

Tactical Decision Game #05–3

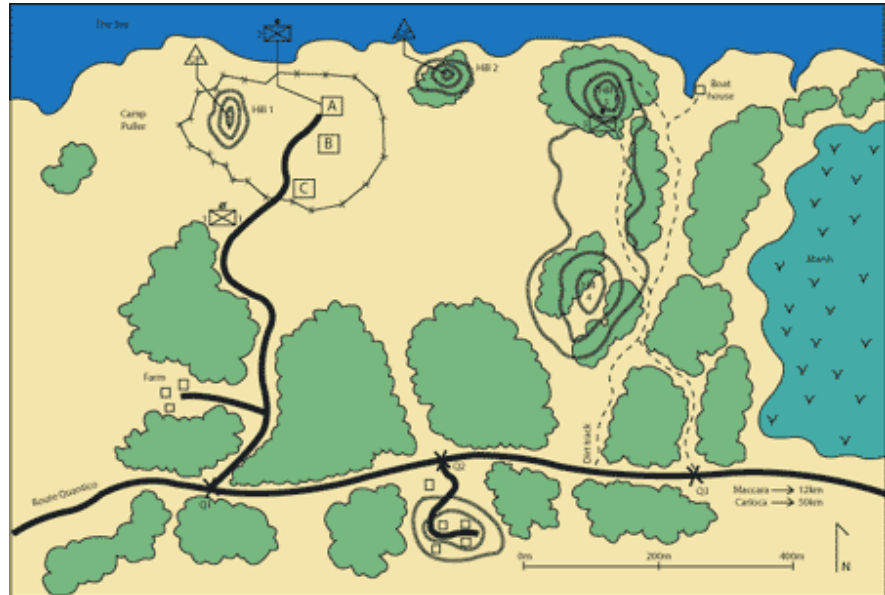
Ambush Patrol

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Situation

You are the squad leader of 3d Squad, 1st Platoon, Company A taking part in an operation to support the democratically elected president of Surobia against an insurgency. Due to personnel shortages, you have only two fire teams in your squad. The insurgents are conducting a guerrilla campaign. So far they have operated in groups of up to squad strength.

Your platoon is to prevent the destruction of the radar at Camp Puller. If the radar is put out of commission, friendly forces will lose a substantial part of their surveillance capability, allowing insurgents to approach the oil installation at Carioca by small, undetected vessels. The oil installation is guarded by Surobian security forces; 2d Platoon, Company A; and Weapons Platoon, Company A. 3d Platoon, Company A is in reserve at Maccara where the company command post also is located. The reserve company is fully motorized with HMMWVs. Your platoon headquarters has received two HMMWVs.



The platoon commander's intent is as follows: "The purpose of the operation is to prevent the destruction of the most vital component of the radar. The method I will use is a combination of offensive patrolling, observation posts (OPs), and access control. The desired end state is reached when the radar is still operational, suspicious personnel in the vicinity are apprehended, and any attackers defeated."

The most vital component of the radar is found on the ground floor of Building B. The radar can be put temporarily out of action for between 12 to 24 hours by destroying a component that is located in the mast on top of Building B. All buildings in Camp Puller are made of concrete and are heavily sandbagged.

The platoon commander's plan is to use one squad to detect suspicious activity by manning OPs on Hills 1 and 2, and a roving patrol in the vicinity of Camp Puller. One squad will be in reserve and on order will man the access control point at the gate, on order man fighting positions around Building B, on order apprehend suspicious personnel, and on order move out of Camp Puller to destroy enemy forces attacking the radar. One squad will prevent the enemy from using Hills 3 and 4 by offensive patrolling. The squads will rotate between missions. 1st Squad is manning the OPs, and the roving patrol—2d Squad—is in reserve. Your squad is to prevent the enemy from using Hills 3 and 4.

It is 1830, and darkness descended on the landscape half an hour ago. Intelligence sources have revealed that around midnight spies will set up an OP on Hill 4 in order to gather information on the security arrangements at Camp Puller. You are conducting an ambush patrol in order to apprehend the spies. You are on your way from Camp Puller toward the area south of Hill 4 to set up your ambush. You are south of Hill 3 when suddenly two loud single shots ring out (12.7mm?) from the area just north of Hill 3, and you see a tracer heading for the tower on Building B. This is immediately followed by a burst of machinegun fire from Camp Puller that impacts around your Marines who dive for cover. Your 2d Fire Team reports, "Team leader down. He has been shot in the neck. He is unconscious but alive." Then you hear a burst of machinegun fire from the south side of Hill 4 and observe tracers flying toward Camp Puller. This is followed by silence. In the distance you hear commotion from Camp Puller.

You must do something! What now, Sergeant?

Requirement

In a time limit of 2 minutes, write down your orders and reports. Provide an overlay that includes your scheme of maneuver.