

# TDGs

## Solutions to TDG #04-4

Tactical Decision Game #04-4, "To Ambush or Not to Ambush," was presented in *MCG*, Apr04 and is reprinted here.

You are the 1st Squad Leader, 1st Platoon, Company F, 2d Battalion, 7th Marines (2/7). Battalion Landing Team 2/7 (BLT 2/7) is the ground combat element of the 31st Marine Expeditionary Unit that has landed at the port city of New Zeda in the country of Zedastan. The established government is struggling with counterterrorism insurgency, and there have been numerous high-profile kidnappings, bombings, and assassinations in the past month. Conditions have deteriorated to a point requiring international intervention. The city is home to over 1 million people most of whom require humanitarian relief. The main enemy force, the Zedastan People's Army (ZPA), retreated from the city upon the arrival of the Marines. ZPA is a large but untrained army with mostly small arms, machine-guns, and a few mortars. They do have access to modern communications such as cell phones and global positioning systems.

The BLT is the security element for both U.S. and international aid organizations that are feeding the estimated 300,000 refugees. Company F has been tasked with ensuring that ZPA forces do not return to the city to interfere with humanitarian efforts. Your platoon has been tasked with conducting security patrols outside the city approximately 2 kilometers to the northeast. The terrain is heavily wooded with rolling hills.

Your squad has been on patrol for over an hour. The BLT perimeter and city outskirts are approximately 2 kilo-

meters to the south. Your point man spots what appears to be an enemy patrol armed with small arms moving south toward your squad. You decide to establish an ambush and set your squad into hasty ambush positions oriented to the northwest. You radio higher headquarters and inform them of the situation. Just as you are about to initiate your ambush (with a closed bolt weapon), the 1st Fire Team Leader points out another enemy unit moving toward and behind you. He counts at least six enemy with more following. He's not sure how many. The team leader also notes at

least one RPK (Soviet) medium machinegun. It is now 1730 and EENT (end evening nautical twilight) is 10 minutes away. What now, Sergeant?

**Solution A**  
**by SSgt C.S. Norton**  
**(Author)**

*Squad Leader's Frag Order*

To 1st and 2d Fire Teams: "Reorientate to the northeast; hold your fire until the enemy actually sees us. We will let the enemy pass by if they don't notice us. We need to be in a better position before we attack a larger force."

To 3d Fire Team: "Hold your position. Hold your fire until 1st and 2d Fire Teams begin to fire. If the enemy doesn't see us, we will let them pass until we are in a better position to engage them."

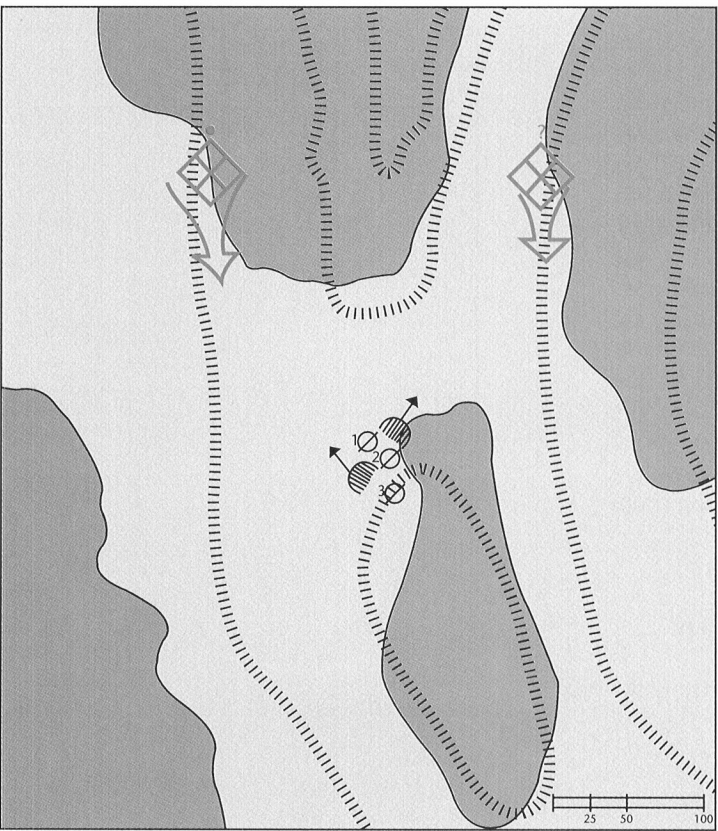
To higher headquarters: "We've spotted two enemy squads; a total of at least 10 enemy. They are moving south and are two clicks away from the BLT perimeter. We are in between them. We will not engage unless they see us."

*Rationale*

By trying to ambush one squad, I have put my squad in between two enemy forces. If I was to go ahead with the attack, I could easily incur heavy losses. My mission is the security of the perimeter, and I have identified a threat larger than my force can easily deal with from my current position.

The best solution right now is to not engage, unless I have no choice. I will now try to let the enemy pass while maintaining visual contact. I will move the squad into a better position to deal with enemy forces. I will be able to ha-

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*For more detailed information on the structure of Marine Corps units, Marine Corps equipment, and symbols used in TDG sketches, see the MCG web site at <[www.mca-marines.org/gazette](http://www.mca-marines.org/gazette)>.*

rass and slow the southward movement of both forces until a larger force can be assembled to destroy or repel the enemy.

