

Coalition of Sovereign Territories
Headquarters, Coalition Joint Command
Fort Mabry, Austin Tx
1 BN, 1 QRF BDE (Mech)

15-002 (Operation Copperhead)

References: COST SOP, COST INTSUMs, Open Source Reporting

Time Zone used throughout the OPORD: T (Tango)

Grid Zone Designation used throughout the OPORD: 12R

100,000 M Square Identification: YA

TASK ORGANIZATION:

COALITION OF SOVERIGN TERRATORIES

I. SITUATION: Coalition Security forces are deployed to Playas, NM to secure production of raw material necessary for the war effort. 1 BN is providing Security and Command & Control in the town of Playas. Should Federal Forces attack through direct military action, or sabotage within the AO of 1 BN, QRF units will deploy appropriately to engage and destroy threat.

A. ENEMY FORCES

Weather and Light data. Weather data is limited due to the remote location of this site. The following weather data is from the Rodeo, NM area which is located at roughly the same Longitude as Playas, NM to the West. April 2014 Highest Temp recorded was 95°, Lowest Temp recorded was 34°. 20 days of the month the high was recorded above 80°, 14 days of the month the low was recorded as below 45°. 5 days of Thunderstorms were recorded with a monthly rainfall of 0 (zero) inches of recorded rain. High wind speed was recorded as 68.5 mph, average wind speed was recorded as 8.8 mps. Troops should be prepared for fair weather during the day, and cool to cold weather at night. Chance of rain will be low, please check weather closer to Operation H-Hour.

11APR2015 Light Data

Twilight: 0626

Sunrise: 0651

Sunset: 1941

Twilight: 2006

Moonrise: 0130

Moonset: 1220

Moon 25%

1. Terrain: Playas New Mexico is located on generally flat terrain. To the South, East, and North are Large hills that overlook the town below. The AO is dominated by Desert Scrub vegetation with sparse trees. Lines of site on the AO are generally good

with long visibility. The area contains numerous manmade structures and infrastructure support for the town. Movement will be easily observed.

2. ID of Enemy forces: Federal forces are suspected to be comprised of Mechanized Infantry Units. Federal forces will be dressed in standard UFS uniform configuration.
3. Location: The most likely avenue of approach for enemy forces will be from the West.
4. Activity: Analysis suggests that enemy forces would attack the Town of Playas in order to gain a foothold to take Copper mine, and Copper smelter farther to the south.
5. Strength: Analysis suggests that Federal forces would have to attack with multiple company sized elements in order to neutralize 1 BN Garrisoned in Playas, NM.
6. Probable Course of Action: Federal forces contacted in this area would be there for the sole purpose to attack and neutralize Coalition Security Forces. Expect attacks, counter attacks, ambushes, and raids.

B. Friendly Forces

1. 2 BN, 1 QRF BDE (Mech) is garrisoned to the south providing security for Copper mining and smelting operations in support of the war effort.
2. Fire Support: QRF BDE's do not have organic BDE level fire support.

C. ATTACHMENTS/DETACHMENTS: Coalition Intelligence Group (CIG) Elements will be attached to 1 BN. 2 Squads will be detached on a rotational basis to man each checkpoint in the middle of town.

II. MISSION:

1 BN will deploy to Playas, NM to perform security duties for the garrison location of troops defending the Playas Copper mine and smelter. They will maintain a high level of readiness to move to and engage any Federal incursion into the area.

III. EXECUTION:

Intent: It is the BDE Commanders intent for the commander on the ground to follow tiered deployment requirements to meet any UFS threat that appears within the AO.

A. CONCEPT OF OPERATION:

1 BN will assign guard units to three checkpoints in the middle of town to limit vehicle movement throughout the town. BN will also pre-deploy QRF platoons to respond in the event that checkpoints are attacked. Remainder of 1 BN will remain staged at Forward Operating Base.

B. TASKS TO MANEUVER UNITS:

1 BN will deploy 2 squads each to the following checkpoints to perform security screenings and limit access to garrison area in Playas, NM.

Checkpoint Yellow 12RYA3310534001 (Intersection of Lomitas and Chapparal)

Checkpoint Green 12RYA3307034160 (Intersection of Cholla and Chapparal)

Checkpoint Blue 12RYA3307534245 (Intersection of Pequeno and Chapparal)

1 QRF Platoon each will be staged at the following forward area to reinforce each corresponding checkpoint as needed in the event of enemy attack.

Rally Point Yellow 12RYA3338933965 (Southwest corner of Lomitas/Cholla Intersection)

Rally Point Green 12RYA3338934167 (House on North side of Cholla, just outside of compound walls)

Rally Point Blue 12RYA3333434352 (House on North side of Chapparal, sixth house from Pequeno/Chapparal Intersection)

C. COMBAT SUPPORT UNITS

Combat Controllers will be on hand to confirm FRAGO accomplishment and make objective clarifications.

Coalition Intelligence Group (CIG) Personal will be on hand to evaluate HUMINT, IMINT, and to exploit INTEL assets on the ground.

IV. SERVICE SUPPORT:

A. GENERAL:

Additional Supplies will be stored at FOB.

FOB Location:12RYA33733436.

Commanders are expected to have enough supplies on hand at FOB to last throughout each evolution. Real World MEDEVAC will be available through Game Control.

B. MATERIAL AND SERVICES:

BN commanders are responsible for coordination of re-supply, not limited to:

Class I (Rations)

Class V (Ammunition)

Class VIII (Medical)

Class IX (Repair Parts)

C. MEDICAL EVACUATION:

Real World Medical Evacuation will be available through higher command (Game Control). Requests should be submitted through the COC or on Staff Emergency Freq (FRS Ch.1)

D. Any Recovered Personnel should be returned to FOB.

E. MISCELLANEOUS:

1. Special Equipment Considerations:

Shovels may be necessary.

Ladders may be necessary.

2. Mobile aid stations will be deployed from the FOB at scheduled game on time (1000 hrs)

V. COMMAND AND SIGNAL

A. COMMAND

BN TOC will be located adjacent to FOB.

B. SIGNAL:

1. SOI Index in effect: See attached SOI for reference.

Final SOI will be distributed by BN Commander.

2. Additional Radio Channels: Radio frequencies outside of the attached SOI are authorized, but must be approved by higher command.
3. Priority of Communication:
 - 1) Radio
 - 2) Runner
4. Pyrotechnics: Red smoke is reserved for Admin use only. Flares are reserved for Admin use only. BN Commanders will assign other Pyrotechnic signals as they see fit in accordance with BN SOP.
5. Codewords: Challenge and Password will be assigned based on BN SOP.
6. Special Instructions: Silence all beeps and tones on your radios.