

The Company Leader

Leadership Lessons from the Tactical Level of War

TACTICAL DECISION GAMES

Rearm and Refuel

The Company Leader TDG 19-10

ABCT Logistics





Rearm and Refuel

TDG

The radio squawks in your combat trains command post (CTCP) as you listen in on the battalion net. “DREADNAUGHT 6 this is ORPHANS 6, we low on fuel.” One by one, the company commanders report that they are low on Class III. Your battalion, 2-34 Armor, 1st ABCT, 1st ID, has been engaged in a continuous decisive action fight for the previous 72 hours. There have been lulls, but the last 24 hours just outside of Razish along the central corridor wasn’t one of them. As the battalion commander says “Break, Break, Break,” over the radio, you know what is going to come next. Logistics are taking center-stage and operations can’t continue without more fuel—you reach for the radio as your mind starts turning over for a plan.



This is part of our Tactical Decision Game Series. There is no ONE right answer, but there are varying degrees of right and wrong. Feel free to post your answers in the comments, on Social Media, or submit to The Company Leader. For an aggregated list of TDGs click [HERE](#). To subscribe to The Company Leader click [HERE](#).



Rearm and Refuel

TDG

Situation

You are the company commander for Headquarters, Headquarters Company, [2-34 AR, 1st ABCT, 1st ID](#). Your brigade has been in Donovanian-occupied territory of Atropia for the past two weeks. Your battalion has been in continuous combat operations for the previous 72 hours and is just coming off a 24-hour fight to seize Razish. (Attacking Razish—[Part I](#) and [Part II](#)) Razish is an urban town in the middle of your area of operations, within a section known as the central corridor. Your battalion received orders to transfer security of Razish to an IBCT infantry battalion attached to the brigade, and continue movement to seize another town—Barasu.

Within your battalion's concept of support, you are the CTCP commander. The FSC commander is the field trains command post (FCTCP) commander—located back in the BSA. You have the battalion AS-4 with you in the CTCP, but the S-4 is at the Battalion TOC.

Your companies are all low on fuel (CL III) and ammunition (CL IV). The operational timeline doesn't support resupply by your battalion's regular-scheduled LRP operations. You have to conduct a refuel (and rearm) operation en route to the objective. (Find ATP 4-43 [HERE](#))



