Enemy COA Statement Development Guide

Purpose: The purpose of this handout is to provide doctrine, TTP (Techniques, Tactics and Procedures), and methodology for writing an enemy course of action (ECOA) statement. Of all of the products produced during IPB, the ECOA (sitemp, statement, HVTL) is the most important product. The ECOA statement adds depth, "movement" and detail to the static, "snapshot in time" sitemp. Even given the most sever of time-constrained environments (S2, you have five minutes to mission analysis…), the statement and the HVTL can be verbalized. Since the ECOA statement is a critical product, it is important to produce "good" ECOA statements to drive the MDMP and ensure successful visualization of the enemy.

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DOCTRINE:

Once you have identified the complete set of threat COAs, develop each COA into as much detail as the situation requires and time available allows. Base the order in which you develop each COA on its probability of adoption and the commander's guidance. To ensure completeness, each COA must answer five questions:

WHAT - the type of operation, such as attack, defend, reinforce, or conduct retrograde.
WHEN - the time the action will begin. You usually state this in terms of the earliest time that the threat can adopt the COA under consideration.
WHERE - the sectors, zones, axis of attack, avenues of approach, and objectives that make up the COA.
HOW - the method by which the threat will employ his assets, such as dispositions, location of main effort, the scheme of maneuver, and how it will be supported.
WHY - the objective or end state the threat intends to accomplish.

Consider threat forces available to at least one level of command above your own when developing each COA. For example, a battalion S2 would consider the COAs available to threat regiments and brigades. This helps to ensure that you account for possible reinforcing forces and the higher command's own objectives and intent.

-FM 34-130, PG 2-44 – 2-45

Description of the COA and Options:

This is a description of the activities of the forces depicted on the situation template. It can range from a narrative description to a detailed "synchronization matrix" depicting the activities of each unit and BOS in detail. It should address the earliest time the COA can be executed, timelines and phases associated with the COA, and decisions the threat commander will make during execution of the COA and after. You use the COA description to support staff war gaming and to develop the event template and supporting indicators…

…Develop the description of the COA into as much detail as time allows and the situation requires. Address each of the BOSS (sic). Use whatever tools or techniques best satisfy your needs. For example, you might use a time event chart or a simple narrative description. Given enough time, you might develop an elaborate matrix.

-FM 34-130, PG 2-48 – 2-49

TTP 1, format:

An ECOA statement can be two formats, a text/sentence write-up, or a series of bullets.

Method	Advantages	Disadvantages
Text	Allows more detail	Longer to prepare, may be harder to understand
Bullets	Easier to prepare, short and precise	Less detail

Recommended technique by SGIs for ISBO: Bullet Format.

Regardless, a course of action statement consists of the following components: Task, Purpose, Method and End state. A text ECOA usually includes a full enemy mission statement as the overall task and purpose.

Task: This is the tactical task of the entire threat force in your AO. For example, if you were a BN S2 attacking an OPFOR Company Complex Battle Position, this would be the OPFOR company's task.

Purpose: This is the purpose of the entire threat force in your AO. It should be nested with the purpose of higher threat forces as detailed given by higher S2/G2s (Bde, Div, etc.)

Remember that a unit or BOS may have multiple tasks and purposes.

Method: The method portion is the task and purpose of subordinate units or battlefield operating systems (see TTP 2 below) of the threat force. For example, in the OPFOR Company Complex Battle Position example above, this would be the task and purpose of platoons.

End state: The end state consists of six components:
1. Earliest time the ECOA can be executed.
2. Decisive Point: What is the critical action the enemy must do to successfully accomplish the ECOA.
3. Culmination Point: What will cause the enemy to fail and abandon the ECOA.
4. Terrain: What is the relation of the terrain to enemy and friendly forces (i.e. something seized, no penetration, a certain area free of enemy forces, etc.)?
5. Friendly: What does the friendly (blue) force look like at the conclusion of the operation (i.e. attrited to what percent, defeated, certain targets destroyed, etc.)?
6. Enemy: What does the enemy (red) force look like at the conclusion of the operation (i.e. attrited to what percent, certain targets destroyed, postured for, etc.)?

TTP 2, BOS vice subunit:

The method portion of an ECOA statement is the task and purpose of either all of the battlefield operating systems (BOS) or all subunits.

Subunits: For this method you must write the Task/Purpose of every subunit. For example, enemy support platoons, ambushes, reserves, battle positions, mortar/artillery units (batteries or platoons) etc. Even the smallest individual units, if having a separate task and purpose will need explanation. A good rule of thumb is that if it is plotted on your sitemp, it needs a task and purpose.

BOS: For this method you must write the Task/Purpose of all seven BOS. The seven BOS are: maneuver, fire support, RISTA (recon, intelligence, surveillance, target acquisition), logistics, command and control, mobility/counter mobility/survivability, and air defense. Based upon the capability of the enemy, you may what to create "additional" BOS, such as anti-tank, chemical, terrorist, special forces (SF or SPF), etc. If you add an additional BOS(s), you must still cover the initial seven. The difficult part of writing 'by BOS' is the ability to write a task and purpose that is meaning and adds refinement. (see TTP 3 below).

TTP 3, Assigning tasks and purposes:

There are three common errors when writing task/purpose. The first is to write a task as the purpose. For example, note the following subunit task/purpose:

Plt Battle Position 1:
    Task: *Defend* (a task)
    Purpose: *Destroy* (another task) two platoons vic KZ 1

- versus -

Plt Battle Position 1:
    Task: Destroy (two platoons of a SBF company) vic KZ 1
    Purpose: Prevent suppression of Plt BP 2 IOT allow retention of OBJ Red

The second common error is to write the type of operation as a task. This is a similar error to writing a task as a purpose. However, annotating the type of operation in parenthesis after the task can add more detail to how the task is conducted (see TTP 5). For example:

Disruption Force 1:
        Task: Raid (1st BN TOC)
        Purpose: Create a window of opportunity for the assault force to seize OBJ Hind by degrading C2 and preventing the timely repositioning of blue units.

                - versus -

Disruption Force 1:
        Task: Disrupt (Raid 1st BN TOC)
        Purpose: Create a window of opportunity for the assault force to seize OBJ Hind by degrading C2 and preventing the timely repositioning of blue units.

