

Caught in the Open

by Capt Douglas J. MacIntyre

Situation

This scenario uses the same general setting as TDG #99-10, but changes your role. You are now the commanding officer of Company C (Co C), 1st Battalion, 6th Marines. Your company is at 85 percent strength and has a scout/sniper team attached. Your regiment has been deployed to help stabilize conditions in the war ravaged country of Athsano. Rebel units are taking control of the capital. Athsano Government forces are reorganizing in the south, but are expected to arrive within the next day or so. Marine forces have been sent to secure key nodes within the capital city prior to the arrival of follow-on forces. These nodes consist of the port facility, airport, and several government and communications centers.

Battalion has been tasked to attack in zone to seize the radio station at Battalion Objective A (Bn Obj A) (see map), in order to deny the rebel forces the ability to communicate with their supporters and the civilian populace. Additionally, the battalion must assist in refugee control. The battalion commander's end state is the radio station secure; the battalion's zone clear of rebel forces and fleeing refugees; and the battalion prepared to continue the attack. Co C is the battalion's main effort, with Co B as a supporting effort assisting refugees to the east, and Co A (Mech) as the reserve.

To date, the rebels have been quite effective in urban ambushes and weapons employment, with heavy volumes of rocket propelled grenades and light machinegun fire noted. They are considered well trained, logistically sound, and night capable. Typically operating in squad- to platoon-sized elements, they are expected to fight for control of vital areas.

In support of your plan, the attached scout/sniper team moved to

a vantage point located in the building across from the northwest corner of the large, open park area that runs across your zone. From their position, they reported a platoon-sized rebel force moving into Bn Obj A before dark. The rebels appeared to be in a low state of alert.

Noting this, you briefed your plan. At 0100, 2d and 3d Platoons will attack along Axis Silver, secure Company Objective 1 (Co Obj 1), and provide support for the company main effort. 1st Platoon (the main effort) will initially cover 2d and 3d's movement to Co Obj 1. On order, 1st Platoon will attack along Axis Gold to conduct the initial penetration into Bn Obj A, gain a foothold, and pass through additional units to help it clear the building. Both 1st and 3d Platoons are reinforced with assault and machinegun squads from Weapons Platoon; the 60mm Section will provide preplanned smoke and illumination missions only.

It is now 0120. 2d Platoon has se-

cured a route through the first building along Axis Silver. You and your command element have just entered the first building, with 3d Platoon in trace. Suddenly, an engagement is heard from the north. 1st Platoon reports observing a heavy volume of small arms fire into and around the building where the scout snipers are located. 2d Platoon is caught between buildings. What now, Captain?

Requirement

In a time limit of 5 minutes, decide what you will do, prepare appropriate orders as well as any reports/requests that you would submit. Provide a sketch and an explanation of your plan.



For more detailed information on the structure of Marine Corps units, Marine Corps equipment, and symbols used in TDG sketches, see MCG, Oct94, pp. 53-56 and the modification reported in Jan95, p. 5.

