

Madman at the Checkpoint by Cavalry Captain Patrik Schaathun, Norwegian Army

Situation

You are the leader of 1st Squad, 1st Platoon, Company B, 1st Battalion, 5th Marines. You are taking part in a peacekeeping mission in Lambada. A recently signed peace agreement gives hopes of ending a civil war. Rules of engagement allow you to use deadly force only when attacked or when opposed by a lethal threat. Militiamen are prohibited from carrying firearms inside the battalion area of operations (AO). In general, relations with the militia are good. Unfortunately, certain militia elements are more than willing to challenge the authority of the peacekeeping force. Recently, your sister battalion suffered two fatalities in an ambush believed to be a retaliatory attack after a militia member was killed by a Marine patrol. Revenge is part of the local culture and is to be expected. In your battalion AO, however, things have gone well so far.

The company's mission is to prevent the movement of arms and ammunition into its AO. The company commander intends to stop smuggling attempts as close to the borders as possible. 1st Platoon is to prevent the movement of arms and ammunition into the company AO from the north. 2d Platoon is to prevent the movement of illegal arms and ammunition into the company AO from the south. 3d Platoon is detached to Company C. The company headquarters, that includes a squad-sized, motorized quick reaction force, is located at Tezi.



The 1st Platoon commander's intent is as follows: "The purpose of the mission is to prevent arms and ammunition being smuggled into the AO from the north. Our method will be to establish checkpoint for access control, conduct patrols, and establish observation points (OPs) to dominate the terrain. Our end state will be to end smuggling attempts and capture the perpetrators. The plan is to check incoming traffic along Route Pusan by manning Checkpoint 4-2. The remainder of the platoon will dominate the terrain with irregular patrols and OPs. Your squad is to prevent weapons and ammunition from being transported from the north into the AO along Route Pusan. The rest of the platoon is located at a patrol base at Iqas. From there, they will launch patrols and insert OPs in a random fashion in order to prevent infiltration from the north. Currently, they are preparing for a night patrol."

It is 1700 and you have 1 hour of daylight left. You are inspecting the checkpoint manned by one of your fire teams. You can operate on the company, platoon, and squad nets. Normal traffic at this hour is two vehicles every 5 minutes. The rest of your squad is located in a building protected by earth berms. From there they can quickly man firing positions to support the checkpoint.

Suddenly, you hear screams of fury from a male—in civilian clothes—who is about to be searched. From earlier experience you know that disputes are normally solved quite easily as long as you communicate with the locals in a respectful manner. Apparently, this individual, a militia member who lives in Coma, does not want to be searched. There are two passengers in his vehicle. Suddenly, he pulls a cocked pistol, his finger on the trigger, and brandishes it in your face screaming, "I'll kill everyone!" You realize that he is high on drugs and order the fire team leader to deploy his men. Two Marines man the bunker. LCpl Jones is frozen in place 2 meters from the maniac who alternates between pointing his pistol at you and the Marine. The madman screams, "If you don't let me through, I will kill everyone." Two terrified passengers have exited the vehicle and are slowly backing away. What now, Sergeant?

Requirement

Within a time limit of 2 minutes, write down your orders and explain any messages that you would send to your platoon or company commander. Provide an overlay depicting the deployment of your squad and the rationale for your actions.