Rearm and Refuel

TDG

Enemy

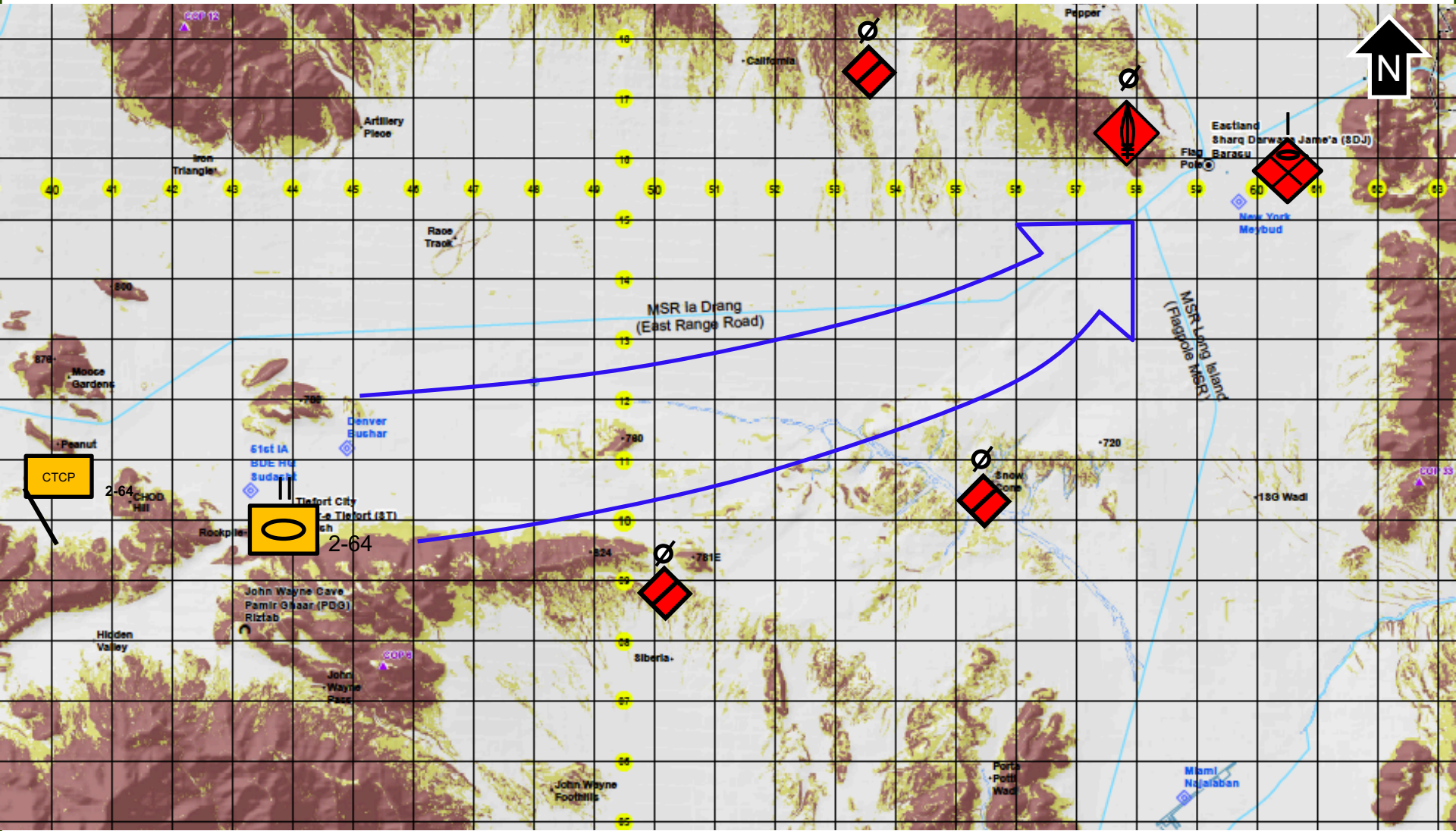
During your battalion's seizure of Razish, you destroyed all elements of the uniformed Donovanian 111th BTG. However, there are still elements of the BFB, a militant local group, armed with RPGs, PKMs, and AK-47s, and operating in 2-3 man teams. In Ujen, a neighboring town, they attacked your sister battalion with an AT weapon system and destroyed 1x Abrams. But there are currently no signs of an AT weapon system in your immediate area. SIGINT reports indicate that elements of the BTG are consolidating near the Whale Gap and Barasu, preparing for follow-on operations and a possible counter-attack.



(U.S. Army Photo by Sgt. 1st Class Ashleigh E. Torres)



Rearm and Refuel





Rearm and Refuel

TDG

Mission & Intent

The CTCF will establish a refuel (and rearm) service station en route to Barasu to facilitate the battalion's follow-on attack and seizure.

This TDG doesn't require actual supply estimates or tracking, but real world operations will. Have you checked out CAVLOG yet? If not, click [HERE](#) to read about and download this free Logistics Planning and Forecasting tool.





Rearm and Refuel

TDG

Output Required

You have 25 minutes. Get with your CTCP team to devise a plan. Using the graphics provided below, draw your concept of the operation. Determine the location for your service station resupply, the equipment needed, and your plan to execute the operation. You can accompany this with a separate “whiteboard” concept sketch. Prepare a brief CONOP for inclusion in the BN Concept of Sustainment for the operation. Make sure to consider your security plan and enemy presence.

