

Notes on Company Matrix Orders

- *Format* is never as important as *content*
- Matrix format is a result of peace-time training: trying to control tactical events with precise scripts.
 - Combat is *not* a complex ballet of scripted phases
 - The *enemy* never lets this happen
 - Can you write a matrix order for the third inning?
- Bad Matrix Order: See *Company Matrix Example*
 - 12 units (!) X 6 phases (!) = **72 tasks (!)**
 - How is Company organized? Controlled? 12 elements?
 - This is *not* an example of “Train like you fight”

Matrix Order Guidelines: KISS

- Fewer Units
 - Task Organize: One unit, one leader, for each task. Attachments are tasked by unit leaders.
- Fewer Phases
 - Focus on the ME: his task and intent
 - Repeat Scheme of Maneuver for follow-on objectives: Use SOPs and Battle Drills.
 - Do not issue six tasks (!) to each of your units
 - Consider a *separate* order for the next objective. The situation will have changed.
- When you can communicate your order as a single evolution, you may not need a matrix.

EVENT	ISOLATE BREACH SITE	BREACH	SECURE COMPANY OBJ 1	SECURE COMPANY OBJ 2	SECURE COMPANY OBJ 3	CONSOLIDATION
ME 2ND PLATOON	IN ASSAULT POSITION	FOLLOW 3RD PLATOON	MOVEMENT THROUGH WASH EST SBF 4 & SUPPRESS OBJ 2 PREPARED TO ATTACK OBJ 1	ATTACK OBJ 2	ATTACK OBJ 3	MVT TO AFTER ACTION, VIC OP
SE1 3RD PLATOON	IN ASSAULT POSITION	FOLLOW 1ST PLATOON THROUGH BREACH. ASSIST WITH CASUALTIES	MOVE WEST OF SBF 2 & ATTACK OBJ 1A ONCE SECURE EST SBF 3. PREPARED TO SHIFT FIRES WHEN 1ST BEGINS ATTACK. SHIFT TO OBJ 2	SBF 5 ACTIVE SUPPRESSION OBJ 2. SHIFT TO OBJ 1	O/O CEASE FIRES ON OBJ 3	MVT TO AFTER ACTION, VIC OP
SE2 1ST PLATOON	IN ASSAULT POSITION	FOLLOW C2 THROUGH BREACH ONCE MGs EST SBF 1 & HAVE SUPPSSION. MOVE INTO WASH & BEGIN MVT TOWARDS OBJ 1, PROVIDE FM SECURITY FOR JAVs	BREACH, EST SBF 1 VIC OF ROCKPILE & SUPPRESS OBJ 1. PREPARED TO CEASE ONCE 1ST PLT SECURES OBJ 1A PREPARED TO ATTACK OBJ 1B	SBF 3 ACTIVE, SUPPRESS OBJ 2, SHIFT TO OBJ 1	O/O CEASE FIRES ON OBJ 1, PREPARED TO ASSUME ATTACK IF 2ND PLT NEEDS ASSISTANCE	M W TO AFTER ACTION, VIC OP
MG Section	IN ASSAULT POSITION	FIRST THROUGH BREACH, EST SBF 1 ON MG HILL. FIRES ON OBJ 1A, 1B. RAPID FIRE FOR 30 SECONDS, SUSTAINED RATE	PREPARED TO SHIFT FROM 1A TO 1B, FROM 1B TO OBJ 2	CEASE FRES	SAME	MVT TO AFTER ACTION, VIC OP
81mm	MORTAR POSITION 1	WHEN REAL BREACH IS BLOWN FIRE ON TARGETS AD 2404 (3-5 rds), AD 2401, AD 2402 (1 rd every 2 min), AD 2403 (1 rd every 2 min)	O/O CEASE AD 2401, CONTINUE FIRES ON AD 2402 (1 rd every min), AD 2103 (1 rd every min)	O/O CEASE AD 2402, BPT FRE AD 2103	LAY MORTARS ON ENEMY REINFORCEMENT AVENUE OF APPROACH	MVT TO AFTER ACTION, VIC OP
60mm	MORTAR POSITIONS	WHEN DECEPTION BREACH IS BLOWN AT H-1 SUPPRESS ON AD 2403 (3 rds). WHEN REAL BREACH IS BLOWN FIRE ON OBJ 1 AD 2401, OBJ 2 AD 2402 (1 rd every 90 seconds)	O/O CEASE AD 2401, CONTINUE FIRES ON AD 2402 (1 rd every min)	O/O CEASE AD 2402	CEASE FIRES	M W TO AFTER ACTION, VIC OP
ENG	ID BREACH SITE(S), PREP CHARGES FOR DECEPTION & REAL BREACH	AT H-1 BLOW DECEPTION BREACH. AT H-HOUR BLOW REAL BREACH. MARK & PROOF LANE, PROVIDE GUIDE AT ENTRANCE. PROVIDE SECURITY AT EXIT, FOLLOW & SPT 1st PLT	FOLLOW IN TRACE OF 1st PLATOON	ON OBJ 1 WITH 1ST PLATOON. PREPARED TO SUPPORT	SAME	MVT TO AFTER ACTION, VIC OP
JAVELINS	IN HIDE POSITION	FOLLOW MGs THROUGH BREACH EST FIRING POSE EAST SIDE OF MG HILL, FRE ON BMPS IN OBJ 1	PREPARED TO FIRE AT TARGETS OF OPPORNNITY	SAME	SAME	MVT TO AFTER ACTION, VIC OP
HMG	IN HIDE POSITION	WHEN DECEPTION BREACH IS BLOW SUPPRESS ON FOR 1 MINUTE. WHEN REAL BREACH IS BLOWN SHIFT FIRES TO OBJ 2. SUSTAINED RATE	SHIFT FIRES FROM OBJ 2 TO OBJ 1	FIRES ON OBJ 3, O/O CEASE	NO FIRES	MVT TO AFTER ACTION, VIC OP
Snipers	IN FIRING POSITION	ONCE REAL BREACH IS BLOWN FIRE ON TGTS OF OPPORNNITY. PRIORITY IS CP THEN OBJ 1	FIRE ON TARGETS ON OBJ 2	FIRES ON OBJ 3	CEASE FIRES	MVT TO AFTER ACTION, VIC OP
C2	IN ASSAULT POSITION	FOLLOW JAVs THROUGH BREACH CP ON MG HILL. CORPSMAN EST CCP FRIENDLY SIDE OF MG HILL	ON MG HILL	SAME	SAME	MVT TO AFTER ACTION, VIC OP
Logistics	IN ASSAULT POSITION	LAST THROUGH BREACH. EST COMPANY CASUALTY POINT FRIENDLY SIDE OF MG HILL	CCP ACTIVE	EVAC CAS TO BAS	PREPARED FOR RAPID RESUPPLY OF AMMO & WATER	MVT TO AFTER ACTION, VIC OP
ENDSTATE	COMPANY IN ASSAULT POSITION, CHARGES PREPPED FOR DECEPTION & REAL BREACH	ALL FORCES THROUGH BREACH, SUPPRESSION PLATOONS POISED FOR ATK ON OBJ 1	OBJ 1 SECURED, SUPPRESSION ON OBJ 2 & OBJ 3. PREPARED TO ATTACK OBJ 2	OBJ 2 SECURED, FIRES ON OBJ 3, PREPARED TO ASSAULT	OBJ 3 SECURED	