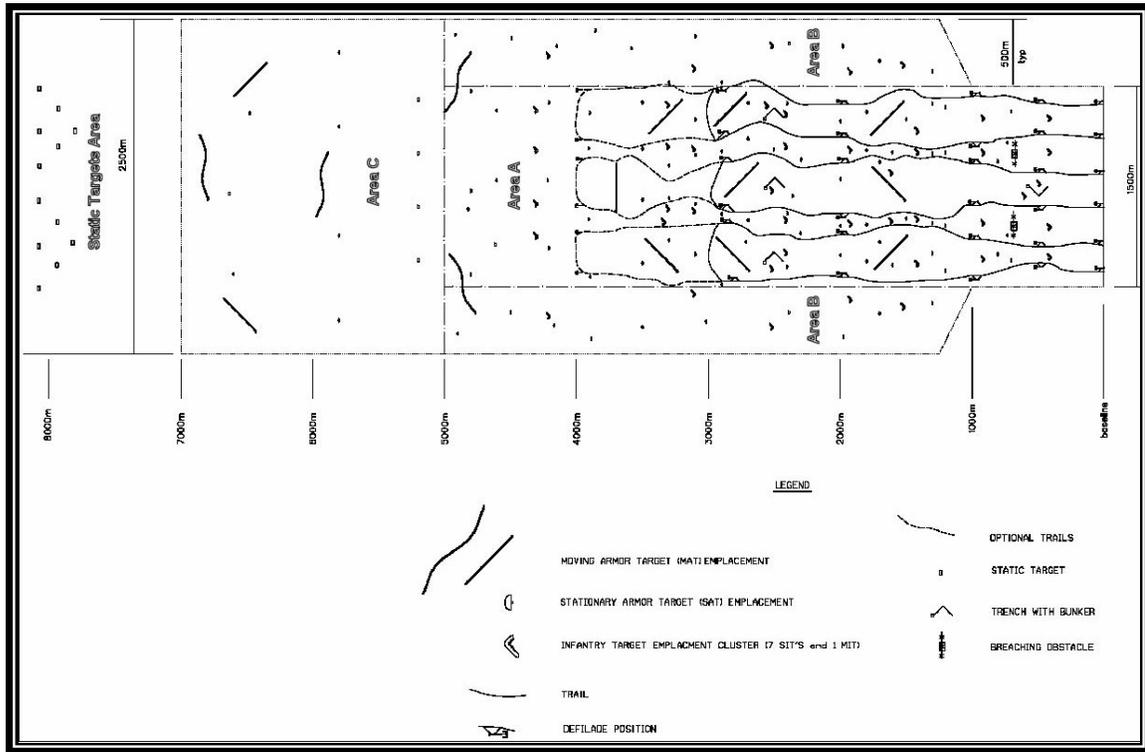


# DIGITAL MULTIPURPOSE RANGE COMPLEX (DMPRC) NARRATIVE DESCRIPTION



DMPRC Layout

Purpose: The information in this document is based on TC 25-8 Training Ranges dated 5 April 2004, FCC 17860. The DMPRC provides collective training facilities for armor, infantry, and aviation crews/platoons to train and test the skills needed to defeat stationary and moving targets from a stationary or moving vehicle. The complex is used for tank crew/platoon qualification, BFV crew/platoon qualification, dry firing, and sub-caliber training. It supports dismounted infantry platoon tactical live-fire operations either independently of, or simultaneously with, supporting vehicles. Combined Arms Live Fire Exercises (CALFEX) may also be conducted at this facility. The targets are set in a tactical array.

The complex consists of a base training area (Area A) and two optional areas (Areas B and C) to allow a greater dispersion of targets and aviation capabilities.

Refer to the Layout Details in the Appendix of this document for a typical layout of the DMPRC.

## Layout:

**General:** The DMPRC occupies an area of ground approximately 1500 meters wide by 7000 meters deep. With optional areas included, the size can increase to 2500 meters wide by 8000 meters deep. This area does not include the ROCA facilities. Refer to the Layout Details in the Appendix of this document for a typical DMPRC layout.

**Course Roads:** The DMPRC has 6 course roads approximately 3000 meters in length. The course roads are separated approximately 200 meters. As an option to the DMPRC, the course roads may be extended an additional 1000 meters. Refer to the Civil Details in the Appendix of this document for detailed course road information.

