

Tactical Decision Game

Guard Duty, Background

You are the commander of a light infantry company. You have been given the mission of protecting Dullsville, a critical supply, transportation, and medical depot for your brigade. You have been here for two weeks.

Your forces consist of two infantry platoons (your third has been detached to battalion to conduct reconnaissance), a section of HMMWVs armed with TOWs, a separate section of HMMWVs armed with M2s, and a mortar team.

Dullsville is 400 km east of the Army's initial staging area. Your brigade has advanced rapidly, routing the enemy's main defensive forces. The rest of the brigade is currently moving northeast towards the enemy's capital. Dullsville sits at the junction of two major hard surface roads (Hwy 280 and Hwy 95), and control is essential to keeping your brigade moving and fighting.

Satellite intelligence suggests the routed enemy forces may be regrouping approximately 60 miles northwest of your position. Analysts estimate it will be at least a week before these forces can gather sufficient forces and supplies to attack your position, and longer to actually deploy. If this group attacks, intelligence estimates that it will be a depleted battalion, including a platoon of BMP-2s, a company of BTR-70s, and trucks ferrying two infantry companies.

The Dullsville region is one of the enemy leader's main strongholds of political support. Since your arrival, the population (approx. 6000) has been quiet and cooperative, although they generally avoid interacting with your troops. However, elders from the *Grapefruit Group* (who support the U.S. mission) have warned your platoon leaders about possible unrest. They say the young men from the *Pineapple Group* (Dullsville's largest community and loyal to the enemy leader's political party) are gathering weapons and may be plotting an attack.

Military Unit Sizes

Unit	Approx. # of Soldiers (if Infantry)	Approx. # of Vehicles (if mechanized or armored)
Squad	10	
Platoon	40 (3 squads)	4
Company	130-150 (4 platoons)	14 (3 platoons + 2 in HQ platoon)
Battalion	400 (5 companies)	58 (4 companies + 2 in HQ platoon)
Brigade	3000-5000	120 (3-5 battalions)
Division	10k-20k	
Corps	2-5 divisions + special brigades	

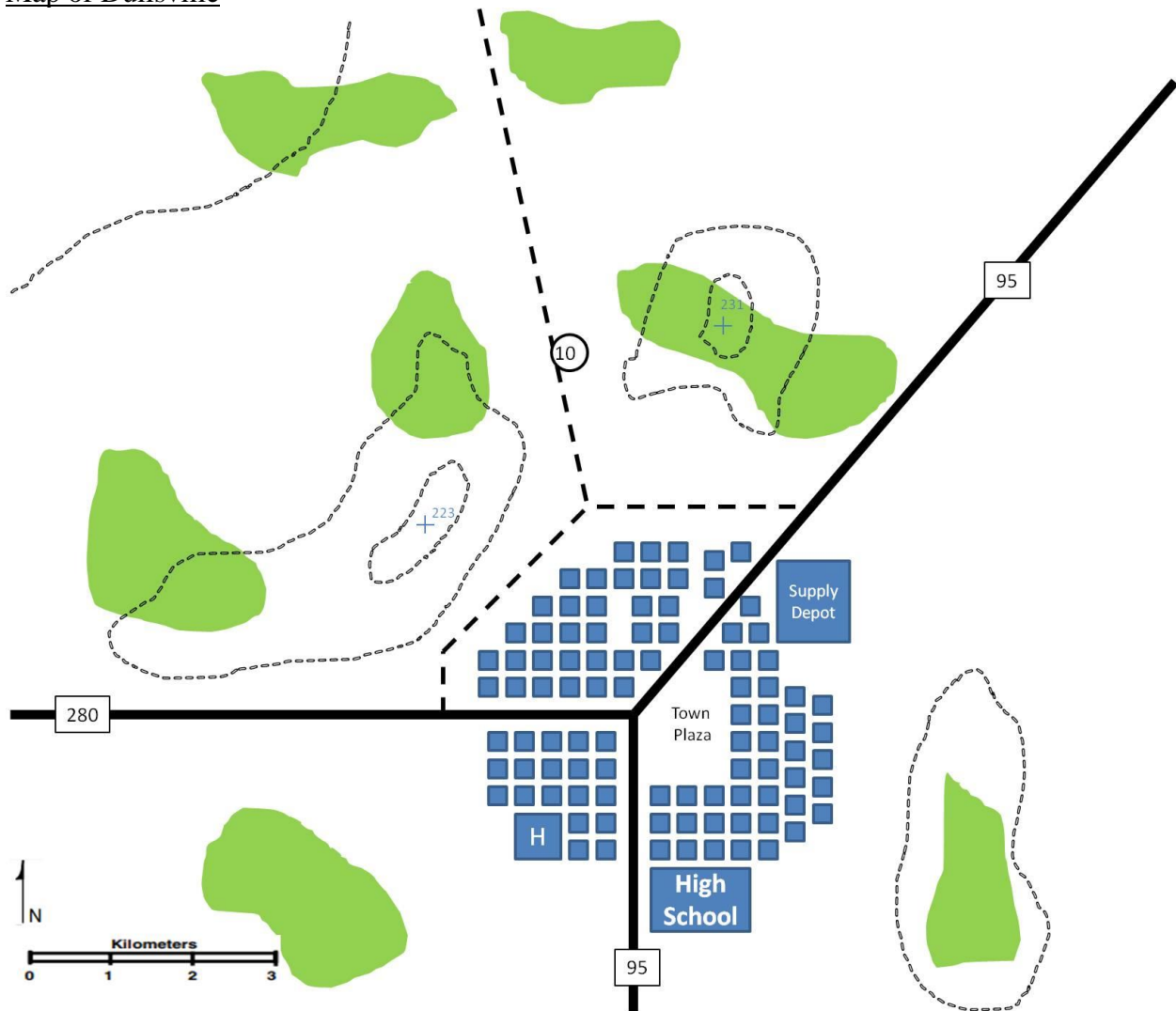
For further information, see: <https://www.cfr.org/backgrounder/modern-military-force-structures>.

