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Tactical Decision Game #96-12 December 1996

A Bridge Too Far?

by S.E. Richmond

View a [map](#) of the situation

Situation:

As CO, 26th MEU(SOC) you are called to a meeting on USS Wasp (LHD 1) off Dubrovnik in the Adriatic. It is early afternoon on 7 December. There you are introduced to a delegation of senior U.S. officials who have flown out from Sarajevo. The briefing can be summarized as follows.

The phaseout of U.S. forces had been going well, but 2 days ago the Bosnian Serbs removed their artillery and armored vehicles from Russian control and started dispersing them among the civilian population. Simultaneously, two Serbian Army mechanized brigades moved from Titovo-Uzice to the border and spread themselves throughout the populace. We know that the Serbs have stockpiled ammunition in population centers. All indications are that they intend action within the next few days unless something is done to dissuade them.

Intelligence reports indicate that a senior Bosnian Serb general and his political boss, both indicted for war crimes, have already entered the French sector and are establishing new headquarters in Mosovic just inside the border. Security around the site is heavy.

The French have a patrol in a good hide on the top of Hill 1084 and have provided information about Mosovic. They tell us that security consists of an approximate infantry company mounted in seven BRDMs and several trucks. They are parked all around the village square. They also have SA-7b missiles. Activity is centered on the meeting hall at the northeast edge of the square. The closest known Bosnian Serb force of any note is the Mihailovich Brigade, about 750 very aggressive mountain fighters, bivouacked in the hills approximately 6 kilometers due east of town. The Serb leaders apparently feel safe in Mosovic.

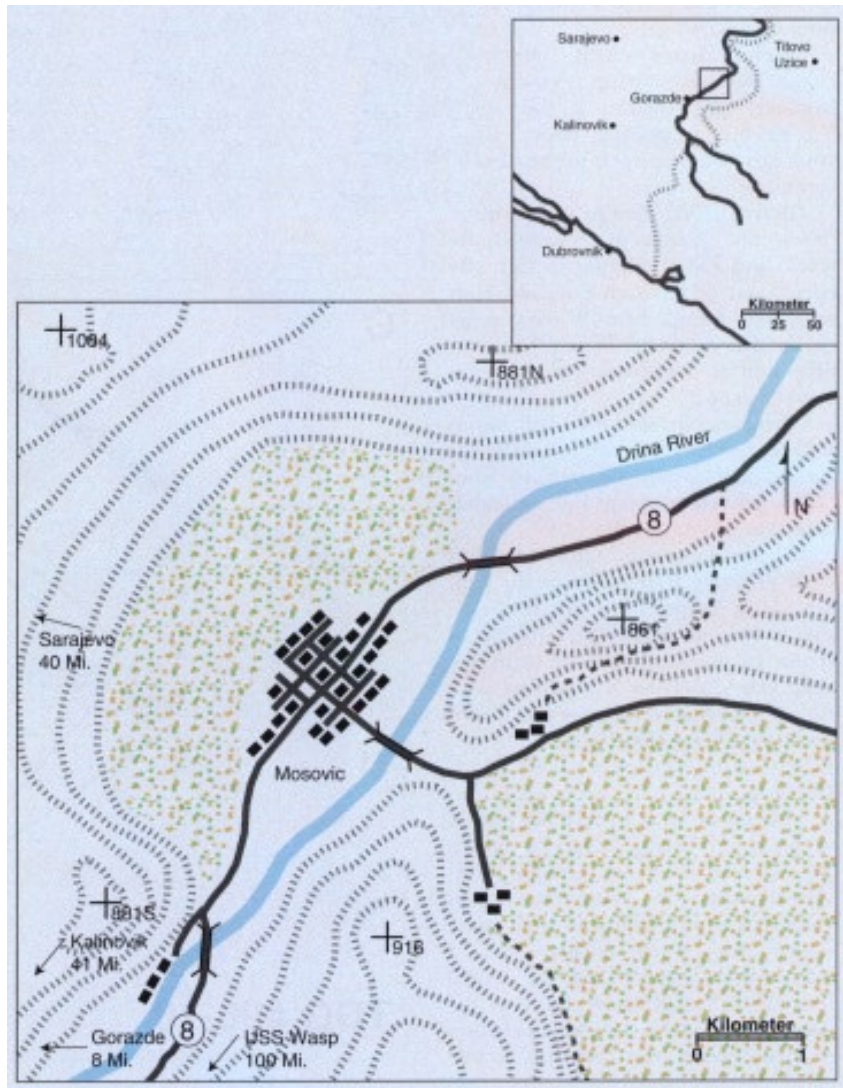
The President has decided it is imperative that the United States act to deter this development. But using air is questionable, the risk of collateral damage is too great. The National Security Council has recommended the immediate arrest and removal of the two Serb leaders in Mosovic. But these two can move quickly. The Joint Chiefs are considering use of Marines for this mission and need to know within the hour if it can be done. The question comes down to you: "It is 100 nautical miles from the launch point to Mosovic. Can you get them out?"

You have BLT 1/6, MSSG-26, and HMH-464 (Rein) with 8 CH-53Es (with a Tactical Bulk Fuel Delivery System in one aircraft), 6 CH-46s, 4 AH-1Ws, 2 UH-1Ns and 6 AV-8Bs. Additionally, in support you will have operational control of VMFA and VMAQ assets from Aviano and direct support from Carrier Group 3 and Joint STARS aircraft.

Requirements:

In a time limit of 20 minutes decide if there are feasible mission options. Then use 20 minutes to prepare a short operations brief of your recommendation, be it yes, no, or maybe. Include any support requests and a map sketch.

For more detailed information on the structure of Marine Corps units, Marine Corps equipment, and symbols used in Tactical Decision Game sketches, see *Marine Corps Gazette*, October 1994, pp. 53-56 and the modification reported in the January, 1995, edition on page 5.



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Tactical Decision Game #97-2 February 1997

A Pointed Projection of Power

by S. E. Richmond

View a [map](#) of the situation

Situation

As the commanding officer (CO) of Battalion Landing Team (BLT) 1/6, 26th Marine Expeditionary Unit (Special Operations Capable (26th MEU(SOC)) you're attending a CO's and senior staff meeting on USS Wasp (LHD-1) in the Adriatic. The MEU CO is briefing on a mission just received.

"Our Amphibious Ready Group has been designated a Joint Task Force (JTF). We have been tasked by the National Command Authorities to demonstrate the resolve and military capability of the United States to the Serbian leadership by conducting a forcible entry into Mosovic and seizing two indicted war criminals. Rules of engagement allow the immediate use of deadly force against armed men and military vehicles. The S-2 will now fill us in on the opposition."

"Security for the Serbian headquarters in Mosovic consists of a mechanized rifle company, reinforced with SA-7 teams, mounted in seven BRDMs and some trucks. They are concentrated around the town square. There is a 750-man mountain brigade living in the hills 6 kilometers east. Analysis indicates they will fight. Two Serb mechanized brigades are reported to be dispersing among the Serbian population further to the east. Along with the SA 6 and associated radar activity around Bihac and Banja Lake, an EA-6B picked up emissions from acquisition and range radars around the units at the border."

"Thanks 2. We'll use a fake helo mishap as deception to set up a forward arming and refueling point (FARP) and staging area here at Kalinovik, 41 nautical miles from Mosovic. Then just before dawn we will prep target reference points (TRPs) 2 through 5 with cluster munitions and drop the northern bridge (TRP 1) with four Mk-84 laser-guided bombs. Almost simultaneously we'll helo assault into Landing Zones Lew and Frenchy to take MEU objectives Alpha and Bravo. If they won't surrender the bad guys, we seize the town."

"If they call for reinforcements our aviation combat element (ACE) will teach them all about Marine air support. The ACE CO is to serve as the joint forces air component commander and will have opcon of VMFA-224 and VMAQ-1. CVW-7 is tasked in direct support from USS Washington; she has four MH-53s available also."

"We will withdraw under heavy air cover, but detailed withdrawal planning must wait for events to develop."

Commander Amphibious Task Force 4 (CATF) has shifted to Shreveport. I will command from the Wasp's Combat Information Center.

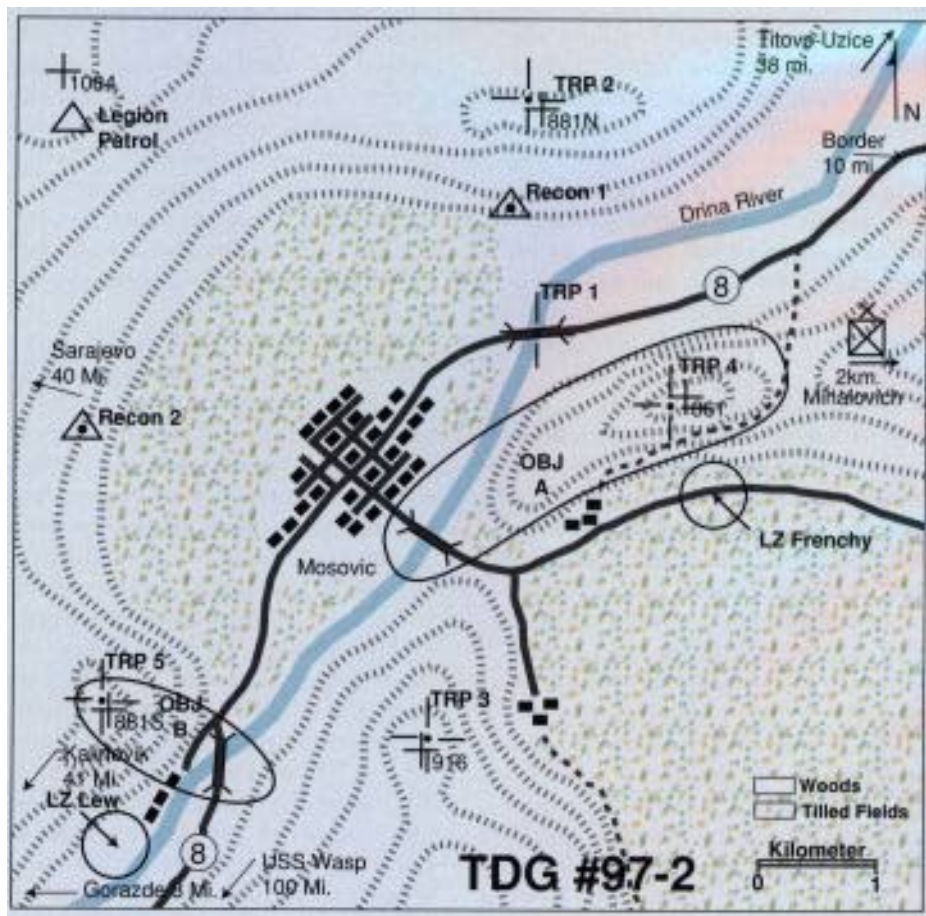
"CO, BLT we need your scheme of maneuver ASAP. Your battalion is reinforced with a platoon each of engineers, recon, LAVs, tanks, tracks, and a battery of M198s."

In response to questions the ACE S-3 said they could lift up to 510 loaded personnel per wave, subtracting 19 per HMMWV and 38 per LAV or M198.

Requirement

In 30 minutes provide a scheme of maneuver to seize Alpha, Bravo, and then the town; also recommend a withdrawal option. Include rationale, support requests, and a map sketch.

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Tactical Decision Game #96-8 August 1996

Air Attack Against the Bridges of Madison County

by Thomas W. Rumping

View a [map](#) of the situation

Situation:

You are the flight leader of a division (four-plane) strike. The majority of II Marine Expeditionary Force (II MEF) has landed near the town of Arnold in an attempt to halt the enemy's advance southward along the coast. The remainder of the MEF is being held in reserve aboard ships. The MEF has been given the objective to break the momentum of the enemy's advance along the coast as quickly as possible. The MEF commander has committed his main force in a shallow flank attack on enemy units north of Arnold. He has also decided to use his reserve forces in a deep flanking attack on the enemy's rear. This Marine force is to establish blocking positions at the town of Lemay, to cut off the enemy's major lines of communications (LOC) along the coast. The MEF commander hopes to force the enemy to withdraw or respond to the threat to his rear with his operational reserves. If the enemy reserves appear, he plans to destroy them with his aviation assets.

The aviation combat element (ACE) commander's concept of the operations entails holding most of the attack aircraft in general support to interdict the enemy's operational reserves or resupply convoys once they appear. The ACE commander plans to use a portion of his aircraft, including your flight, to aid the advancing ground forces by isolating the area northwest of the town of Lemay. Through the destruction of most of the vital bridges to the northwest of the rail yard, a direction our ground combat element (GCE) does not intend to go, the ACE commander hopes to begin to shape the battlefield for the advancing ground forces. The objective for your flight is to prevent enemy reinforcements from reaching the rail yard before friendly forces can capture and secure defenses around it. Your specific air tasking order (ATO) mission is to destroy the Madison bridge to the northwest of Lemay.

Part of each aircraft's ordinance load in your flight has been selected for the best probably kill (PK) factor for a bridge of this type, with the other munitions capable of performing an armed recce return flight. Your flight consists of aircrew capable of adapting to changing situations. You have full confidence in their abilities.

The ACE commander has planned his aircraft availability into a time window coordinated with the attack on Lemay. Your time on target is set in concrete, + or -5 minutes, and you are to comply with radio and emission silence.

