TC 3-20.20

TRAINING: MANEUVER PLATOON

APRIL 2025

DISTRIBUTION RESTRICTION: Approved for public release; distribution is unlimited.

HEADQUARTERS, DEPARTMENT OF THE ARMY

This publication is available at the Army Publishing Directorate site (https://armypubs.army.mil) and the Central Army Registry Site (https://atiam.train.army.mil/catalog/dashboard).

Training Circular
No. 3-20.20

Headquarters
Department of the Army
Washington, DC, 25 April 2025

TRAINING: MANEUVER PLATOON

Contents

Page

Preface ..... **ix**
Introduction ..... **xi**
CHAPTER 1 ..... **1**
TABLE I – TACTICAL STANDARD OPERATING PROCEDURES **1**
Event Overview 1
Plan the Training 3
Train the Trainers 6
Recon the Site 6
Issue the Order 6
Rehearse 7
Execute 7
Evaluate the Training 7
Retrain 7
Best Practices 8
CHAPTER 2 ..... **11**
TABLE II – SITUATIONAL TRAINING EXERCISE–VIRTUAL **11**
Event Overview 11
Plan the Training 13
Train the Trainers 17
Recon the Site 18
Issue the Order 19
Rehearse 19
Execute 20
Evaluate the Training 21
Retrain 22
Best Practices 22
CHAPTER 3 ..... **25**
TABLE III – SITUATIONAL TRAINING EXERCISE **25**

DISTRIBUTION RESTRICTION: Approved for public release; distribution is unlimited.

Event Overview 25
Plan the Training 27
Train the Trainers 38
Recon the Site 39
Issue the Order 41
Rehearse 41
Execute 42
Evaluate the Training 43
Retrain 44
Best Practices 45
CHAPTER 4 47
TABLE IV – FIELD TRAINING EXERCISE 47
Event Overview 47
Plan the Training 50
Prepare 59
Recon the Site 62
Issue the Order 64
Rehearse 64
Execute 65
Evaluate the Training 66
Retrain 67
Best Practices 67
CHAPTER 5 69
TABLE V – FIRE COORDINATION EXERCISE 69
Event Overview 69
Plan the Training 71
Prepare 82
Recon the Site 84
Issue the Order 86
Rehearse 87
Execute 88
Evaluate the Training 89
Prepare and Conduct the After Action Review 89
Retrain 90
Best Practices 90
CHAPTER 6 93
TABLE VI – LIVE-FIRE EXERCISE 93
Event Overview 93
Plan the Training 95

Prepare 105
Recon the Site 107
Issue the Order 109
Rehearse 110
Execute 111
Evaluate the Training 112
Prepare and Conduct the After Action Review 112
Retrain 113
Best Practices 113
CHAPTER 7 115
PLATOON PROFICIENCY 115
Overview 115
Platoon Formations 122
APPENDIX A 145
AMMUNITION REQUIREMENTS 145
APPENDIX B 179
BUILDING COLLECTIVE TRAINING 179
APPENDIX C 237
ROLES, RESPONSIBILITIES, AND LEADER CERTIFICATION 237
APPENDIX D 261
COLLECTIVE EVALUATION 261
APPENDIX E 275
COLLECTIVE TASKS BY FORMATION TYPE 275
Glossary 285
References 289
Index 291

Figures

Introductory figure-1. Platoon formations and training publications xii
Introductory figure-2. Platoon training strategy overview xiii
Introductory figure-3. Platoon tables with linkage to higher echelon collective training, example xiv
Figure 1-1. Platoon Table I, Tactical Standard Operating Procedures 1
Figure 1-2. Integration of warfighting functions and tasks, Table I, Tactical Standard Operating Procedures 5
Figure 1-3. Tactical Standard Operating Procedure Card, Call for Direct Fire Support 9
Figure 1-4. Digital tasks list cheat card, example 10
Figure 2-1. Platoon Table II, Situational Training Exercise-Virtual 11
Figure 2-2. Primary and alternate virtual systems by unit 14
Figure 2-3. Integration of warfighting functions and tasks, Table II, Situational Training Exercise-Virtual 16
Figure 2-4. Situational training exercise–virtual best practices, example 23

Figure 3-1. Platoon Table III, Situational Training Exercise 25
Figure 3-2. Warfighting function integration requirements, Table III, Situational Training Exercise 29
Figure 3-3. Lane rotation using a sequential sequence, example 30
Figure 3-4. Sequential sequence story board, example 31
Figure 3-5. Multiple, rotating situational training exercise lanes, example 33
Figure 3-6. Multiple, rotating situational training exercise lane story board, example 34
Figure 3-7. Drivers, branches, and sequels matrix, example 35
Figure 3-8. Drivers, branches, and sequels applied to the mission, Phase 4 example 36
Figure 3-9. Mission stimulus as drivers, branches, and sequels matrix, example 37
Figure 3-10. Recon the training site for warfighting function integration, examples 40
Figure 3-11. Situational training exercise best practices, example 45
Figure 4-1. Platoon Table IV, Field Training Exercise 47
Figure 4-2. Warfighting function integration requirements, Table IV, Field Training Exercise 53
Figure 4-3. Training area battlespace concept, example 55
Figure 4-4. Mission stimulus as drivers, branches, and sequels matrix, example 57
Figure 4-5. Driver, branch, and sequel synchronization matrix, example 58
Figure 4-6. Exercise control structure, example 60
Figure 4-7. Warfighting function integration, examples 63
Figure 4-8. Field training exercise best practices, example 68
Figure 5-1. Platoon Table V, Fire Coordination Exercise 69
Figure 5-2. Platoon Table V, Fire Coordination Exercise, warfighter function integration requirements 74
Figure 5-3. Range facilities-platoon live fire capable 77
Figure 5-4. Live-fire battlespace, example 79
Figure 5-5. Mission stimulus as drivers, branches, and sequels matrix, example 80
Figure 5-6. Driver, branch, and sequel synchronization matrix, example 81
Figure 5-7. Exercise control structure, example 83
Figure 5-8. Warfighting function integration, examples 85
Figure 5-9. Field coordination exercise best practices, example 91
Figure 6-1. Platoon Table VI, Live-Fire Exercise 93
Figure 6-2. Integrated warfighting function requirements 98
Figure 6-3. Range facilities—platoon live fire capable 100
Figure 6-4. Live-fire battlespace, example 102
Figure 6-5. Mission stimulus as drivers, branches, and sequels matrix, example 103
Figure 6-6. Driver, branch, and sequel synchronization matrix, example 104
Figure 6-7. Exercise control structure, example 106
Figure 6-8. Warfighting function integration, examples 108
Figure 6-9. Live-fire exercise best practices, example 114
Figure 7-1. Platoon proficiency training requirements 116
Figure 7-2. Platoon external evaluation requirements 117
Figure 7-3. Platoon proficiency ratings 118
Figure 7-4. Armor and rifle platoon formation structure, examples 123
Figure 7-5. Mechanized and motorized rifle platoon structure, examples 124
Figure 7-6. Scout and assault platoon structure, example 125
Figure 7-7. Proficient Armor platoon, example 126
Figure 7-8. Unqualified Armor platoon, example 127
Figure 7-9. Commander mitigation options, example 128
Figure 7-10. Proficient Infantry brigade combat team rifle platoon 129
Figure 7-11. Unqualified Infantry brigade combat team rifle platoon, example 130
Figure 7-12. Commander’s talent management options restore section proficiency, example 131
Figure 7-13. Proficient mechanized platoon, example 132
Figure 7-14. Unqualified mechanized platoon, example 133
Figure 7-15. Commander’s talent management options restore platoon proficiency, example 134
Figure 7-16. Proficient Stryker brigade combat team rifle platoon with Medium Caliber Weapon System and Common Remotely Operated Weapon Station-Javelin, example 135
Figure 7-17. Unqualified motorized platoon, example 137

