

Urban Contact

by the Office of Naval Research and
Program Manager Training Systems Science and Technology Team

Note: Readers should use the CD enclosed with this issue of the *MCG* when developing their TDG solution. See note at end of “Tasks.”

Situation

You are the Commander, 1st Platoon, Company A. Your platoon is reinforced with one machinegun squad.

Company Commander’s Order

“Enemy patrols, mostly squad size, have become increasingly bolder as we have withdrawn south. I think we can expect tentative contact here in the village this morning. The battalion is withdrawing south and repositioning in order to turn over this sector to allied forces. Company A is tasked to guard the battalion rear in order to prevent enemy interference with our withdrawal. One platoon is detached to battalion. One platoon guards the town while one platoon moves south to establish the next rear guard position. There is no close air or artillery support.”

Tasks

“1st Platoon is the main effort; guard the company rear in order to prevent interference with our withdrawal. 2d Platoon is detached. 3d Platoon, move south and establish the next rear guard position in order to permit 1st Platoon’s withdrawal. Priority of fires for mortars is to 3d Platoon.”

(Note: If you are wargaming your course of action by yourself, load Fight 1-1a which is designed for single play. In single play you will fight with one squad reinforced with a machinegun team. Use Fight 1-1b for three to six Marines; you must have opposing force players when fighting two or more players.)

Requirement

In a time limit of 2 minutes, issue orders to your subordinates. The players have 8 minutes to predeploy

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before the scenario will automatically begin. After completing your course of action, describe any additional actions that you had to take while the scenario was being played out. Then provide a sketch of your initial plan and an explanation of the outcome. Submit your solution to the *Marine Corps Gazette*, TDG #04-9, P.O. Box 1775, Quantico, VA 22134, fax 703-630-9147, or email <gazette@mca-marines.org>.



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>.

Additional Information

When the *Close Combat Marine (CCM)* tactical decisionmaking simulation is loaded on your computer, a training library is installed automatically. The library contains the following:

- User’s manual that covers CCM wargaming and multiplayer use through local area network or Internet use.
- CCM workbook containing:
 - Warfighting training philosophy.
 - Use of the training and readiness (T&R) manual.
 - Eight modules on tactical tasks.
 - Thoughts on verbal orders.
 - Orders shorthand.
 - Facilitation.
 - Glossary/tactical tasks.
- Infantry T&R manual.
 - *Marine Corps Reference Publication 3-0A (MCRP 3-0A), Unit Training Management.*
 - *MCRP 3-0B, How to Conduct Training.*
 - Map folder containing CCM maps.