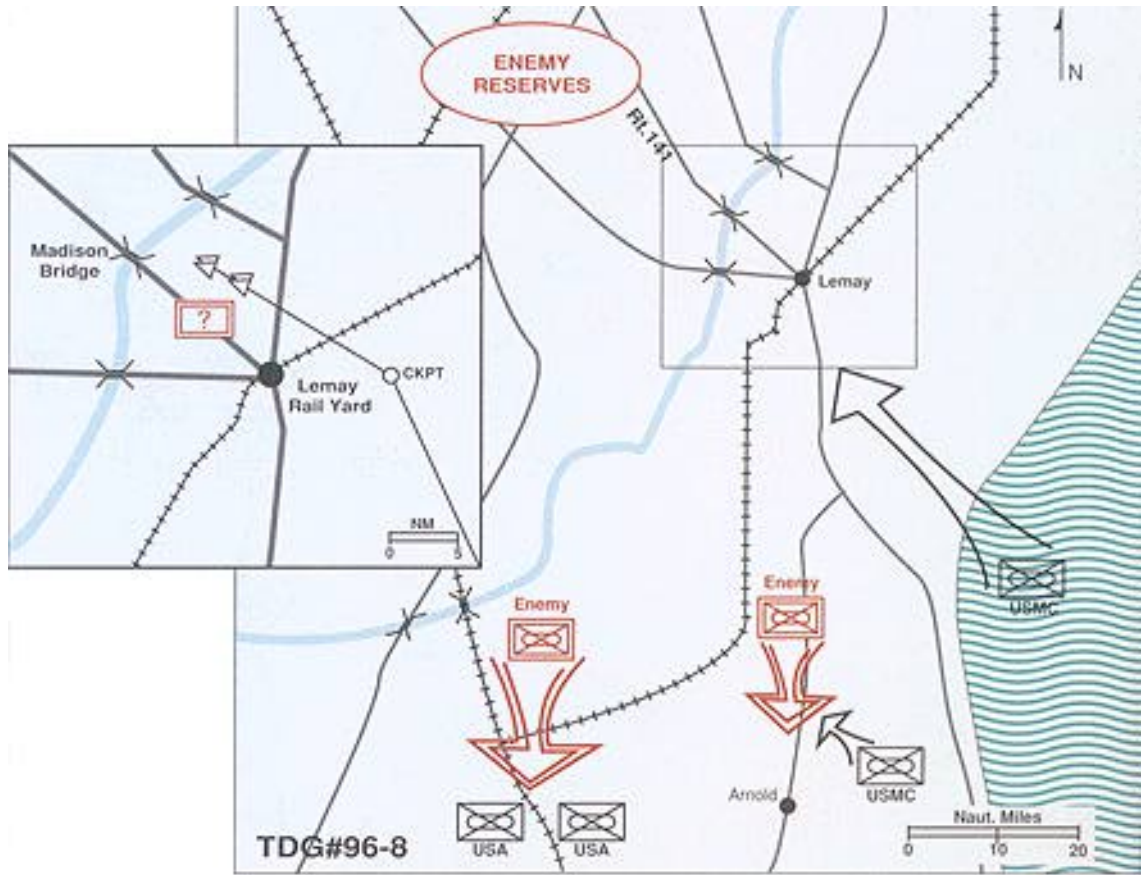
En route to your target (Madison bridge), your wingman observes what appears to be the enemy's vanguard unit, a sizeable mech formation advancing on the road northeast of Lemay, already across the Madison bridge you were to destroy and heading southeast in the direction of the rail yard. It is apparent the enemy will arrive at the railyard prior to your forces. What will you do? Why?

Requirements:

You have 30 seconds to make your initial decision and take action. Remember, you are flying at between 360 and 420 knots. In 1/2 minute you will have gone 3 to 4 nautical miles (NMs) and have lost contact with the enemy formation. Describe your decision and the additional coordinating instructions-reports-requests, if any, you would

make to the others in the flight or the other commands. Your comments should be in the form of radio transmissions you might send. Then, provide a sketch and a short explanation of the rationale underlying your decision.

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Tactical Decision Game #97-4 April 1997

Battle of Sanna's Post

by Capt Douglas J. MacIntyre

View a [map](#) of the situation

Situation

You are the commanding officer of a rifle company with an assault amphibious vehicle (AAV) platoon and a combined antiarmor team (CAAT) made up of three TOW HMMWVs and two heavy machinegun (HMG) HMMWVs. The battalion is currently moving south-southeast as 2d Marines' advance guard. The regimental landing team (RLT) is pushing hard to engage enemy mechanized forces moving east before they can consolidate near the port city of Fontein. Your company's mission is to provide flank security on the right of the battalion's movement to contact and to be prepared to assume the lead element as directed.

The terrain in the area is a flat, rocky desert, with sparse vegetation. Two rivers, flanked by steep banks, run through the area and are swollen by recent rains; they are fordable at only a few points. Elsewhere trafficability for wheeled and tracked vehicles is good. It is 0100, partly cloudy with good visibility. You are currently moving 10-15 kilometers per hour south, approximately 34 kilometers west of your battalion.

The CAAT team, currently moving in advance of the company, has sent scouts along the high ground to observe the Modder River area, including Sanna's Post, a small village to the west, and the road running perpendicular to your route. The CAAT leader reports "Enemy sighted, vicinity of Sanna's Post, 2,000m west of Modder River Ford. Looks like a logistics site with two T-72s, a BTR-60 platoon, and many fuel trucks and supply vehicles. They are stationary near several small buildings. Will maintain observation and move vehicles into firing positions. I don't think they have seen us. Please advise."

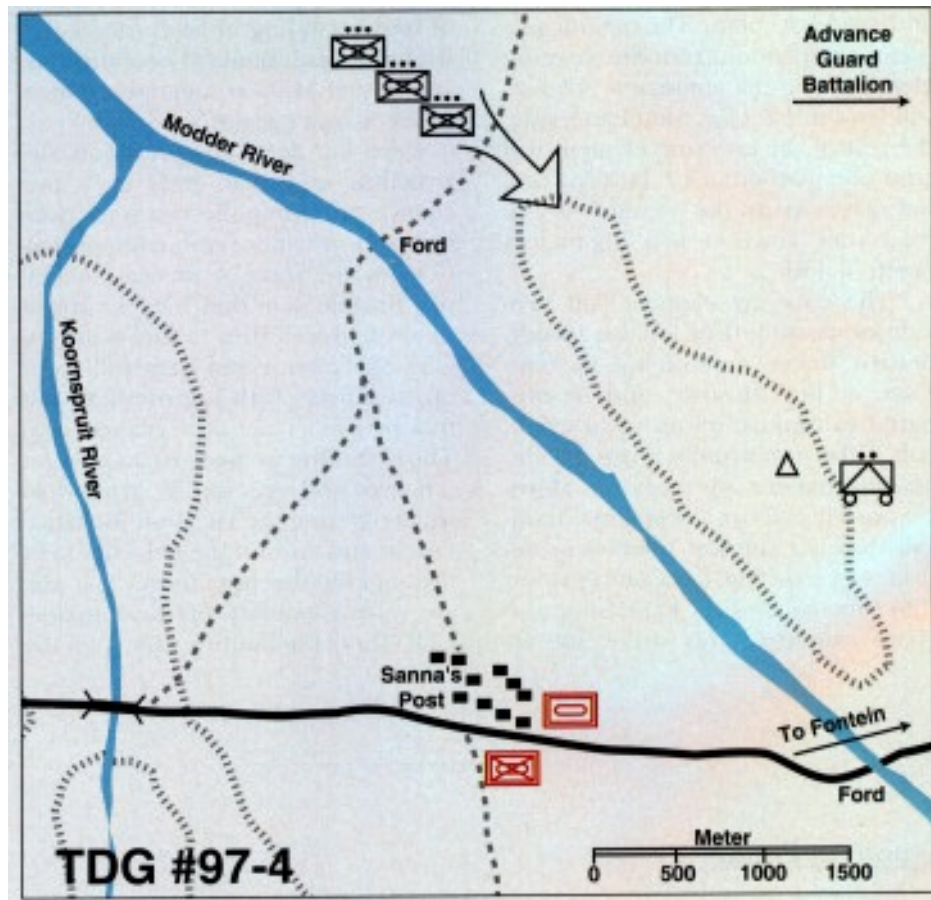
As you digest that information, battalion reports "lead companies heavily engaged with elements of motorized rifle battalion and tank force... Regiment will attempt flanking maneuver with its follow-on forces as we fix the enemy... I am counting on your company to prevent enemy reinforcement from the west..."

What is your plan, Captain?

Requirement

In a time limit of 10 minutes, decide what you will do, prepare appropriate orders as well as any requests/reports you would submit. Provide a sketch and an explanation of your plan.

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Tactical Decision Game #97-9 September 1997

Clash at Timpan-ni

by Maj John F. Schmitt, USMCR

View a [map](#) of the situation

Situation:

You are a rifle company commander in 3d Marines. You are operating in rugged, broken terrain spotted with sparse vegetation and small lakes. Line of sight is rarely more than a kilometer. Vehicle movement is restricted to the roads and tracks, although the vegetation and small hills are generally not a problem for infantry. The enemy is a tough infantry force reinforced with tank and mechanized support.

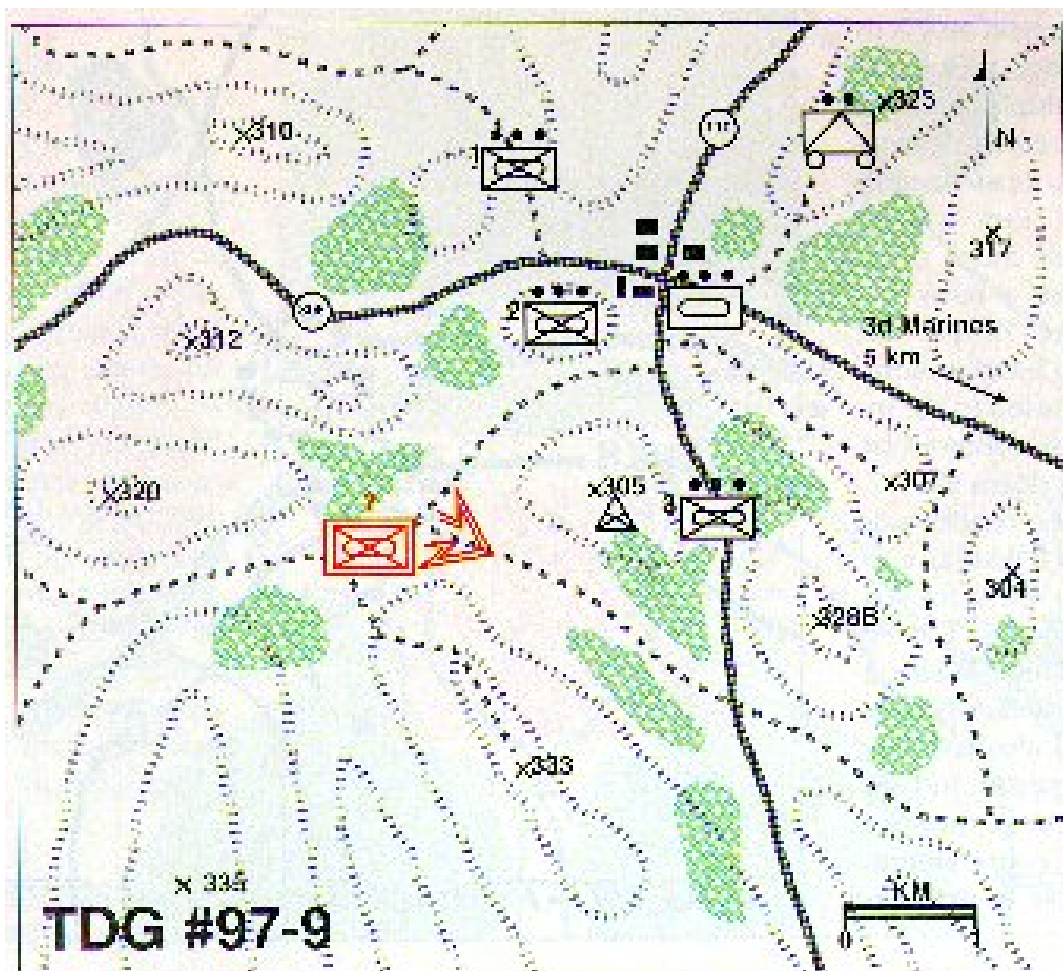
The division is advancing north on two axes, 3d Marines on the left. Your company is deployed to guard the regiment's left flank. You have been reinforced with a tank platoon, an assault amphibious vehicle platoon, a TOW section, and a Dragon section (which you have distributed throughout the rifle platoons). As the regiment advances, your mission is to "Attack north toward Timpan-ni, the village at the Rte. 110-306 intersection, in order to provide early warning and protect the regiment against enemy forces advancing from the west." Rte. 110 is a 2-lane paved road; Rte. 306 is a gravel road; they are the only improved roads in the area, although the freezing temperatures have kept the unimproved routes trafficable for heavy vehicles.

Bad weather has grounded the planned Cobra support, so you put temporary observation posts (OPs) on the neighboring hills as you advance along Rte. 110 (although it slows your rate of movement). You reach the objective, the hamlet of Timpan-ni, without incident and report in. 1st and 2d Platoons deploy west. The section of Cobras (callsign "Slappy") checks in, and you send it to reconnoiter west along 306. The tank platoon is located with you at the intersection. The TOW section takes up an overmatch position on Hill 323. 3d Platoon bringing up the rear is still on Rte. 110. On his own initiative, the platoon commander has put an OP on Hill 305, which reports "8 T-62s and 10 BMPs heading east in column toward I 10 about 3 clicks southwest Timpan-ni." just then, Slappy reports "nothing on 306, but enemy mech, at least 20 combat vehicles, to the south, moving east about 4 kilometers southwest of the intersection. They have fired an SA-7 at us. Breaking off." From your location at the hamlet you can see artillery begin to impact on Hill 305. What now, Captain?

Requirement

In a time limit of 5 minutes, decide what you will do by issuing any orders, reports, or requests. Then provide a sketch and a brief explanation of your decision.

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Tactical Decision Game #97-1 January 1997

Contact at the Seven Mounds

by Maj John F. Schmitt, USMCR

View a [map](#) of the situation

Situation:

You are a squad leader in 3d Battalion, 4th Marines. The battalion is making a movement to contact, moving north. The battalion's mission is to locate, fix, and destroy any sizable enemy forces en route to the march objective some 15 kilometers to the north. The battalion commander has made it clear that the march objective is merely a reference point for the direction of movement; the true objective is the enemy. Your platoon is the advance guard, and your squad has the point. Your squad is in a wedge formation with 3d Fire Team on the left, 1st Fire Team in the center and 2d Fire Team on the right. An attached machinegun squad is located with you behind 1st Fire Team. The platoon commander is about 100 meters behind you, and the rest of the platoon is another 300-400 meters back.