Figure 7-18. Commander mitigation to regain platoon proficiency, example 138
Figure 7-19. Proficient Cavalry platoon, example 139
Figure 7-20. Unqualified Cavalry platoon, example 140
Figure 7-21. Commander's talent management options restore platoon proficiency, example 141
Figure 7-22. Proficient assault platoon, example 142
Figure 7-23. Unqualified Infantry section with medium tank, example 143
Figure 7-24. Commander's talent management options restore section proficiency, example 144
Figure A-1. Authorized weapons, systems, and platforms 146
Figure A-2. Common munitions for all brigade combat team formations 147
Figure A-3. Recommended smoke, signals, and grenades 148
Figure A-4. Platoon recommended simulators 149
Figure A-5. M4 and M16 recommended training munitions 150
Figure A-6. M249AR recommended training munitions 151
Figure A-7. M9, M17, or M18 recommended training munitions 152
Figure A-8. Sniper weapon systems recommended training munitions 153
Figure A-9. Crew-served machine gun recommended munitions 154
Figure A-10. M203 or M320 low-velocity 40-millimeter recommended munitions 155
Figure A-11. Shotgun recommended munitions 156
Figure A-12. AT-4 and AT-4 confined space recommended munitions 156
Figure A-13. M3, MAAWS recommended munition types 157
Figure A-14. Hand grenade recommended quantities 157
Figure A-15. Cavalry squad recommended demolitions during platoon collective training 158
Figure A-16. Armored brigade combat team weapons, systems, and platforms 159
Figure A-17. Abrams recommended munitions 160
Figure A-18. Bradley fighting vehicle recommended munitions 161
Figure A-19. Recommended Cavalry mounted machine gun munitions per crew 162
Figure A-20. Recommended Armored brigade combat team mortar munitions by formation 163
Figure A-21. Recommended Armored brigade combat team field artillery per supporting unit 164
Figure A-22. Stryker brigade combat team weapons, systems, and platforms 165
Figure A-23. Medium caliber weapon system recommended munitions 166
Figure A-24. Stryker Infantry carrier vehicle or reconnaissance vehicle recommended munitions 167
Figure A-25. Recommended Stryker antitank guided missile munitions per crew 168
Figure A-26. Recommended Stryker brigade combat team mortar munitions by formation 170
Figure A-27. Recommended Stryker brigade combat team field artillery per supporting unit 171
Figure A-28. Infantry brigade combat team weapons, systems, and platforms 172
Figure A-29. Mounted machine gun platform recommended munitions 173
Figure A-30. Medium tank, M10 Booker recommended munitions 174
Figure A-31. Tube launched, optically tracked, wire guided system or improved target acquisition system recommended munitions 175
Figure A-32. Recommended Infantry brigade combat team mortar training munitions by formation 176
Figure A-33. Recommended Infantry brigade combat team field artillery per supporting unit 178
Figure B-1. Developing the training scenario 181
Figure B-2. Armored brigade combat team, Infantry brigade combat team, and Stryker brigade combat team mounted and dismounted rifle platoon collective task training requirements, example 183
Figure B-3. Armored brigade combat team, Armor platoon collective task training requirements, example 183
Figure B-4. Assault platoon collective task training requirements, example 184
Figure B-5. Armored brigade combat team, Infantry brigade combat team, and Stryker brigade combat team mounted and dismounted Cavalry platoon collective task training requirements, example 184
Figure B-6. Maneuver collective training integration requirements 186
Figure B-7. Operational environment variable scenario, examples 187
Figure B-8. Threat presentation methods by event (training environment) 189

Figure B-9. Training event environment and conditions cross-reference 190
Figure B-10. Training resources and responsible coordinator by table, example 191
Figure B-11. Threat and targetry resources by table, example 192
Figure B-12. External evaluation resources by table, example 193
Figure B-13. Collective live fire capable range facilities 195
Figure B-14. Environmental consideration examples 196
Figure B-15. Targetry increases by ammunition available 198
Figure B-16. Targetry examples by type 200
Figure B-17. Kill standards by threat and caliber 202
Figure B-18. Collective task and tactical mission task kill standards by type 203
Figure B-19. Kill standard percentages to task cross-reference 204
Figure B-20. Observer-coach/trainer and radio-telephone operator driver minimum requirements 207
Figure B-21. Drivers, branches, and sequels, example 209
Figure B-22. Integrating mission command into the training event, example 211
Figure B-23. Integrating movement and maneuver into the training event, example 212
Figure B-24. Integrating fires into the training event, example 213
Figure B-25. Integrating intelligence into the training event, example 214
Figure B-26. Integrating protection into the training event, example 215
Figure B-27. Integrating fires into the training event, example 216
Figure B-28. Live-fire exercise operation order, example 220
Figure B-29. Live-fire exercise operation order, example (continued) 221
Figure B-30. Live-fire exercise template example 222
Figure B-31. Live-fire exercise, Step 1, example 223
Figure B-32. Live-fire exercise, Step 2, example 224
Figure B-33. Live-fire exercise, Step 3, example 225
Figure B-34. Live-fire exercise, Step 4, example 226
Figure B-35. Live-fire exercise, Step 5, example 227
Figure B-36. Live-fire exercise, Step 6, example 228
Figure B-37. Live-fire exercise, Step 7, example 229
Figure B-38. Live-fire exercise, Step 8, example 230
Figure B-39. Live-fire exercise, Step 9, example 231
Figure B-40. Live-fire exercise, Step 10, example 232
Figure B-41. Live-fire exercise, Step 11, example 233
Figure B-42. Live-fire exercise, Step 12, example 234
Figure B-43. Live-fire exercise, Step 13, example 235
Figure C-1. Common exercise control structure, example 238
Figure C-2. Battalion/squadron live-fire planning structure, example 239
Figure C-3. Digital task list for live-fire events, example 242
Figure C-4. Exercise control required personnel 246
Figure C-5. Training unit commander relationships within the exercise control 248
Figure C-6. Fire support officer certification 249
Figure C-7. External evaluator team, example 251
Figure C-8. Officer in charge certification 252
Figure C-9. Range safety officer certification 253
Figure C-10. Noncommissioned officer in charge 254
Figure C-11. Master Gunner certification 255
Figure C-12. Medical support requirements 256
Figure C-13. Ammunition noncommissioned officer certification 257
Figure C-14. Collective live fire facility additional personnel requirements 258
Figure C-15. Pyrotechnics, smoke, signals, and simulators 260
Figure D-1. Platoon proficiency ratings 263
Figure D-2. Kill standard for each type of target by caliber 264
Figure D-3. Number of targets per step, day phase (targets killed by step format) 267
Figure D-4. Minimum hits by step based on live-fire task 268
Figure D-5. Targets successfully serviced by step record (targets killed by step format) 269

