



The Warning Order



A warning order is "a preliminary notice of an order or action which is to follow." It is issued by the commander at the outset of receipt of an order from higher. The warning order is issued prior to beginning the planning process in order to allow subordinate leaders and units to maximize their preparation time. If you are receiving this message you are currently in your preparation time for TBS. This monthly warning order will provide you with information to help focus your efforts prior to checking in.

Vol. 4 Issue No. 5

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MOS Spotlight

0602: Communications Officer

The Communications Occupation Field includes the design, installation, interconnection, operation and defense of networks in support of data systems to provide secure, non-secure, and coalition information exchange requirements in a tactical or garrison environment. Communications Officers are the backbone for command and control of operating forces in the Marine Corps. They are responsible for the planning, installation, operation and maintenance of data, telecommunications and computer systems. On the battlefield, officers must be able to quickly establish communications capabilities. This MOS requires officers to stay informed of rapidly evolving technology involved in their day-to-day duties.

Pre-requisites:

- (1) Must be a U.S. Citizen.
- (2) Must be eligible for a Top Secret Security Clearance with SCI access eligibility.

CONTACT US

The Basic School
24164 Belleau Ave
Quantico, VA 22134
OOD: 703.784.5207

Let us answer your questions!

If you have questions regarding your preparation for the program of instruction, please contact us:
TBS_Student_Liaison_Officers@usmc.mil

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The Warning Order is designed to help you prepare for The Basic School (TBS) and set conditions for success as a Marine Officer. This month's issue includes Golf Company 7-22 Commander Guidance from Major Van Buren, recommended Professional Military Education to conduct as an inbound student officer, and a look into Marine Corps History. During your preparation time prior to reporting to The Basic School, visit the following website and create a MarineNet account: www.marinenet.usmc.mil. As mentioned in our "Contact Us" section, if you have any questions send an email to: TBS_Student_Liaison_Officers@usmc.mil.



Student officers conduct Intermediate Swim Qualification.



Student officers conduct MOUT exercises.

Inbound students of Company G, Basic Officer Course 7-22,

On behalf of the entire Company G staff, welcome to The Basic School! Your time at TBS will forge your decision making ability, critical thinking capacity, and communication competencies. Your company staff's goal is to train, mentor, and educate you. We look forward to your arrival, marking another milestone in your journey to leading Marines in the Fleet Marine Force (FMF). Before your check-in, we have captured some considerations to assist with your arrival:

- Check-in is Monday, 12 September for all Company G students. If extenuating circumstances require an earlier check-in date than listed for your assigned BOC, contact Major Katy Evezich at kathryn.evezich@usmc.mil. Reporting uniform is Woodland MARPAT utilities, sleeves up. You will receive detailed coordinating instructions for check-in in subsequent emails directly from the Golf Company staff.
- The challenges associated with COVID-19 remain. The health of staff, students, and families is of the utmost importance. Updated guidance regarding COVID-19 mitigation and policies will be communicated to you before arrival, but please note that vaccination against COVID-19 is mandatory for all military service members.

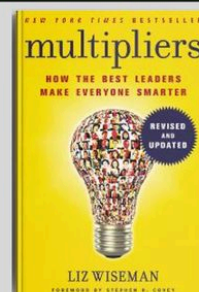
- The Golf Company staff asks that you lean into the following administrative items before your arrival: update your vehicle registration and ensure your driver's license is current, bring two original forms of government identification, obtain a wifi-enabled personal computer with a microphone (camera optional), create a MarineNet account in order to access your company Moodle page, and bring office supplies (printer, laminator) to facilitate your success in this graduate-level education program.

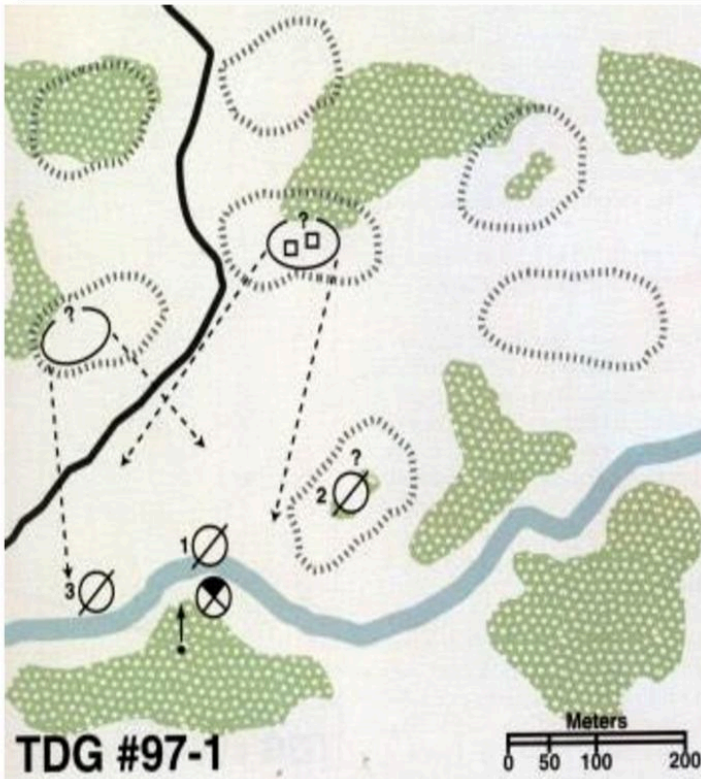
As we get closer to check-in day, ensure you prepare yourself mentally and physically for the course. The Golf Co staff will coordinate with you over the coming weeks using the Company G Organizational Mailbox: SMB_TBS_G_Co@usmc.mil. Please direct any questions or concerns to this address and our staff will work to provide a solution. We look forward to seeing you on 12 September.