You are fighting lightly equipped infantry forces that generally rely on ambush and hit-and-run tactics. They will stand and fight when they have the advantage but will flee when the odds are against them. As you move through the rolling, wooded terrain you occasionally make contact with an enemy fire team or two—sometimes just visual contact, sometimes a brief, long-range engagement. You think you've inflicted a few casualties, but the enemy disappears before the squad is able to close.

Your squad is approaching the Seven Mounds, a series of ancient burial sites with the ruins of a burial temple on the center mound. From experience you know that the enemy likes to fight on such terrain—they believe they gain strength from their ancestral spirits. You have told your Marines to be especially alert. As 1st Fire Team exits the woods and clears a dry streambed, you see the Marines quickly drop for cover and begin engaging the enemy, who simultaneously opens fire from the north. You crawl forward to the streambed where 1st Fire Team has moved for cover and continues to engage the enemy. The 1st Fire Team leader points out enemy positions on the two mounds to your direct front. You estimate the enemy to be about platoon strength.

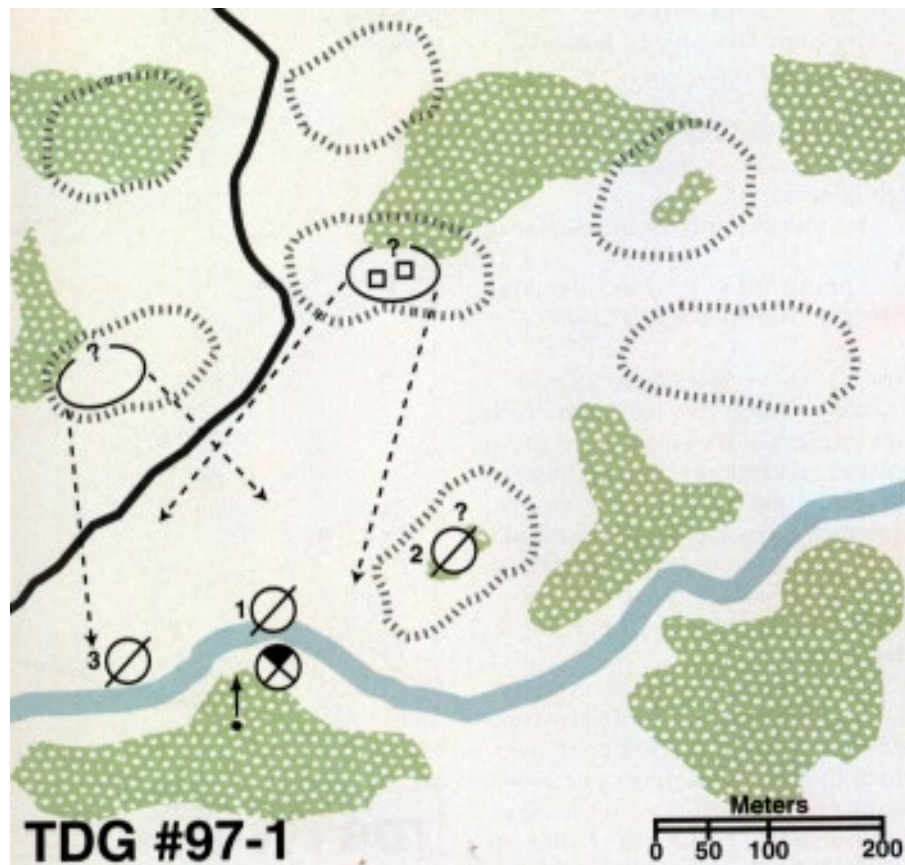
You look down the streambed to the right but see no sign of 2d Fire Team. You lost contact with 2d Fire Team once the engagement started. Where are they you wonder, more than a little angry. The machineguns are behind you in the woods. On your left, 3d Fire Team has taken up prone positions just north of the streambed. You hear automatic weapons fire from the mound to your right, but it does not seem to be aimed at you. In fact, as best as you can tell, it seems to be aimed at the enemy. You decide it must be 2d Fire Team.

The 3d Fire Team leader crawls toward your position from the left flank. "Do you want us to assault that position on the left?" he shouts over the din. What'll it be, Sergeant?

Requirements:

In a time limit of 2 minutes, issue any orders and/or describe any additional actions you will take. Then provide a sketch of your plan and an explanation of your decision, to include your estimate of the situation.

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Tactical Decision Game #97-6 June 1997

Contact at the Han Lu River Bridge

by Capt Timothy E. Barrick

View a [map](#) of the situation

Situation

You are the commander of Company A, 1st Battalion, 6th Marines. Your battalion is attacking north to secure a bridgehead across the Han Lu River for the regiment's attack into the enemy's rear areas. There are two bridges in the battalion's zone, and it is the battalion commander's aim to secure both bridges to give the regiment more flexibility in choosing its axis of advance. Company B has been tasked with seizing the bridge about 6 miles to the east and is the battalion's main effort. You are the supporting attack and have been tasked with seizing the bridge to your front. Company C is in reserve to the rear of Bravo.

The S-2 believes that the remnants of an enemy mechanized battalion may be defending the areas north of the river. The enemy is experienced and well equipped with surplus Warsaw Pact weapons and vehicles. However, the force you are facing has been significantly worn down after several days of severe fighting.

It is 1420, and the weather is clear. The terrain is wooded and consists of gently rolling hills. The woods are not thick and allow passage of vehicles, although the going is difficult.

Your company is mounted on AAVs. You are moving in a wedge formation with 1st Platoon on the left, 2d Platoon in the lead, 3d Platoon on the right, and your Headquarters Section tucked in the middle. You have attached one machinegun squad and two assault teams to each platoon. Your Mortar Section is moving with the Headquarters Section.

You send 2d Platoon forward to get eyes on the bridge. The platoon commander radios that he is dismounting and moving to the forward tree line to observe the bridge. A few minutes later he reports:

Bridge is intact. Roadblock on the south side of the bridge. Dug-in positions in tree line across river on both sides of the road. Estimate platoon size position. I have not been seen. Am continuing to...

His radio transmission is interrupted by the chatter of machinegun fire. Beginning with one gun, it rapidly escalates. Moments later, the platoon commander reports again:

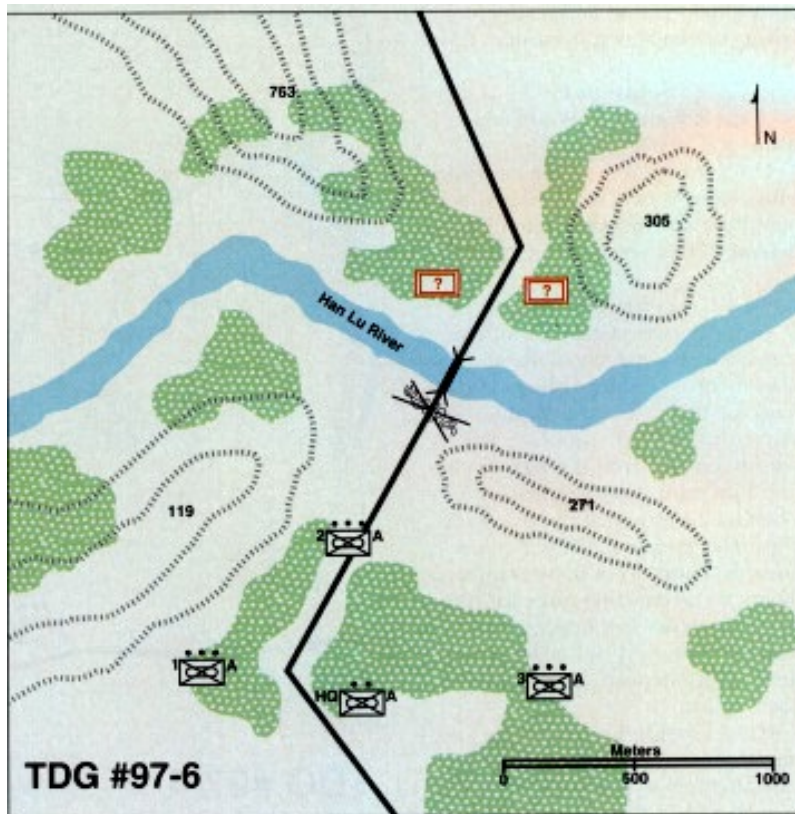
Am receiving heavy machinegun fire from tree line across the river. They are vehicle mounted and well dug-in. Cannot identify vehicles clearly. Have three casualties and am pulling back to the tracks.

As his transmission ends, you hear and see light mortars begin to impact in the vicinity of 2d Platoon. What now, Captain?

Requirement

In a time limit of 5 minutes, issue any orders you would give and make any requests or reports. Once this is done, provide a sketch of your plan and an explanation of your decision.

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Tactical Decision Game #95-8 August 1995

Crisis in Protagonista

by Maj John F. Schmitt, USMCR

View a [map](#) of the situation

Situation:

You are the commander of a forward-deployed Marine expeditionary unit (MEU). Your ground combat element (GCE) consists of an infantry battalion (four rifle companies) reinforced with a battery of 155mm artillery, a reinforced light armored reconnaissance platoon (six LAV-25s with scouts), a combat engineer detachment, and a reinforced assault amphibian vehicle (AAV) platoon (10 AAVP-7s and 2 AAVC-7s). Your aviation combat element (ACE) consists of a medium helicopter (HMM) squadron (12 CH-46s), reinforced with 4 CH-53Es, 4 AH-1 Cobras and 2 UH-1 Hueys. Providing logistical support is a MEU service support group (MSSG).

Protagonista is one island in the Central Pacific Federation. Consisting mostly of former French possessions, the Federation is no in "free association" with the United States for defense and foreign policy. The island is a popular tourists attraction for American and Japanese vacationers, famous for its long white beaches. The capital, Saint-Jean (15,000), and Belle-Anse (8,000) are the only cities of any significance. Saint-Jean is the sole port capable of handling anything larger than small craft. Outside the beach resorts, the locals live on spice production and subsistence farming. The countryside, including Mt. Protagonista and Mt. Moyen, is mostly covered with light forest or semicultivated crops.

A minority faction of Antagonistans launches a surprise coup. Antagonista is another island nation with a long history of cultural and political antagonism with Protagonista. Initial news reports indicate the coup is surprisingly well organized and equipped. government House in Saint-Jean has been seized and the governor assassinated. Saint-Jean International Airport has also been seized. Within hours of the initiation of the coup, regular Antagonistan military forces are reported to be arriving in Saint-Jean by air - it is clear that the coup was a preplanned precursor of a deliberate invasion. Breaking news stories report about 200 Antagonistan infantry around Saint-Jean, 2000 moving toward Belle-Anse, and another 100 in Est-Anse. On the ship's television you see news footage of troops equipped with automatic weapons, light mortars, and some light trucks and towed 12.7mm anti-aircraft guns.

Most American tourists have fled west ahead of the arriving Antagonistans and are now at Pointe-Quest, where an evacuation is going slowly and will continue throughout the night. A smaller evacuation effort is operating out of Sud-Est. Declaring Protagonista an "historical principedom of the Antagonistan island kingdom," the Antagonistan Government has announced a policy of "ethnic scrubbing." There are now confirmed reports of violence in Saint-Jean and the countryside. The Federation president and the Japanese Government have requested U.S. intervention. The U.N. has not had time to react.

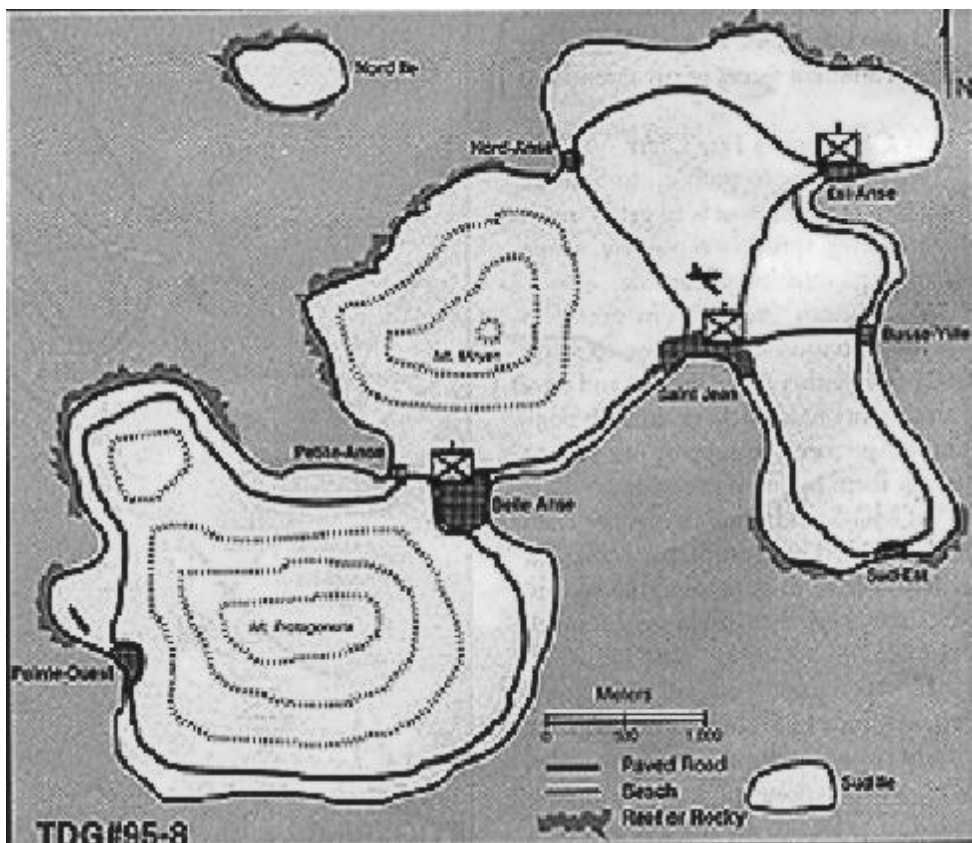
Yours is the closest U.S. force to the scene. The amphibious ready group (ARG) commander is designated the naval expeditionary force (NEF) commander, and you are designated the commander landing force. The NEF receives instructions, within its capabilities, to launch a landing operation within 4 hours to: (1) protect and assist in the evacuation of U.S. citizens and other foreign nationals, (2) stabilize the general situation, (3) facilitate the arrival of follow-on forces, (4) put a halt to the "scrubbing," and (5) cut off the arrival of Antagonistan forces at the airport - in that order of precedence. You are to minimize collateral damage, but you are authorized to engage Antagonistan military forces as necessary to accomplish your mission. You can get aerial refueling support for the CH-53s from

an Air Force tanker detachment operating in the region, which means you can launch your Sea Stallions immediately if you wish. You should not expect any other reinforcements for 24 hours.

