

# Battle for KARO OPORD (ROSVAD)

## 1. Situation

### a) Enemy Forces

Enduran forces in the area of operation (AO) are wearing BLUE Enduran flags and BLUE IFF markings.

Intelligence suggests that they have a casualty collection point (CCP) located in the BIG DIP (FOXTROT-16) and have a forward-deployed paratrooper element.

### b) Friendly Forces

Rosvadian forces will be wearing RED Rosvadian flags and RED IFF markings.

Two-thirds of our forces will start at our CCP which is located at the NORTH FOB (FOXTROT-4). One-third of our forces will be forward-deployed paratroopers.

### c) Unit Structure

Friendly forces have one (1) company-sized element consisting of two (2) regular infantry platoons and one (1) airborne infantry platoon available for tasking.

Intelligence suggests a similar sized presence of enemy forces in the AO.

### d) Special Assets - Helicopter Insertions

Helicopter insertions are assets that allow friendly forces to be inserted behind enemy lines. These helicopters can carry three players. Upon dismounting the helicopter, the players cannot fire their weapons for five seconds, so a location away from enemy activity should be chosen for landing. Helicopter insertions can only be called in by each forces Commanding Officer (CO) or Executive Officer (XO). Rosvad will begin with two insertions due to their victory in Bravid. Endura will start with one insertion. At the beginning of Phase Two each team will be awarded one more insertion. The victor of Phase one will be issued an additional insertion. Unused insertions in Phase One will carry over to Phase Two. Helicopters will be simulated with the use of a golf cart.

## 2. Mission

Rosvad has increased their sphere of influence to several capital cities in neighboring nations and appears to be gearing up for a large-scale assault on the Enduran mainland. Endura sees an opportunity in the less-defended nation of Karo and directs their forces towards the only opening in the Karoan mountain pass locally called "The Wall". This valley area is the only way into Rosvad by land in the region and is a critical point for either side to hold, now that the Karoan government is balancing on the edge of a knife. Rosvad also has its crosshairs trained on Sagewick, as it is the only remaining pocket of Enduran influence in their home region. The soonest that a company sized element can be mobilized and mission-ready on site will be 23 June 2018.

### 3. Execution

#### a) Concept of Operations

Secure vital locations in the area to prevent enemy forces from establishing a pathway to launch a land assault on Rosvad. Flags will be used to designate vital areas that have been secured by friendly forces.

#### b) Rules of Engagement

Enemy forces are to be considered hostile and will be engaged on sight. Do not engage unknown entities unless fired upon.

1) All forces must fire on semi-auto unless designated as a support weapon.

2) Support weapons are not permitted to fire within fifty feet of any target.

3) All weapons must be chronographed the day of the event and adhere to rules and regulations on Ballahackairsoft.com under RULES > Weapon Restrictions.

#### c) LOA (Limit of Advance)

Friendly forces are not to advance within 100 yards of the enemy CCP.

### 4. Service Support

#### a) Uniforms and Equipment

Friendly forces will be wearing a variety of uniforms, but primarily Russian based or green patterns, and will also have a number of low profile assets in civilian clothes. Friendly Forces are marked with either RED tape on both arms or will be wearing Rosvad patches on each shoulder for close proximity recognition.

#### b) Medical Supplies

Friendly forces will start with 20 units of medical supplies (Medical Bandages) available for on-site treatment of wounded. It is possible to gain more medical supplies during the operation.

#### c) Medical Evacuation

CCP has been established at the NORTH FOB (FOXTROT-4) for wounded that require medivac for phase one of operations. For phase two the CCP will shift to a location to be determined depending on enemy movements.