**Firing Positions:** Each course road has 5 defilade firing positions. The placement of the defilades is based on current gunnery standards, line of site to the targets and terrain. If the course roads are extended the optional 1000 meters, an additional defilade firing position is constructed at the end of the course roads. Refer to the Civil Details in the Appendix of this document for detailed defilade firing position information.

**Targetry:** All targets are fully automated, utilizing event-specific, computer-driven target scenarios and scoring. Targets receive and transmit digital data from the range operations center. The captured data is compiled and is available to the unit for use during the after action review (AAR).

The targetry on the DMPRC is placed in a tactical array that supports the current gunnery training standards. Targets are emplaced based on line of sight from firing positions and from maneuver sections of the course roads.

The Stationary Infantry Target (SIT) clusters have 7 SITs and a Moving Infantry Target (MIT) with a 15 meter movement capability.

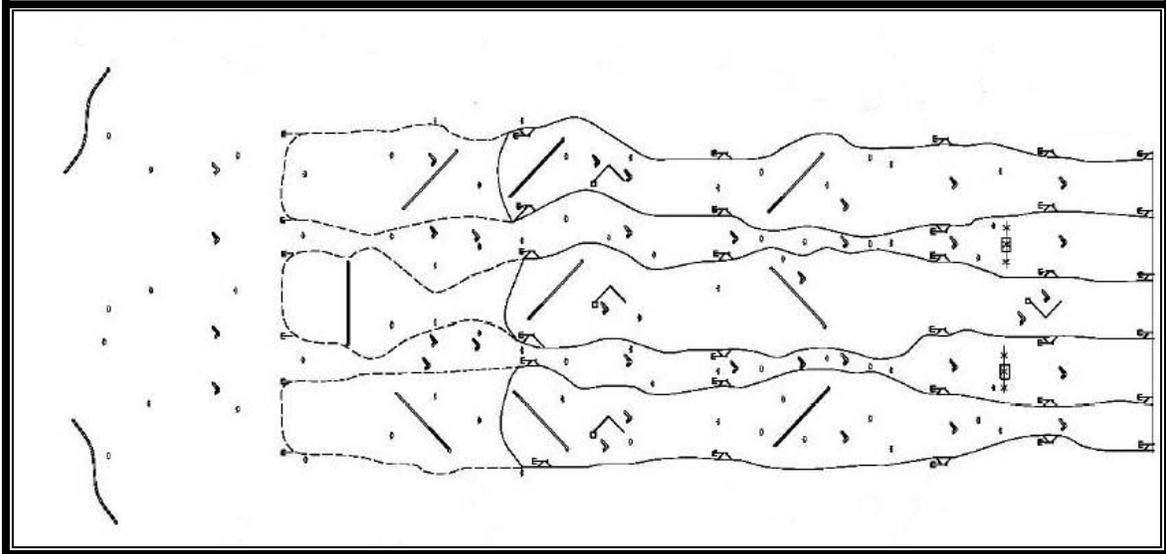
The Moving Armor Targets (MATs) have a movement capability of 350 meters and are also capable of evasive movement techniques.

The DMPRC has 2 breaching obstacles. The obstacles are used to train and evaluate dismounted obstacle breaching techniques.

The DMPRC also has 4 trenches. Each trench has a bunker. The trench systems are used to train and evaluate dismounted clearing techniques.

Refer to the Civil Details in the Appendix of this document for detailed information of the targetry on the DMPRC.

Area A:



DMPRC Area A

Primary features include:

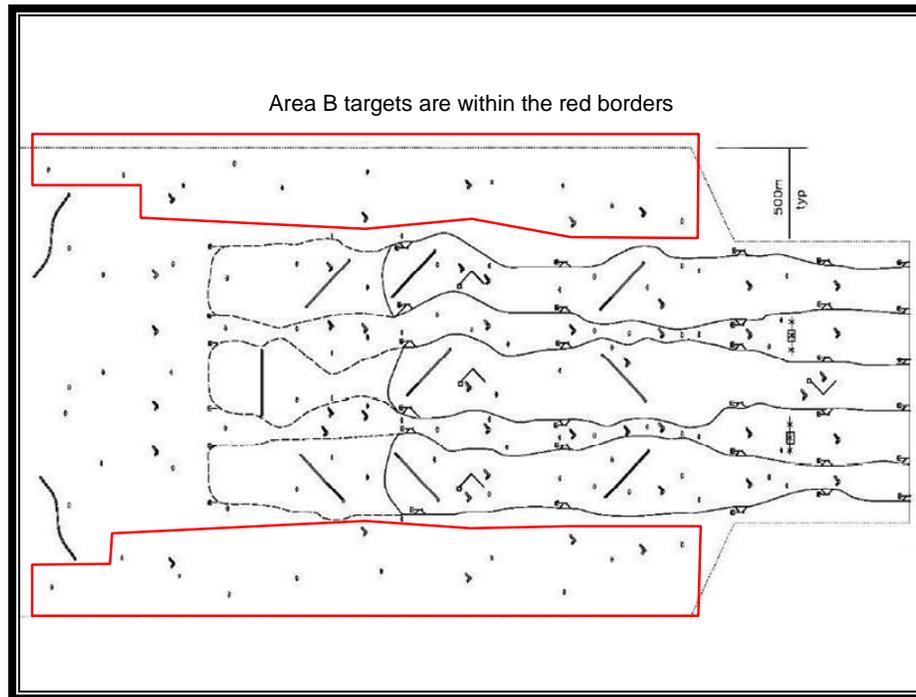
- 69 Stationary Armor Targets
- 11 Moving Armor Targets
- 35 Stationary Infantry Target emplacement clusters (245 SITs / 35 MITs).  
Each cluster consists of 7 SIT emplacements and 1 MIT.
- 3 Lanes: 2 course roads in each lane
- 30 Defilade firing positions with 6 optional positions
- 4 Trenches
- 2 Breaching obstacles

The base area consists of three lanes (6 course roads with crossover capability) in an area 1500 meters wide (at the baseline) by 5000 meters deep. The target arrays, objectives, course roads, and battle positions meet the minimum standards of armor/infantry/aviation units Tables I-XII and Combined Arms Live Fire Exercises (CALFEX).

Targets are placed in tactical arrays throughout the lane.

Area A contains 4 trenches with bunkers and 2 breaching obstacles to facilitate dismounted infantry platoon tactical live-fire operations.

## Area B.



DMPRC Area B

This area consists of 500-meter lateral extensions on both sides of Area A, and extending to the end of Area A. Target arrays in Area B allow greater dispersion of targets and separation of firing vehicles in order to maximize capabilities of digital platforms.

Primary features include:

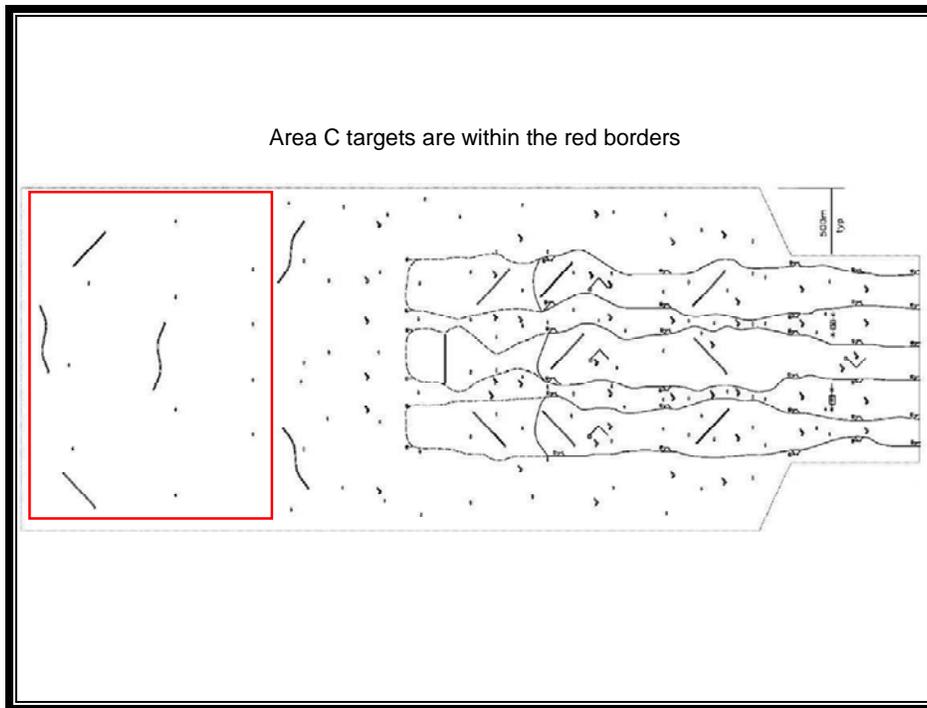
- 20 Stationary Armor Targets
- 10 Stationary Infantry Target emplacement clusters (70 SITs / 10 MITs)

