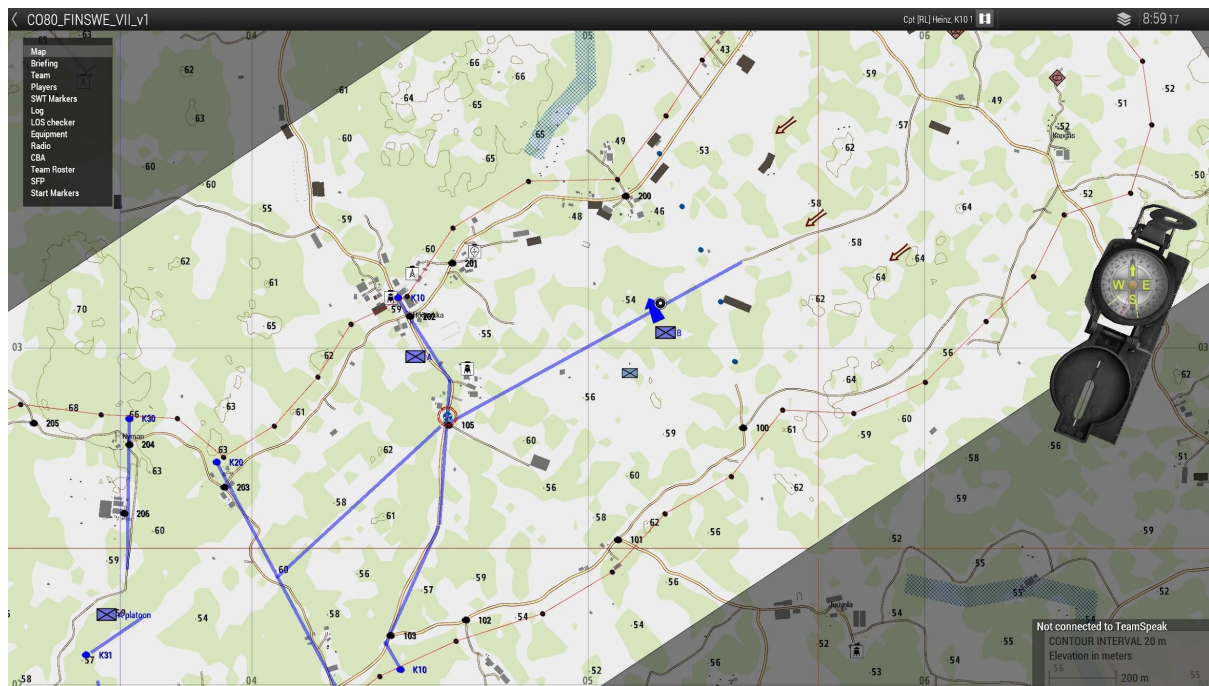


- Then delay from K10 to K20, the first phase end when both platoons is on K20



- If one platoon is hard pressed the other platoon will do a limited counter attack to make it possible for the platoon that is under attack to fall back.