The third common error is to write a "meaningless" task or purpose. A task or purpose must add refinement and detail to support the sitemp. Common methods for writing a "good" task and purpose are to quantify what, when, where or how. In both examples above, they are quantified with the "what", in this case the target (two platoons of a SBF company, 1st BN TOC). Note the examples below. The first are incorrect ("meaningless") BOS tasks and purposes, the second are more refined:

Air Defense:
        T: Destroy aircraft
        P: protect ground forces

Engineer:
        T: Employ obstacles
        P: provide counter mobility

                - versus -

Air Defense:
        T: Area Defense
        P: prevent blue rotary wing aircraft from engaging the exploitation force from AAA 3 or AAA 4

Engineer:
        T: Turn (vic obstacle group 2)
        P: force blue forces into KZ 1 IOT allow BP 2 to destroy a blue company by direct and indirect fires

TTP 4, Selecting Tasks:

Use either FM 101-5-1 or FM 7-100.2 terms (see the lists below). However, there may be occasions were you may have to "invent" a task based upon the activity of the threat that is not covered by either. If you "invent" a task, ensure it is clear and cannot be misinterpreted. A sentence or two as a task (to ensure it is explained) may be appropriate, but keep it as short as possible. Example:

Black Wolf (BW) Terrorist Cells
> T1: Conduct IO
> P1: Enable recruiting to facilitate Direct Action operations
> T2: Intimidate (civilian population)
> P2: prevent civilian cooperation with 2nd BCT IOT facilitate BW operations
> T3: Disrupt (Assassinate mayor and chief of police)
> P3: desynchronize 2nd BCT and local civilian cooperation IOT facilitate BW operations

Recommended technique by SGIs for ISBO: FM 101-5-1.

The following lists contain example tasks to choose from:

By Subunit, FM 101-5-1:

Effects against Enemy (Blue): Attack by fire, Block, Bypass, Canalize, Contain, Defeat, Delay, Demonstrate, Destroy, Feint, Fix, Interdict, Isolate, Neutralize, Penetrate, Pursue, Recon, Rupture, Suppress

Effects to Friendly (Red): Breach, Cover, Disengage, Displace, Exfiltrate, Follow and Support, Guard, infiltrate, Retire, Screen, Support by fire, Withdraw

Effects on Terrain: Clear, Occupy, Reconnoiter, Retain, Secure, Seize

By Subunit, FM 7-100.2: Attack to Destroy, Attack to Seize, Attack to Expel, Defend to Destroy, Defend to Preserve, Defend to Deny

By BOS:

Maneuver: See the FM 101-5-1 list above for subunits. The tasks for the maneuver BOS must provide more detail and not just restate the overall task and purpose. Task and Purpose for major maneuver subunits may be more appropriate.

Example:
Task: Defend to Deny

Purpose: Prevent seizure or OBJ Red IOT facilitate further offensive operations by the 5th BTG

Method:

Maneuver:

BP 1 Task: Defeat 2 platoons (Blue SBF Force) in KZ 1
BP 1 Purpose: Prevent suppression of BP 2
BP 2 Task: Destroy 2 platoons (Blue Breach Force) in KZ 2
BP 2 Purpose: Prevent breach of tactical obstacle belt
Reserve Task: Destroy 2 platoons (Blue Assault Force) in KZ 2 or 3
Reserve Purpose: Prevent seizure of OBJ Red

Fire Support FM 101-5-1: Suppress (reduce by 10%), Neutralize (reduce by 20%), Destroy (reduce by 30%), Harass, Interdict (under the "right" conditions), SEAD (Suppression of Enemy Air Defense), Screen (Smoke), Obscure (Smoke), Fire Special Munitions (FASCAM, Chem, etc.)

Fire Support FM 7-100.2: Counter fire, Counter battery, Final Protective Fire, Annihilation Fire (reduce point target by 70-90%, reduce area target by 50-60%), Demolition Fires, Neutralization Fires (reduce by 30%), Harassment Fires, Provide DS Fires (to a specific unit), Provide GS Fires (to the entire force)

Air Defense: Point Defense, Area Defense, Destroy, Attrit

M/C/S:

Mobility: Breach, Route Clearance, Reduce (Obstacles), Bridge
Counter mobility: Disrupt, Turn, Fix, Block
Survivability: Screen (Smoke), Obscure (Smoke), Provide Survivability (include amount or priorities)

Logistics: Rearm, Refuel, Refit, Reconstitute, Replenish, Repair

RISTA: Area Recon, Route Recon, Zone Recon, Perform Surveillance, Employ Reconnaissance Fires

Command and Control: Commit (another force), Execute Decision Points __ thru ___ (as identified on the Sitemp or Event Temp), Provide Retrans, Synchronize, Employ

TTP 5, Adding an operation to the task:

When using FM 101-5-1 task terminology, adding the type of operation after the task can add considerable detail and "visualization" to the enemy activity. Like the tasks, you can chose between FM 101-5-1 or 7-100.2 terminology.

FM 101-5-1 Types of Operations: Attack, Move to contact, Counter mobility, Exploitation, Security, Deception, Counterattack, Retrograde, Survivability, Breakout, Defend, Mobility, river crossing

FM 7-100.2 Types of Operations:
Offense: Dispersed Attack, Integrated Attack, Limited Objective Attack, Strike, Sophisticated Ambush, Raid, Spoiling Attack, Counterattack, Fighting Patrol,

Defense: Planned Defense, Situational Defense, Integrated Defense, Decentralized Defense, Maneuver Defense, Area Defense, Defensive Lines Defense, Defensive Maneuver Defense

Recon: Independent Recon Patrol (IRP), Long-Range Recon (LRR), Signals Recon, Engineer Recon Patrol (ERP), Chemical Recon, Recon Raid, Recon and Destruction Raid, Ambush, Recon by Combat

Fire Support: Indirect Fire support to a strike, Provide Reconnaissance Fires, Close Support Fire, Depth Fire,

TTP 6, Selecting purposes:

When selecting a purpose, FM 101-5-1 offers a number of adjectives to help with purpose refinement.