Requirements:

"Where the heck is Protagonista?" you ask yourself. Your S-2 provides a map. The ARG is already heading for the scene. With your S-2 and S-3, you sit down with the NEF commander and his principal staff to talk it over. Take 20 minutes. Come up with a n intent and general concept of operations for the employment of your GCE, ACE, and combat service support element. Then provide a sketch of your plan and an explanation of your rationale.

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Tactical Decision Game #96-9 September 1996

Flank Guard, Part III

by Maj John F. Schmitt, USMCR

View a [map](#) of the situation

Situation:

You are the commander of a light armored reconnaissance (LAR) company guarding the right flank of 6th Marines. You are about 10-12 kilometers east of 6th Marines, generally paralleling that regiment as you move north astride a dirt road. The terrain is sparsely vegetated. It is a clear night.

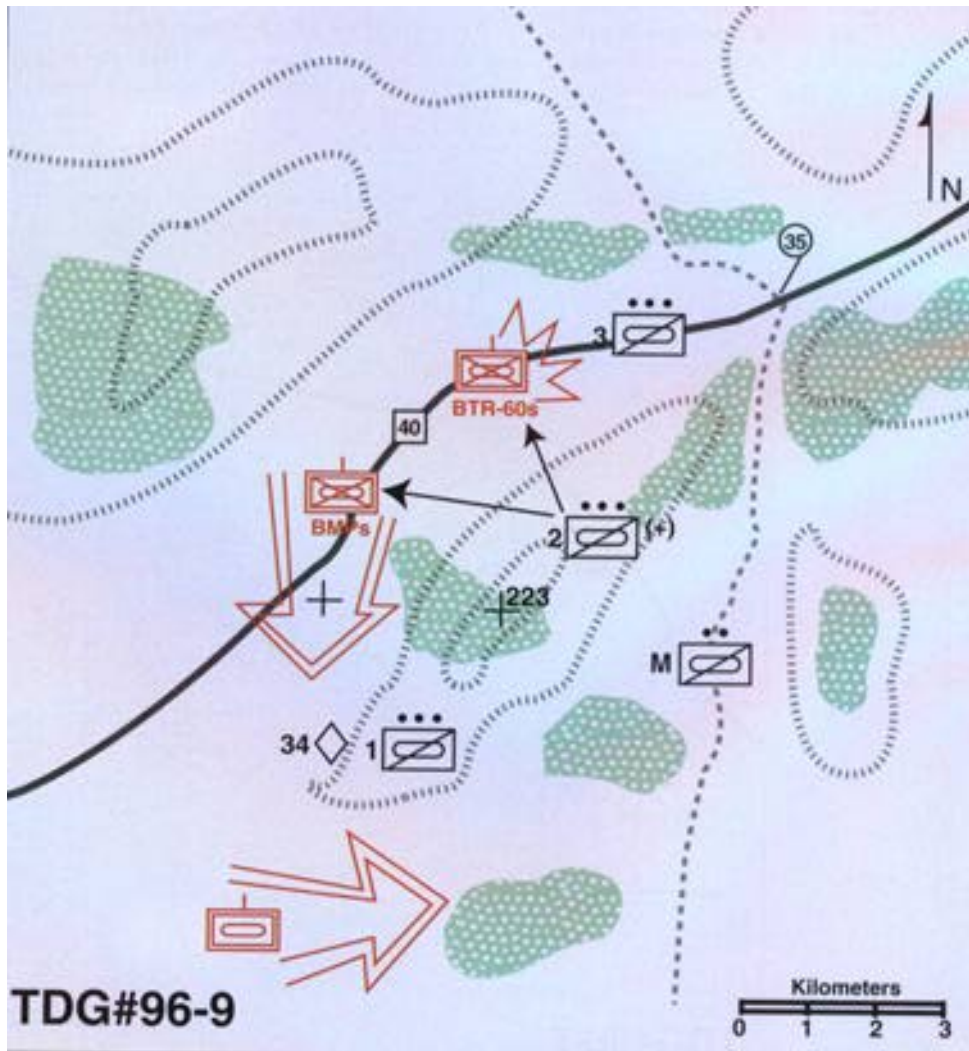
As you near Checkpoint 35, you discover an enemy column moving west across your front with a company of T-64s in the lead followed by a company of BMPs and BTR-60s. You decide to spring a hasty ambush with the intent of drawing the enemy's attention away from 6th Marines, but you only catch the tail of the column. You lose contact with the enemy tanks. 2d Platoon and your attached TOW section engage the enemy rear, but apparently a couple of LAV-ATs are hit. 3d Platoon makes no contact near Checkpoint 35, so you order it to attack west toward the enemy rear. Meanwhile, you lead 1st Platoon to the southwest side of Hill 223 to try to relocate the enemy tanks.

While moving, you monitor the progress of the other platoons. 3d Platoon's attack seems to be going well; the platoon commander reports 5 or 6 enemy vehicles hit. 2d Platoon reports: "We've only got 1 LAV-AT operational; the others have been knocked out. I've collected the AT crews and 3 KIA. I'm engaging BTRs. Be advised the BMPs seem to be swinging around in your direction." As you move into position southwest of Hill 223, you spot the BMPs, under artillery fire, approaching from the north; a muzzle flashes as a BMP opens fire from about 2,000 meters. Just then your 1st Platoon commander reports: "Six T-64s, 200 degrees, range 2,500 meters." A BMP 73mm round explodes nearby, and you decide it's time to move. What will you do, Captain?

Requirements:

In a time limit of 2 minutes decide what you will do by issuing any orders and/or making any appropriate reports/requests. Then provide a sketch and an explanation of your plan.

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Tactical Decision Game #95-6 June 1995

In a Hard Place

by Nadir A. El-Farra

View a [map](#) of the situation

Situation:

You are the commander of 2d Platoon, Company C, 7th Marines, attached to the U.N. Protection Forces (UNProFor) in Spojnia, a small European country torn by civil war. Your mission is to escort a U.N. relief convoy to the town of Sulehac for the distribution of food and medical supplies to refugees there. Your platoon is mounted on three 2 1/2-ton trucks and you have two heavy machinegun sections (four HMMWVs, two M2HBs, and two Mk19s) attached. You are also equipped with four AT4s. U.N. attachments to your convoy include a 6-person medical team and 20 civilian drivers with 14 U.N. cargo trucks. All the vehicles in your convoy are clearly marked and flagged "U.N." Attacks against such convoys are uncommon, but have occurred during the conflict.

The rebels in this vicious conflict, calling themselves Early Retirists, regularly violate U.N.-brokered agreements and have attacked civilians and Spojnian troops inside UNProFor's safe areas. In response, the U.N. launched limited airstrikes against Retirist positions. Unfazed, the rebels continued to attack Spojnian Government forces, particularly in the U.N.'s safe areas. Reluctant to become involved in the fighting, the U.N. refused to meet the rebel attacks with force, instead choosing to pursue negotiations. When this failed, the U.N. again resorted to airstrikes. In response, the rebels took several hundred UNProFor soldiers hostage and positioned them around Retirist facilities to prevent further airstrikes. Despite the deteriorating situation, your rules of engagement remain unchanged.

Entering Pihad, a small town along the route to Sulehac, you learned that the Retirists had established blocking positions 5 or 6 kilometers (km) up Route 21. The road leading back to your battalion's camp was also blocked by rebel attacks launched after your departure. Contacting battalion, you were ordered to avoid capture and remain in Pihad until you are relieved. Battalion has a relief force and airstrikes at its disposal, but the substantial numbers of rebel troops in between your positions may preclude their use.

When questioned, the commander of the Government forces garrisoning Pihad told you that Retirist troops are operating in the area in battalion strength and that they are equipped with T-55 tanks, BMP-2 fighting vehicles, and 120mm mortars. He went on to say that his company-sized force was ill-equipped to deal with such heavy weapons. When you inquired about the town's defenses, he told you that the stream forms a natural obstacle, being unfordable by nonamphibious vehicles, and he pointed out prepared positions on the surrounding hills overlooking Pihad.

To warn of rebel approach you ordered fire-team-sized observations posts (OPs) established on Hills 114 and 118. At 0600 the Spojnian commander informed you that he received an ultimatum from the rebels-"Surrender the town or its occupants will be annihilated." The Spojnian commander made it clear that he intends to fight. It is now 0800 and sounds of battle can be heard coming from the southwest. Your OP on Hill 114 reports a rebel battalion (-), led by a T-55 tank, approaching on Route 21 about 3 km to the south. The rebels are meeting scattered Spojnian resistance. Pihad's garrison is in its positions on the hills awaiting the Retirists' approach. It appears that the rebels will be at the edge of town in the next 30 minutes. What now, Lieutenant?

Rules of Engagement

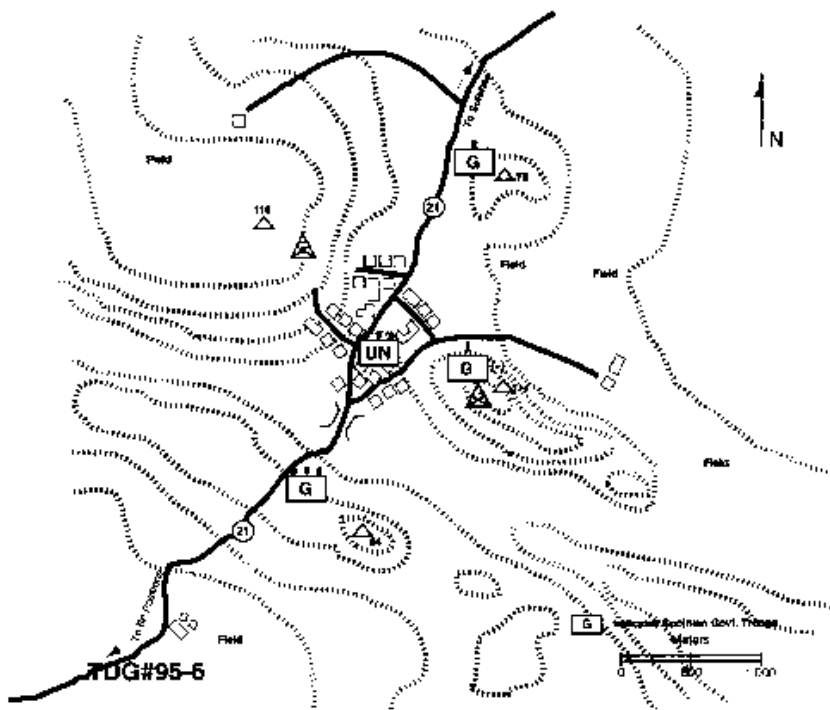
Nothing in the ROEs limits your right to take appropriate action to defend yourself and your unit.

1. You have the right to use force to defend yourself against attacks or threats of attack.
2. Hostile fire may be returned effectively and promptly to stop a hostile act.
3. U.N. forces should use the minimum force necessary under the circumstances and proportional to the threat.
4. You may not seize the property of others to accomplish the mission.
5. Detention of civilians is authorized for security reasons or in self-defense.

Requirements:

In a time limit of 5 minutes, relate the orders you will issue, followed by any reports or requests you will make. Then provide a sketch and a brief explanation of the rationale behind your plan.

For more detailed information on the structure of Marine Corps units, Marine Corps equipment, and symbols used in Tactical Decision Game sketches, see *Marine Corps Gazette*, October 1994, pp. 53-56 and the modification reported in the January, 1995, edition on page 5.





[Duke](#)



[NROTC](#)



[Feb 1997](#)



[Main TDG Page](#)



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[Solution A](#) [B](#) [C](#)

Tactical Decision Game #97-3 March 1997

Meeting at 'The Mounds'

by Maj John F. Schmitt, USMCR

View a [map](#) of the situation

This TDG should look familiar. Its scenario is essentially the same as the one encountered in TDG #97-1 for which three solutions are given on the preceding pages. There is one major difference however - this time you are the enemy. How does having read pages 83-85 - having looked at three alternate ways your opponent might see the situationÑ influence your decision? Does it help you to have "worn your opponent's shoes" for a few minutes? Is "wearing his shoes" part of what is meant by orienting on the enemy?

Situation

You are a squad leader in Company K, 3d Battalion, 4th Marines. The company is making a movement to contact, moving south toward Liberty. The company's mission is to locate and destroy any sizable enemy forces en route. The company commander has made it clear that the march objective is merely a reference point for the direction of movement; the true objective is the enemy. You are fighting an aggressive infantry force that when assembled usually either pushes rapidly ahead to bypass your positions or calls in supporting fires and attacks them.

Your platoon is the advance guard, and your squad has the point. Your lieutenant has given you the following instructions:

I'm relying on you to develop the situation to the best of your ability whenever you make contact. If you can overpower the enemy yourself, fine. If it's a sizable enemy force, my intent is for you to develop the situation advantageously for the rest of the company. Try to maneuver to fix the enemy so they can't escape and so the CO can bring the rest of the company to bear. I'll support you with the other two squads.

