

TDGs

Solutions to TDG #04-6

Tactical Decision Game #04-6, "Protecting the 'Golden Leaf,'" was presented in *MCG*, Jun04 and is reprinted here.

You are the 1st Fire Team Leader, 2d Squad, 2d Platoon, Company C, Battalion Landing Team, 1st Battalion, 8th Marines of the 22d Marine Expeditionary Unit (Special Operations Capable) (22d MEU(SOC)). Your company has been tasked to maintain peace in the city of Koper, Slovenia. Slovenia has been suffering from a 5-year civil war. The legitimate government has finally come to a truce with the major belligerents in the war; however, there are rebellious factions who continue to conduct guerrilla warfare against the government and its supporters. The citizens of Koper remain peaceful with American forces but have recently begun to hold peaceful demonstrations against American imperialism. The demonstrations have yet to ignite into resistant crowds. The MEU commander believes that the population will soon become more aggressive in their protests. This is due to a few unfortunate misunderstandings and guerrilla propaganda. The citizens are caught in a whirlpool between the guerrillas' political ideologies and the efforts of American forces. Their emotions are severely stirred and teetering on the edge. The guerrillas have Soviet-bloc small arms and experiment with crude "basement made" chemical irritants and explosives.

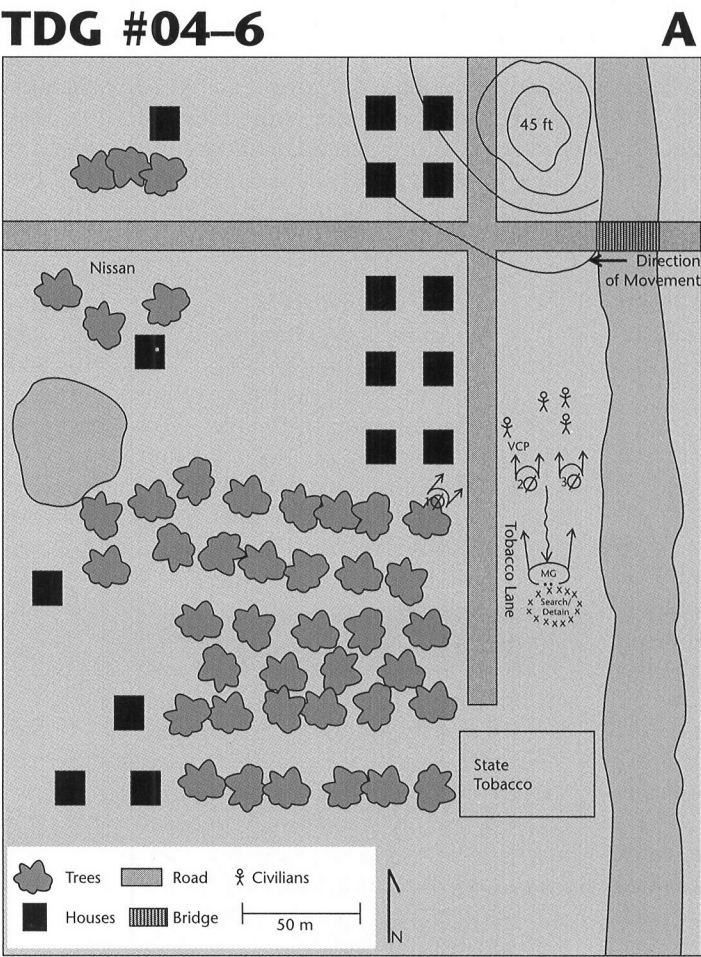
Your squad has been tasked to conduct an urban security patrol in a village located in your company's area of operations in order

to show presence and deter guerrilla actions. Attached to your squad is a corpsman, machinegun squad, assault team shoulder-launched multipurpose assault weapon, and a human exploitation team (HET) Marine who can speak Slovenian. It is early afternoon, there is light traffic on the streets, and the sky is cloudy. After crossing the bridge en route to checkpoint Nissan, your squad is fragged over the radio to set up a vehicle checkpoint. Your squad leader states that S-2 (intelligence) has reliable information indicating that rebel forces are planning to attack the nearby State Tobacco factory with a car bomb. Your squad must search every vehicle attempting to enter the factory's perimeter. Your squad establishes a

checkpoint in the middle of Tobacco Lane—the only road leading into the factory. There are some small houses to your west and a river to the east. A small crowd of civilians approaches from the riverbank to watch the Americans in action.

As your squad begins to set up the vehicle checkpoint, members of the 3d Fire Team, on the east flank, report a strange odor. At the same time the HET Marine with the 3d Fire Team begins to vomit uncontrollably. He begins to rub his face screaming that his eyes and skin are burning. He collapses in agony and continues to cry out. Your squad leader immediately gives the command to don protective masks, but it is too late for another two members of 3d Fire

Team—the squad automatic weapon gunner and rifleman begin experiencing the same symptoms as the HET man. The Marines who masked in time experienced no symptoms except for burning of exposed skin. The corpsman speculates that these are symptoms of a known improvised non-lethal gas that the guerrillas have developed. The crowd becomes aggressive when several civilians begin feeling the effects of the gas. They begin throwing debris (bricks, bottles, and rocks) with extreme force and incredible accuracy at the Marines. Seeing the Marines mask up, the crowd thinks that the Marines used the chemical agent on them. Acting utterly on emotion they are unaware of the fact that the guerrillas probably employed the gas. The squad leader is then suddenly hit in the face with a rock knocking him nearly un-



conscious. You are now in charge. The crowd is growing angrier and more people are joining them. They are not holding back. What do you do?

