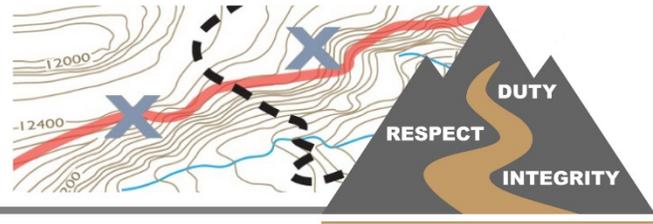


# Tactical Decision Games



Wildland Fire Leadership Development Program

## MID-SLOPE FIRE/BATTERY FIRE

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### INITIAL FACILITATOR INFORMATION—NOT TO BE SHARED WITH STUDENTS

#### Author(s)

Nic Anthony, Pacific Northwest Training Center  
Pete Gordon, Coronado National Forest  
Dave Owens, Sawtooth IHC

#### Target Audience

Single Resource Boss

#### Training Objective

Given the following scenario, players will determine how to handle an assignment involving a mid-slope fire edge. This can be used as a drill to discuss Watch Out Situation #13. Players should verbally communicate their decisions to the appropriate individuals.

#### Resources Referenced

- **Crew Boss (Player role)**
- Type 2 Initial Attack Handcrew
- Division Supervisor

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## SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

### Facilitator Briefing to Student(s)

You are the crew boss of a Type 2 initial attack handcrew on the Battery fire in west – central Texas. It is 1330 and you are at the A-B division break after hiking in from below. In her briefing, the Division B Supervisor tells you that Divisions A & C have completed line. The crews are exhausted, because they were chasing roll-outs all night. She asks you to complete the line on Division B, approximately 12 – 15 chains, and keep it as direct as possible since this fire is on private land and cost containment is an issue.

Today is June 20<sup>th</sup>, and the fire is currently 100 acres burning in typical desert fuels consisting of short grass and mesquite/juniper woodlands. The fire was lightning caused and started on top of the knob. The fire has backed down a 20% – 30% slope on the east and south sides. The current temperature is 98 degrees with a predicted high of 103. Minimum relative humidity is predicted to be 12%. Winds are currently light and variable with no significant changes predicted for the burning period. There is a 30% chance of thunderstorm activity this evening.

The fire has burned cleanly in Division B, providing an adequate safety zone. Footing on the slope is fairly good except for a few areas that are easily mitigated through good communication.

Take 3 minutes determine your course of action and prepare any communication contacts you think are necessary.

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## ADDITIONAL INFORMATION FOR FACILITATOR ONLY

### Facilitator “Murphy’s Law” Suggestions

The “Murphy’s Law” suggestions listed below can be added as “What ifs” at any time during the scenario to raise the stress level of the leader. You can also use one of your own:

- None needed if this TDGS is used as a seminar type.

### Facilitator’s Notes

The focus of this tactical decision game is on the Single Resource Boss level decision whether a direct under-slung fireline is feasible or an indirect fireline is appropriate to secure a mid-slope fire edge.

The facilitator has the option of running this TDG as a simulation type by assigning role players beyond the single point-in-time decision point. If so, the facilitator will need to develop Murphy’s Law interruptions and decision points.

Some possible hazards that the players should be able to identify are: fighting fire on a slope, roll-out potential, footing, desert wildlife or vegetation (scorpions, snakes, cactus, etc.), heat-related illnesses, limited resources, etc.

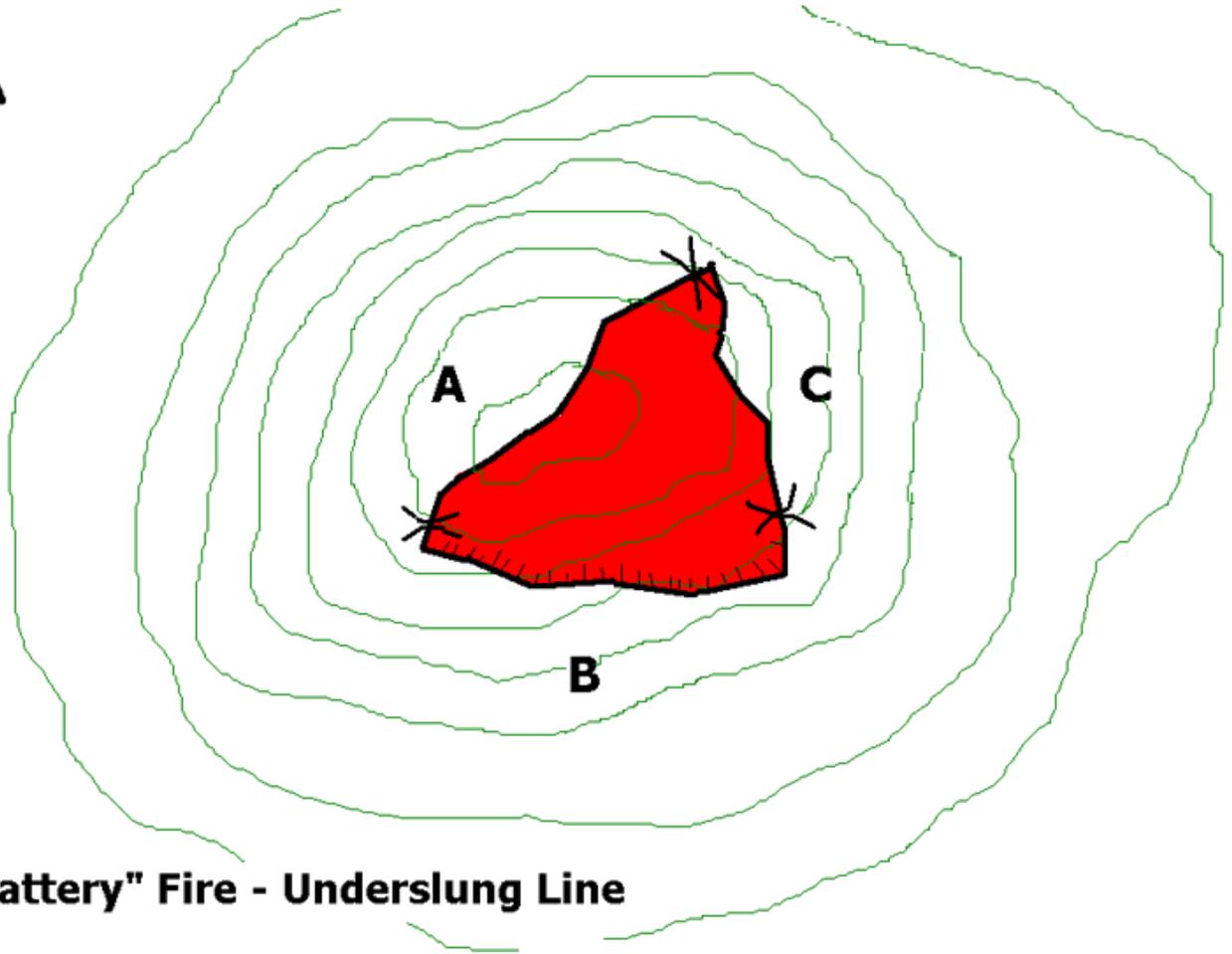
## After Action Review

The AAR should generate discussion on alternatives and opinions for options other than building under-slung line.

Use the AAR format found in the Incident Response Pocket Guide to facilitate the AAR. There are four basic questions in the AAR.

1. What was planned?
2. What actually happened?
3. Why did it happen?
4. What can we do next time?

TDGS shouldn't have a single solution, keep the focus of the AAR on what was done and why.



**"Battery" Fire - Underslung Line**