FM 101-5-1 Tactical Purposes: Allow, Cause, Create, Deceive, Deny, Divert, Enable, Envelop, Influence, Open, Prevent, Protect, Support, Surprise

However, especially when writing T/P by BOS, a tactical purpose may not make sense. A different TTP is to write a clearly quantifiable bullet instead. Example quantifiable bullets include: priorities, ranges, amounts/allocation, or specific units/locations. Examples:

Engineer:
  T: provide survivability
  P: priorities: mortars (10% effort) , BP1 (30% effort), BP2 (40% effort),
BP3 (20% effort)

Air Defense:
  T: Point Defense
  P: priorities mortars, Co Cp, BP1, BP2, BP3

Command and Control
       T1: Commit (tank reserve)
       P1: enable the defeat of the (blue) assault force
       T2: provide retrans (8 Km range)
       P2: enable BTG recon employment of reconnaissance fires

TTP 7, multiple statements:

For certain threats, there may be a large separation of time or capability. For example, a BDE may have to defeat a conventional attack by a BTG while defeating a terrorist force in the rear area. For these cases (time or capability separation between threat forces), multiple ECOA statements may be needed for a single ECOA.
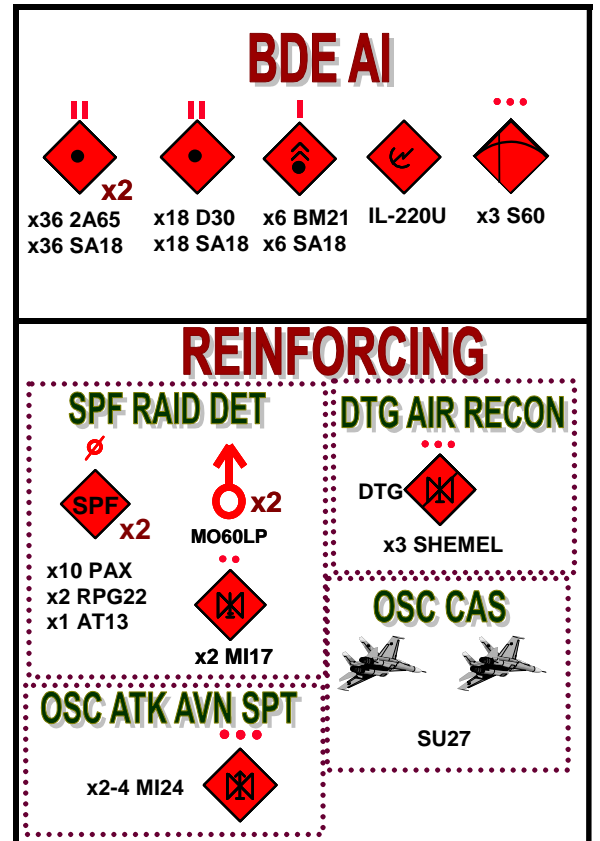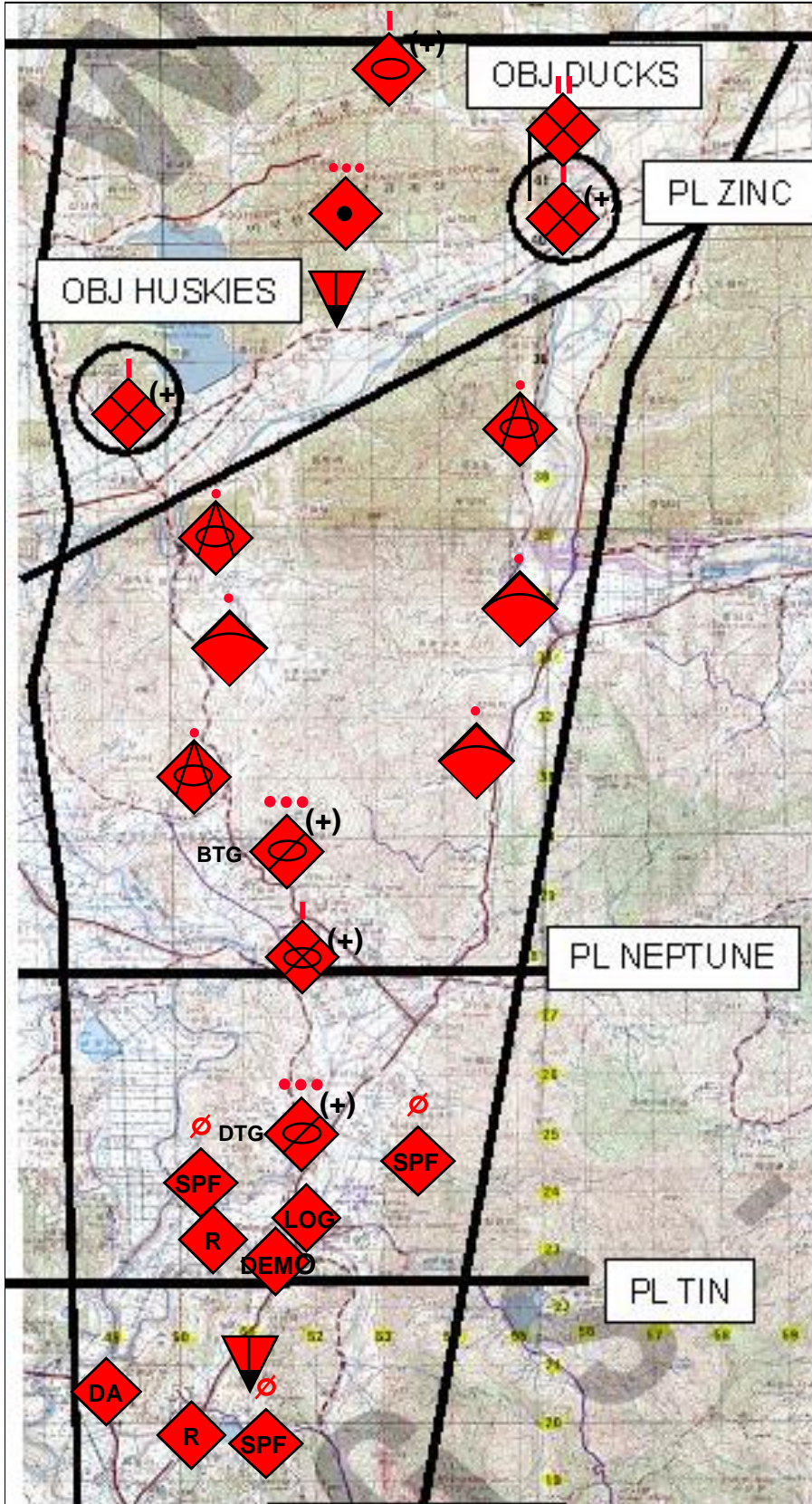
ECOA Statement Examples:

The next few pages contain five example ECOA Statements. The statements are written from three different ECOAs. Each ECOA has a corresponding sketch or sitemp. Notice the detail that the statement provides to example sketch or sitemp. It should be apparent that without the statement, the sketch or sitemp provides a incomplete visualization of the enemy. The first three examples are tied to the same defensive ECOA sketch. Notice how each format emphasizes or fails to emphasize certain details or is easier/harder to understand. All three statements are written to a high level of detail, time or circumstances may dictate less detail. While most units never criticize a S2 for having too much detail, many S2s are criticized for too much "irrelevant" information.