Figure D-6. Assessing proficiency by step (targets killed by step format) 271
Figure D-7. Adding the tactical assessment ratings (targets killed by step format) 272
Figure D-8. Overall proficiency rating (targets killed by step format) 273
Figure E-1. Rifle company, required collective tasks, example 276
Figure E-2. Armor company, required collective tasks, example 276
Figure E-3. Cavalry troop, required collective tasks, example 277
Figure E-4. Armor company, required collective tasks, example 277
Figure E-5. Rifle company, required collective tasks, example 278
Figure E-6. Weapons company, required collective tasks, example 278
Figure E-7. Rifle company, airborne, required collective tasks, example 279
Figure E-8. Weapons company, airborne, required collective tasks, example 279
Figure E-9. Motorized Cavalry troop, required collective tasks, example 280
Figure E-10. Dismounted Cavalry troop, required collective tasks, example 280
Figure E-11. Motorized Cavalry troop, airborne, required collective tasks, example 281
Figure E-12. Dismounted Cavalry troop, airborne, required collective tasks, example 281
Figure E-13. Rifle company, required collective tasks, example 282
Figure E-14. Weapons company, required collective tasks example 282
Figure E-15. Rifle company, required collective tasks example 283
Figure E-16. Cavalry troop, required collective tasks, example 283

This page intentionally left blank.

Preface

TC 3-20.20 provides a detailed description of the maneuver force's platoon training strategy. This training strategy is for all platoon-size formations to achieve fire and maneuver proficiency at home station.

TC 3-20.20 includes the purpose of the integrated weapons training strategy (IWTS), its standard structure, training requirements, the integration of combined arms assets, and resource requirements for the Armored, Infantry, and Stryker brigade combat teams' maneuver elements. This publication provides training principles and techniques for units to use to gain proficiency in engaging and destroying threats efficiently in any operational environment.

This publication includes all the required planning and preparation for a successful unit weapons training program. Where vehicle or weapon-specific techniques in this training circular conflict with that vehicle or weapon's technical manual, the reader should follow the procedures in the technical manual. For the purposes of clarity, Army standard is directly implied when discussing standard or standards throughout TC 3-20.20.

The principal audience for TC 3-20.20 is commanders, planners, trainers, and Master Gunners of maneuver units. Commanders and staffs of Army headquarters serving as joint task force or multinational headquarters should also refer to applicable joint or multinational doctrine concerning the range of military operations and joint or multinational forces. Trainers and educators throughout the Army will also use this publication.

Commanders, staffs, and subordinates ensure that their decisions and actions comply with applicable United States, international, and in some cases host-nation laws and regulations. Commanders at all levels ensure that their Service members operate in accordance with the law of armed conflict and the rules of engagement. (See FM 6-27 for legal compliance.)

The use of a trade or brand name does not constitute endorsement of any specific commercial product, commodity, service, or enterprise by the United States Army.

TC 3-20.20 uses joint terms where applicable. Selected joint and Army terms and definitions appear in both the glossary and the text. Terms for which TC 3-20.20 is the proponent publication (the authority) are marked with an asterisk (*) in the glossary. When first defining other proponent definitions in the text, the term is italicized with the proponent publication designator and number at the end of the definition. Following uses of the term are not italicized.

TC 3-20.20 applies to the Active Army, Army National Guard/Army National Guard of the United States, and United States Army Reserve unless otherwise stated.

The proponent of this publication is the United States Army Maneuver Center of Excellence. The preparing agency is the Doctrine and Collective Training Division, Department of Tactics, Training, and Doctrine, United States Army Maneuver Center of Excellence. Send comments and recommendations on DA Form 2028 (*Recommended Changes to Publications and Blank Forms*) to Commander, United States Army Maneuver Center of Excellence and Fort Benning, ATZK-TD (TC 3-20.20), 1 Karker Street, Fort Benning, GA 31905-5410; by email to usarmy.benning.mcoe.mbx.doctrine@mail.mil; or submit an electronic DA Form 2028.

This page intentionally left blank.

Introduction

TC 3-20.20 provides the details of the IWTS structure specifically designed for U.S. Army maneuver platoons. This training circular provides the training strategy for maneuver commanders to train, evaluate, and assess their unit's overall proficiency at home station. The maneuver platoon training strategy includes only the critical training events to build readiness at echelon using the IWTS's standard training structure. The standardized strategy synchronizes with the Army's force generation model (Regionally Aligned Readiness and Modernization Model) and provides detailed training requirements to maneuver units.

The maneuver platoon training strategy maximizes the training aids, devices, simulators, and simulations (TADSS), and live-fire events capabilities in a systematic manner to increase and sustain Soldier and unit proficiency, effectiveness, and lethality. The training strategy is capability-based (unit, subordinate unit, and integrated warfighting functions) and maximizes the training resources available across the force. The strategy synchronizes with echelon-based proficiency benchmarks within the Army's readiness model and meets the training proficiency goals and standards for a ready and capable force.

The maneuver platoon training strategy encompasses all critical training that builds a unit's ability to shoot, move, and communicate effectively and efficiently. Although units conduct other training as part of their training plan, the critical training path includes only those events that are conducted to ensure the maximum experience is achieved or gained by the trained Soldier, subordinate elements, integrated warfighting functions, and the unit.

Higher echelon and subordinate element training strategies are defined in their respective echelon-based training publications as part of the IWTS structure and as described in TC 3-20.0. The terms defined are used frequently in this training circular:

- *Company*—a unit consisting of two or more platoons, usually of the same type, with a headquarters and a limited capacity for self-support (ADP 3-90).
- *Platoon*—a subdivision of a company or troop consisting of two or more squads or sections (ADP 3-90).
- *Troop*—a company-size unit in a cavalry organization (ADP 3-90).

Introductory figure-1, page xii provides common platoon formation structures and the corresponding training publication.