Semper Fidelis,
Major David M. Van Buren
Major David M. Van Buren
Commanding Officer, Company G (7-22)

Multipliers: How the Best Leaders Make Everyone Smarter

Do you make those around you smarter? We've all had experience with 2 dramatically different types of leaders: Diminishers and Multipliers. The first type drains intelligence, energy, and capability from the people around them and always needs to be the smartest person in the room. These are the idea killers, the energy sappers, the diminishers of talent and commitment. On the other side of the spectrum are leaders who use their intelligence to amplify the smarts and capabilities of the people around them. In this engaging and highly practical book, Liz Wiseman and Greg McKeown explore these two leadership styles, persuasively showing how Multipliers can have a resoundingly positive and profitable effect on organization's getting more done with fewer resources, developing and attracting talent, and cultivating new ideas and energy to drive organizational change and innovation.





Tactical Decision Game

You are a squad leader in 3d Battalion, 4th Marines. The battalion is making a movement to contact, moving north. The battalion's mission is to locate, fix, and destroy any sizable enemy forces en route to the march objective some 15 kilometers to the north. The battalion commander has made it clear that the march objective is merely a reference point for the direction of movement; the true objective is the enemy. Your platoon is the advance guard, and your squad has the point. Your squad is in a wedge formation with 3d Fire Team on the left, 1st Fire Team in the center and 2d Fire Team on the right. An attached machinegun squad is located with you behind 1st Fire Team. The platoon commander is about 100 meters behind you, and the rest of the platoon is another 300-400 meters back.

You are fighting lightly equipped infantry forces that generally rely on ambush and hit-and-run tactics. They will stand and fight when they have the advantage but will flee when the odds are against them. As you move through the rolling, wooded terrain you occasionally make contact with an enemy fire team or two, sometimes just visual contact, sometimes a brief, long-range engagement. You think you've inflicted a few casualties, but the enemy disappears before the squad is able to close.

Your squad is approaching the Seven Mounds, a series of ancient burial sites with the ruins of a burial temple on the center mound. From experience you know that the enemy likes to fight on such terrain; they believe they gain strength from their ancestral spirits. You have told your Marines to be especially alert. As 1st Fire Team exits the woods and clears a dry streambed, you see the Marines quickly drop for cover and begin engaging the enemy, who simultaneously opens fire from the north. You crawl forward to the streambed where 1st Fire Team has moved for cover and continues to engage the enemy. The 1st Fire Team leader points out enemy positions on the two mounds to your direct front. You estimate the enemy to be about platoon strength.

You look down the streambed to the right but see no sign of 2d Fire Team. You lost contact with 2d Fire Team once the engagement started. Where are they you wonder, more than a little angry. The machineguns are behind you in the woods. On your left, 3d Fire Team has taken up prone positions just north of the streambed. You hear automatic weapons fire from the mound to your right, but it does not seem to be aimed at you. In fact, as best as you can tell, it seems to be aimed at the enemy. You decide it must be 2d Fire Team.

The 3d Fire Team leader crawls toward your position from the left flank. "Do you want us to assault that position on the left?" he shouts over the din. What'll it be, Sergeant?

Requirements:

In a time limit of 2 minutes, issue any orders and/or describe any additional actions you will take. Then provide a sketch of your plan and an explanation of your decision, to include your estimate of the situation.

TBS Key Dates:

Charlie Company 3-22

Graduation: 14 Oct 2022

Delta Company 4-22

Graduation: 18 Nov 2022

Echo Company 5-22

Graduation: 6 Jan 2023

Fox Company 6-22

Graduation: 17 Mar 2023

Golf Company 7-22

Check In: 12 Sept 2022

Graduation: 14 Apr 2023

Holiday Long Weekends:

Labor Day 96: 1-5 Sept

Columbus Day 72: 7-10 Oct

Veterans Day 72: 10-13 Nov

Social Media and Information

TBS Protocol hosts several special events throughout the year such as holiday parties and spouse socials. We livestream many of our various graduations and other ceremonies that can be found on our social media pages. Follow TBS on both Facebook and Instagram:

<https://www.facebook.com/TheBasicSchool>
and @thebasicschool

This Month In History:

Battle of Antietam: 17 September, 1862



The Battle of Antietam, or Battle of Sharpsburg particularly in the Southern United States, was a battle of the American Civil War fought on September 17, 1862, between Confederate Gen. Robert E. Lee's Army of Northern Virginia and Union Gen. George B. McClellan's Army of the Potomac near Sharpsburg, Maryland and Antietam Creek. Part of the Maryland Campaign, it was the first field army-level engagement in the Eastern Theater of the American Civil War to take place on Union soil. It remains the bloodiest day in American history, with a combined tally of 22,717 dead, wounded, or missing. Although the Union army suffered heavier casualties than the Confederates, the battle was a major turning point in the Union's favor. From a tactical standpoint, the battle was somewhat inconclusive; the Union army successfully repelled the Confederate invasion but suffered heavier casualties and failed to defeat Lee's army outright. However, it was a significant turning point in the war in favor of the Union due in large part to its political ramifications: the battle's result gave Lincoln the political confidence to issue the Emancipation Proclamation.