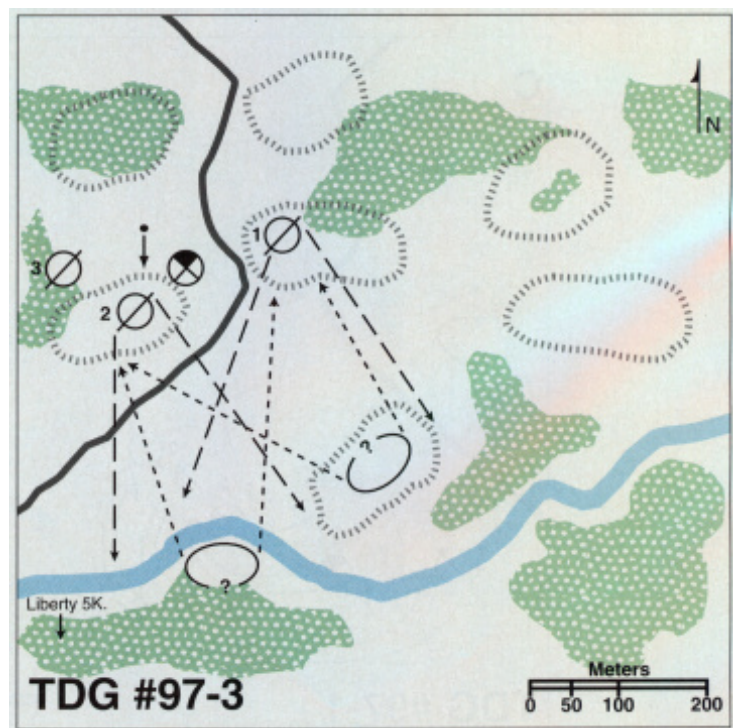
Your squad is in a wedge formation with 1st Fire Team on the left, 2d Fire Team in the center leading, and 3d Fire Team on the right. An attached machinegun squad is located with you behind 2d Fire Team. The platoon commander is about 200 meters behind you, and the rest of the platoon is about 300-400 meters back.

Your squad is moving through an area known as The Mounds, generally following a road that winds its way toward Liberty. The terrain is unusual and you have Marines on both sides of the road alert for possible contact. As 2d Fire Team crests one of the mounds, you see the Marines drop quickly to the prone position and begin firing. You crawl forward to the crest and can see an enemy force firing from a stream bed about 300 meters south. Another position soon opens up from a mound to the left front. You estimate the total enemy strength so far at about platoon strength. You notice that 1st Fire Team has also taken up firing positions on a mound to your left. 3d Fire Team and the machineguns are in defilade to your right rear. Supporting arms begins exploding on the road about 200 meters to your rear. What do you do, Sergeant?

Requirement

In a time limit of 2 minutes, issue any orders you would give. Once this is done, describe any additional action you would take and provide a sketch of your plan and an explanation of your decision.

For more detailed information on the structure of Marine Corps units, Marine Corps equipment, and symbols used in Tactical Decision Game sketches, see *Marine Corps Gazette*, October 1994, pp. 53-56 and the modification reported in the January, 1995, edition on page 5.





[Duke](#)



[NROTC](#)



[Apr 1997](#)



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[Jun 1997](#)



Solution [A](#) [B](#) [C](#)

Tactical Decision Game #97-5 May 1997

Meeting at the 'Mounds' The Platoon Commander

by Maj John F. Schmitt, USMCR

View a [map](#) of the situation

This scenario is the continuation of TDG #97-3, "Meeting at 'The Mounds,' " only this time you are the platoon commander instead of the squad leader. The scenario is based on the author's solution to TDG #97-3, which appears on page 91.

Situation

You are a platoon commander in company K, 3d Battalion, 4th Marines. The company is making a movement to contact, moving south toward Liberty with the mission of locating and destroying any sizable enemy forces en route. The company commander has said he "wants to bag a big one." The march objective is merely a reference point for the direction of movement; the true objective is the enemy. You are fighting infantry forces that use maneuver and fires aggressively. Your platoon is the advance guard. 1st Squad, led by your most experienced and reliable squad leader, has the point. You are about 200 meters back, followed by 2d and 3d Squads.

1st Squad has entered an area known as The Mounds. The sudden sound of small arms and machine gun fire up ahead tells you that 1st Squad has made contact. Just then, artillery starts impacting around you. You move through the barrage and notice that 2d Squad has managed to follow you, but 3d Squad has not. You come across a fire team engaging the enemy from one of the mounds and another fire team and machinegun squad doing the same from a mound to the right. The fire team leader points out two enemy positions to the south, which you estimate to have a total strength of at least a platoon. You immediately call for fire on the enemy positions (shifting from your current position, which is a preplanned target). The fire team leader says: "The squad leader and the 3d Fire Team are checking out the left flank."

"How long ago did he leave?" you ask.

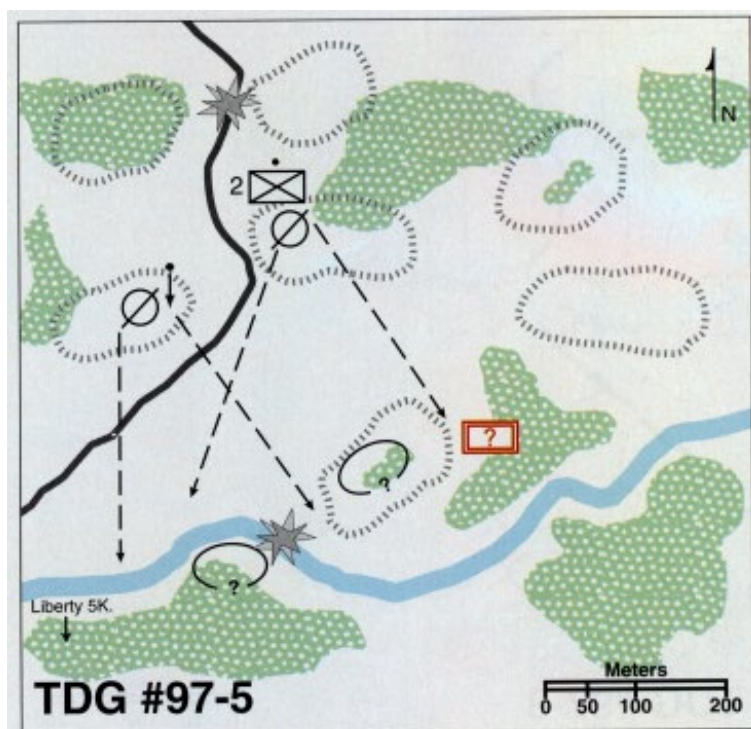
"Less than 5 minutes."

2d Squad leader has joined you and points out movement in a small wood between two mounds to your left front, very close to one of the enemy positions. You check your watch and are surprised to see that it has only been 12 minutes since the engagement started. Fire has settled to a sustained rate. You search to the left but see no sign of the 1st Squad leader or the men he took with him. You look behind you and see no sign of 3d Squad through the artillery fire. Your radioman reports: "The CO's on the hook asking for an update." What do you do, Lieutenant?

Requirement

In a time limit of 5 minutes, issue any orders you would give and make any requests or reports. Once this is done, provide a sketch of your plan and an explanation of your decision.

For more detailed information on the structure of Marine Corps units, Marine Corps equipment, and symbols used in Tactical Decision Game sketches, see *Marine Corps Gazette*, October 1994, pp. 53-56 and the modification reported in the January, 1995, edition on page 5.



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Tactical Decision Game #96-10 October 1996

On a Clear Day

by Maj John F. Schmitt, USMCR

View a [map](#) of the situation

Situation:

You are the commanding officer of a tank battalion operating in a desert region with three tank companies and an antitank platoon of five TOWs. It has been a war of rapid movements. The enemy is generally to the north, but after the marching, countermarching and confused fighting of the last 24 hours you realize that is a fairly meaningless distinction. Their exact location is uncertain. At 0200 you are in a leaguer. With no idea of where the nearest friendlies are, you established 360-degree security. You have refueled; you have redistributed ammunition and decide you have enough to get you through another engagement. Your main concern is trying to raise Bravo Company, which you have not seen or heard from since early after noon. Alpha Company has seven tanks, Charlie has eight.

You are thinking you might actually get some rest tonight when you receive instructions from division: "A mixed enemy force of tanks and mechÑestimated battalion strength, but that's probably exaggeratedÑ was reported to have overrun the Faludi airstrip about an hour ago. Attack to destroy." You ask for more information, but that is all that is known. You remind division of your ammunition situation and the fact that you only have 15 tanks, and the reply is: "Roger; attack at the earliest opportunity."

Faludi is a deserted settlement on a small mound some 25 kilometers north-north west. By 0245 you move out with Charlie in the lead, followed by your headquarters with the TOWs, and Alpha in the rear. At 0330 you meet up with a reinforced light armored reconnaissance company (19 LAVs) that lacking any other instructions, falls in behind Alpha. At 0430 Alpha reports that another platoon of LAV-25s (callsign "Whippet"-4 LAVs) has attached itself to your right flank.

At 0550 Charlie reports it has hit a track that you think must be Route 10A. You move forward to have a look. Dawn is just beginning to appear. Your gunner is listening to Armed Forces Radio and says: "It's gonna be clear and hot today." Charlie reports it can just make out Faludi in the haze about 5 kilometers north. "There are a couple thin-skinned vehicles there. I can't ID them." Suddenly, gunfire erupts to the south and Charlie reports: "Whippet has just engaged a convoy of about 10 vehicles. They are fleeing south." Charlie now reports: "I've got a visual on the airstrip. About 30-40 trucks; maybe 6 artillery pieces; no armor or mech."

The engagement continues in the south and now Alpha reports: "Whippet is pursuing the convoy and says they're engaging some ZSUsÑ4 or 5 of 'emÑon an escarpment about 5 clicks south." Just then, artillery fire starts to land just north of your position. A piece of shrapnel pings off your turret. You decide it's going to be anything but clear today, but it is starting to get hot. What do you do?

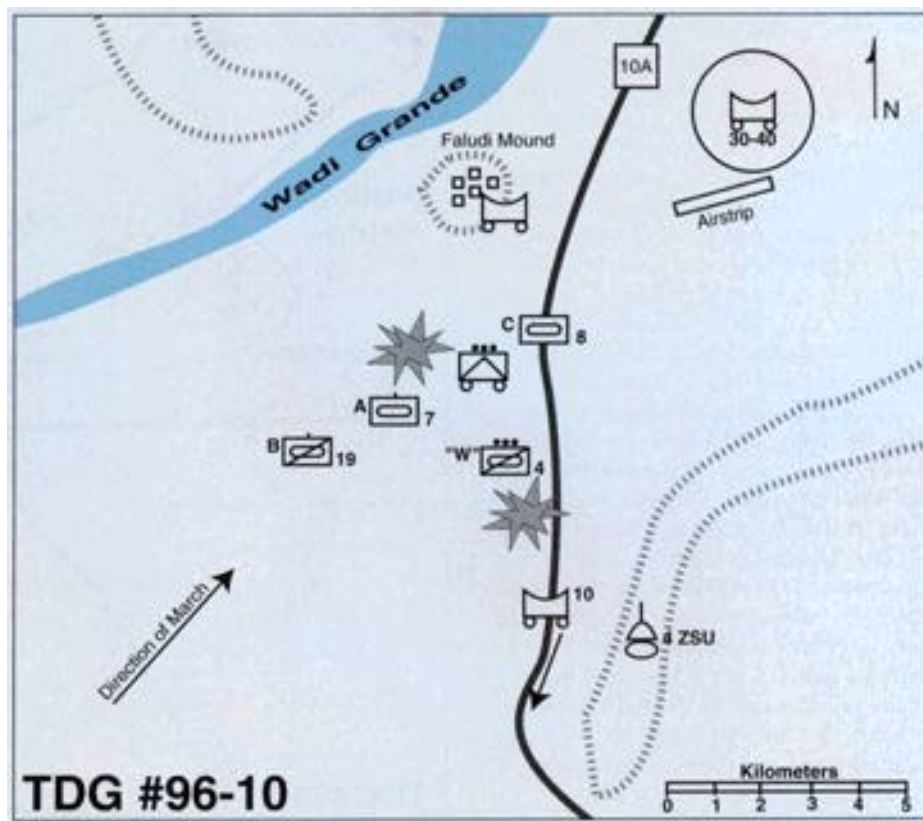
Requirements:

In a time limit of 5 minutes, decide what you will do by issuing instructions to your subordinates. Then provide a sketch, a short explanation, and a premortem (see box insert) of your decision.

New Requirement: Premortem

Include a brief premortem examination of your plan. If a postmortem figures out the cause of death, a premortem does the same in advance. Assume that you can see 3 hours into the future and can see that your plan was a complete failure. Try to anticipate what would likely have gone wrong and why. All plans have potential weaknesses, involve risks, and are based on assumptions which might or might not be true. Analyze your own plans to identify the risks, potential weaknesses, and critical assumptions. If the risks are great enough, you would normally decide to alter plans or make other arrangements to safeguard against the danger. Thus, the premortem is a safety check or a hasty, informal way of wargaming your solution or putting yourself in the enemy's shoes.

For more detailed information on the structure of Marine Corps units, Marine Corps equipment, and symbols used in Tactical Decision Game sketches, see *Marine Corps Gazette*, October 1994, pp. 53-56 and the modification reported in the January, 1995, edition on page 5.