Note. A commander can create a platoon to meet the mission requirements on demand of the tactical situation. In most cases, placing qualified subordinate elements together with an experienced leader creates a valuable platoon for the commander's mission.

PLATOON	TRAINING STRATEGY PUBLICATION
INFANTRY PLATOON	TC 3-20.20, TRAINING: MANEUVER PLATOON
STRYKER PLATOON	
TANK PLATOON	
BRADLEY PLATOON	
ANTITANK PLATOON	
SCOUT PLATOON	
COMMANDER-DEFINED	

LEGEND
TC TRAINING CIRCULAR

Introductory figure-1. Platoon formations and training publications

Commanders may elect to include additional subordinate teams, crews, or squads to the platoon formation based on mission requirements. If small teams, crews, or squads are added to the platoon formation after the platoon has achieved proficiency, the commander may elect to incorporate proficient elements to the platoon after completing an assessment. The commander may also include proficient elements to the platoon formation for platoon or company training.

Note. For example, the commander determines a platoon must include one squad, an additional antitank team, and a Stryker mobile gun system to meet the combatant commander's guidance. The commander can include the antitank team prior to platoon training beginning or choose to qualify the antitank team separately then integrate them into platoon training. The platoon key leaders have established proficiency providing mission command and tactically employing proficient subordinates. In this manner, the commander can add Table VI proficient subordinates to that formation and still maintain the platoon's proficiency rating.

The platoon training strategy has up to six training events that culminate in their demonstration of proficiency. For platoons, the training strategy culminates with two externally evaluated proficiency assessments: Table IV, Field Training Exercise (FTX), and Table VI, Live-Fire Exercise (LFX). Maneuver platoon training consists of all the training events along the critical path to proficiency.

Units should maximize their time and resources by designing their platoon training plans such that platoons train through proficiency to support their platoon and company, whether as an organic small unit, an attachment, or a cross-attachment. This level of synchronization will enable the unit to transition to advanced, higher echelon collective training seamlessly. (Introductory figure-2 shows the structure for the maneuver platoon training strategy.) The training strategy described within this publication follows the standard training structure found in TC 3-20.0 and synchronizes with the training principles found in FM 7-0.

FUNCTION	TABLE I	TABLE II	TABLE III	TABLE IV	TABLE V	TABLE VI
	Prerequisite	Prerequisite	Prerequisite	Collective Task Evaluation	Tactical Employment	Qualification External Evaluation
EVENT	TACSOP	STX-V	STX	FTX	FCX	LFX
PRINCIPLE	CRAWL	CRAWL	WALK	RUN	RUN	RUN
ENVIRONMENT	Live	Virtual	Live	Live	Live	Live
METHOD	Hands-on	TADSS	TADSS	TADSS	Live Fire	Live Fire
AUDIENCE	Individual	Platoon	Platoon	Platoon	Platoon	Platoon

LEGEND

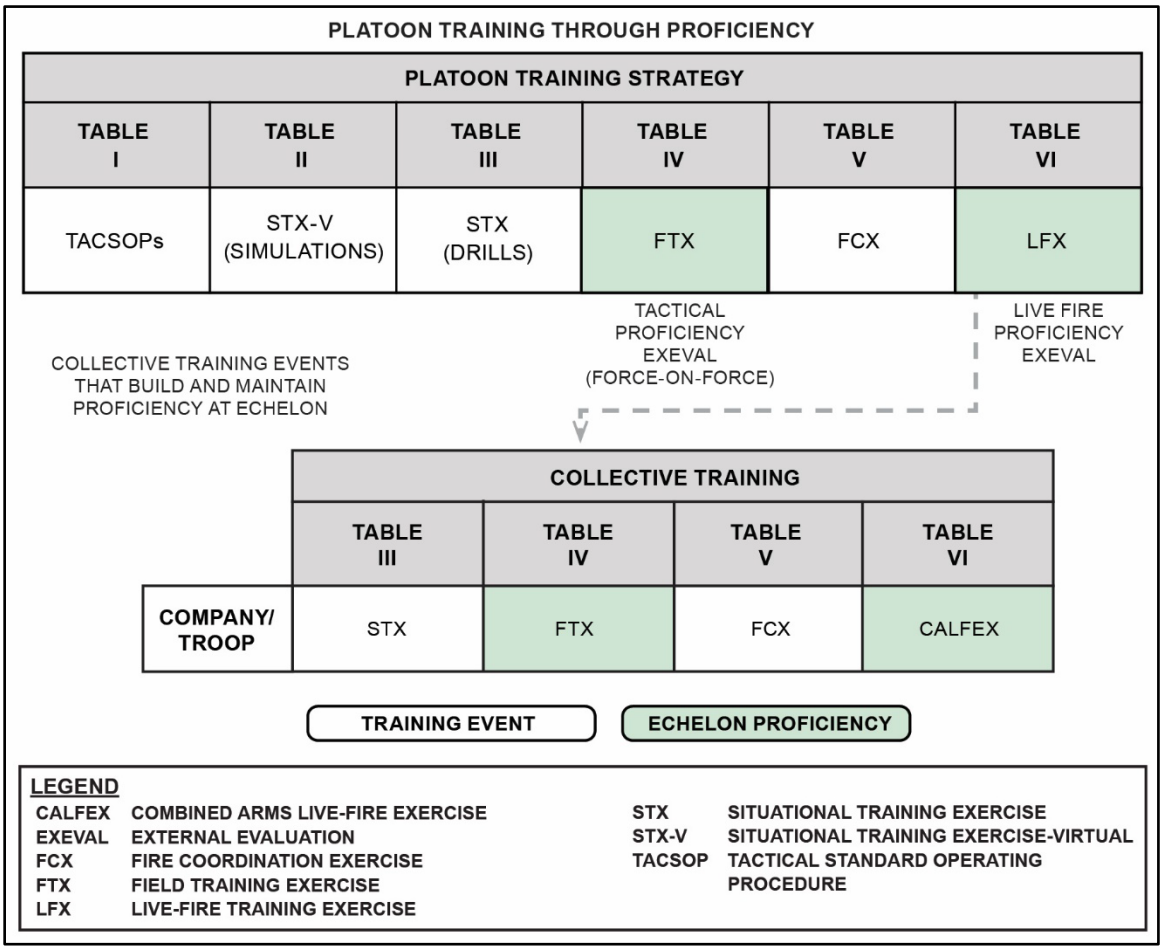
FCX	FIRES COORDINATION EXERCISE	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
FTX	FIELD TRAINING EXERCISE	TACSOP	TACTICAL STANDARD OPERATING PROCEDURE
LFX	LIVE-FIRE EXERCISE	TADSS	TRAINING AIDS, DEVICES, SIMULATORS, AND SIMULATIONS
STX	SITUATIONAL TRAINING EXERCISE		

Introductory figure-2. Platoon training strategy overview

PLATOON TABLES

Platoons follow the standard six-table format of the IWTS through tactical (force-on-force) proficiency and live-fire proficiency. The six platoon tables are listed (shown in introductory figure-3) for context—

- Table I–Tactical Standard Operating Procedures (TACSOPs).
- Table II–Situational Training Exercise–Virtual (STX-V).
- Table III–Situational Training Exercise (STX).
- Table IV–FTX.
- Table V–Fire Coordination Exercise (FCX).
- Table VI–LFX.