The last two examples are provided to show different kinds of operations, a offense and a unconventional threat.

ECOA 1 Sketch; 1/221 BTG (+) Defense

The following ECOA Sketch supports statement examples 1, 2 and 3.

OBJ DUCKS

PL ZINC

OBJ HUSKIES

BTG

PL NEPTUNE

DTG

SPF

SPF

LOG

R

DEMO

PL TIN

DA

R

SPF

BDE AI

x36 2A65 x36 SA18	x18 D30 x18 SA18	x6 BM21 x6 SA18	IL-220U	x3 S60

x2

REINFORCING

SPF RAID DET

SPF x2

x10 PAX
x2 RPG22
x1 AT13

MO60LP x2

x2 MI17

DTG AIR RECON

DTG

x3 SHEMEL

OSC CAS

SU27

OSC ATK AVN SPT

x2-4 MI24

Example 1: By BOS bullet ECOA; 1/221 BTG Defense

TASK: Defend to Deny (decentralized, area defense)
PURPOSE: deny 1st BCT control of key terrain (OBJ Ducks and OBJ Huskies) IOT facilitate further offensive operations by OSC-South
METHOD:

    Maneuver:
        T1: Destroy (recon south of the battle line, PL Zinc)
        P1: prevent reconnaissance of OBJ Huskies and Ducks
        T2: Defeat (blue breach companies)
        P2: prevent penetration of protective obstacles IOT retain Huskies/Ducks
        T3: Defeat (blue assault companies)
        P3: prevent seizure of OBJ Huskies or Ducks

    Fire Support:
        T1: Final Protective Fire
        P1: Prevent blue breach companies from creating a lanes/footpaths in the protective obstacle belts vic OBJ Ducks or Huskies
        T2: Destroy (reduce by 30% blue SBF companies)
        P2a: enable defeat of blue SBF companies
        P2b: prevent blue suppression at the blue point of penetration
        T3: Destroy (Reconnaissance Fires)
        P3: destroy Enemy High Payoff targets (EHPTs) in the Disruption Zone IOT prevent their use in the Battle Zone. EHPT = engineers (breach capability), trucks loaded with infantry, scouts, anti-tank platoons (TOW, MK19 or .M2 HMG) or soft targets of opportunity
        T4: Counter battery
        P4: prevent suppression of OBJ Huskies and Ducks
        T5: Employ Special Munitions (FASCAM)
        P5a: Disrupt a blue BN TF in the disruption zone
        P5b: Reseed successful breaches in the tactical obstacle belts

    Fire Support, Fixed Wing:
        T: Disrupt
        P: Prevent synchronization of CSS, C2 and Fire Support in the BDE rear to create windows of opportunity for OSC-S conventional forces in the BZ . Targets = firing batteries and the BSA.

    Fire Support, Rotary Wing:
        T: Defeat (blue assault companies)
        P: Cause assault companies to become combat ineffective IOT retain OBJ Ducks and Huskies

    RISTA:
        T1: Surveillance
        P1a: ID BDE Main Effort BN TF
        P1b: ID BDE routes
        P1c: Provide observation and enable Fire Support to Employ Reconnaissance Fires

T2: Direction Finding

P2a: Facilitate SPF target acquisition in the DZ

P2b: Facilitate Complex BP target acquisition in the BZ

Air Defense:

T1: Conduct Point Air Defense

P1: Priorities of protection: BTG Artillery, OBJ Ducks, OBJ Huskies, CRD

T2: Disrupt (ambushes in the DZ)

P2: Prevent a synchronized attack on the complex battle positions in the battle zone by destruction of selected air targets. Target priority = air ISR assets (Quickfix, UAV), CH 47, UH 60, and CAS.

M/C/S:

T1: Disrupt

P1: allow direct and indirect fires to defeat blue breach and assault companies IOT prevent the seizure of OBJ Ducks and Huskies. Priority allocation: 40% (2720m x 120m) on OBJ DUCKS, 40% (2720m x 120m) on OBJ HUSKIES, 20% (1360m x 120m) in the disruption zone.

P2: facilitate the CRD in breaking contact from superior, blue maneuver forces in the DZ

T2: Breach

P2: Enable tank reserve to freely reposition to defeat blue assault companies vic OBJ Ducks or Huskies

Logistics:

T: Rearm (by cache)

P: Provide direct and indirect fire weapon systems a double basic load of ammunition IOT enable the successful retention of OBJ Ducks and Huskies.

Command and Control:

T: Commit tank reserve

P: Enable defeat of blue assault companies IOT retain Ducks/Huskies

Terrorists (Black Wolves)/SPF:

T: Disrupt

P: Prevent synchronization of CSS, C2 and Fire Support in the BDE rear to create windows of opportunity for OSC-S conventional forces in the BZ. Targets = ROWPU, the BDE TOC, the BSA, the Q36, Retrans teams, and soft targets of opportunity (BN TOCs, BN Combat Trains, ATP/AXPs, BN LOGPACs.

ENDSTATE: The 1/221 BTG (+) is capable of executing a this ECOA now. The decisive point of this ECOA is the defeat of the blue assault companies. The 1/221 BTG (+) must retain either complex battle position to be successful, the culmination point is loss of both complex battle positions. The end state for this ECOA is one blue BN TFs culminating in the DZ (south of PL Zinc), one prior to the seizure of OBJ Ducks and one prior to the seizure of OBJ Huskies. 1/221 BTG (+) retains both complex battle positions north of PL Zinc.

Example 2: By subunit bullet ECOA; 1/221 BTG Defense
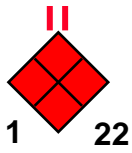
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Task: Defend to Deny (decentralized, area defense)
Purpose: deny 1st BCT control of key terrain (OBJ Ducks and OBJ Huskies) IOT facilitate further offensive operations by OSC-South

Method:

OSC-South CAS:
T: Disrupt
P: Prevent synchronization of CSS, C2 and Fire Support in the BDE rear to create windows of opportunity for OSC-S conventional forces
Targets = firing batteries, BSA.