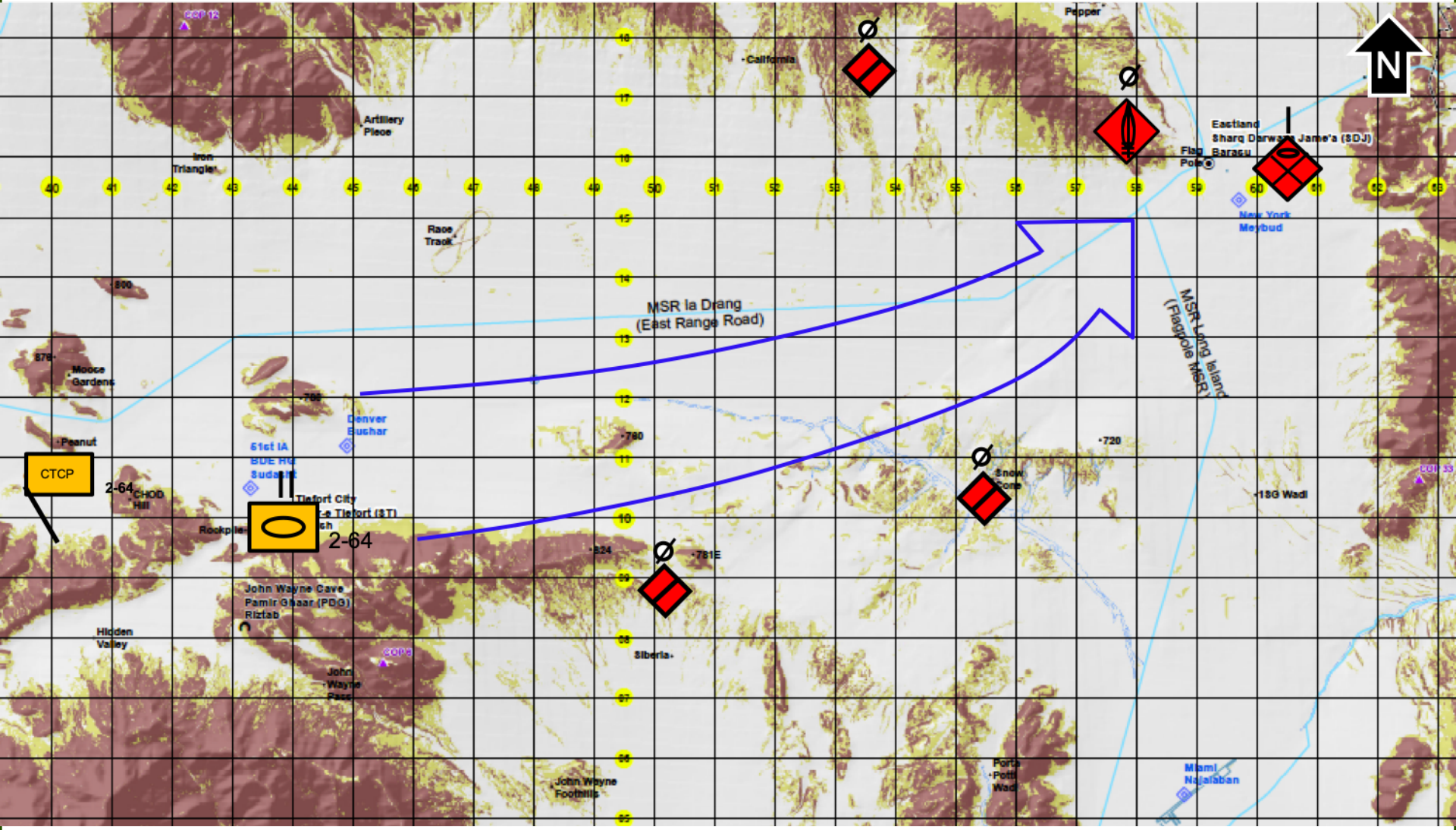
You will often hear the term ROM used for BN refuel operations. Doctrine states that Refuel On the Move (ROM) is a mission for EAB sustainment units. Lower echelon units conduct refueling operations and ammo resupply. FSCs conduct en route service station resupply. Similar end-state, but different units, techniques, and available equipment. Language matters.

A Few Leader Questions to Consider:

1. Where will you conduct your refuel and rearm operations?
2. What equipment will you need?
3. How will the enemy threat affect your plan? What is your security plan?
4. How will you lay-out your service station(s) and flow the companies through?
5. What are your implied follow-on tasks?



Rearm and Refuel





The Company Leader

The Company Leader is an online professional forum dedicated to furthering the profession of arms through discussion, writing, and practical tools.

To learn more, go to

<http://companyleader.themilitaryleader.com>

Subscribe through the website or at goo.gl/sAabiX and receive two free resources: *A Deeper Look at the Army Leader Requirements Model*—and—*7 Leader Questions*.

Follow The Company Leader on Twitter, Facebook, and Instagram @thecompanyldr