Introductory figure-3. Platoon tables with linkage to higher echelon collective training, example

This training circular describes each of the training events for Tables I through VI for the maneuver platoon. It includes the process of determining if a platoon-size maneuver unit retains its proficiency rating. Further, it provides the guidelines for building integrated training scenarios and events.

CHAPTERS

Chapters 1 through 6 in this training circular provide an overview of the training event, the training event definition, the purpose, method, and end state of the training, and a guide to plan, prepare, execute, and assess each event. Chapter 7 details methods to manage the proficiency of the maneuver unit once Soldiers achieve proficiency.

CHAPTER 1–TABLE I, TACTICAL STANDARD OPERATING PROCEDURES

Chapter 1 describes the platoon-level TACSOPs. The chapter provides general information for the unit to plan, prepare, execute, and assess the event using the eight-step training model.

CHAPTER 2–TABLE II, SITUATIONAL TRAINING EXERCISE–VIRTUAL

Chapter 2 describes the platoon-level STX-V. The chapter includes the purpose, method, and end state of the event based on the commander's objectives. The chapter provides general information for the unit to plan, prepare, execute, and assess the event using the eight-step training model.

CHAPTER 3–TABLE III, SITUATIONAL TRAINING EXERCISE

Chapter 3 describes the platoon-level STX using various TADSS and includes the purpose, method, and end state of the event based on the commander's objectives. The chapter provides general information for the unit to plan, prepare, and execute, the event using the eight-step training model, and for the commander to assess the platoon. Chapter 3 also describes the requirements for training, integrating warfighting functions, and other planning considerations.

CHAPTER 4–TABLE IV, FIELD TRAINING EXERCISE

Chapter 4 describes the platoon-level FTX using various TADSS and includes the purpose, method, and end state of the event based on the unit's supporting collective tasks. The chapter provides general information for the unit to plan, prepare, and execute the event and for commanders to assess the event using the operations process. Chapter 4 also describes the requirements for training, integrating warfighting functions, and the external evaluation (EXEVAL) requirements to meet the collective task proficiency gate.

CHAPTER 5–TABLE V, FIRE COORDINATION EXERCISE

Chapter 5 describes the platoon-level FCX and includes the purpose, method, and end state of the event based on the unit's supporting collective tasks. Chapter 5 provides general information for the unit to plan, prepare, execute, and assess the event using the operations process.

CHAPTER 6–TABLE VI, LIVE-FIRE EXERCISE

Chapter 6 describes the platoon-level LFX and includes the purpose, method, and end state of the event based on the unit's supporting collective tasks. The chapter provides general information for the unit to plan, prepare, and execute the event and for commanders to assess the event using the operations process. Chapter 6 also describes the requirements for training, integrating warfighting functions, and the EXEVAL requirements to meet the live-fire proficiency.

CHAPTER 7–PLATOON PROFICIENCY

Chapter 7 describes how maneuver units manage their proficiency ratings over time after achieving proficiency. The chapter includes topics for commanders to consider that directly affect their proficiency ratings such as personnel changes, loss of subordinate qualification ratings, evaluation expiration, and changes to their mission.

APPENDIXES

The appendixes in this training circular provide a guide to units as they build their collective training plan to achieve proficiency in the unit's collective tasks based on the higher headquarters' mission-essential tasks and identify—

- The recommended training munitions, pyrotechnics, and simulators to conduct each event.
- Collective task proficiency, gate requirements, and evaluations.
- Warfighting function integration requirements and examples.
- Range facility, TADSS, training area, and other enablers that support the unit's training.

The appendixes provide a guide to develop the various training events effectively and efficiently and outline the minimum tasks, actions, integration, conditions, and standards to achieve.

APPENDIX A–AMMUNITION REQUIREMENTS

This appendix describes the recommended training ammunition, pyrotechnics, simulators, and other munitions that support the training strategy. Appendix A provides a detailed listing of munitions by weapon, system, or platform and includes various planning considerations.

APPENDIX B–BUILDING COLLECTIVE TRAINING

Appendix B describes the integration requirements that support the platoon training strategy. Appendix B provides planning considerations, scenario requirements, and a detailed list of specific warfighting function elements that should be incorporated into the various training events.

APPENDIX C–ROLES, RESPONSIBILITIES, AND LEADER CERTIFICATION

This appendix provides general information to evaluate collective training. Appendix C provides an overview of training and evaluation outlines and their use during collective training. This appendix also establishes and provides the evaluation criteria for live-fire proficiency.

APPENDIX D–COLLECTIVE EVALUATION

This appendix includes basic information on certifying leaders.

APPENDIX E–COLLECTIVE TASKS BY FORMATION TYPE

This appendix is a brief listing of the primary collective tasks for training on Tables IV, FTX, and Table VI, LFX.

Chapter 1

Table I – Tactical Standard Operating Procedures

This chapter discusses the requirements of the exercises in Platoon Table I, Tactical Standard Operating Procedures (TACSOPs). This chapter describes how Table I integrates into the unit training plan following the structure of the integrated weapons training strategy (IWTS). This chapter provides descriptive guidelines for the exercises listed in the Platoon Table I and provides the purpose, method, and end state for the training event.

Platoon Table I verifies the Soldier's ability to perform critical tasks, understand how the unit operates tactically as the mission requires, and employ the weapons and systems safely during training and tactical operations as part of the collective element.

EVENT OVERVIEW

1-1. Platoon Table I, TACSOP, is a pre-live-fire hands-on performance and written evaluation of weaponry tasks, characteristics, capabilities, and function in the live environment. It is the culminating test after the platoon leadership has provided instruction on how the platoon will operate tactically (see figure 1-1).

1-2. Platoon Table I, TACSOP, provides the platoon leader, platoon sergeant, and commander with a training event that educates all Soldiers within the platoon, synchronizes small-unit processes and procedures with the higher element, and assists in validating the units' standard operating procedures (SOPs) and their associated tactics, techniques, and procedures (TTP) as the unit progresses through their unit training plan. Table I provides platoon leadership and commanders with an assessment of their subordinate's understanding of those standards, how they apply to their tasks and purpose, and how they relate to the platoon and company mission.