Weapon Systems

Familiarize yourself with the tactical capabilities, range, and battlefield roles for the following weapon systems:

- M16 Rifle: https://en.wikipedia.org/wiki/M16_rifle
- M249 Light Machine Gun: https://en.wikipedia.org/wiki/M249_light_machine_gun
- M224 Mortar: https://en.wikipedia.org/wiki/M224_mortar
- BGM-71 TOW: https://en.wikipedia.org/wiki/BGM-71_TOW
- HMMWV: <https://en.wikipedia.org/wiki/Humvee>
- M2 Browning: https://en.wikipedia.org/wiki/M2_Browning
- AKM Rifle: <https://en.wikipedia.org/wiki/AKM>
- T-72: <https://en.wikipedia.org/wiki/T-72>
- BMP-2: <https://en.wikipedia.org/wiki/BMP-2>
- BTR-70: <https://en.wikipedia.org/wiki/BTR-70>

Map of Dullsville



Guard Duty, Part 1

Earlier today, that Pineapple plot seems to have been realized. Shortly before 0900, you see a massive fireball as your brigade's main gas dump explodes. Even worse, two Grapefruit leaders were meeting with one of your platoon leaders and three other soldiers at that site. All are killed.

Two hours later, your troops continue to fight the blaze. One of your lieutenants calls you on the radio, asking you to meet at the town square. Once there, you see about 50 Grapefruiters facing off against around 300 Pineapplers. Their backs to a building, the Grapefruiters are holding four Pineapple military aged males at gunpoint, claiming these individuals caused the explosion that killed two of their leaders. The Pineapplers are angry, nearly surrounding the Grapefruiters, and demanding their young men back.

Both groups are armed with small arms (rifles, pistols, makeshift clubs, etc.).

What will you do, captain?

Guard Duty, Part 2

[IF you sided with Grapefruiters in Part 1] Great job, captain. The Pineapple youth are dead at the hands of the Grapefruit mob, many of whom were injured in the subsequent violence and two of whom were killed.

It's been two days. Tensions remain high between the Pineapple and Grapefruit groups. The Pineapplers blame you for the deaths of their youth. Protests and counter-protests roil Dullsville during the day, and there has been sporadic gunfire at night. Pineapplers no longer help or provide information to your troops, and your soldiers report being surveilled or followed by Pineapple youth.

[IF you defused the situation in Part 1] Great job, captain. You successfully defused the situation in the town square and avoided bloodshed. But tensions have risen between the Pineapple and Grapefruit groups. Protests and counter-protests roil Dullsville during the day, and there has been sporadic gunfire at night. Pineapplers are less forthcoming with assistance and information, and your troops report being surveilled or followed by unidentified youth.

Worse, previous intelligence was off. A Global Hawk confirmed that the routed enemy troops to your northwest have regrouped and appear to be making final preparations to leave their base. It's not clear yet if they're headed towards Dullsville or to join the fight at the capital. Either way, your brigade commander expects you to defend with the units you have. All other units – including close air support and artillery – are currently engaged at the capital.

To successfully defend Dullsville, you must quell the unrest. The top Grapefruit leaders meet privately with you. They suggest gathering all military age Pineapple men and housing them in the local high school until the attack has passed. The high school has ample room, beds, and facilities; Dullsville has sufficient food, water, and medicine; and the Grapefruit leaders have offered their followers to serve as guards, janitors, cooks, and other personnel, so none of your troops have to be detached.

They further propose to help in your defensive preparations. With their knowledge of the town and surrounding terrain, they recommend flooding the northwestern fields surrounding Route 10 to canalize the enemy's armor into your anti-armor units. However, your civil affairs officer notes that the fields are all owned by Pineapplers.¹ The Grapefruit leaders respond, "Yes, but then they *should* be making sacrifices, given how they are hurting our community, blew up your gas, and killed your troops and our leaders." They add that their people can handle the construction, and they might even be able to convince some Pineapplers to help too in exchange for more or better food and other supplies. This would free your troops to make more advanced preparations.