### 5. Command and Signal

#### a) Radio Frequencies

Designated radio frequencies for Command Use (3-4)

Designated radio frequencies for platoon-level use (non-command) (5-10)

#### b) Challenge and Password

“ARC” – “FLASH” will be the company challenge and password

6. Timeline

June 23<sup>rd</sup>, 2018

Parking 0730-0900

Registration/Processing 0800-0900

Briefing 0900-0930

Phase One 1000-1300

Op Pause 1300-1400

Phase Two 1400-1800

Debrief/Raffles 1815-1845



# BATTLE FOR KARO PHASE I



ROSVADIAN  
CCP



ENDURAN  
CCP

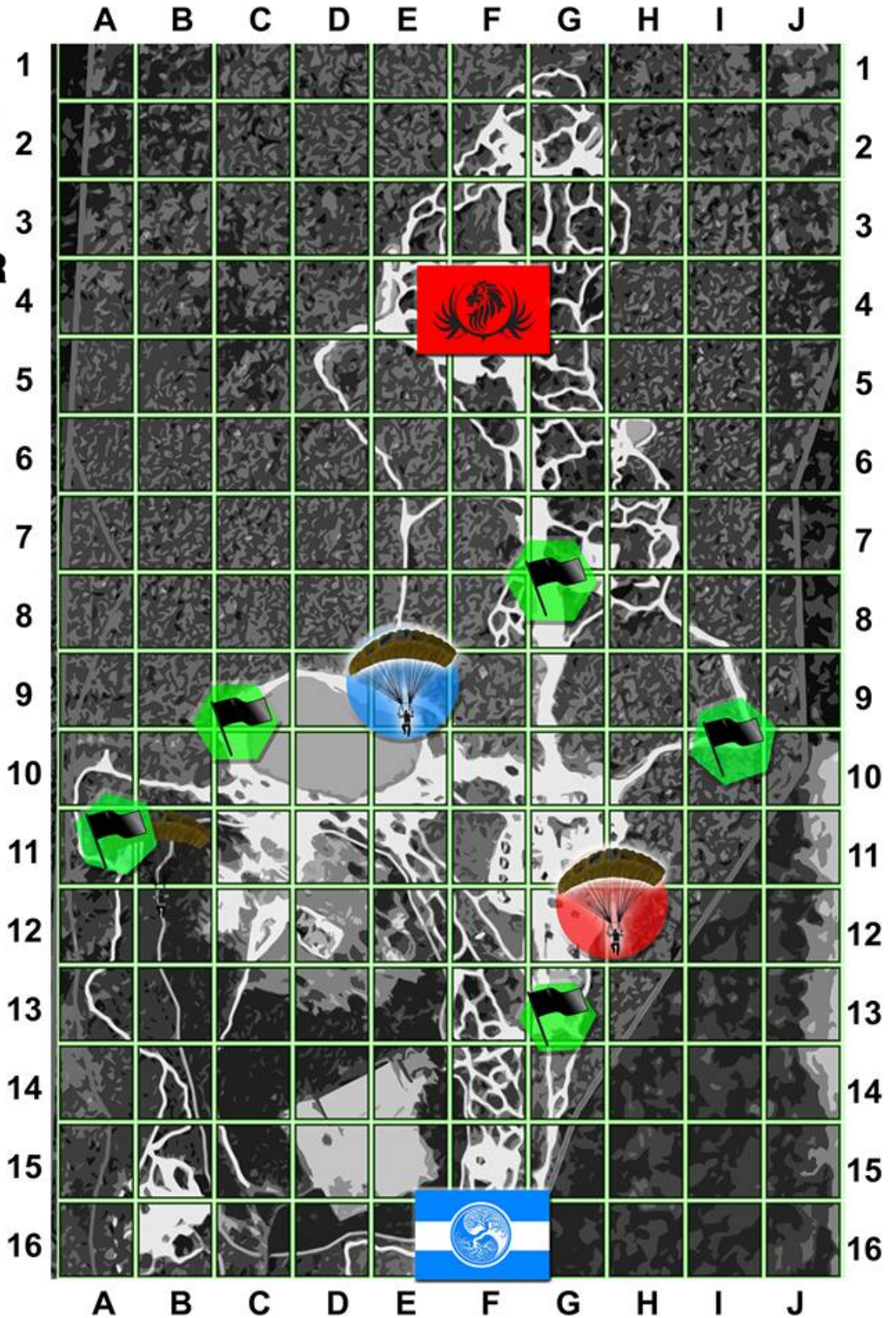


PARA-DROP



CONTROL FLAG

A	B
C	D







# BATTLE FOR KARO PHASE II



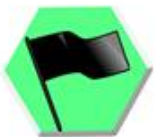
ROSVADIAN  
CCP



ENDURAN  
CCP



PARA-DROP



CONTROL FLAG

A	B
C	D