[Duke](#)[NROTC](#)[Oct 96](#)[Main TDG Page](#)[Dec 96](#)Solution [A](#) [B](#) [C](#)

Tactical Decision Game #96-11 November 1996

On the Road to Martinstrauss

by Steven L. Banks

View a [map](#) of the situation

Situation:

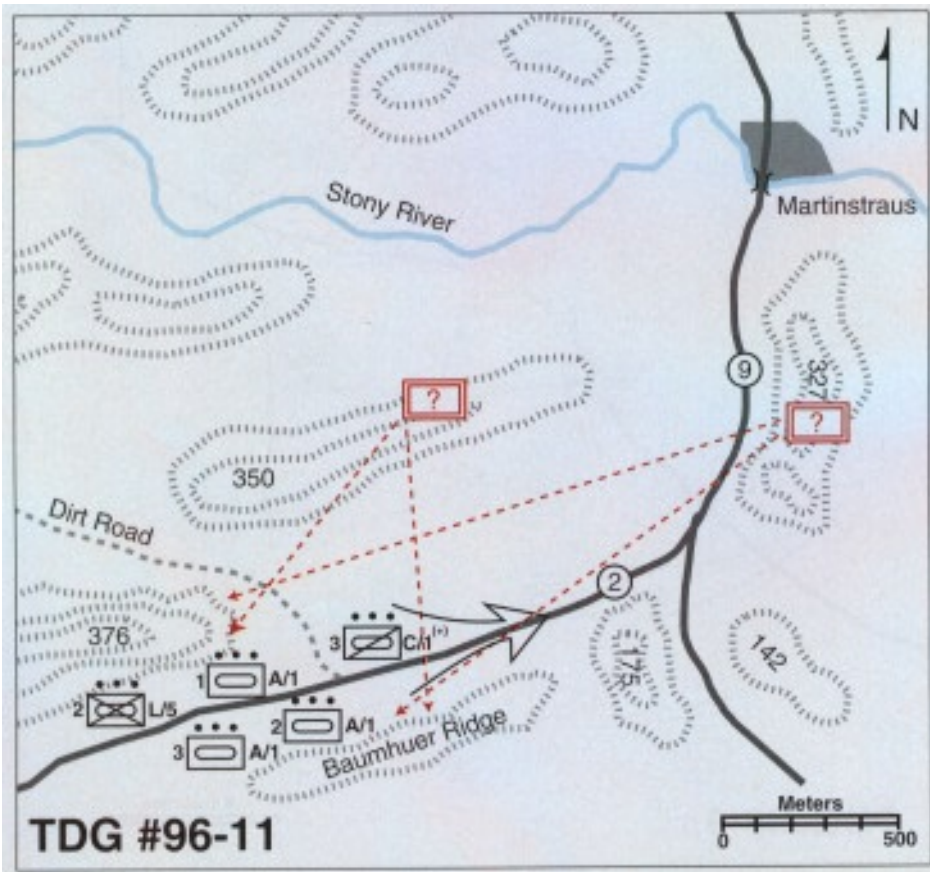
You are the commander of Company A, 1st Tank Battalion, with three tank platoons, a rifle platoon on AAVs, and a reinforced light armored reconnaissance (LAR) platoon (four LAV 25s, two LAV-ATs). 1st Marine Division is conducting combat operations in a hilly region of the country of Tracoatia and plans to attack northeast to destroy a brigade-size enemy force that intelligence indicates is building up north of Stony River. 1st Tanks has been ordered to seize the Martinstrauss bridge in order to facilitate the attack north across the river. Your company will be the advance guard, with the rest of the battalion following in trace ready to support. Battalion informs you that artillery and four AH-1W Cobras are in direct support of your company.

At 0700 your company departs its assembly area traveling along Route 2 in the order of march shown. As you approach the dirt road intersecting Route 2, your company begins receiving fire from Hills 327 and 350. Your platoons seek cover and return fire. Your forward observer (FO) calls for artillery support. You estimate the incoming fire to be 14.5mm, consistent with what you would expect from enemy security forces. What are you going to do, Captain?

Requirements:

In a time limit of 5 minutes decide what you will do by issuing any orders and/or making any appropriate reports/requests. Then provide a sketch and any explanation of your plan.

For more detailed information on the structure of Marine Corps units, Marine Corps equipment, and symbols used in Tactical Decision Game sketches, see *Marine Corps Gazette*, October 1994, pp. 53-56 and the modification reported in the January, 1995, edition on page 5.



[Duke](#)[NROTC](#)[Jun 1997](#)[Main TDG Page](#)[Aug 1997](#)[Solution A B C](#)

Tactical Decision Game #97-7 July 1997

Rest No More

by Andrew H. Hershey

View a [map](#) of the situation

You command a Marine rifle platoon. You and your men have been in a standdown period for the last 48 hours while the rest of the company has remained in the line to the north. Your platoon has been billeted in two small villages, Hidaway and Overbrook, with a fire team observation post (OP) on Ravenscroft, a steep rock outcropping that overlooks two key roads. Each squad has four AT4s in addition to its normal arms. The swift boulder-strewn stream that runs through Overbrook is passable for men and machines only at the bridge and at a ford located a kilo meter downstream from Overbrook.

Truck transport is scheduled to arrive at 0700 to return your unit to the forward area of operations, but you have not heard from the motor transport company as to its estimated time of arrival.

As you wait, you suddenly get this report from your OP:

This is Ravenscroft. I have enemy mechanized infantry in BMPs, estimate platoon strength, heading southeast on Route 4 at 20-25 kilometers per hour. The third and fifth vehicles appear to be bridge layers. Also suspect enemy mechanized activity 3 klicks north of me on Route 17, though no visual at present.

Almost immediately the sergeant from 3d SquadÑin your judgment your most capable NCOÑcomes on the net and reports that he has just seen enemy transport helicopters lifting off from the edge of the grain field 1.5 klicks southwest of Lower Overbrook. He estimates the helicopters could have inserted an infantry platoon.

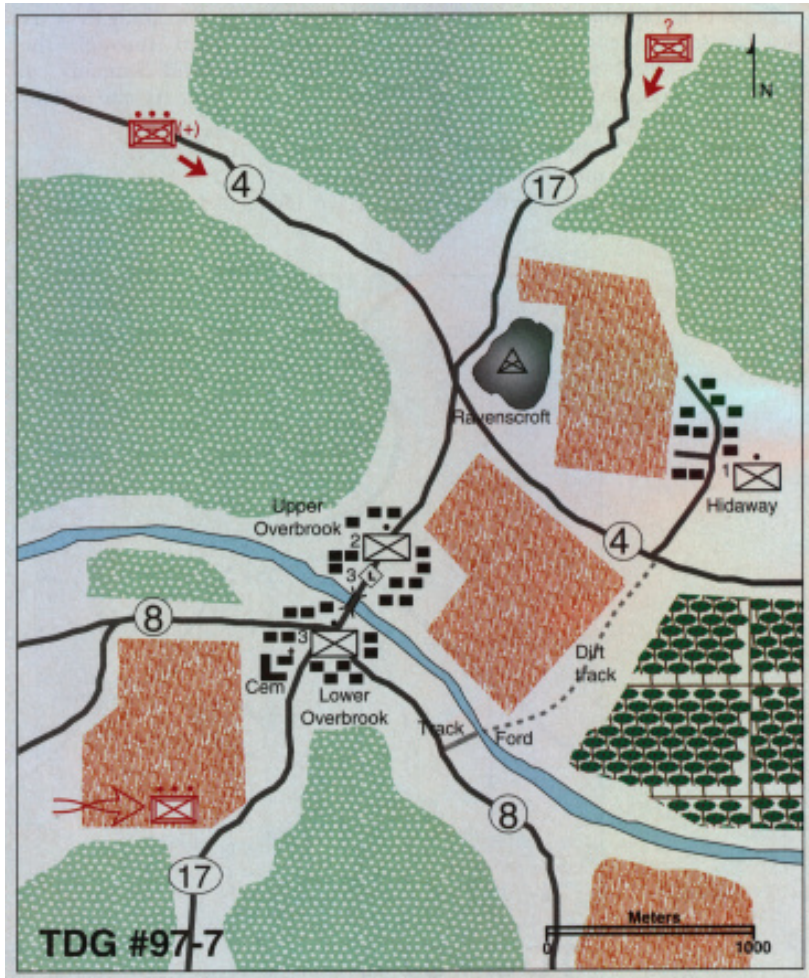
As these reports are coming in, a light armored vehicle (LAV) detachment (two LAV-ATs and one LAV-25) traveling north on Route 8 arrives in Overbrook. You explain the reports you have just received to the lieutenant in charge of the LAVs. He agrees to put himself under your command, but informs you that his TOW vehicles have only five rounds apiece. The LAV-25, however, is fully armed with a mix of armor piercing and high explosive ammo and has three scouts aboard.

How do you plan to employ your expanded command, Lieutenant?

Requirement

In a time limit of 5 minutes draft your frag order and any other re ports/requests you might make. Then provide a sketch of your actions and explain the rationale behind them.

For more detailed information on the structure of Marine Corps units, Marine Corps equipment, and symbols used in Tactical Decision Game sketches, see *Marine Corps Gazette*, October 1994, pp. 53-56 and the modification reported in the January, 1995, edition on page 5.



[Duke](#)[NROTC](#)[Jul 1997](#)[Main TDG Page](#)[Sep 1997](#) Solution A B C

Tactical Decision Game #97-8 August 1997

Skirmish at Pheoville

by Maj David N. Ashby

View a [map](#) of the situation

Situation

You are a UH-1N pilot conducting a routine visual reconnaissance mission when the direct air support center (DASC) diverts you to act as an airborne forward air controller, or FAC(A). Your new mission is to support a Marine squad patrol pinned down in an irrigation ditch south of Pheoville, an abandoned village made of wooden structures. The DASC is also diverting fixed-wing close air support (CAS) for your control and passes a call sign and frequency for an artillery battery that is to provide direct support.

You approach the area to the west of Hill 166 and immediately come under small arms fire from a tree line north of the hill. Your door gunner suppresses the fire, and you reposition yourself to the east of Hill 166, where you have a good vantage point overlooking the area. You contact the squad by radio. The squad leader reports he has had no communication since the initial call for help. He indicates the squad is taking fire from Pheoville and the tree line to the west. Due to the intensity of the fire, the squad cannot break contact and is pinned down in the elbow of the ditch just south of Pheoville. The squad leader reports he needs to get to a landing zone to evacuate two wounded Marines. Although the volume of fires from the west is heavier, the squad leader reports the fires from Pheoville are having more effect and if that target is suppressed the squad should be able to break contact.

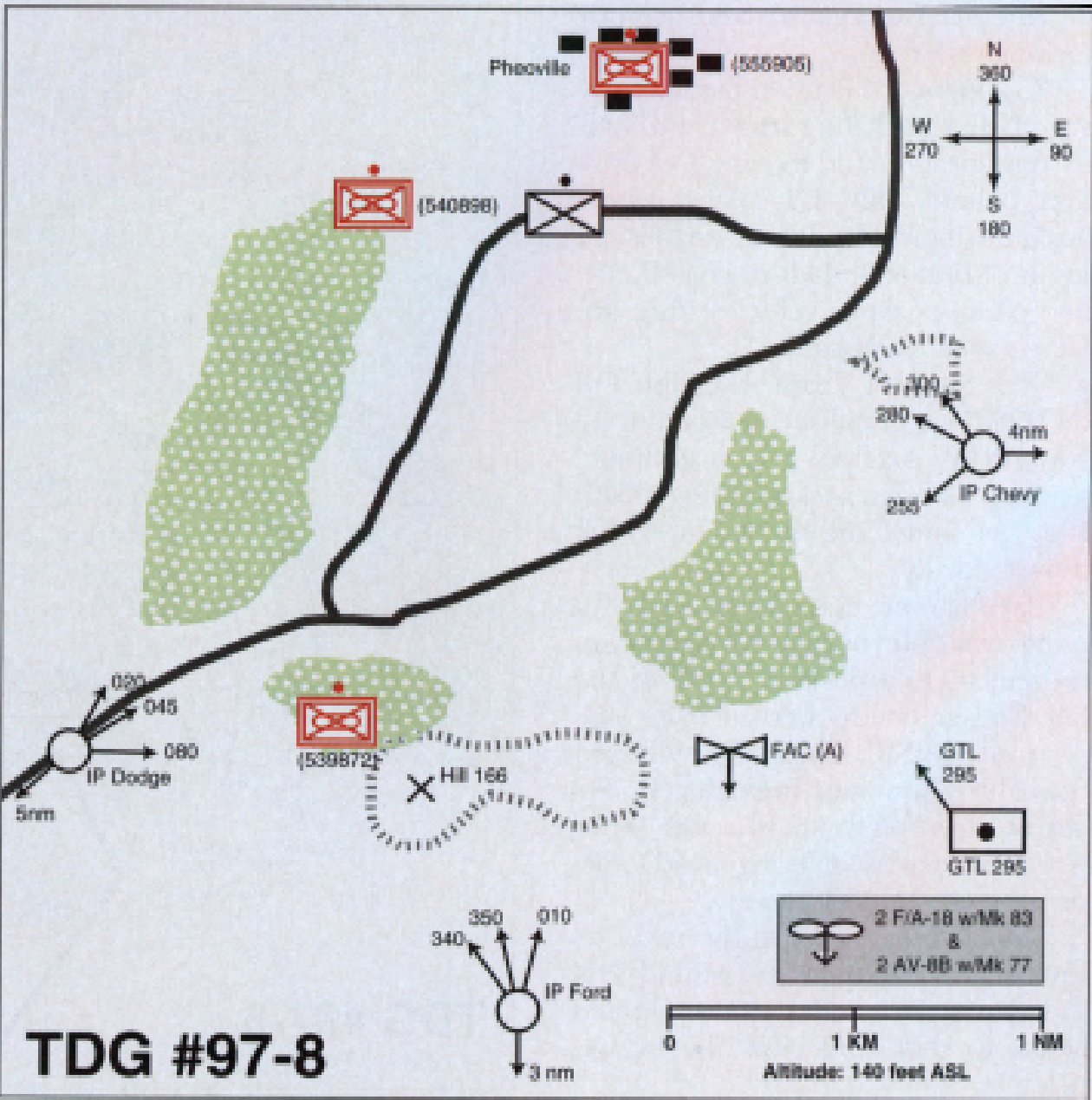
Your copilot has been busy identifying targets with a forward-looking infrared (FLIR) system. He has identified two BTR-152s, one ZU-23, and at least a squad in Pheoville. On the north side of the western wood, he has identified a bunker that seems to contain a heavy machinegun—possibly a 14.5mm. He also estimates at least a squad in trenches around the bunker. [The location of the initial points (IPs), and the bearing to the three known enemy targets—Pheoville, the bunker position, and the southern troops—are shown on the sketch.] Your wingman lets you know he has contacted Alpha Battery and the battalion air officer for initial liaison. The former reports a maximum ordinate of 5,000 feet. The latter reports no other friendlies in the area. You are given terminal control responsibility. A section of AV-8Bs and a section of F/A-18s check in on the assigned tactical air direction (TAD) net. The Harriers are carrying four Mk 77 fire bombs each. The Hornets are carrying four Mk 83s each. Each Huey in your section is carrying four 2.75-inch rockets, six 2.75-inch HE, a .50 caliber machinegun, and a 7.62mm minigun.

