

Company OPOD Development Checklist

1. Receive the Mission

- Possible Mission
- Timeline
 - Asses time available to prep and execute
 - Prepare an initial TL for planning and executing
 - Conduct an initial planning time analysis
 - Determine the total amount of time to plan an prepare
 - Analyze time available
 - Prepare initial timeline

2. Issue WARNO

- Type of Operation
- General Location
- Initial Operation Timeline
- Recon to Initiate if Any
- Planning and Prep Instructions (Planning TL)
- Information Requirements/CCIR (EEFI and FFIR)

3. Make a Tentative Plan

A. Mission Analysis (TMT/CET) – Outputs are Restated Mission, Initial Risk Assessment, Initial CDRs Intent, and Tentative Decisive Point

- Time Analysis (*Consider LD, Recon, Lim vis, ASSLT Time, higher RXL's, MVMT times*)
 - Higher TL
 - Operations TL
 - Planning TL
 - Enemy TL
 - Light/Weather TL
- Mission
 - Higher HQ (2 Levels Up) Mission, Intent, Concept
 - Immediate HQ (1 Level Up) Mission, Intent, Concept
 - ID Specified, Implied, and Essential Tasks
 - ID Constraints (Prescriptive and Prohibitive)
- Terrain and Weather
 - Determine Battlefield Environment
 - **AO** – Orient (Big to Small), Box (Boundaries), Trace (PL's, RTE's), Focus (ATTK Positions, CP's, OBJ's)
 - **Area of Influence (AoI)** – “CAR” by composition, trigger, time, priority
 - CAS
 - Artillery/IDF/ADA
 - Reserves/Reinforcements

• Describe the Battlefield Effects (*Terrain from OAKOC*) – **Make GTAO**

- Trace Hydrology
- Terrain ID:
 - Restrictive & Severely Restrictive
 - Outline Terrain/Water
 - Start Slashing

Obstacles – ID Existing (Manmade, Natural) then Reinforcing (Tactical, Protective)

- Location
- Composition
- Intent/Effect

Avenues of Approach – ID/Depict:

- Size (SQD, PLT, CO)
- Speed (KPH)
- Formation

Key Terrain- ID and Determine:

- Key to FF, Why?
- Key to EN, Why?

Observations and Fields of Fire – ID :

- General IV lines en route to OBJ
- Significant Deductions of IV lines and visibility for FF and EN on OBJ

Cover and Concealment

- Deductions FF and EN

Outputs: Battle POSN's, SBFs, ABFs, EA's, OBJ's, LZ's, DZ's, AA's, OP's, MFPs, etc...

• Describe the Battlefield Effects (*Weather from PWT/VCH*)

- Precipitation – Rain, Fog, Snow
- Wind – IDF, DF, Observation, CBRNE
- Temperature – Hot vs Cold
- Visibility – Haze, dust, optics
- Cloud Cover – CAS, IC (UAV)
- Humidity – Moisture (optics, temp, obser., and CBRNE)

• Civil Considerations (*ASCOPE*)

- Areas
- Structures
- Capabilities
- Organizations
- People
- Events

• Enemy

- *General Situation* – Who are they, where did they come from and what are they doing?
- *Disposition* – “Where are they located?” 1 and 2 levels up. *Sketch Line Wire Diagram from 2 Levels up to 1 Level up with T, P, & Loc as a tool.* Sketch CO Concept and display with BN and BDE concepts.
 - Determine EN BN location and T&P
 - “EN CO DO location and T&P
 - “EN CO SO's locations and T&P's
 - “EN CO location and T&P
 - “EN PLT DO location and T&P
 - “EN PLT SO's location and T&P
- *Composition* – What does the EN PLT we face look like (WPN and Equipment Comparison by sketching *Red Checkbook*)
- *Strength* – Numbers, Not %'s. *Multiply BN % by doctrine w/all organic PAX and Attachments to get EN Strength.*
 - Determine HVTL
- *Capabilities by WFF* – Determine Strengths, weaknesses and significant deductions – *Use Spreadsheet*
 - Intel
 - Movement and MNVR
 - Fire Support
 - Protection
 - Sustainment
 - Mission Command
- *Threat COA's* – Sketch PLT Concept (i.e. 1 level below BN sketch) w/ all crew served weapons (**SITEMP**) using AGADAP
 - Analyze relative combat power (*Caps by WFF*)
 - Generate Options
 - Array Forces – *Battle Positions, EA's, Routes, Times, Reserves, Crew Served WPNs Systems, Etc..*
 - Develop a Concept of Operations – *Triggers, DP, CATK...How he will fight.*
 - Assign Responsibilities – *Sketch EN we face task org w/T, P, & Location.*
 - Prepare COA statement (*Purpose, DP, Form, Endstate, and Purpose of Significant WFF's/Enablers*) and Sketch (**SITEMP**)

Company OPORD Development Checklist

- Troops Support – *Sketch Troop Analysis Matrix* for friendly forces including # of Officers/# of Enlisted, and Individual Crew Served Weapons down to SQD level.