Solution A

by 1st Fire Team, 2d Squad, 2d Platoon, Company C, 1st Battalion, 8th Marines
(Authors)

Fire Team Leader's Frag Order

To the radioman: "Call higher headquarters and request authorization to use riot control agents. Also request the immediate deployment of the quick reaction force."

To the corpsman: "Take the wounded into the shade and treat their wounds."

To the machinegun squad and assault team: "Move south 20 meters. Set up a hasty blocking position to stop all traffic. Be prepared to switch to a vehicle checkpoint on my command."

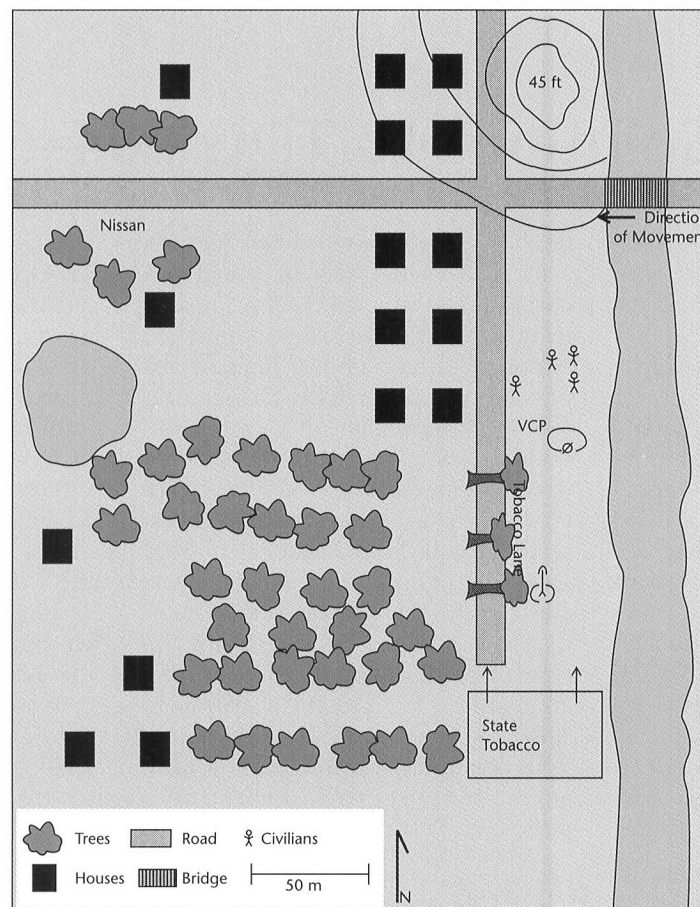
To the rest of the squad: "We're going to escalate force in order to disperse the crowd. I've requested authorization to use riot control agents and also requested deployment of the quick reaction force. Once the crowd is dispersed, we will fall back and reinforce the blocking position. At that time we will begin to search all vehicles for weapons and explosives."

Rationale

The intent is for quick dispersion of the crowd as well as to assure higher headquarters that no vehicles will pass without being thoroughly searched for explosives. The weapons attachments stop all traffic with a blocking position/vehicle checkpoint using a traffic sentry, cover man, a greeting team (traffic sentry, greeter, cover man), search team (searcher and cover man), and one Marine for the detainment area. One machinegun covers the avenue of approach. If the crowd control fire teams are met with lethal force, weapons attachments will cover them using machineguns oriented on the avenues of approach.

TDG #04-6

B



To assault team: "Drop three of the trees on the west side of the road onto the road to act as a barrier. Then reposition 50 meters north of the factory. Be prepared to fire on any vehicle that passes the last tree barrier if the VCP fires on it or launches a red star cluster."

To machinegun squad: "One team get on the roof with 1st Fire Team. Keep the crowd and bridge and Hill 45 under observation. The other team reposition to west side of the factory and keep the wooded approaches under observation."

To higher headquarters: "Have several Marines down due to chemical agent deployed by guerrillas. I am in position at the factory and 125 meters north of same. Hostile crowd near the VCP. Request additional support ASAP. Bring wire and additional chemical treatment supplies."

Should the teams become unable to control the crowd they can easily fall back to reinforce the attachments and their blocking position, but they will have to wait for support or opportunity to disperse the crowd.

Solution B

by Andrew H. Hershey

Fire Team Leader's Frag Order

To 1st Fire Team and corpsman: "Get the wounded into the State Tobacco factory. Get on the roof and set up an observation point. Corpsman, get the HET Marine back in action as soon as possible (ASAP). Have him report to me when he's able. I will be at the vehicle checkpoint (VCP)."

To 2d Fire Team and remainder of 3d Fire Team: "3d Fire Team members fold in with the 2d Fire Team. Keep your weapons leveled at the crowd but on safe. Continue to operate the VCP until ordered otherwise. Any vehicle that runs the VCP may be fired on. The M203 should also fire red star cluster to alert the assault team."

Rationale

My intent is to use the trees as a barrier. Only a determined bomber/threat will run past the VCP and the downed trees. That will cause the assault team to engage the enemy. Meanwhile I try to hold my line with 3d Fire Team and gain useful observation of the area from the factory. The best deterrent will be the arrival of a larger force, giving clear evidence to the enemy that we have superior numbers and any action on their part will be for naught. I also hope that treating the crowd with medical supplies will quiet them down.

US MC