OSC-South Attack Aviation:
T: Defeat (blue assault companies
P: Cause assault companies to become combat ineffective IOT retain OBJ Ducks and Huskies

MRL BATTERY:
T: Provide GS FASCAM delivery
P1: Disrupt friendly BN TFs in the disruption zone
P2: Reseed successful breaches in the tactical obstacle belts
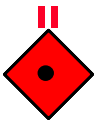
GS ARTILLERY:
T1: Provide GS reconnaissance and counter battery fires
P1: Disrupt friendly BN TFs in the disruption zone
T2: Provide GS counter battery fires
P2: Prevent friendly artillery from reducing OBJ Ducks and Huskies by more than 10%
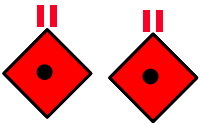
DS ARTILLERY:
T: Provide DS Fires
P: Reduce friendly SBF and breach companies by 30% to allow their defeat by direct fires
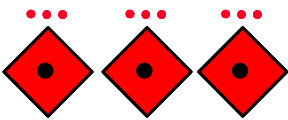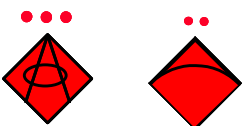
BN/CO MORTARS:
T: Fire FPFs
P: Prevent friendly breach companies from creating a lane in the tactical obstacle belts
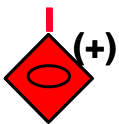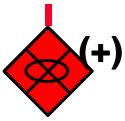
TANK RESERVE:
T: Defeat
P: Prevent friendly assault companies from passing through breach lanes IOT prevent the loss of OBJ Ducks or OBJ Huskies
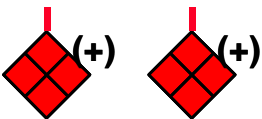
OBJ DUCKS AND HUSKIES:
T: Defend
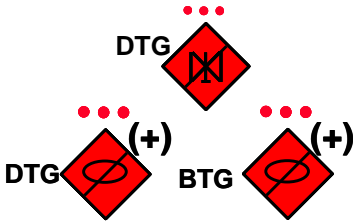P: Retain key terrain to facilitate a follow on attack by OSC-S

AT/ADA AMBUSHES:
T: Disrupt
P: Prevent a synchronized attack on the strong points in the battle zone

CRD:
T: Destroy
P: Prevent friendly reconnaissance from reaching the strong points in the battle zone
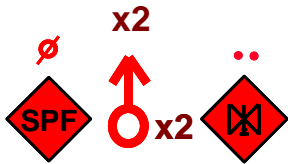

DTG/BTG RECON:
T: Surveillance (DTG UAV = Area Recon)
P1: ID BDE Main Effort and routes
P2: Employ reconnaissance fires to destroy EHPTs: engineers (breach capability), trucks loaded with infantry, scouts, anti-tank platoons (TOW, MK19 or .M2 HMG) or soft targets of opportunity
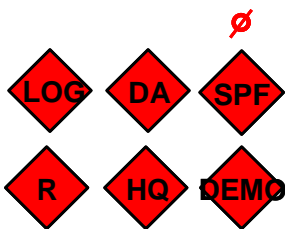

SPF Raiding Detachment:
T: Disrupt
P: Prevent synchronization of CSS, C2 and Fire Support in the BDE rear to create windows of opportunity for OSC-S conventional forces
Target = BSA

BLACK WOLVES/SPF:
T: Disrupt
P: Prevent synchronization of CSS, C2 and Fire Support in the BDE rear to create windows of opportunity for OSC-S conventional forces

ENDSTATE: The 1/221 BTG (+) is capable of executing a this ECOA now. The decisive point of this ECOA is the defeat of the blue assault companies. The 1/221 BTG (+) must retain either complex battle position to be successful, the culmination point is loss of both complex battle positions. The end state for this ECOA is one blue BN TFs culminating in the DZ (south of PL Zinc), one prior to the seizure of OBJ Ducks and one prior to the seizure of OBJ Huskies. 1/221 BTG (+) retains both complex battle positions north of PL Zinc.

The 1/221 BTG (+) conducts a decentralized area defense NLT 030800 to deny friendly forces the control of key terrain, vic the Hant'an-Gang, in order to facilitate the OSC-S to attack within 96 hours.

Special purpose forces (SPF), reconnaissance forces, the brigade counter-reconnaissance detachment (CRD), AT/ADA ambushes and affiliated Black Wolf (BW) terrorists occupy the disruption zone. The SPF and BW between PL Bronze and PL Neptune disrupt by conducting reconnaissance, harassment, sabotage, raids and ambushes IOT prevent synchronization of CSS, C2 and Fire Support in the BDE rear to create windows of opportunity for OSC-S conventional forces in the battle zone. The SPF and BW (Enemy) High Payoff Targets (EHPT) include the ROWPU, the BDE TOC, the BSA, the Q36, Retrans teams, and soft targets of opportunity (BN TOCs, BN Combat Trains, ATP/AXPs, BN LOGPACs. A platoon of SPF is likely to insert into the BDE rear to disrupt the BSA or reinforce SPF forces already in place. A platoon from the DTG recon company will occupy OPs in the DTG disruption zone that extends from PL TIN to PL Neptune. The DTG recon task is to perform surveillance of likely, friendly Decision Points (DPs) and Predicted Enemy Locations (PELs) to: target High Value Targets (HVTs) for reconnaissance fires, identify the friendly main effort, and to identify routes the Bde will take into the BZ. The BTG disruption zone extends from the enemy Battle Line, midway between PL Zinc and PL Silver, and runs out to PL Neptune. A platoon from the BTG reconnaissance company will occupy OPs to perform surveillance of likely friendly Decision Points (DPs) and Predicted Enemy Locations (PELs) to target EHPTs for indirect fire attack and to identify the friendly main effort. DTG and BTG EHPTs are engineers (breach capability), trucks loaded with infantry, scouts, anti-tank platoons (TOW, MK19 or .M2 HMG) or soft targets of opportunity. The CRD will be dispersed in platoon size elements to destroy friendly reconnaissance elements to prevent friendly surveillance of OBJ HUSKIES and DUCKS in the battle zone. The CRDs will withdraw once all reconnaissance elements have been destroyed or prior to direct fire contact with a friendly BN TF. The CRD uses its Tank Platoon (T-90) and BM21 delivered FASCAM to facilitate breaking contact if it gets into Direct Fire (DF) contact with a friendly maneuver force. There are three AT and three ADA stay behind ambushes in the disruption zone that will conduct ambushes integrating direct and indirect fires with counter mobility obstacles to destroy EHPTs IOT prevent a synchronized attack on OBJ HUSKIES and DUCKS. AT EHPT are the same as the BTG recon while the ADA ambush EHPT are: air ISR assets (Quickfix, UAV), CH 47, UH 60, and CAS.

