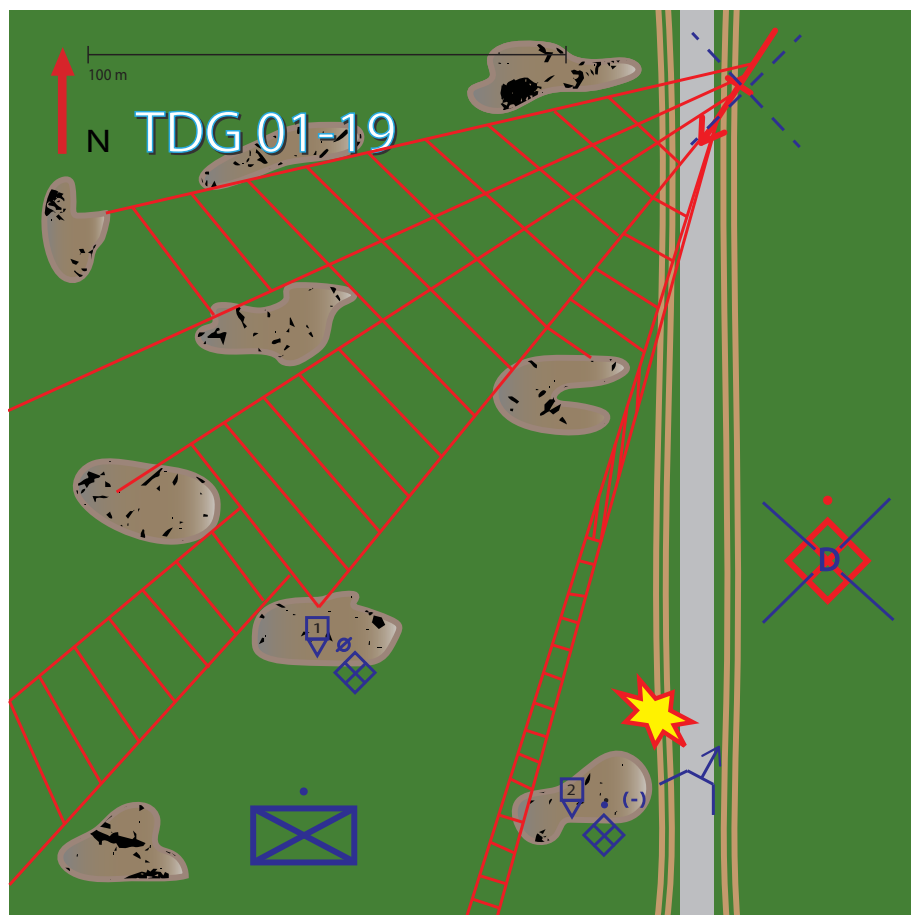


# Solution to TDG #1-19

by 1stLt John Taylor

**F**irst fire-team, suppress the light machine gun from the cover directly north of our position (Checkpoint 1). 2d and 3d fire-team, take cover to the east (Checkpoint 2), and destroy the enemy squad while the light machine gun is suppressed. The AT-4 will be located with 3d fire-team to aid in destruction of the light machine gun. I, the squad leader, send a SITREP to the Platoon TacChat and then call for a fire mission on the machine gun position IOT to suppress.

**Reasoning:** We are inside the kill zone of an ambush and need to get outside of it, fast. The only cover is provided by the berm or one meter high rock piles. The light machine gun's fields of fire are outlined in the sketch. If we were to maneuver to attack the machine gun from the west, we would have to cross multiple fields of fire. The rock pile designate checkpoint one is partially behind two pieces of cover and puts us approximately 150 meters out from the light machine gun, well within range of our M203. These will suppress the machine gun, along with our company mortars if available, while our maneuver element, 1st and 2d fire-teams, assault the enemy squad. I would place myself with this element and assault after throwing grenades over the berm to suppress the enemy. We will estab-



lish a base of fire from the berm and destroy the enemy squad. If the light machine gun remains, we will destroy

it with a combination of M203's, rifle fire, mortars, and the AT-4.

UBC MC