Requirement

In a time limit of 10 minutes, come up with a plan of action. First, describe your overall concept, then provide any reports and support requests. Then provide a brief explanation of your decision.

1.	IP:	
2.	Heading:	deg Mag Offset: L or R
3.	Distance:	nautical miles
4.	Tgt elevation:	Feet above mean sea level
5.	Tgt description:	
6.	Tgt location:	
7.	Mark Type:	
8.	Friendlies	
9.	Egress:	
	TOT:	
	Remarks	

For more detailed information on the structure of Marine Corps units, Marine Corps equipment, and symbols used in Tactical Decision Game sketches, see *Marine Corps Gazette*, October 1994, pp. 53-56 and the modification reported in the January, 1995, edition on page 5.



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Tactical Decision Game #95-9 September 1995

Stuck in a Ditch

by 1stLt Jeffrey R. Eberwein, USMC

View a [map](#) of the situation

Situation:

You are the commander of a supply convoy of eight 5-ton trucks working in direct support of 3d Battalion, 10th Marines. The first and last vehicles have ring-mounted .50 caliber machine-guns. The second and seventh are equipped with vehicle-recovery winches. Your current task is to resupply Battery K with ammunition. You are convoying south on a narrow, unimproved road which is just now trafficable after 2 days of torrential rains. The rain has hampered resupply operations, but it has not decreased the tempo of combat. The infantry is slugging it out in close combat, and the battery is in desperate need of 155mm ammunition to support them. The stretch of road you are on runs about 20 meters east of dense woods. Between the road and woods is a low drainage ditch now full of muddy water. The ditch is about 7 feet below the road surface, at the bottom of a sharp drop. Under the slippery conditions, this is a significant concern for you, and you have issued instructions to the drivers to take special care. To the east at a distance of about 300 meters is another stretch of thick woodland. Between the road and this treeline is a marsh, impassable to vehicles. You are about 20 miles from your release point, the battalion command post (CP), and about 5 miles from the battery position. Your security element, consisting of a five-man team equipped with four M16s and a SAW, is on the fifth truck. The ammo is contained on the third, fourth, and sixth vehicles - two 2,300 pound-pallets on each truck. Miscellaneous resupply - sandbags, wire, rations, etc. - is carried on the other vehicles.

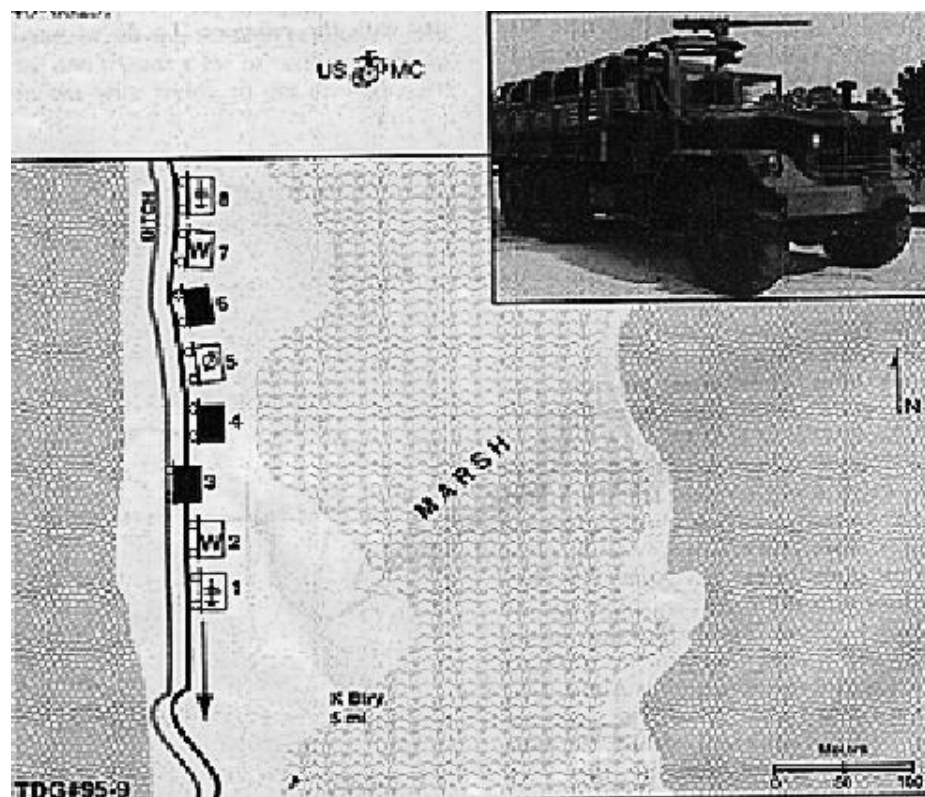
From your position in the lead vehicle, you spot in the side-view mirror a commotion behind you. The third vehicle in the convoy, one of the ammo trucks, has skidded over the embankment and slammed into the ditch - fortunately it has not turned over. You halt the convoy and scramble down the ditch to check on the situation, muttering angrily to yourself: "I told them to be careful." The assistant driver is shaken, but otherwise fine. The driver is another matter; the driver's side window is smashed, and the driver is slumped forward with a bullet wound in the neck. The corpsman is already working on him. Your staff sergeant arrives from the rear of the column. "What do you think, staff sergeant?", you ask. He takes one look at Number 3, shakes his head and says, "It'll take us forever - or longer - to get this thing winched out without a retriever. We might just have to helo-lift it out." Just then you hear a rifle shot, a bullet rips through the tarp of Number 4. What do you do now lieutenant?

Requirements:

In a time limit of 5 minutes, decide what you will do by issuing instructions to the appropriate subordinates and making any reports/requests. Then provide a sketch of your actions and a brief rationale.

This TDG was developed as part of Truck Company, 2d Marine Division's officer and SNCO professional military education program. According to the commanding officer, Capt N.A. Springer, the intent was "to produce a TDG that was focused on combat service support, and to instill in these officers and SNCO's the importance of being tactically aware and proficient, despite what one's MOS might be." Truck company uses TDGs as a regular part of its PME program. The Gazette thanks Truck company for sharing the game with us.

For more detailed information on the structure of Marine Corps units, Marine Corps equipment, and symbols used in Tactical Decision Game sketches, see *Marine Corps Gazette*, October 1994, pp. 53-56 and the modification reported in the January, 1995, edition on page 5.





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Tactical Decision Game #95-7 July 1995

The Roadblock

by Nadir A. El-Farra

View a [map](#) of the situation

Situation:

The United Nations (U.N.) has decided to pull its Protection Force (UNProFor) out of Spojnja, a civil war torn European country where it has tried unsuccessfully to keep the peace for the past 3 years. The United States has committed troops to assist in the UNProFor evacuation. U.N. commanders feel that a quick evacuation will result in the least loss of life and will give the rebels less time to offer significant interference.

Some elements of the UNProFor are evacuating via strategic sealift along Spojnias coastline. The 24th MEU(SOC) has been deployed to protect and assist this movement. You are in command of a Marine rifle platoon with four AAV7As two M60 machine-gun teams, and two Javelin antitank guided missile (ATGM) teams attached. You are also equipped with several rolls of barbed wire and eight AT4 LAWs. You have been ordered to establish a blocking position on the East-West Road in the vicinity of Zorhadge to prevent rebel forces from moving east towards the UNProFors main evacuation route. You must also be ready to fall back to the main company position 3 kilometers east of Zorhadge on order from the company commander.

So far, rebel elements have only managed to harass UNProFor movements with mortar fire and scattered firefights. Rebel forces in the area are thought to number more than a battalion and are generally to the west of Zorhadge. Rebel actions to this point have been uncoordinated, usually Involving no more than a reinforced squad of troops. Rebel equipment includes T-55 main battle tanks, a local variant of the BMP-2 infantry fighting vehicle, Russian-made manportable ATGM launchers, as well as large numbers of medium- and heavy-caliber mortars.

You arrive in Zorhadge at a walking pace as your AAVs struggle through the refugee traffic moving east along East-West Road. Upon reaching the western edge of town you see ahead of you a stream of refugees stretching more than a kilometer down East-West Road as well as some moving south along North-South Road. Many of the refugees have begun begging your men for food and water; others are begging for a ride to the evacuation site. Mixed in with the crowds of refugees are handfuls of lightly armed government troops equally intent on reaching the temporary safety of the evacuation site.

What now, Lieutenant?

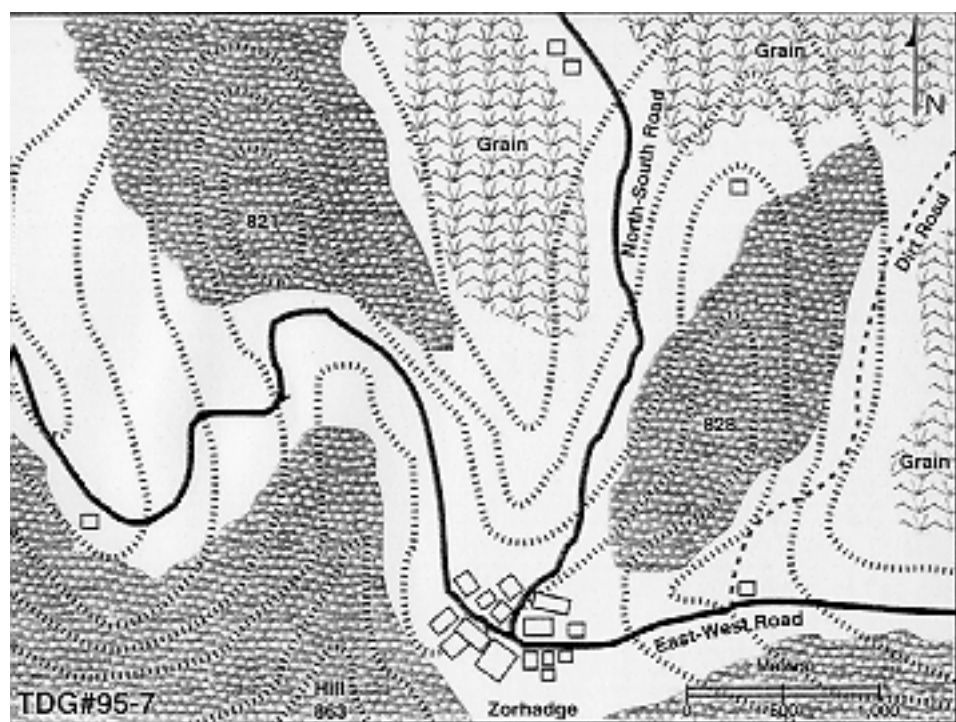
Rules of Engagement

1. have the right to use lethal force promptly and effectively to defend yourself, other U.S. or U.N. forces, or persons and areas under their protection.
2. You should use the minimum force necessary under the circumstances and proportional to the threat.
3. Use force only when the military benefit of using force outweighs the risk of injury to nonmilitary persons or objects.

Requirements:

In a time limit of 5 minutes, relate the orders you will issue, followed by any reports or requests you will make. Then provide a sketch and a brief explanation of the rationale behind your plan.

For more detailed information on the structure of Marine Corps units, Marine Corps equipment, and symbols used in Tactical Decision Game sketches, see *Marine Corps Gazette*, October 1994, pp. 53-56 and the modification reported in the January, 1995, edition on page 5.



Soluciones: <http://kepler.pratt.duke.edu/NROTC/gazetteOLD/tdgpage.htm>



MARINE CORPS
Gazette
Professional Journal of U.S. Marines

Tactical Decision Games “Guidebook”

Battalion Weapons (Installment I)

M9 9mm Pistol

Max Effective Range: 50m
Ammunition: 9mm M882 Ball
Rates of Fire:
 Standard: N/A
 Rapid: N/A
Effective Casualty Radius: N/A
Remarks: N/A



M4 Rifle



Max Effective Range: 500m
Ammunition: 5.56x45mm NATO
Rates of Fire:
 Cyclic: 700-950 rounds/minute
Effective Casualty Radius:
Remarks: Gas operated, rotating bolt, magazine fed
Service rifle for all Infantry Battalions
10 per Rifle Squad

M203 40mm Grenade Launcher

Max Effective Range: 150m PT; 350m AT
Ammunition: 40mm HE, WC, WSP, HEDP, Multi-projectile, HE Bounding
Rates of Fire:
 Standard: N/A
 Rapid: 7-9 rounds/min = max effective
Effective Casualty Radius: 5m
Remarks: Mounted under M4
3 per Rifle Squad



M32AI Multiple Grenade Launcher (MGL)

Max Effective Range: 800m (extended range low pressure ammunition)
Ammunition: 40/51mm grenade
Rates of Fire:
 Sustained: 18-21 rounds/minute
 Rapid: 3 rounds/second
Effective Casualty Radius: N/A
Remarks: Six round revolving swing out-type cylinder
 3 per Rifle Company



M249 Light Machine Gun 5.56mm



Max Effective Range: 800m PT; 1,000m AT
Ammunition: 5.56 ball and tracer & link
Rates of Fire:
 Sustained: 100/min
 Rapid: 200/min
Effective Casualty Radius: N/A
Remarks: Fire from link, belt, or mag; grazing fire 600m, 3-5 round burst
 45 per Infantry Battalion (7 H&S Co., 20 Weapons Co. & 6 per Rifle Co.)

M27 Infantry Automatic Rifle

Max Effective Range: 550m PT; 800m AT
Ammunition: 5.56 ball and tracer & link
Rates of Fire:
 Sustained: 36 rpm
 Rapid: 700-800
Effective Casualty Radius: N/A
Remarks: weight - 7.9 lbs; 30 round STANAG magazine
 3 per Rifle Squad



M240B Medium 7.62 Machine Gun



Max Effective Range: 1,800m
Ammunition: 7.62 ball and tracer
Rates of Fire:
 Sustained: 100 rpm
 Rapid: 200 rpm
Effective Casualty Radius: N/A
Remarks: Grazing fire 600m; 6-8 round burst
 40 per Infantry Battalion (8 per H&S Co., Weapons Co. & Rifle Co.)