## Area C.

This area consists of a 2000-meter extension from the end of Areas A and B, making the total length of the range 7000 meters. Targets in Area C provide for greater aviation capabilities and facilitate future long-range direct-fire engagements from ground platforms.

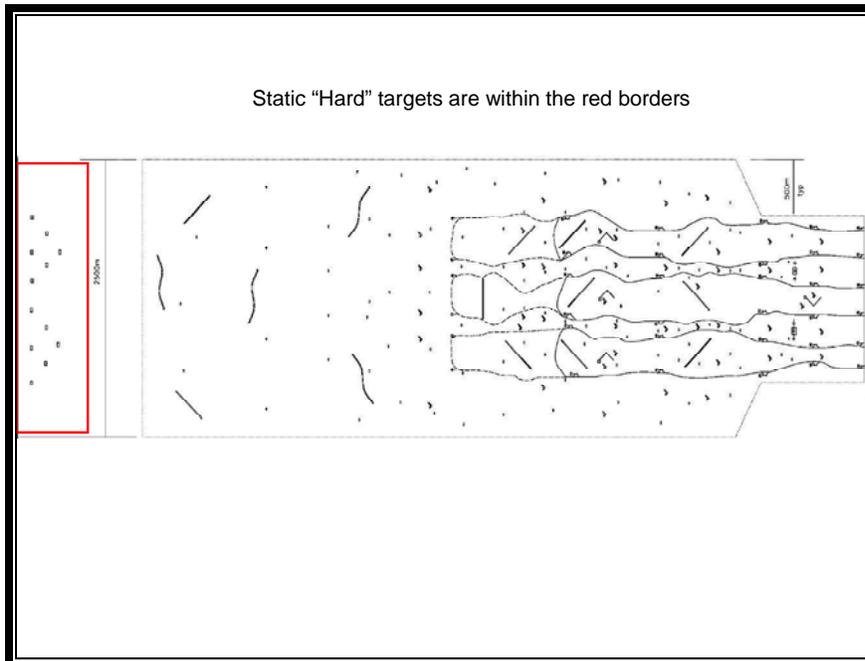
Primary features include:

- 11 Stationary Armor Targets
- 4 Moving Armor Targets



DMPRC Area C

Static Target Area. An area containing static targets utilized in aviation long-range gunnery can accompany any of the previously mentioned topics. This area extends from the 7000-meter line to 8000 meters downrange. It should be situated in a designated impact area because dud-producing ammunition is likely to be fired at these targets. The static targets in this area are provided by the installation.



DMPRC Static Target Area

## Associated Range Operations and Control facilities:

Standard Armor ROCA Facilities except:  
AAR-Small (17118) replaced by AAR-Large (17117)  
No General Instruction Building (17120)

## Requirement Documents:

FM 3-04.140 Helicopter Gunnery  
FM 3-20.8 Scout Gunnery  
FM 3-20.12 Tank Gunnery (Abrams)  
FM 3-22.1 Bradley Gunnery  
ARTEP 7-20 MTP Mission Training Plan for the Infantry Battalion  
ARTEP 71-2 MTP Mission Training for the Tank and Mechanized Bn Task Force

**Additional Information:** This range uses thermal targets, night illumination devices, hostile-fire simulator, target-kill simulators, mortar simulation devices and visual flash simulators. Location of the boresight area must be coordinated with the trainer. Gunnery tasks requiring the usage of dud producing ammunition cannot be fired on the complex. Provisions for these tasks must be made in impact areas adjacent to complex.