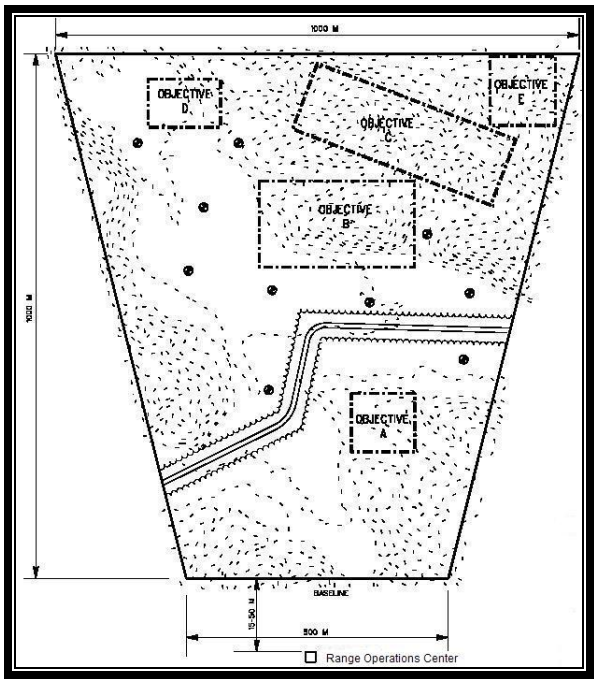
# INFANTRY SQUAD BATTLE COURSE (ISBC)
# NARRATIVE DESCRIPTION




Purpose: The ISBC is a facility where a dismounted infantry squad can conduct tactical movement techniques and mission-oriented training exercises. This range is used to train and test infantry squads on the skills necessary to conduct tactical movement techniques, detect, identify, engage and defeat stationary and moving infantry and armor targets in a tactical array. The squad can conduct individual maneuvers as well as collective maneuvers (battle drills). The ISBC is not designed to accommodate aerial gunnery support activities.

The training exercises can be performed with live fire only when all safety aspects can be met. Exercises are typically conducted under non-live fire conditions which include dry fire, MILES (laser), and blanks prior to live fire.

Installation Requirements: It is critical that each ISBC be tailored to the requirements set by the installation's training requirements and specific site terrain features. The strategies for the final range layout will be based on the following criteria:

- Training directives, priorities, and guidance established by the installation's Chain of Command.
- Squad battle tasks.
- Squad mission-essential task list.
- Squad training priorities.
- Training resources and availability.
- Terrain availability.

Siting: Terrain is a critical element to be considered when selecting a suitable location for a battle course. The site's terrain features should support the user's training requirements as well as the critical training maneuvers.

Although one site may not support all the critical training maneuvers, careful site selection and terrain use will greatly increase battle course training capabilities.

A well thought-out objective and target layout will enhance training realism. Key to the layout is the Line of Site (LOS) to the targets from the firing positions. LOS is required to ensure soldiers can see and engage the targets in the constructed Objectives areas.

A LOS Analysis of the layout from the firing points of the maneuver area to the targets should be conducted once the target layout is approved. At this point refinements to the targets positions can occur.

Course Objectives: Note that the distances cited below pertain only to the nonsite-specific layouts presented in this manual. Specific target and objective layouts must be coordinated with the installation trainer and based upon the type of weapons and ammunition to be used.

Depending upon the Commander's training intent; the limit of advance for squad maneuver can end at any point on the Battle Course.

Although Objectives C, D, and E are areas that simulate enemy counterattack forces, the squad will maneuver to its objective and react to any enemy target situations that occur.

All trenches, bunkers and target emplacements must simulate typical threat scenarios.

Mortar Simulation Device emplacements are located in areas where enemy mortar fire is to be simulated.

Primary Features:

| | |
|---|---|
| 6 | Stationary Armor Targets (SAT) |
| 1 | Moving Armor Targets (MAT) |
| 20 | 20 Stationary Infantry Targets (SIT) |
| 6 | Moving Infantry Targets (MIT) |
| 5 | Machine Gun Bunkers (MGB) /Observation Bunkers (OB) |
| 2 | Trench Obstacles |
| 10 | Mortar Simulation Devices (MSD) |

## Layout:

**General**. The ISBC occupies an area of ground approximately 1000 meters wide by 1000 meters deep. This area does not include the ROCA facilities. Refer to the Layout Details in the Appendix of this document for a typical ISBC layout.

**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 ISBC is placed in a tactical array that supports the current Infantry Squad training standards. Targets are emplaced based on line of sight from firing points throughout the course.

There are 6 Stationary Armor Targets (SAT). Each SAT has a Battle Effects Simulator (BES).

The Moving Armor Target (MAT) has a movement capability of 350 meters and are also capable of evasive movement techniques. There is a Battle Effects Simulator on the MAT target carrier.