PLT TABLE I	TABLE I	TABLE II	TABLE III	TABLE IV	TABLE V	TABLE VI
	CRAWL	*CRAWL*	*WALK*	*RUN*	*RUN*	*RUN*
	LIVE	VIRTUAL	LIVE TADSS	LIVE TADSS	LIVE FIRE	LIVE FIRE
PLATOON	TACSOP	STX-V *(SIMULATIONS)*	STX *(DRILLS)*	FTX	FCX	LFX

LEGEND

FCX	FIRES COORDINATION EXERCISE	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
FTX	FIELD TRAINING EXERCISE	TACSOP	TACTICAL STANDARD OPERATING PROCEDURE
LFX	LIVE-FIRE EXERCISE	TADSS	TRAINING AIDS, DEVICES, SIMULATORS, AND SIMULATIONS
PLT	PLATOON		
STX	SITUATIONAL TRAINING EXERCISE		

Figure 1-1. Platoon Table I, Tactical Standard Operating Procedures

1-3. During Table I, TASCSOPs, Soldiers must demonstrate proficiency on individual and collective tasks, skills, and knowledge through testable (written) and performance (hands-on) evaluation. The event provides the platoon leader and platoon sergeant with a means to instruct and reinforce platoon SOPs, doctrine concepts, and TTP to achieve mastery of the unit's collective tasks. Table I is a prerequisite to any live-fire training with the platoon.

PURPOSE

1-4. The Platoon Table I, TACSOP, provides the platoon leader, platoon sergeant, and the commander with an assessment of all assigned or attached Soldiers on their understanding of their individual tasks and how the organization executes its collective tasks to complete the unit's assigned mission.

METHOD

1-5. The platoon leader and platoon sergeant use Table I as an event to instruct individual and collective tasks to their subordinates. This enables the platoon leader and platoon sergeant to determine the quality and effectiveness of the platoon's SOPs and TTP and ensure they are nested with the company's SOPs. Table I also provides the platoon leader and platoon sergeant with a method to assess how well their Soldiers understand the platoon's assigned roles and responsibilities during movement and maneuver and how the commander intends to tactically employ the organization to achieve collective task proficiency.

1-6. Table I is a commander-defined training event that units conduct in a suitable training area with the appropriate equipment, weapons, and platforms. Units complete Table I between T-6 and T-execution (T-X) for the live-fire training event.

> ***Note.*** Table I is a commander-defined event and is designed and implemented by the platoon leadership. This allows the commander to ensure focus on the collective tasks, command training guidance, and other critical training.

END STATE

1-7. The end state for the training event is that 90 percent of the subordinates in each platoon have successfully completed Table I to the commander's satisfaction. In a live environment, all Soldiers have successfully demonstrated the ability to conduct the individual, supporting collective, and critical tasks the organization is expected to conduct during combat or deployed operations. Soldiers must adequately demonstrate to the platoon leadership's satisfaction their ability to employ their weapons and systems safely during training and tactical operations as part of the collective element.

PLAN THE TRAINING

1-8. Platoon Table I, TACSOP, is a pre-live-fire, hands-on performance and written evaluation of weaponry tasks, characteristics, capabilities, and function in the live environment. It verifies the Soldier's ability to perform critical tasks, understand how the unit operates tactically as the mission requires, and employ the weapons and systems safely during training and tactical operations as part of the collective element.

1-9. Platoon Table I, TACSOP, is mandatory for all Soldiers prior to any collective live-fire event where they are—

- Assigned as a member of the platoon.
- Attached as a member of a specialty unit.
- Attached as a member of a crew platform to the platoon.

1-10. Table I, TACSOP, is resourced for one iteration of a half-day event per platoon and platoon-size unit during the fiscal year (active component). Leaders should make every attempt to conduct Table I prior to Tables II and III to apply the lessons learned from Table I appropriately during follow-on training events, reinforcing the unit's SOP across the unit training plan.

PLAN SUCCESSFUL PLATOON TABLE I

1-11. To plan a successful Platoon Table I, TACSOP, commanders must consider their goals and objectives to achieve overall support for collective task proficiency. Commanders should be familiar with the event's framework during the planning process as follows:

Prerequisites

1-12. There are no directed prerequisites for Platoon Table I. Platoon leadership should include sufficient training time for leaders to instruct their subordinates on the contents of the unit SOP and use various other learning events (sergeant's time training, sand tables, virtual battlespace, and so forth) prior to execution.

Table Duration

1-13. Table I is conducted between T-6 and T-X of any platoon live-fire event.

Environment and Conditions

1-14. Units conduct Platoon Table I in a live environment in a setting conducive to training the requisite individual and collective tasks assigned by the commander.

Training Days Required

1-15. Successful completion of Table I requires one half of 1 training day per each platoon. The commander determines the training leading up to the event based on training task requirements found in the Combined Arms Training Strategy (CATS) (see website) and the commander's assessment of the unit's level of proficiency.

Frequency

1-16. Table I is conducted a minimum of once per year prior to any platoon live-fire training events.

Primary and Alternate Facilities

1-17. Unit leadership will ensure a sufficient training area is secured to conduct Table I. This includes any classroom, motor pool, or training areas suitable for instructing and evaluating all Soldiers on individual and collective tasks.

Focus of Table I

1-18. Table I should focus on the individual and collective tasks that support the company's mission-essential tasks. Unit leadership should work together to create their Table I using the task sets that support the mission-essential tasks they execute during the unit's training plan. Leaders of echelons below company level (platoons, squads, crews, teams, and other small units) prioritize the collective tasks on which their echelon trains. Leaders of echelons below company level select and prioritize the collective tasks for their echelon that are most critical to the accomplishment of their company's prioritized mission-essential tasks. This provides the commander the ability to—

- Train battle tasks, battle drills, and crew drills.
- Validate subordinate unit or element SOPs and TTP.
- Focus on critical tasks that directly affect the unit's mission success.
- Ensure units understand how warfighting functions integrate into their scheme of maneuver.
- Support command training guidance at platoon level early in the training plan.
- Train target hand-off tasks.
- Train commander-selected tasks, basic tactical tasks, and enabling tactical tasks.

Battle Task Integration

1-19. The prioritized collective tasks below company level that are critical to the successful accomplishment of prioritized company mission-essential tasks are battle tasks. A battle task is a platoon or lower echelon collective task that is crucial to the successful accomplishment of a company, battery, or troop mission-essential task. An organization's battle tasks can include high-payoff tasks or battle drills. These are integrated into the collective training plan during every training event.

1-20. Platoon leaders with the assistance of their platoon sergeant identify and prioritize the battle tasks that best support their company's prioritized mission essential tasks. This process continues to lower echelons with noncommissioned officers determining the prioritized battle tasks that best apply to their echelon (such as squad, team, or crew). Company commanders are responsible for the proper nesting of battle tasks to mission-essential tasks.

Drill Integration

1-21. Drills provide standard actions that link Soldier and collective tasks at staff and platoon levels and below. There are two types of drills—battle drills and crew drills:

1-22. A battle drill is a collective action where Soldiers and leaders rapidly process information, make decisions, and execute without a deliberate decision-making process. For example, a staff performs a battle drill to exercise a command post.

