

**T**actical Decision Game #04-10, "Catching a Link," was presented in *MCG*, Oct04 and is reprinted here.

Intelligence reports that one of al-Qaeda's top generals, Omar Sharruf, will be in the Ka Bada (KB) training camp. The camp has a squad (plus) element providing security. The camp's last reported activity was training and strengthening the defense. The camp is in northern Remotistan in the mountains. It's now 1300. It is believed that Omar will leave in 24 hours. At KB they have Soviet Bloc small arms (AK series and RPK light machineguns (MGs)), as well as RPG-7s (rocket propelled grenades) and third-generation night vision goggles (NVGs). The enemy's most probable course of action will be to defend the compound long enough for Omar to leave via roadway or foot trails into the mountains. If Omar gets to the mountains he'll be there for months. They have the ability to reinforce via roadway from the northwest. Special forces (SF) teams have been watching the compound for 24 hours, and they have eyes on and are updating the situation. SF positions are around the compound. There will be one SF team at the landing zone (LZ) to mark it and guide you to the objective.

At 1700 the 28th Marine Expeditionary Unit (Special Operations Capable) launches a platoon-sized heliborne raid against the compound. You are now 1st Squad leader, Company B, 1st Battalion, 9th Marines. Your squad has 13 Marines, and you have an assault team and a squad of MGs as your attachments. Your reinforced squad has a combat load—two claymores, one AT-4, three shoulder-launched multipurpose assault weapon rockets, and 1,000 rounds for each MG. Your mission is to extract Omar (alive if possible) to LZ Tiger, destroy all KB equipment, and capture or eliminate all KB personnel. To prevent escape along the roads, 2d Squad will position themselves to the northwest of the compound to set a blocking position. 3d Squad will set up a block-

## Solutions to TDG #04-10

ing position to the southeast on the road. Both squads setting up blocking positions will land via helicopter onto their objective. They each have an assault team and an MG squad. You have two Harriers that are in direct support of you. They will stand by at Holding Area Lion.

You arrive at 0100 on the deck in northern Remotistan. The hills are steep with loose rock and boulders that provide good cover. It'll take a little time and effort, but the hills can be climbed. It is a cold night with the moon giving a little more than 60 percent illumination. While sitting in the LZ you give radio checks to all of the key leaders, and communications is excellent. You then scan the area with your NVGs, and you see two flashes of an infrared beam. You respond back with three flashes; the light shines back one time; you have made link up.

As the SF team guides you through the valley, you notice that it's very flat and is all loose sand. At 0305, as you move into your objective rally point, the KB compound begins to shoot up flares and spotlight the valley floor. This lasts for about 5 minutes. Your MG attachments break off to go to their overwatch positions from which they can provide overhead fire until your squad reaches Phase Line Red. The SF team will provide security. You spend 40 minutes crawling to Phase

Line White. Listening to the radio, 3d Squad notifies you that they have set in. 2d Squad had to turn around and abort due to a mechanical malfunction with the helicopter.

Hearing something that alarms you, you look to your west and see vehicle lights. Taking a closer look through a AN/PAS-13 you discover a BTR-70 (Soviet armored vehicle) and an old Russian flatbed truck with a ZSU-23 (self-propelled antiaircraft gun) mounted on it. The truck has four to six men on it. Both vehicles are heading toward your position. As the vehicles close to 500 meters, the BTR-70 and the truck dismount all troops. They assume a combat formation and continue a course that will bring them straight to you.

The observation post to the northwest reports that through their NVGs they have spotted an individual they believe to be Omar, and he is getting ready to flee. They also report that the compound is scrambling to their defensive positions. The radio goes quiet as more flares go up and the spotlights come back on.

### Solution A Sgt Jason Fegler (Author)

#### *Squad Leader's Frag Order*

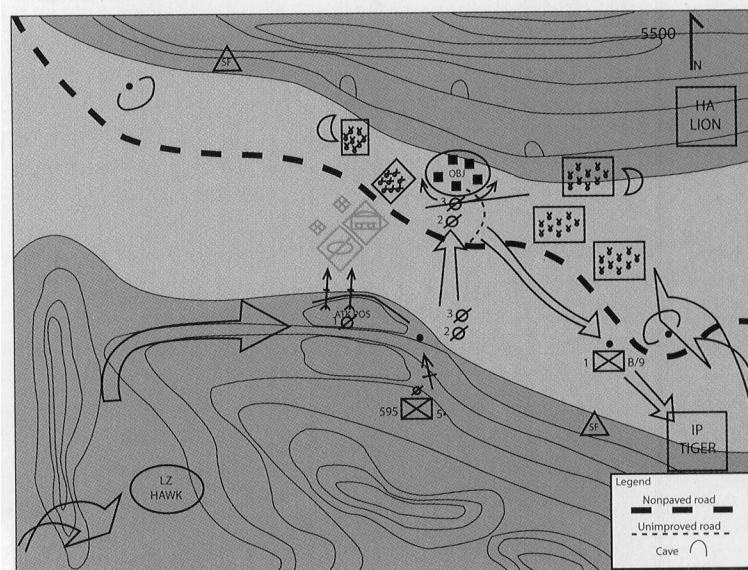
To all: "We're going to reorganize. 3d Fire Team, attach one of your squad automatic weapons and a rifleman to 1st Fire Team."

To 1st Fire Team: "1st Fire Team with attachments will suppress the BTR-70 first, and then take out the ZSU-23. Make sure it is taken out. You have the AT-4 and shoulder launched multipurpose assault weapon with rounds to do that."