What will you do, captain?

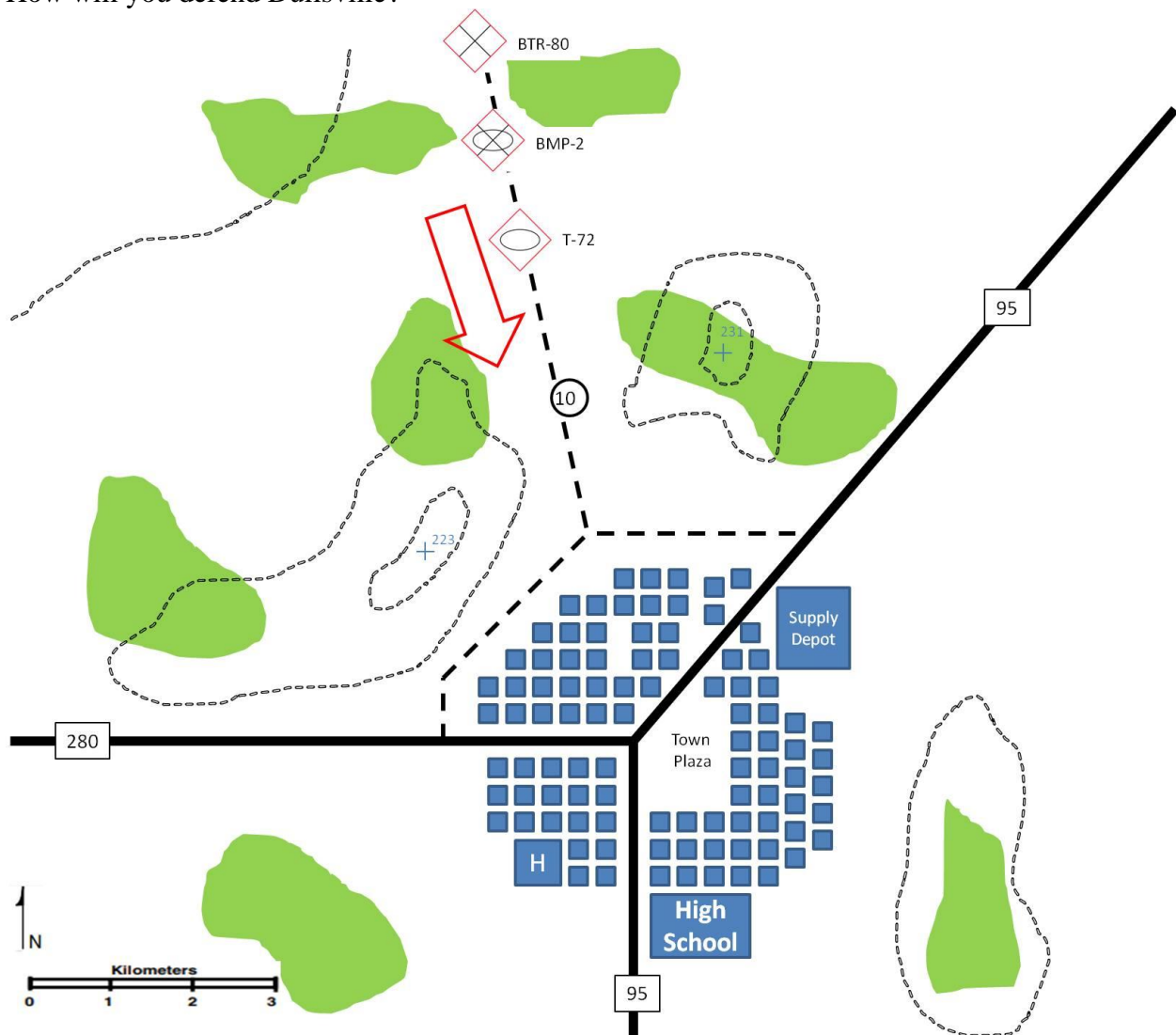
¹ Note that your other officers and troops generally do not like this CAG officer, as she is a reservist and teaches anthropology at a community college in civilian life.

Guard Duty, Part 3

It's time to fight. The regrouped enemy forces are heading towards you, down Route 10. Intelligence has sent an update on enemy force composition:

- One platoon T-72 tanks (4)
- One company BMP-2
- One company BTR-80

How will you defend Dullsville?



Guard Duty, Part 4

The Pineapplers imprisoned in the high school have revolted. Falsely accused, collectively punished, and living in lousy conditions, they overpowered their Grapefruit guards and took over the school.

A Grapefruit elder called you frantically, saying he spotted a group moving from the school to the hospital. He demands you divert some forces to protect the Grapefruit community, reminding you of his group's assistance in your defensive preparations. He fears the freed Pineapplers will attack Grapefruit homes, which are clustered in the hospital neighborhood.

However, note the current disposition of enemy armor.

What will you do, captain?