B. COA DEV

- Determine Commanders Intent
 - *Determine Endstate:*
 - What are we trying to accomplish?
 - How do we want to use the terrain?
 - What do we want to do to the EN?
 - What are we trying to do with respect to civilians?
 - *Expanded Purpose* – Nest with BN and BDE
 - *Key Tasks* – Not Tied to Specific COAs, not limited to tactical task.
- Determine Decisive Point – Focused around the essential task
 - ET = Seize, DP = Terrain
 - ET = Destroy, DP = EN Focus)
 - Focus of CMBT PWR is at decisive point
 - All elements assist/support DO achieving DP
 - Breach is NOT the decisive point
- Determine Risk (Tactical and Accidental) and mitigating factors

AGADAP:

- Analyze Relative Combat Power
 - Relative Combat Power Analysis (Add Friendly to EN Cap.'s by WFF)
 - EN Weakness, FF Strengths, and Deductions
- Generate Options
 - Must defeat all EN COA's
 - Start with CDR's Guidance, History, Doctrine and ID Purpose
 - DP – Task for DO
- Array Forces
 - Tied to Terrain and EN COA Vulnerabilities
 - Tied to Doctrinal Requirements
 - Simultaneous
- Develop CONOP – Begin COA Sketch
- Assign Responsibilities
 - Where is DO, SO1, SO2, etc..?

- Continue COA Sketch

• Prepare COA Statement and COA Sketch

- Sketch:
 - Phase Lines
 - ATK & ASLT or Battle Positions
 - Checkpoints
 - RTEs
 - Location of DO & SO's (Label Platoons)
 - Tactical tasks with T&P
- COA Statement:
 - “The purpose of this operation is...”
 - “We will accomplish this by a (FOM/DEF Technique)...”
 - “The Decisive Point of this OP is...”
 - “This is Decisive Because...”
 - “We will Accept Risk by...”
 - “We will Mitigate Risk by...”
 - “At the DP – “
 - “___ PLT (DO) T & P”
 - “___ PLT (SO1) T & P”
 - “___ PLT (SO#) T& P”
 - “Critical to this mission is...”
 - “The purpose of WFF/Key Enablers is...” (Fires, Engineers, Etc.)
 - “At Endstate of Operation...” (With regards to the purpose achieved, DO & SO's location after mission posture, future ops, etc...)

Scheme of Maneuver – By phase determine:

- Begins with...
- Enemy activity...
- W.C.S...
- Fire Control...
- Formation/OOM...
- Casevac/Recovery...
- Location of Key Leaders...
- Ends With...
- Build Base Ops Overlay on large map. Includes:
 - Directives/permanent graphics in black
 - Phase Lines, Checkpoints, TRP's, SBF positions, etc..)
- Build by phase blue team/red team overlays with unit symbols to show “FF Action, EN Reaction, FF Counteraction”
- Consider HPITL to give subordinates focus and direction

- DO NOT “Magic Move”...Use explicit detail

Echelonment of Fires – 4 Critical Considerations:

- Allocation of Assets
 - What do I have and how much ammo/time for each?
- Distance of travel
 - ORP to OBJ
- Echelon by Weapon System
 - For IDF determine
 - TTLODAC
 - Fuze
 - Time allocation
 - Time-distance analysis
 - For Direct Fire
 - ROE & Ammo Allocation
 - Talk Guns
 - Rates of Fire
 - Time-distance analysis
- Use chart:
 - X-axis – Phase Lines and time/distance
 - Y-axis – Weapons (Ammo or time in parenthesis)
- Note: When talking guns, rate of fire is based on the rounds on target, and not each individual gun.
- Note: If planning for EN C/ATK, ammo allocation for ASLT is 2/3 UBL.

C. COA Analysis

D. COA Comparison

E. COA Selection