To 2d and 3d Fire Teams: "2d and 3d Fire Teams will stand by to cross the road and assault the camp. The MG squad will suppress the guard tower. Once

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A



you are 50 meters south of the guard tower, signal the MG squad and they will shift their fires and begin to mop up the remaining KB ground troops.

“When you reach Phase Line Red, give the signal to cease fire. Contact the SF observation post; determine if Omar is still within the compound. Also let them know that the SF sniper can take out Omar if it appears he will escape our security ring.

“2d Fire Team will establish security around the tents. 3d Fire Team will clear the tents, eliminating any KB forces, and capture Omar. Do a quick search for any documents, maps, or papers that may prove valuable.”

To all: “The SF team will call in close air support once 2d and 3d Fire Teams have moved 100 meters south of the MG squad’s position. SF will then consolidate with 1st Fire Team and move toward the LZ. 2d Fire Team will be responsible for LZ security. 3d Fire Team, with Omar, will board the first helicopter. Once Omar is aboard the helicopter, we will extract in the following order: 2d Fire Team, 3d Fire Team, SF, and 1st Fire Team with attachments.”

*Rationale*

My primary mission is to capture Omar. I’m task organizing my fire teams to give the firepower to accomplish the mission, take out the enemy vehicles, take out as many of the KB troops as possible, and get my squad out of the area.

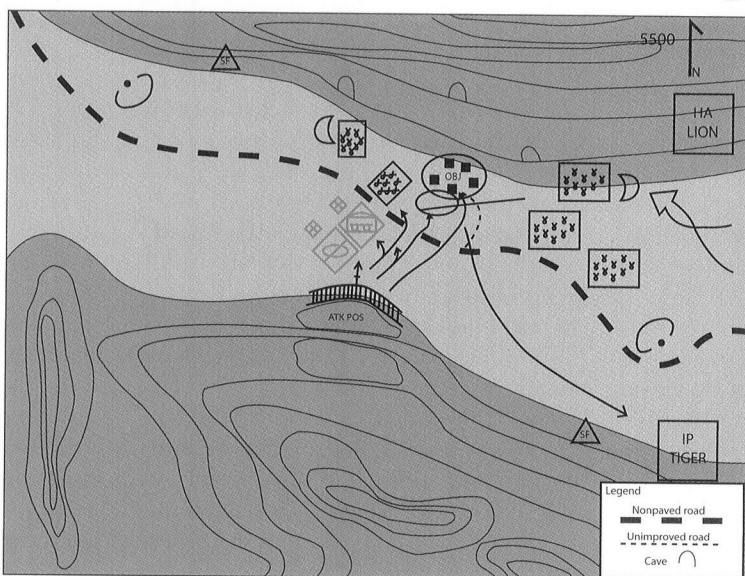
**Solution B**

**Sgt Thomas R. Brown**

*Squad Leader’s Frag Order*

To 1st Squad: “Wardogs, 3d Squad is going to take all three of their M203 40mm grenade launchers and simultaneously fire two high-explosive and one smoke rounds. The three rounds need to land in the same spot halfway between the camp and their position. Offset the target area so the enemy doesn’t get a straight trajectory on you and the impact area. Provide

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**B**

siles, leaving one for any unexpected occurrences. If both missiles do not fully kill the targets, the remaining missile for 1st Squad will ensure that the ZSU-23 is disabled. The gun system has to be destroyed. The AT-4 will be used to pop a turret shot on the BTR-70’s main gun system. I do not want to waste any of the Harrier’s ordnance on a vehicle when we have the appropriate firepower for the situation.

Once the ZSU-23 is destroyed, I will call for the Harriers to circle the target package until we can secure the terrorist leader. My intent is for the Harriers to have a psychological effect on the remaining enemy. There is already an attack going on, then the enemy will hear the Harriers passing overhead. I am hoping this will cause them to run in fear. We can’t have the Harriers bomb the area immediately because our terrorist leader is still camped there, and we have friendly forces rushing into the camp. They are well within danger close parameters.

Upon capture of the terrorist leader we will have 200 meters of terrain between us and the front gates of the camp. The Harriers will commence a bomb run on all enemy targets remaining. For redundancy we have targeted the caves in case we have terrorists trying to withdraw there. Both squads will link up at LZ Tiger while SF units will support coordinated close air support missions on any unit coming to reinforce the camp. It is important this raid begins and ends before reinforcements arrive.

overwatch and facilitate extraction to LZ Tiger. On my command fire your MG into the camp.

“1st Squad is going to set up a hasty ambush. A claymore will initiate the ambush. I want total destruction of the BTR and the ZSU-23. The beginning to the end of the ambush should last 15 to 30 seconds—at least long enough to kill the vehicles and minimize the dismounted threat. When I give the command to move, we will break cover and rush the valley floor to the gates of the camp. As we do this I will call for Dash 1 and Dash 2 to take up a circular pattern around the camp. Once we capture Omar we will extract to LZ Tiger. As we extract, we will link up with 3d Squad at the LZ while SF conducts observation for the close air support for the Harriers.”

*Rationale*

3d Squad is going to create a little diversion to complement the ambush. The two explosions will get everyone’s attention. The smoke will make the enemy think that an attack will be coming from 3d Squad’s direction. About 10 to 15 seconds after the smoke is on the deck we will set off the claymore. This should disable some of their dismounted infantry as well as kick off the ambush. Upon detonation of the claymore the Mk153 shoulder-launched multipurpose assault weapon should be sighted in on the ZSU-23 and the BTR-70. This will consume two mis-



*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>.*