

Attention to orders.....

There is no change in our existing task organization.

Situation:

Enemy Forces: Our battalion scouts have confirmed an insurgent platoon-sized unit occupying the village of Urket. They have been observed preparing fighting positions in the main government building, the mosque, and the rail station. The threat risk is high due to the enemy being equipped with both 7.62 and 12.7 millimeter automatic weapons and rifle propelled grenades or RPG. Numerous ammunition cache points are thought to be within each of the structures. Control for this will be the employment of both close air support and artillery support.

Friendly Forces: 1st of the 25th Infantry attacks 072130Mar06 with three companies in sector to secure objectives Wolf (the government building), Fox (the mosque) and Badger (the railroad station). A Company, 1st of the 25th Infantry will attack on Axis Spider to secure Objective Wolf, B Company, 1st of the 25th Infantry will attack on Axis Hornet to secure Objective Fox, and C Company, 1st of the 25th Infantry will attack on Axis Scorpion to secure Objective Badger.

Mission:

Company C, our unit, will attack in the center on Axis Scorpion, to secure Objective Badger, the railroad station at 072130Mar06. We are to destroy enemy forces occupying the objective and secure any ammunition and weapons cache sites.

Execution:

Our company will attack with two platoons abreast to secure the passenger terminal buildings and the locomotive storage facility astride the Urket to Slambom rail line.

Maneuver:

1st Platoon: You will attack in sector, east of Line Rope to seize and secure the locomotive storage facility at X1.

2nd Platoon: You will attack in sector, west of Line Rope to seize and secure the passenger terminal building at X2.

3rd Platoon: You will follow in reserve, west of Line Rope. Be prepared to assume the mission or provide supporting fire to either lead platoon.

Fires: The priority for the company's 60 mm mortar fire will be to 1st Platoon initially. There will be a 5 minute artillery prep on X1 and X2 on crossing the line of departure.

Company Trains: The company trains will remain in their current location until completion of mission then displace on order to vicinity X2 for further instructions.

Risk Guidance:

Hazard #1 – Platoons may come under friendly artillery fire during the 5 minute prep.

Control #1 – Platoons will not cross Phase Line Box, the unimproved dirt road, until the artillery prep is complete.

Hazard #2 – Platoons may come under friendly fire from adjacent platoons while attacking X1 and X2.

Control #2 – Line Rope, the railroad tracks, is designated as a no fire line and platoons will not fire across Line Rope during the move into the objective.