

# Tactical Decision Game #05-1

## Bound for Trouble by Paul Turnan

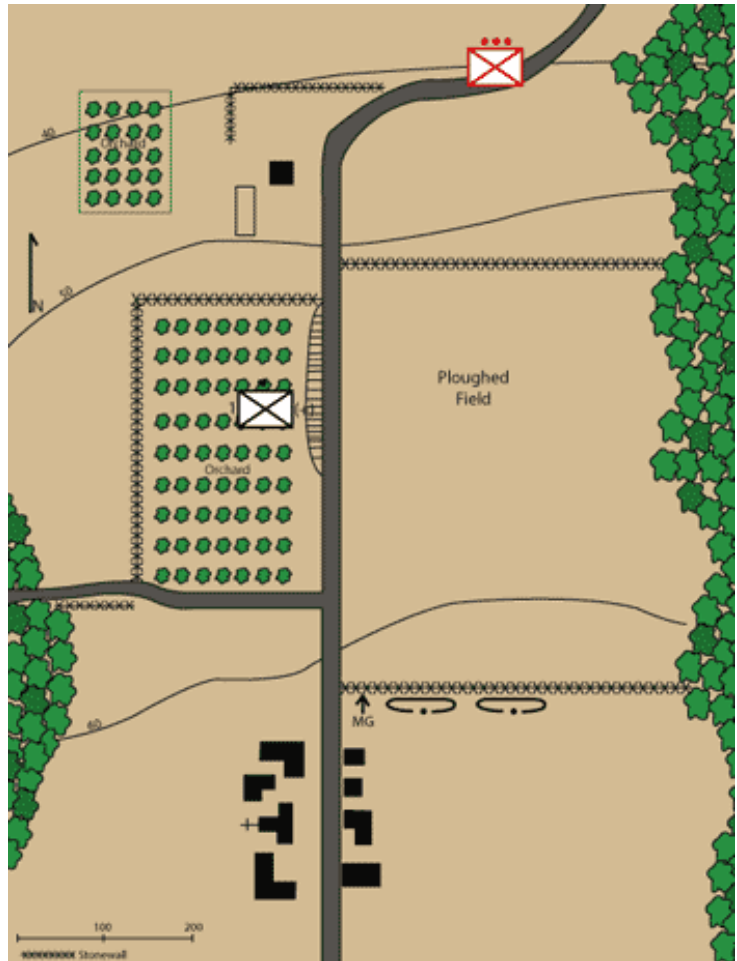
### Situation

Your battalion conducts a heliborne assault to secure river crossings for the rest of the brigade advancing over land. Your company is in the initial helowave. Its mission is to secure the approaches to the landing zone (LZ) to allow for the unhindered insertion of the rest of your battalion. Your rifle platoon is tasked to advance along a road leading from the LZ to guard against an enemy attack into the LZ.

The enemy in this area is expected to be foot-mobile infantry of varying quality, operating in units up to company size, well-equipped with mortars and machineguns, and possibly supported by light armor.

The region is agricultural, cut by narrow roads, dotted with substantial farmhouses and tiny villages. Fieldstone walls or earthen embankments bound fields, pastures, and orchards.

You are the 1st Squad leader. One machinegun is traveling with your squad. The platoon is using bounding overwatch to move to contact. Your squad is crossing through an enclosed orchard when, through the leaves, you spot a column of enemy infantry on the road about 400 meters away. The enemy seems oblivious to your squad. You believe you are unsighted. The time is now 0820.



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### Requirement

In 2 minutes issue orders to your squad. Provide the rationale for your actions and a sketch of your plan.