1-23. A crew drill is a collective action that the crew of a weapon or piece of equipment must perform to use the weapon or equipment. It is a trained response to a given stimulus, or initiated cue, such as a leader order or the status of the weapon or equipment. Crew drills require minimal leader orders to accomplish.

1-24. Integration of the battle drills is critical to build the platoon's proficiency and should be trained and reinforced as frequently as possible. Much like Soldier individual training is the cornerstone of unit training proficiency, the battle drills and crew drills build the foundation of collective training.

Warfighting Function Integration

1-25. A *warfighting function* is a group of tasks and systems united by a common purpose that commanders use to accomplish missions and training objectives (ADP 3-0). All warfighting functions possess scalable capabilities to mass lethal and nonlethal effects

1-26. All maneuver platoons train and test tasks for Table I. Platoon leaders and platoon sergeants should focus their training on the tasks indicated in figure 1-2. The tasks listed in figure 1-1, page 1 depict how platoon leaders and platoon sergeants should train and evaluate the warfighting functions throughout the platoon's collective training events.

TABLE I, TACTICAL STANDARD OPERATING PROCEDURES INTEGRATED WARFIGHTING FUNCTION REQUIREMENTS	
MISSION COMMAND	**REMARKS**
Conduct Troop Leading Procedures Conduct Rehearsal Conduct Reporting	Units reinforce the 8-step training model and Troop Leading Procedures for rehearsals and execution for platoon training events. TACSOP includes how the platoon will execute mission command tasks and skills.
MOVEMENT AND MANEUVER	
Execute Movement Techniques • *Traveling* • *Bounding Overwatch* • *Traveling Overwatch* Execute Direct Fire Planning and Control • *Integrate Direct Fire Support* • *Integrate Special Purpose Weapons* Achieve Suppression/Local Fire Superiority Conduct Adjacent Unit Coordination	Units focus on integrating tactical movement and maneuver with their direct fire planning and execution to demonstrate proficiency and lethality at echelon. The TACSOP training ensures these critical skills are executed as part of the unit, "how we fight our fight."
FIRES	
Plan Indirect Fire Targets Call for Indirect Fire • *Mortars and/or Field Artillery* Call for: • *Close Combat Attack (Army Attack Aviation)* • *Close Air Support*	Leaders must seamlessly integrate external combat power based on the tactical situations presented during the rehearsal and execution of the training event. The TACSOP should include the processes and procedures the unit follows to execute each task.
INTELLIGENCE	
Disseminate the Enemy Situation (voice, digital) Report the Enemy Situation • *Contact Report* • *Spot Report* • *Situation Report*	Timely, accurate reporting to subordinates and higher echelons is critical to shape the fight for the commander. The Platoon leadership must actively provide voice and digital intelligence reporting routinely. The TACSOP training includes the processes and procedures for each task.
PROTECTION	
React to CBRN Attack React to Contact (Air) Conduct Camouflage, Concealment, and Emissions Control	Units train active and passive protection measures continuously to establish disciplined execution of crew and battle drills.
SUSTAINMENT	
Conduct Casualty Evacuation (CASEVAC) Conduct Resupply Conduct Field Maintenance	Units demonstrate effective sustainment skills throughout the rehearsals and execution of the event and validate unit standard operating procedures.

LEGEND
CBRN CHEMICAL, BIOLOGICAL, RADIOLOGICAL AND NUCLEAR

Figure 1-2. Integration of warfighting functions and tasks, Table I, Tactical Standard Operating Procedures

TRAIN THE TRAINERS

1-27. Units execute Table I in a variety of ways. Typically, each platoon conducts preparatory training independently prior to Platoon Table I. The commander may elect to use the Section, Platoon, and Company Table I to train the platoon as a concurrent, multi-echelon event, provided they are conducted between T-6 and T-X of any platoon or above live-fire event. When training is conducted at the platoon level, the company commander is the primary trainer.

1-28. Commanders must provide unit leadership with the unit SOP, TACSOP, the selected high-payoff collective tasks for training and evaluation, and their respective training and evaluation outline. The platoon leadership are responsible to train their platoons on why and how the unit conducts the collective tasks to support the unit's mission-essential task.

1-29. Table I provides a method of assessing Soldiers' and subordinate leader's understanding of the platoon's SOP, task, purpose, collective tasks, and tactical employment. Leaders use the information in Table I to develop, update, instruct, and evaluate their subordinate and attached Soldiers to fight as a maneuver platoon within the company.

RECON THE SITE

1-30. The platoon TACSOP requires a training area sufficient in size to support the personnel and equipment used to train and evaluate all Soldiers in the unit. Depending on the method used to instruct and assess Soldiers on the execution of their individual and collective tasks, platoon leadership and commanders should consider using—

- Vehicle stations for training and assessment of personnel.
- Appropriate training aids, devices, simulators, and simulations (TADSS).
- General instruction classroom facilities located near the training area for terrain board, instruction, retraining, and after action reviews (AARs).

1-31. Once the method of training and evaluation is established, platoon leadership and commanders should secure the training location and appropriate TADSS, equipment, or systems that enhance the training event. Units must confirm the training location is sufficient to accommodate the number of Soldiers and vehicles attending training and rotations and provide a retraining capability.

ISSUE THE ORDER

1-32. Platoon leaders use the training schedule to secure training time and space for the event. The commander can include an operation order (OPORD) to support the training events within the strategy or as part of multi-echelon training of Table I. The order should include the list of tasks that the platoon leadership plans to assess during the event, as well as the plan for the overall conduct of the event, resources required, and specific instructions to the subordinate leaders.

1-33. Platoon leadership should provide sufficient time for subordinate leaders to train those tasks and skills effectively before the event and ensure the appropriate training resources are available and accessible. Upon receipt, subordinate leaders who have SOPs for their organizations must ensure their procedures support and complement the higher headquarters' publication.

1-34. Typically, the unit training schedule should provide all the information required for subordinate units to initiate movement and begin planning their preparatory training as appropriate. Commanders provide warning orders (WARNORDs) and fragmentary orders (FRAGORDs) during the company training meetings, as necessary.

REHEARSE

1-35. Platoon leadership should conduct a rehearsal of Table I with subordinate leaders, using all training resources, materials, and equipment available. During the rehearsal, platoon leadership ensure their unit has sufficient time to train to the specified standard. Platoon leadership should plan terrain board rehearsals, map reconnaissance, and other low-impact preparatory training to support the rehearsal.

1-36. The rehearsal also provides platoon leadership with an opportunity to verify that the tasks selected for Table I are consistent with the tasks, actions, and TTP of the higher organization. The rehearsal provides an opportunity for the platoon leadership to synchronize the unit SOP with the TACSOP of their gaining unit for maneuver units that are expected to cross-attach to an external unit.