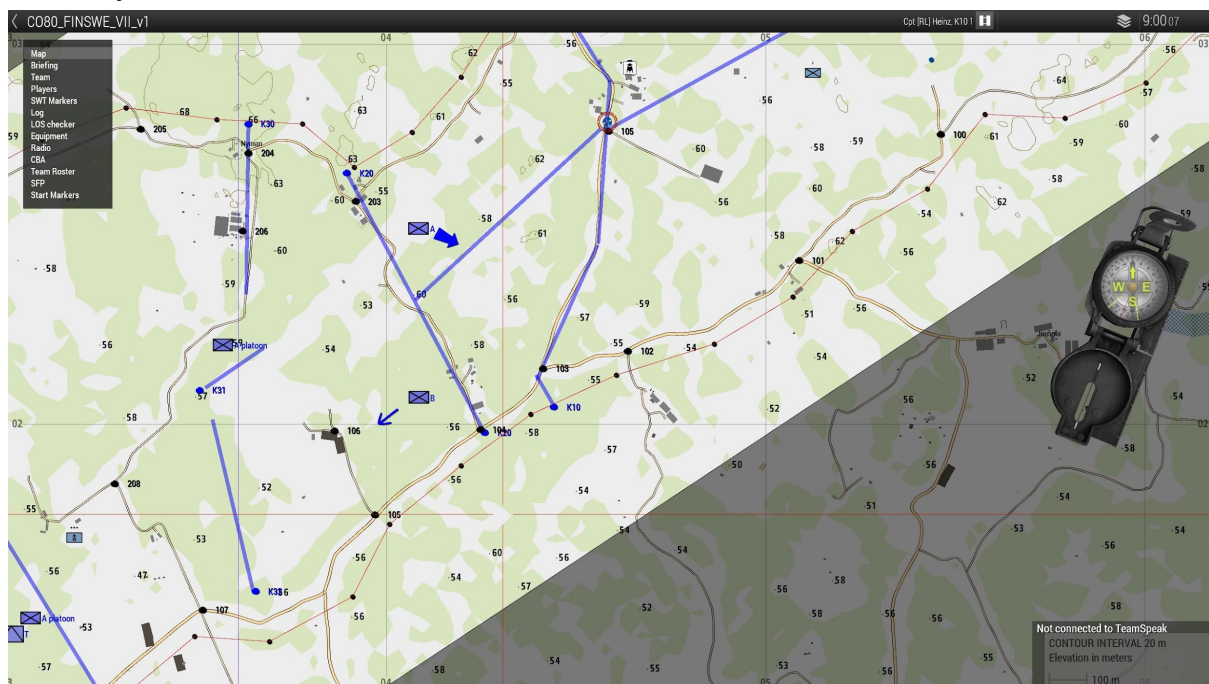




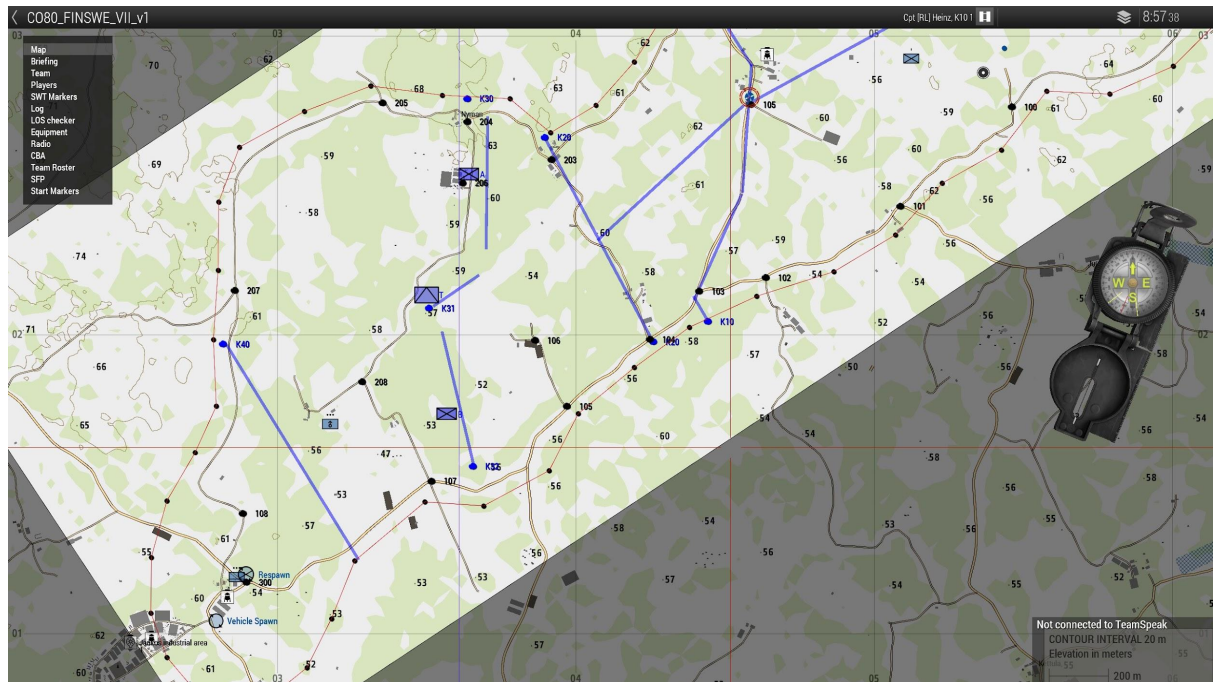
Phase 2

Start on K20

- Bravo platoon pull back to K32, defend K32. Alpha and Tango support Bravo, if needed by a counter attack.