There are 20 Stationary Infantry Targets (SITs). The SITs will be sited throughout the course objectives individually and in groups. The SITs will tie in with the primary purpose of each objective.

There are 6 Moving Infantry Targets (MITS). Each MIT will have a 15 meter movement capability. The MITs will be sited throughout the course objectives. The MITs will tie in with the primary purpose of each objective.

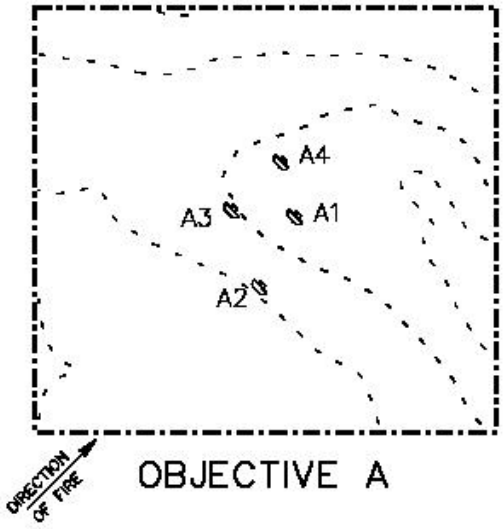
There are 5 Machine Gun Bunkers located throughout the course. 2 Machine Gun Bunkers will be used to protect the trench. Each bunker will be equipped with a Sound Effects Simulator (SES).

There are 10 Mortar Simulation Devices located throughout the course.

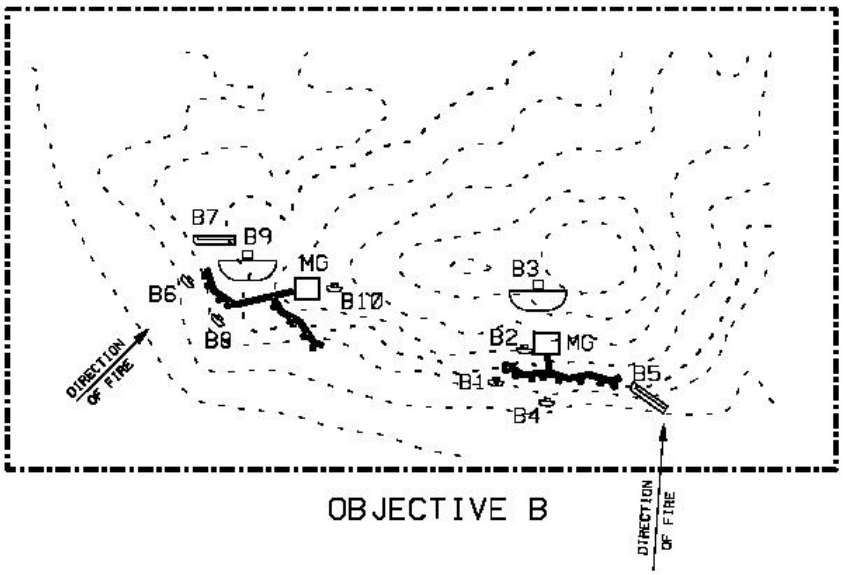
The ISBC has 2 trench protected by 2 machine gun bunkers. The trench systems are used to train and evaluate dismounted clearing techniques.

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

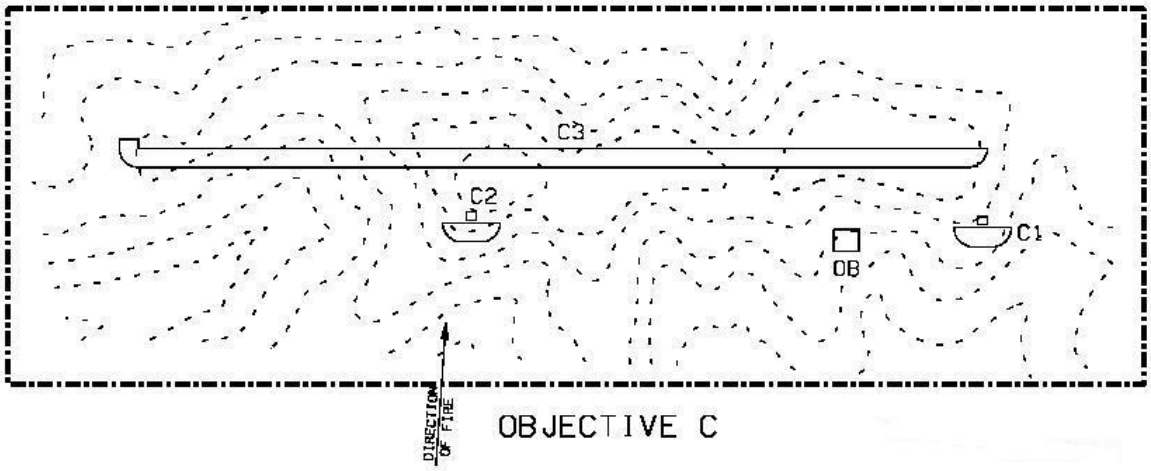
Objective A. Objective A consists of four SITs simulating an enemy outpost position. Objective A should be sited 200 to 300 meters downrange on a ridge line or other strategic area that can be engaged from a frontal suppressing posture and a lateral (flanking) defeating engagement.