### Solution B

by Andrew H. Hershey

#### Squad Leader's Frag Order

Via hand and arm signals I will tell 1st Fire Team Leader to instruct his team to align to engage the enemy column to the east.

To the squad: "On my command we will engage the enemy column. Be prepared for smoke. This will be the signal to pull back to the rally point."

To higher headquarters: "Two enemy columns are in the vicinity of my position. I'm preparing to engage both columns and then move to the squad rally point."

#### Rationale

I cannot let two enemy columns that outnumber me slip past, especially in the gathering darkness. This may allow them to enter the city and raise havoc. I believe that is the enemy's intent. I must engage them both; in so doing I hope to kill or wound enough of the enemy that his plan will be upset completely. At the very least, his march south will be slowed, giving time for more of my company to set up further ambushes.

As 1st Fire Team is alerted to the eastern column and is in the best position to fire on it, I have 1st Fire Team engage this enemy. Meanwhile, I carry on with the hasty ambush against the western column. Pulling back to the rally point after the initial volleys of fire will allow me to escape envelopment and reposition to block the route south toward the city.

### Solution C

by Kristopher C. Garrett

#### Squad Leader's Frag Order

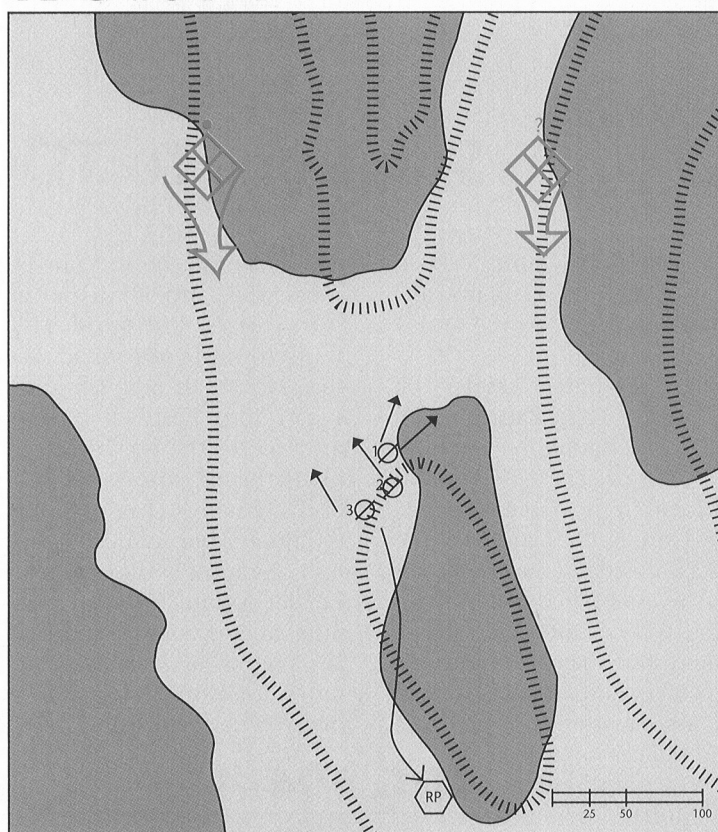
To all: "We're going to disengage and move east-southeast up the hill into the brush and take cover there."

#### Rationale

The enemy has the advantage here, and I'm without support or heavy weapons. I don't want to become decisively engaged with two enemy forces.

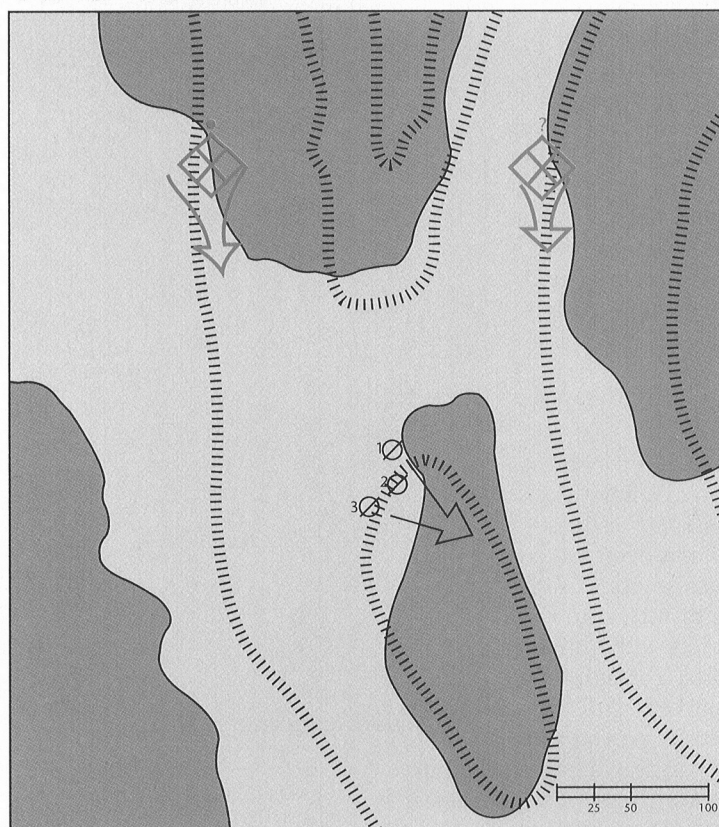
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B



## TDG #04-4

C



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