M2/M2AI .50 Caliber Machine Gun

Max Effective Range: 1,830m
Ammunition: HEDP
Rates of Fire:
 Sustained: -40 rpm
 Rapid: +40 rpm
Effective Casualty Radius: 2" steel @ 90 degrees
Remarks: Grazing fire 1,000m; designed to be fired in 3-5 round burst
 10 per Infantry Battalion (2 H&S Co., 8 Weapons Co.)



Mk-19 Grenade Machine Gun 40mm Grenade



Max Effective Range: 1,500m
Ammunition: HEDP, TP
Rates of Fire:
 Sustained: 40 rpm
 Rapid: 60 rpm
Effective Casualty Radius: 15mm steel
Remarks: max range = 2,212m; min safe = 75m; training = 310m
 12 per Infantry Battalion (4 H&S Co., 8 Weapons Co.)

M224AI 60mm Mortar

Max Effective Range: M720 HE-3,500m; M772 WP-3,500m; M721 Illum-3,200m
Ammunition: HE, WP, Illumination
Rates of Fire:
 Sustained: 20 rpm
 Rapid: 30 rpm
Effective Casualty Radius: HE = 27.5m; WP = 10m; Illum = 500m radius for 40 seconds
Remarks: FPF for section = 30m x 90m. The M224 rounds have three fuse types: the multi-option fuse (M724); the point detonation fuse (M525); and the timer fuse. The M724 is used for the M720 HE round and can be set to function as proximity burst, near-surface burst, impact burst, or delay burst.
 9 per Infantry Battalion (3 per Rifle Company)



FGM148F Javelin Missile



Max Effective Range: 75 to 2,500m
Maximum Firing Range: 4,750m (tested)
Warhead: Tandem shaped charge HEAT
Remarks: Lock on before launch/fire-and forget; soft launch capable; top-attack profile
8 systems per Battalion
2 squads of 4 teams each in the Anti-armor Platoon, Wpns Co.

M41A7 Saber System (TOW)

Max Effective Range: 3,750m
Ammunition: HEAT

Rates of Fire:

Sustained: N/A

Rapid: N/A

Effective Casualty Radius: Classified
Remarks: min range-65m; used in anti-armor, anti-bunker, anti-fortification, and anti-amphibious landing roles.
8 per Battalion



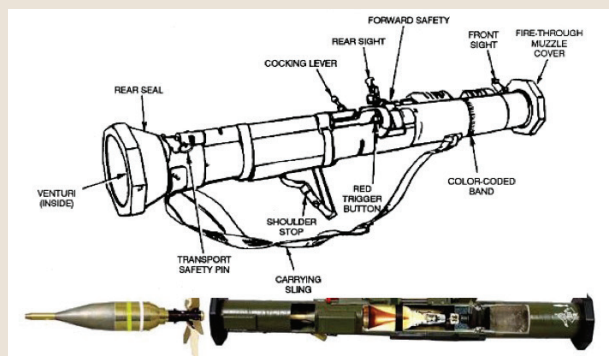
Assault Rocket Launcher (ARL) SMAW 83mm



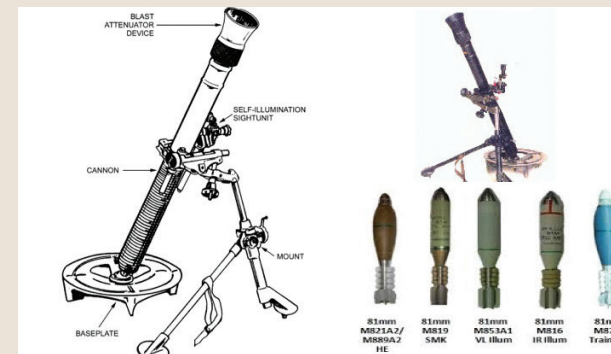
Max Effective Range: 250m PT; 400m AT (HEDP); 500m HEAA
Ammunition: HEDP, HEAA, 9mm tracer
Rates of Fire:
Sustained: N/A
Rapid: N/A
Effective Casualty Radius: 7.5ft reinforced sandbags; 8" concrete; 12" brick; 1" armor
Remarks: 9mm spotting rifle and rocket launcher are ballistically matched
3 per Rifle Company

AT-4 Anti-Tank Rocket

Max: 2,100m
Max Effective Range: 300m
Min range (training/combat): 50m/10m
Ammunition: HEAT
Rates of Fire: 290mps muzzle velocity
Sustained: N/A
Rapid: N/A
Effective Casualty Radius: 17"+ steel
Remarks: Backblast-90-degree angle from rear of launcher, 5m caution area = 95m behind
Issued as required



M252A2 81mm Mortar



Max Effective Range: M889 HE = 5,700m; M375 WP = 4,500m; M853A1 illum = 5,100m
Ammunition: HE, WP, Illum, IR illum
Rates of Fire:
Sustained: 15 rpm
Rapid: 30/2 minutes
Effective Casualty Radius: HE = 35m; WP = 15m; Illum = 500m radius for 60 seconds (IR illum = 74 seconds)
Remarks: FPF for section = 30 x 90m
8 per Infantry Battalion (Weapons Co only)

M72 Light Anti-Armor Weapon (LAAW)

Max: 1,000m
Max Effective Range: 200m
Min range (training/combat): 50m/10m
Ammunition: 66mm HEAT warhead
Rates of Fire: 145m/s muzzle velocity
Sustained: N/A
Rapid: N/A
Effective Casualty Radius: +12" armor
Remarks: 30-degree angle arc from rear of launcher; 15m behind = danger zone
Issued as required



Scout Sniper Weapons

Scout Sniper Platoon = 4 4-man teams

Mix of weapons based on mission

M40A5



Max Effective Range: 1,000 meters
Ammunition: 7.62 mm NATO
Remarks: Bolt action
8 per platoon

Max Effective Range: 800 meters
Ammunition: 7.62 mm NATO
Remarks: Semi-automatic
8 per platoon

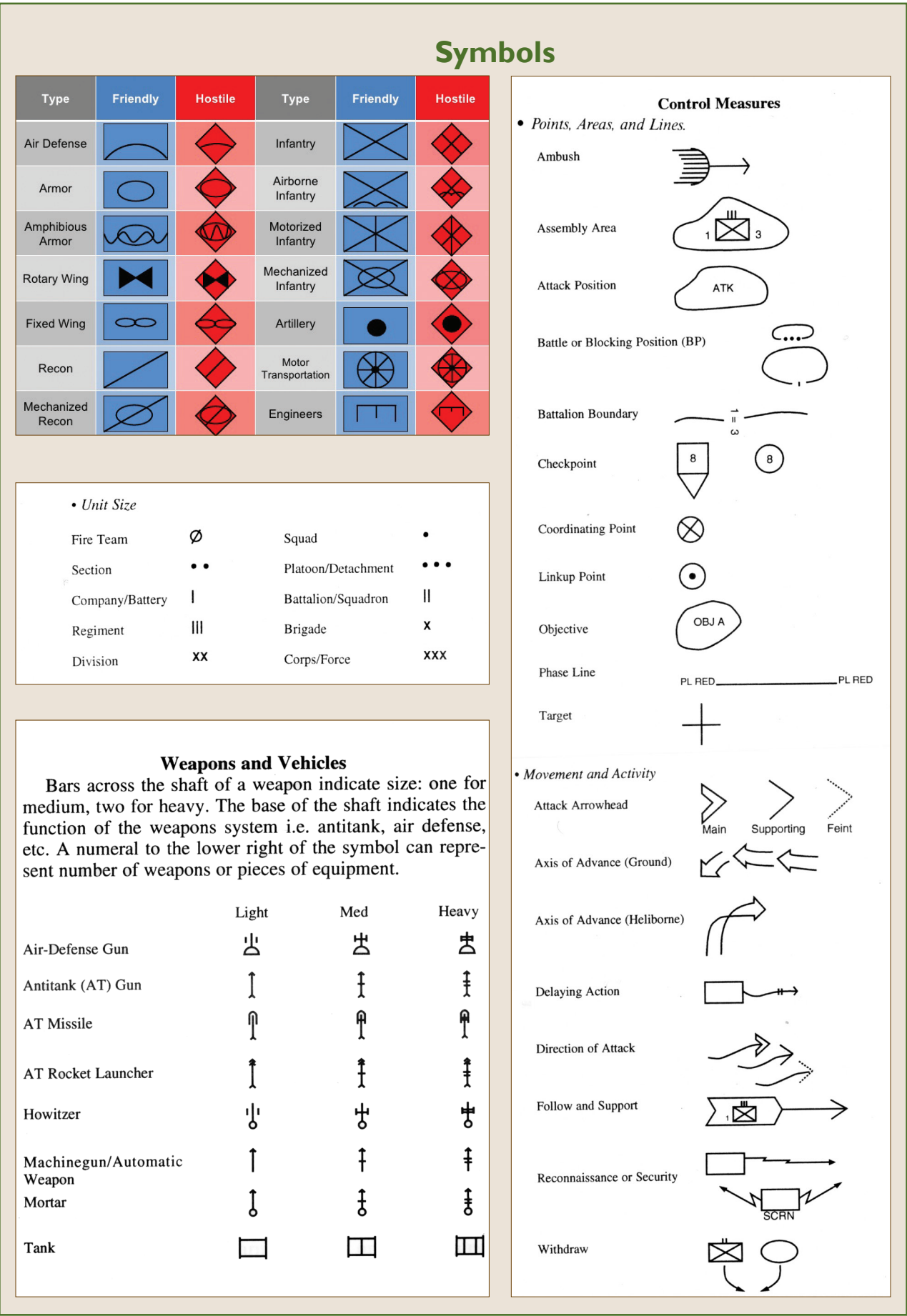
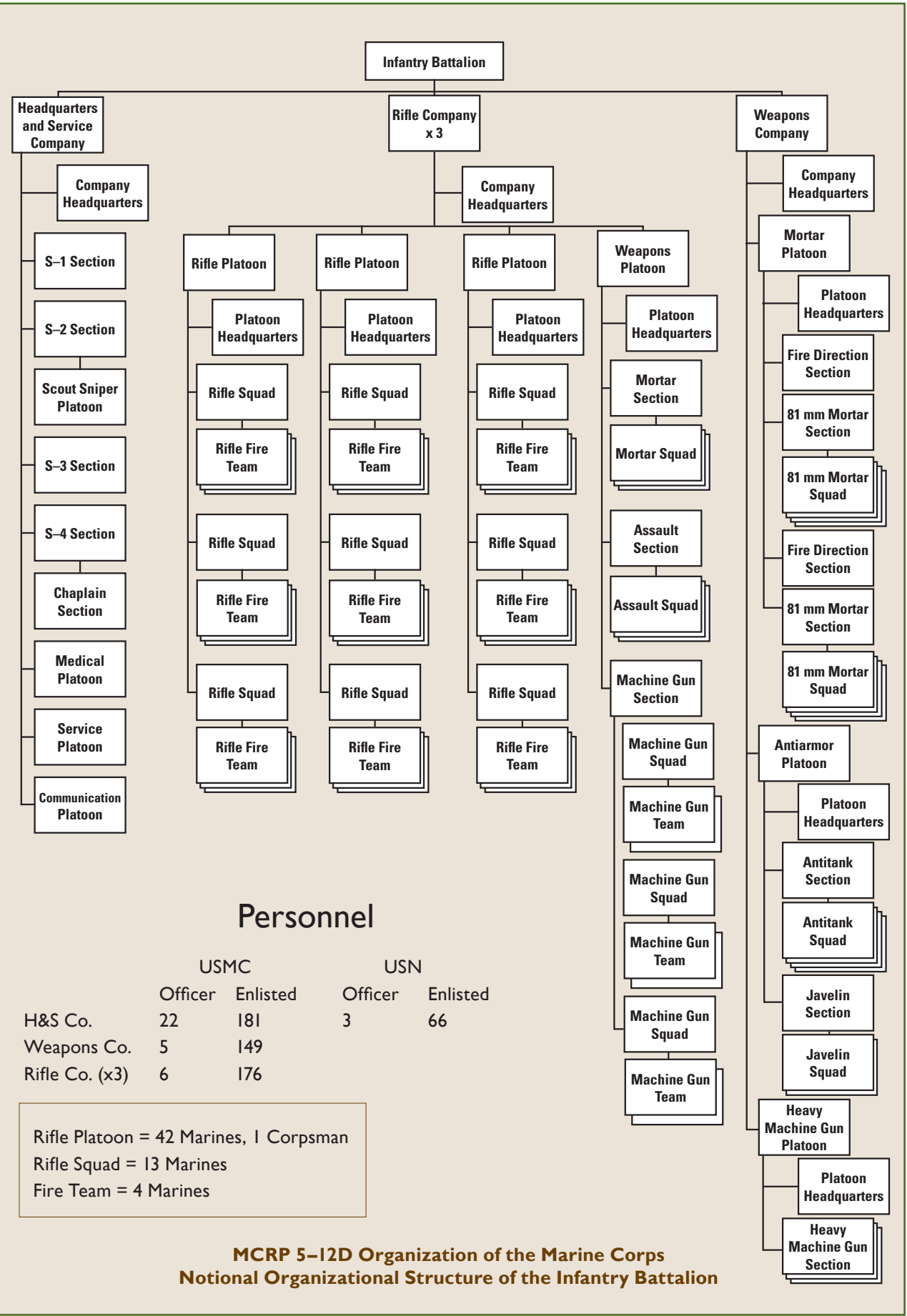


M107 SASR

M110 SASS



Max Effective Range: 1,500 meters
Ammunition: .50 Caliber
Remarks: Semi-automatic
4 per platoon



Tactical Decision Games Small Unit Ground Operations References

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Doctrine Website: <https://www.doctrine.usmc.mil/signpubs/fmfm63.pdf>

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