In the Battle Zone the enemy has three companies defending from two complex battle positions north of the Hant'an-Gang (OBJ DUCKS and HUSKIES). One company defends OBJ HUSKIES with four platoon BPs, while another defends OBJ DUCKS with five platoon BPs. The platoons and obstacles at the complex battle positions will be oriented in a 360-degree defense. The complex battle positions will use Direct Fire (DF) and Indirect Fires (DF and IF) to sequentially defeat friendly SBF, and then breach companies. Kill Zones (KZs) will be placed in the open areas north of the Hant'an-Gang to engage friendly TFs at 2/3 to maximum DF weapon ranges. DF and IF EHPT include engineers (breach) and infantry while AT systems target friendly AT

platoons and trucks at maximum DF range. Along the mountain approaches, the enemy will maximize close (under 250m) DF fires supported by Final Protective (indirect) Fires to destroy engineers (breach) and infantry while AT systems target friendly AT platoons. The 1/221 BTG reserve, a tank company, will occupy ABF positions to defeat friendly BN TF assault companies IOT prevent seizure of either company complex battle position. The tank company will occupy ABFs with masking terrain 800-1000m from dismounted infantry north of the Hant'an-Gang to maximize PKM (MMG) standoff fires and provide reaction time (once the Dragon is fired) to engage Dragon gunners to defeat infantry company AT fires. The tank company will continue to use long range (800m+) DF until the friendly-targeted company is defeated. The tank company will displace/break contact from an ABF position if dismounted infantry attack it from mountainous terrain to maintain standoff and minimize opportunities for close (200m) M72 and AT4 shots. If the tank reserve is defeated and if a second complex battle position has an open lane in the protective obstacle belt, OSC-South may commit 2-4 MI-24s Hinds as reinforcements. The MI-24s will engage blue assault companies with at least a 1 Km standoff to cause the companies to become combat ineffective IOT prevent the seizure of either OBJ Ducks or Huskies

The BTG has indirect fire assets in the disruption zone (one battery 120mm mortars, two SPF 60mm mortars), battle zone (one battery 120mm mortars, three sections 60mm) and support zone (two BNs 152mm, one BN 122mm, one 122mm MRL battery). In the support zone, artillery batteries will be dispersed in battery firing positions north of PL GOLD. Each battalion will initially provide on battery for GS reconnaissance fires in the disruption zone and counter battery. Each battalion provides one battery to maximize dispersion and limit friendly counter battery, although the three batteries can still mass fires. The MRL battery will provide GS Fascam in both the disruption and battle zones. The remaining batteries will only fire (to limit Q36 acquisition) if a GS battery must conduct a survivability move due to friendly counter fire.   Once the friendly BN TFs reach vic PL ZINC, two battalions will then provide DS fires to the complex battle positions (one BN per complex battle position) while the third provides GSR fire support or GS counter battery. BN and company mortars will focus on FPFs, POF to the platoon BPs on the north sides of the complex battle positions. Up to two sorties of Red CAS may fly into the Bde AO, priority targets being firing batteries then the BSA.

The 1/221 BTG (+) is capable of executing a this ECOA now. The decisive point of this ECOA is the defeat of the blue assault companies. The 1/221 BTG (+) must retain either complex battle position to be successful, the culmination point is loss of both complex battle positions. The end state for this ECOA is one blue BN TFs culminating in the DZ (south of PL Zinc), one prior to the seizure of OBJ Ducks and one prior to the seizure of OBJ Huskies. 1/221 BTG (+) retains both complex battle positions north of PL Zinc.

The following ECOA sitemp supports statement example 4.
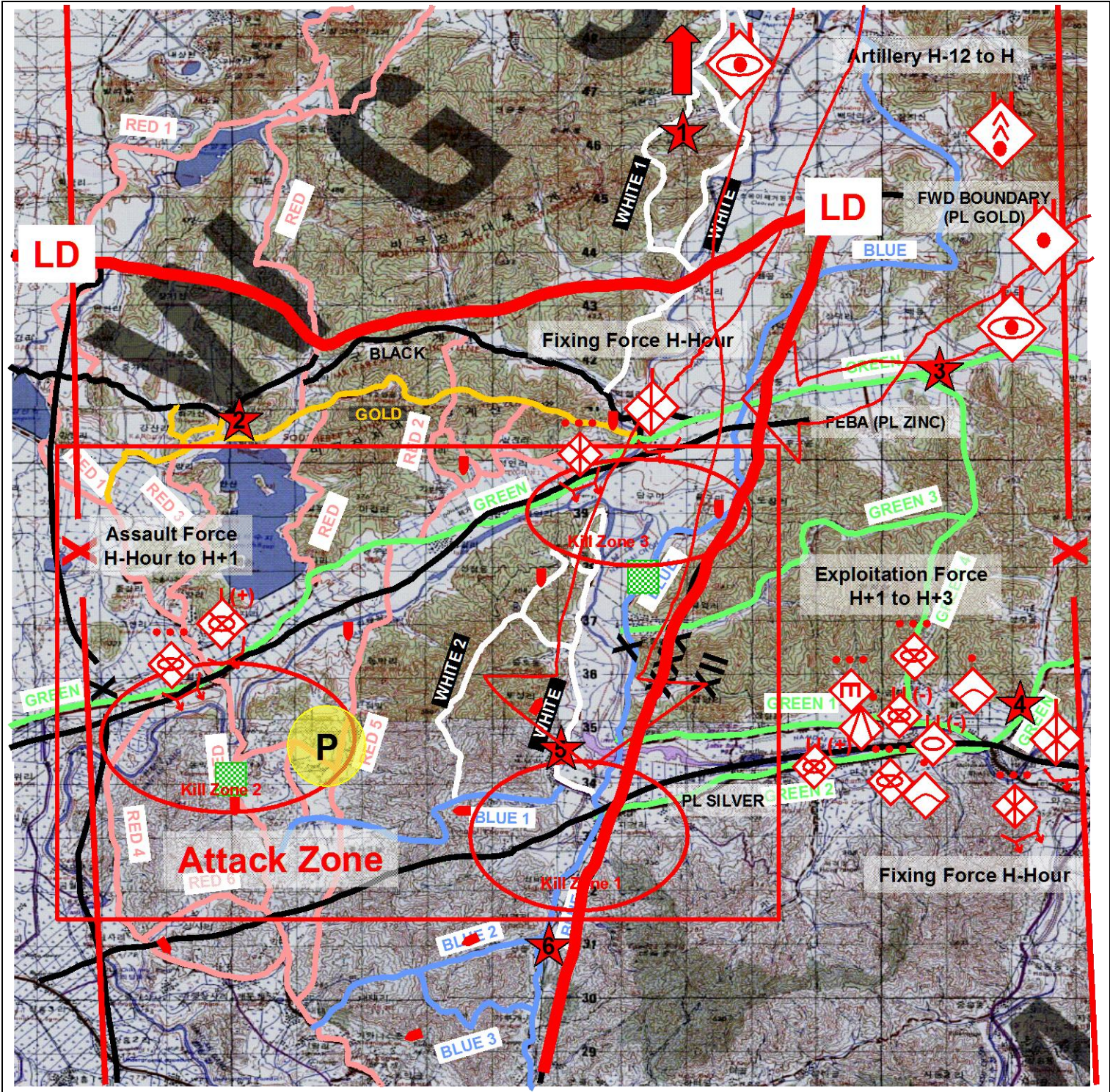
The 202 BTG (BTR-80) attacks to destroy friendly forces in Kill Zone 1 and 2 NLT XX2300NOV01 in order to fix the brigade and prevent attacks against the DTG exploitation force.

