

United Federalist States
Headquarters, Pentagon
Washington DC
1 BN, 12th Inf BDE (MECH)

15-002 (Operation Copperhead)

References: UFS SOP, UFS 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:

UNITED FEDERALIST STATES

I. SITUATION: 1 BN is deploying forces to the town of Playas, NM to neutralize Garrison/Cantonment area for Coalition QRF BN located within the AO. Coalition BN is providing Security and Command & Control for the Playas area which includes a Copper Mine, and Copper Smelter which produce raw material which is important to the war effort.

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 Ne 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: Coalition forces are suspected to be comprised of Mechanized Infantry Units. Coalition forces will be dressed in standard CoST uniform configuration.
 3. Location: Coalition forces will be oriented to the East of your insertion location. Coalition forces will be manning three checkpoints in the center of the town(location listed below). Coalition forces will also have QRF forces located within the town itself.
 4. Activity: Intel suggests that Coalition forces are staged throughout the town, and are also patrolling within the town itself.
 5. Strength: Intel suggests that Coalition forces are comprised of multiple Company sized elements.
 6. Probably Course of Action: Coalition forces will move to defend the town from any threat.
- B. Friendly Forces
1. 2 BN will be attempting to seize control of Copper Mining and Smelting operation to the south. Coalition forces in that area are also estimated at multiple Company sized units.
 2. Fire Support: No additional fire support assets are available at this time.
- C. ATTACHMENTS/DETACHMENTS: Federal Intelligence Service (FIS) Elements will be attached to 1 BN. No Detachments.

II. MISSION:

1 BN will deploy to Playas, NM to eliminate Coalition forces providing security within its AO. With the elimination of these forces Federal forces will deal a decisive blow to the primary copper production within Coalition controlled territory.

III. EXECUTION:

Intent: It is the BDE Commanders intent for the Federal BN Commander on the ground to move forward, clear any opposition to forces and gain the freedom of maneuver for mechanized forces to destroy opposition within the town of Playas, NM

A. CONCEPT OF OPERATION:

1 BN will deploy forces from three Rally points, and begin patrolling towards the east to initiate enemy contact and clear any barricades and checkpoints along the route to the east.

B. TASKS TO MANEUVER UNITS:

1 BN initial objective will be to clear three checkpoints to grant freedom of maneuver to mechanized forces at the following locations:

Checkpoint Yellow 12RYA3310534001 (Intersection of Lomitas and Chapparal)

Checkpoint Green 12RYA3307034160 (Intersection of Cholla and Chapparal)

Checkpoint Blue 12RYA3307534245 (Intersection of Pequeno and Chapparal)

Forces may deploy from the FOB and the following rally points:

RP Mesquite 12RYA3259433909 (Intersection of Mesquite and Sabana)

RP Encina 12RYA3247734079 (Intersection of Encina and Sabana)

RP Sabana 12RYA3249734247 (House located just north of FOB on west side of Sabana)

C. COMBAT SUPPORT UNITS

Combat Controllers will be on hand to confirm FRAGO accomplishment and make objective clarifications. Federal Intelligence Service (FIS) 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: 12RYA3248734205

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.