

OCTOBER TACTICAL

LOCATION: CAMP TUSCAZOAR

6066 BOY SCOUT ROAD NE, DOVER, OHIO

OCTOBER 9TH, 10TH, 11TH.

PARTICIPANTS: 5TH RANGERS AND 100TH JAGER

OBJECTIVES: THE TACTICAL WILL ALLOW UNITS TO PRACTICE MANEUVERS, COMBAT FORMATIONS, LEADERSHIP ROLES, AND TEAM BUILDING.

BATTLE INFORMATION AND RULES:

***THIS TACTICAL WILL BE CONSIST OF 4 BATTLE SKIRMISH SCENARIOS WITH AN OPEN ENDED NIGHT OPERATION. UNIT COMMANDERS WILL HAVE FULL ACCESS TO THE INTEL PROVIDED IN THE FOLDERS. THE FOLDERS WILL HAVE MAPS, BATTLE PLANS, OBJECTIVES. INDIVIDUAL SQUADS WILL NOT HAVE ACCESS OR SEE THE INTEL. WE WANT TO KEEP THEM IN THE DARK AND LET THE SCENARIOS UNFOLD BY GETTING ORDERS FROM THE CHAIN OF COMMAND.**

***THE U.S. AND GERMAN UNITS WILL HAVE A DESIGNATED HEADQUARTERS. THIS WILL BE THE BASE OF OPERATIONS AND LOCATION OF THE FIRST AID STATION.**

***MEDICS: THE MEDIC WILL BRING INJURED SOLDIERS BACK TO THE FIRST AID STATION. THE WOUNDED SOLDIER WILL REMOVE THEIR HELMET WHEN INJURED. THE ENEMY CAN NOT FIRE ON WOUNDED SOLDIERS OR THE MEDIC. THE SOLDIER WILL HAVE A 5 MINUTE REST PERIOD BEFORE RESPAWNING BACK INTO ACTION. YOU WILL HAVE A CARD THAT WILL BE HOLE PUNCHED BY THE MEDIC EVERY TIME YOU RESPAWN. CERTAIN SKIRMISHES HAVE LIMITED RESPAWNS.**

***COMMANDERS SHOULD GIVE SQUAD LEADER ASSIGNMENTS TO DIFFERENT MEMBERS OF THEIR UNITS DEPENDING ON THE SKIRMISH.**

***EVERY SCENARIO WILL HAVE ONE REFEREE IN A SAFETY VEST. THEY WILL BE USING A WHISTLE TO START AND STOP SKIRMISHES. THEY WILL ALSO BE UTILIZED IN SETTLING DISPUTES AND FACILITATING GAMEPLAY.**

TACTICAL SCHEDULE:

FRIDAY EVENING: SETUP AND OVERNIGHT IN BARRACKS.

SATURDAY:

8:00–8:30 GEAR PREPPING, INSPECTION, AND FORMATION.

8:30–9:00 SAFETY MEETING. THE UNIT COMMANDERS WILL MEET AND RECEIVE SKIRMISH FOLDERS FOR THE DAY.

9:00–10:30 SKIRMISH 1 “DOWNED PILOT”

AN AMERICAN PILOT HAS CRASHED BEHIND ENEMY LINES. HE MAY BE WOUNDED AND UNABLE TO WALK .THE ALLIES MUST LOCATE AND EXTRACT THE SURVIVOR BACK TO HEADQUARTERS..

10:30–12:00 SKIRMISH 2 “THE ROAD BLOCK”

THE GERMANS HAVE 2 ROAD BLOCKS THEY MUST DEFEND. THE ALLIES HAVE ORDERS TO DESTROY THEM.

12:00–1:00 LUNCH

2:00–3:30 SKIRMISH 3 “WUNDERWAFFE”

A GERMANS SQUAD ARE IN POSSESSION OF PLANS FOR HITLER’S “WUNDERWAFFE” OR WONDERWEAPON. THESE PLANS MUST BE CAPTURED BY THE ALLIES AND BROUGHT BACK TO HEADQUARTERS AT ALL COSTS.

3:30–5:00 SKIRMISH 4 “THE WIRE.”

THE ALLIES MUST FIND THE GERMAN COMMUNICATION WIRE AND CUT IT. THE ALLIES WILL THEN PROCEED TO TRACE THE WIRE BACK TO THE TRANSMITTING LOCATION. THE GERMANS MUST REPAIR THE CUT WIRE AND PREVENT ANY DAMAGE COMING TO IT. COMMUNICATIONS MUST BE KEPT OPEN TO THE FATHERLAND.

5:00–7:00 DINNER (DINNER WILL BE PROVIDED)

7:00–10:00 NIGHT TACTICAL

10:00 RETURN TO BARRACKS FOR OVERNIGHT STAY

SUNDAY MORNING: CLEAN UP AND REMOVAL OF ALL WAR DEBRIS