Between H-24 and H-Hour the 20 DTG Recon Troop conducts an area recon to identify obstacles, brigade troop disposition, and division HPTs in order to determine weak points in the MBA and trigger Reconnaissance Fires. SPF in the AO conducts surveillance of friendly HPTs to support DTG Deep Operations. From H-12 to H-Hour the 202 BTG Recon Troop conducts route and area recon of Predicted Enemy Locations (PELs) to confirm disposition of troops and obstacles along BTG attack routes and trigger reconnaissance fires.

At H-Hour the BTG fixing force, 4 motorized infantry platoons, attack to fix forces on Route White and Green 1 in order to prevent the brigade from repositioning forces to defeat the exploitation force. A BTR mounted infantry platoon Fighting Patrol (FP) will lead the fixing force by 3-5 KM. The fixing force will be reinforced by engineer, AT or AGL assets.

Between H and H+1 the BTG assault force, 4 mechanized (BTR 80) infantry platoons reinforced with mortars, engineers, AT and ADA, attacks to destroy forces along Route Red 1 and a blue battalion at OBJ Red 2 IOT prevent repositioning against the exploitation force.
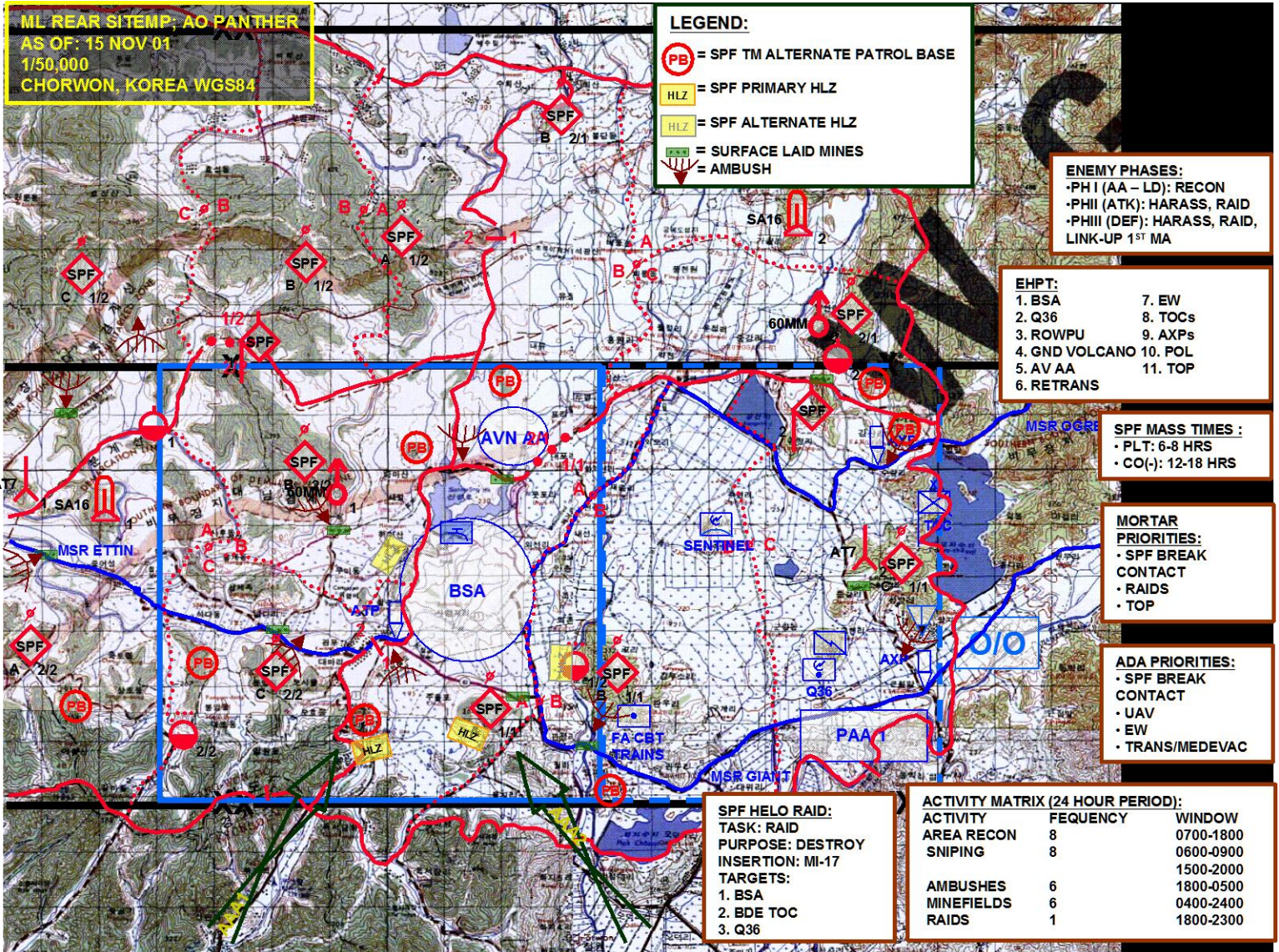
Between H+1 and H+3 the BTG exploitation force, 2 mechanized infantry battalions (BTR 80) reinforced with tanks, engineers, motorized infantry and ADA, attacks along Route Green 1 to destroy the enemy battalion at OBJ Red 1. The lead battalion will deploy to company battle formation approx 2KM from the OBJ and attack along both Route Green 1 and 2. O/O, the exploitation force will move along route Blue 1 to complete the destruction of a blue BN TF in KZ 2 ICW the assault force.