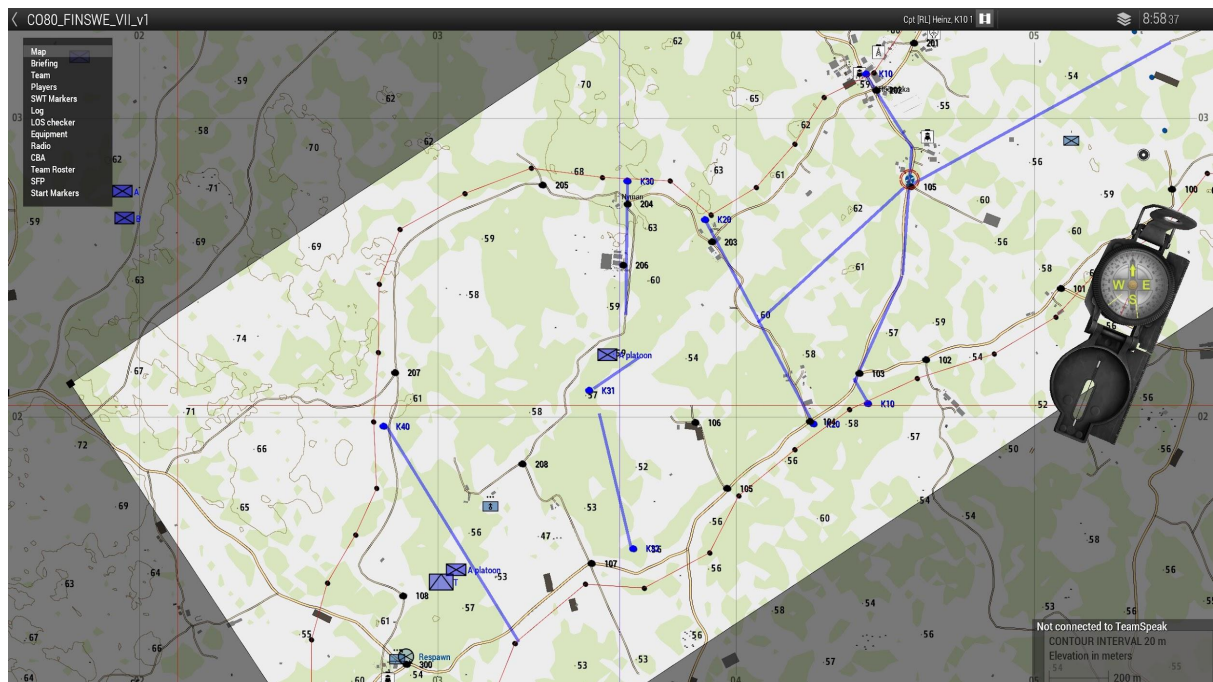


- Alpha defends K30, Tango Kilo 31 and Bravo K32, all unit is resupplied to 100%



Phase 3

If the QRF hasn't arrived and the company is unable to defend its line, one platoon will defend K40 with support of Tango. One platoon will disrupt enemy movement between 107-104-207-204.



Tasks

All give 10 TRP to K7, numbers for markers and TRP in 5. C

Alpha:

- Delay enemy movement dotted line and K10, the north area for at least 30 minutes. Defend K10 until Bravo is on K10.
- Ready to deal from K10 to K20
- ready to counter attack and suppress 100

Bravo:

- Delay enemy movement dotted line and K10, the south area for at least 30 minutes. Defend K10 until Alpha is on K10.
- Ready to deal from K10 to K20
- ready to counter attack and suppress 200

Tango:

- Destroy enemy tanks from area around 100
- Regroup when 0% on ATGM or Bravo has started to delay
- Ready to defend K31
- Ready to support platoon that is in combat with tanks

K15:**K7:****Hotel:**

- prepare ammo dumps with A15-B15 on K10-K20
- refill Tango after first engagement
- Ready to transport soldiers from base to platoons
- Ready to refill platoons on K30-K32

4. Logistics

NIL

5.. Command/Signal

- A. Signal

Preset RADIO on the map.

Atleast platoon and 2IC should be on Coy net.

Radio in M113 can be on Kilo net to support fast redeployment

- **B. Command**

- 1. Location of Key Leaders**

- K10 Will lead from K10 Line

- K15

- 2. Succession of Command**

- K10-K15-K7-Hotel-Alpha-Bravo

- **C. Mapmarkers**

Each platoon get numbers for lines and dots, don't use any other names or markers on the gameday. If you want to show the Scheme of maneuver in order feel free, but those markers does not go on the map for the game

Alpha use line A10-A40 Dots 10-19 TRP 1100-1110

Bravo use Line B10-B40 Dots 20-29 TRP 1200-1210

tango Dots 30-39 TRP 1300-1310