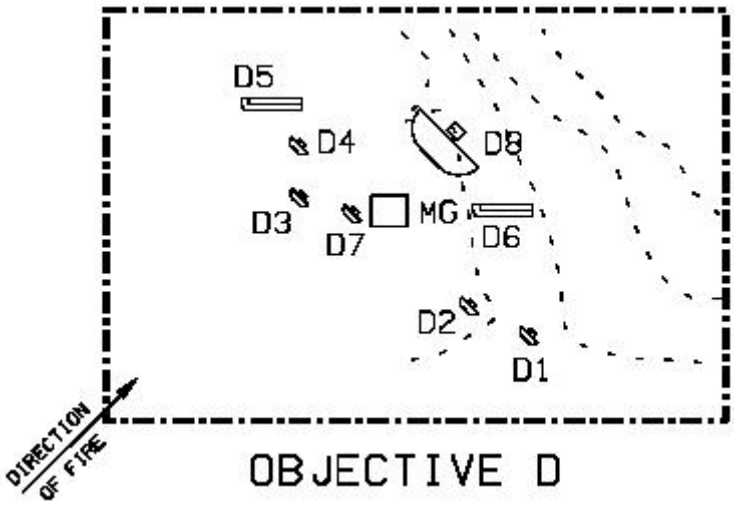

Objective B. Objective B is the final objective, consisting of two groupings with three SITs and a single MIT in each grouping. Infantry targets should be located approximately 15 meters apart in each grouping. Each target grouping will also include one enemy trench, one SAT, and one machinegun bunker. The target groupings in objective B should be sited downrange approximately 500 to 600 meters from the baseline.

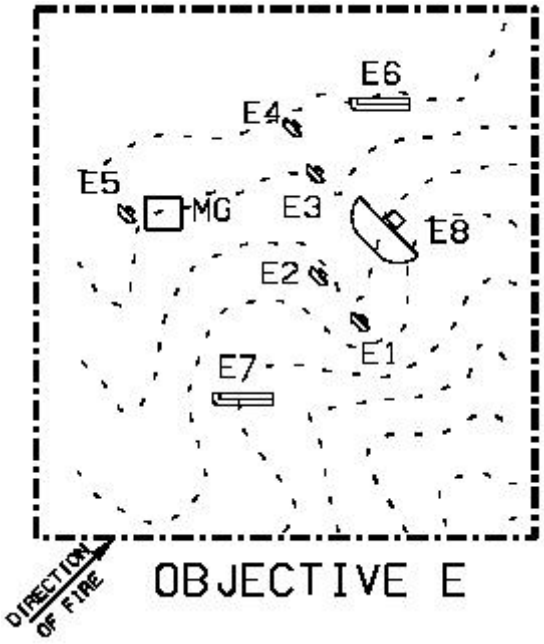


Objective C. Objective C is the enemy counterattack force that repels squad advancement into Objective B. Objective C requires two SAT's, one MAT, and an observation bunker and should be sited approximately 200 meters downrange of Objective B.




Objectives D and E. Objectives D and E are counterattack forces consisting of five SITs, two MITs, one SAT, and one machinegun bunker. The objectives should be sited approximately 900 to 1,000 meters downrange from the baseline.






Danger Area. A danger area is any area void of a protective cover that could aid in the concealment of the platoon during movement exercises. The danger area is not a mandatory feature for all ISBCs, but could be incorporated into the range layout, depending upon specific training needs. The design features of each course depend upon the type of training desired for each range.

Associated Range Operations and Control facilities:

Standard Small Arms ROCA Facilities

Requirement Document:

FM 7-8 Infantry Rifle Platoon and Squad
ARTEP 7-8-Drill Battle Drills for the Infantry Platoon and Squad
ARTEP 7-8-MTP Mission Training Plan for the Rifle Platoon and Squad
TC 7-9 Infantry Live Fire Training

Additional Information: Target locations are site adapted and all must be located in areas that support desired tactics and the user's training requirements. All trenches, bunkers, and target emplacements must simulate typical threat scenarios. MSD emplacements are located in areas from which unfriendly mortar fire is to be simulated. Helicopter landing areas, designed for heavy use, should be located to support aerial insertion and extraction of the squad.