The BTG is supported by a battalion of 2S1, 2S3 and BM21. Artillery will initially focus on supporting the recon forces in contact and the destruction of HPTs. Priority of fires shifts o/o to the assault force to destroy forces along route Green 1 and then to the exploitation force to destroy forces defending the BSA. SPF/Affiliated forces will conduct limited direct action missions and trigger reconnaissance fires to destroy friendly HPTs prior to commitment of the fixing forces.

Although the enemy is expected to execute this ECOA in 96 hours, he has the capability to conduct it in only 48. The decisive point of this operation is the direct fire contact of the assault force and exploitation force, with 75% or greater combat power, with two blue BN TFs. The 202 BTG culminates when it loses the combat power to fix 2 or more friendly BN TFs. The end state is two US battalions destroyed which prevents the brigade from repositioning against the DTG exploitation force and the 202 BTG assuming a hasty defense to prevent a counter attack from the remaining blue BN TF.

The following ECOA sitemp supports statement example 5.

ML REAR SITEMP; AO PANTHER
AS OF: 15 NOV 01
1/50,000
CHORWON, KOREA WGS84

LEGEND:
PB = SPF TM ALTERNATE PATROL BASE
HLZ = SPF PRIMARY HLZ
HLZ = SPF ALTERNATE HLZ
= SURFACE LAID MINES
= AMBUSH

ENEMY PHASES:
- PH I (AA – LD): RECON
- PHII (ATK): HARASS, RAID
- PHIII (DEF): HARASS, RAID, LINK-UP 1ST MA

EHPT:
1. BSA	7. EW
2. Q36	8. TOCs
3. ROWPU	9. AXPs
4. GND VOLCANO	10. POL
5. AV AA	11. TOP
6. RETRANS	

SPF MASS TIMES :
- PLT: 6-8 HRS
- CO(-): 12-18 HRS

MORTAR PRIORITIES:
- SPF BREAK CONTACT
- RAIDS
- TOP

ADA PRIORITIES:
- SPF BREAK CONTACT
- UAV
- EW
- TRANS/MEDEVAC

SPF HELO RAID:
TASK: RAID
PURPOSE: DESTROY
INSERTION: MI-17
TARGETS:
1. BSA
2. BDE TOC
3. Q36

ACTIVITY MATRIX (24 HOUR PERIOD):
ACTIVITY	FEQUENCY	WINDOW
AREA RECON	8	0700-1800
SNIPING	8	0600-0900
		1500-2000
AMBUSHES	6	1800-0500
MINEFIELDS	6	0400-2400
RAIDS	1	1800-2300

Map labels: MSR OGRE, MSR ETTIN, MSR GIANT, AVN AA, BSA, ATP, SENTINEL, AXP, PAA 1, FA CBT TRAINS, O/O, AA A1

SPF OB REINFORCING

TASK: Destroy or disrupt (RAID)
PURPOSE: facilitate conventional operations by OSC-South.
METHOD: Air insertion
TARGETS:
1. BSA (disrupt)
2. BDE TOC (destroy)
3. Q36 (destroy)

MI-17 HIP
ACL: 24

SPF A 1/3   SPF B 1/3   SPF C 1/3   SPF D 1/3
AT7 3   SPF 1/3   60MM 3

Example 5: By subunit text ECOA; 7 SPF BN

The 7th SPF BN conducts reconnaissance, raiding and harassment operations in AO Panther o/a 201200 Nov 01 IOT disrupt friendly rear operations IOT facilitate conventional operations by OSC-South.

The SPF conducts operations in three phases. Phase I consists of reconnaissance IOT locate Enemy High Payoff Targets (EHPT). EHPT (in priority) include the BSA, Q36, ROWPU, ground volcano, aviation AA, retrans, EW Teams TOCs, AXPs, POL vehicles and targets of opportunity (TOP). TOPs are any target that the SPF can attack with minimum to no loss (convoys with no force protection, etc) of personnel. Phase II consists of raids IOT destroy EHPT. Phase III consists of additional raids and Direct Operations ICW attacking, conventional forces of OSC-South (link-ups, intelligence updates, provide guides, securing/preventing demolitions of bridges, etc.).

The SPF will conduct military operations in team AOs from clandestine patrol bases located away from urban areas. They will use concealed routes from these patrol bases to conduct operations, having an alternate patrol base prepared if the first is compromised. SPF teams will operate in team sized elements to conduct reconnaissance and harassment operations. Harassment operations will consist of sniping, ambushes, and laying mines on MSRs. Teams may mass up to company (-) size (2 platoons max) to conduct a raid to destroy an identified EHPT. The SPF can mass to platoon size in 6-8 hours, and company (-) (2 platoons max) in 12-18 hours.

Mortars, in priority, will support SPF teams breaking contact, raids by massed teams, and destroy TOP. Mortars will synchronize with teams that observe the Q36 to ensure that they only fire in areas that are not under Q36 surveillance. SA16 teams will occupy firing positions IOT destroy (in priority): attack helicopters attacking SPF teams (to aid in breaking contact) UAVs, EW/ISR aircraft and transport/MEDEVAC helicopters (UH60, CH47). Company HQs will synchronize team activities and direct massing IOT destroy identified EHPTs. Each SPF, mortar, and SA16 team will have a cache near their patrol base and draw resupply from platoon and company supply points (PSP, CSP).

A reinforced SPF platoon sized element of: four teams, a 60mm mortar, AT7 anti-tank team, and a command element will conduct a rotary wing air insertion into AO Panther. The SPF raiding detachment will attempt to disrupt the BSA or destroy the Bde TOC or Q36 if identified by teams already in AO Panther. If these targets have not been identified, the unit will simply reinforce existing SPF units.

The 7th SPF BN is capable of executing a this ECOA now. The decisive point to this operation is the ability to maintain uncompromised movement of SPF teams. The culmination point is the loss of SPF capability to maintain uncompromised freedom of movement in AO Panther. The end state of this ECOA is critical infrastructure (bridges, etc) or terrain (chokepoints, etc) intact or unoccupied by blue forces, the Brigade defeated by conventional OSC-South forces, the SPF linked-up and support conventional forces.