1-37. Using a terrain model or sand table is encouraged to ensure Soldiers have a comprehensive understanding of the task, their specific actions, and those of their squad or platoon as part of the larger organization.

1-38. Regardless of the formation type, the SOP instruction must include the procedures, tasks, or assignments to conduct the individual tasks, collective tasks, critical tasks, and tactical reporting requirements for the unit to build proficiency before the situational training exercise-virtual (STX-V), situational training exercise (STX), field training exercise (FTX), and live-fire events during the upcoming training density.

EXECUTE

1-39. Table I consists of platoon leader-developed assessments that are approved by the commander. The method of the assessment is at the commander's discretion.

1-40. Units are resourced one half of 1 training day to conduct each platoon SOP during the fiscal or training year. Commanders may combine these days into one single Table I or multiple events based on their training plan. Units complete Table I between T-6 through T-X (active component and reserve component) before all live-fire events during the fiscal or training year.

EVALUATE THE TRAINING

1-41. Platoon leadership should follow the appropriate training and evaluation outlines as a guide to assessing their subordinate key leaders and Soldiers. Used in conjunction with the unit SOP, the training and evaluation outlines identify critical shortfalls in the execution of collective tasks that impede the unit's success.

1-42. Soldiers within the organization and those attached receive training and evaluation on their understanding, comprehension, and retention of the information. At the completion of Table I, platoon leadership and their senior leaders discuss any shortcomings, gaps, or disconnects between SOPs by echelon and determine any corrective actions.

1-43. Once Table I is completed, the small-unit SOP (with corrections as necessary) is provided to the unit commander for review and record. The platoon leadership identify the Soldiers who require additional training and the specific tasks that require attention.

RETRAIN

1-44. Soldiers that fail to demonstrate the minimum understanding of the unit SOP and the tasks associated with their individual and the unit's collective tasks and how they support those tasks are provided additional training. Platoon leadership assess each Soldier and subordinate unit, identify specific training requirements, and direct a retraining plan, as necessary. Platoon leadership reassess subordinates upon completion of the retraining efforts through a method of their choosing.

1-45. During retraining, the units should focus on tasks where the Soldiers failed to demonstrate knowledge or proficiency based on the training and evaluation outlines and unit SOP. Units should also consider retraining associated tasks, collective tasks, and individual tasks and drills such that the Soldiers' understanding is reinforced by using a holistic scenario. This enables the leader to develop a more complete understanding of the task and performance measures and highlights critical second- and third-order effects.

BEST PRACTICES

1-46. Units should consider including the following best practices in Table I at the platoon level. Incorporation of these practices will assist the unit get their Soldiers to a higher proficiency rapidly. This is particularly useful upon reception and integration of new Soldiers to the unit.

HARD COPY TACTICAL STANDARD OPERATING PROCEDURES

1-47. Provide hard copy TACSOPs for each Soldier. This serves as the outline to the classes prior to testing their knowledge as well as a textbook for the critical skills and knowledge expected of them. Ensure the TACSOP includes the critical tasks, warfighting function integration skills, and appropriate checklists the Soldier is expected to perform to support tactical employment of the platoon and company, as appropriate.

1-48. At a minimum, TACSOP cards should be provided for specific tasks that are critical to the tactical mission tasks assigned to the platoon. Figure 1-3 shows an example of a call for direct fire support warfighting function requirement for all platoons that should be included.

LINE NUMBER/ ELEMENT	DISMOUNTED LEADER ***BLUE 3*** *(OBSERVER)*	FIRING VEHICLE (MCWS) ***RED 4*** *(FIRING PLATFORM)*	REMARKS
LINE 1 OBSERVER/WARNING ORDER			
ALERT	**RED 4 THIS IS BLUE 3, HE REQUESTED, OVER**	**BLUE 3 THIS IS RED 4, SEND IT OVER**	Dismounted leader and Firing platform initiates Table 42 5-line brief as appropriate.
LINE 2–FRIENDLY LOCATION/MARK			
FRIENDLY LOCATION	**MY POSITION** GRID MB 1223 5668 **MARKED BY** VS 17 PANEL		Firing platform may not have visibility of the dismounted element during the engagement.
LINE 3–TARGET LOCATION			
TARGET LOCATION	**TARGET LOCATION** GRID MB 1225 5690		
LINE 4–TARGET DESCRIPTION/MARK			
TARGET DESCRIPTION	TWO STORY BUILDING EAST OF INTERSECTION, **MARKED BY** PURPLE SMOKE, OVER	IDENTIFIED PURPLE SMOKE OVER	Firing platform clears three reticle fields of view (FoV) to the left and right of the target aiming point ensuring no friendly forces are within the FoV.
LINE 5–REMARKS AND RESTRICTIONS			
METHOD	AREA FIRE SECOND FLOOR FORTIFICATION	GUN TARGET LINE CLEAR, SET, OVER	Dismounted leader identifies the METHOD as AREA FIRE and the Firing Platform confirms no friendly forces are within the hazard area of the gun-target-line.
CONTROLS	8 ROUNDS HE AT MY COMMAND…		Used to determine the number and type of munitions and coordinate the timing of the engagement when the Dismounted Leader is prepared to sense rounds.
COMMAND OF EXECUTION	FIRE	ON THE WAY… ROUNDS COMPLETE, OVER	
TERMINATION	ROUNDS COMPLETE, SHIFT FIRES RIGHT/LEFT, OVER	ROGER, SHIFT FIRES RIGHT/LEFT, OVER	Dismounts are free to move from covered position. Firing platform shifts fires as directed away from dismounted personnel and provide support by fire (SBF).

LEGEND
HE **HIGH EXPLOSIVE** **MCWS** **MEDIUM CALIBER WEAPON SYSTEMS**

Figure 1-3. Tactical Standard Operating Procedure Card, Call for Direct Fire Support

DIGITAL TASKS

1-49. Include digital tasks that support the tactical mission in the training. Units should routinely perform these tasks as part of their weekly or monthly communications maintenance, sustainment, or training plan for their Soldiers and leaders. Figure 1-4 shows the most common digital tasks that should be included in the Table I training and evaluation at the platoon level.

EXERCISING DIGITAL SYSTEMS REQUIREMENTS		
TASK NUMBER		BASIC TASK TITLE
FBCB2/BFT	JBC-P	
171-170-0010	171-170-0133	Create/prepare digital orders
171-170-0001		Prepare digital combat messages
171-170-0006	171-170-0106	Perform digital message management
171-170-0007	171-170-0107	Create a digital overlay message
171-170-0008	171-170-0108	Prepare digital reports
171-170-0009		Prepare digital fire/alert messages
	171-170-0109	Prepare digital overlay messages
171-170-0017	171-170-0116	Employ digital map functions
	171-170-0118	Perform map procedural functions
171-170-0019		Employ digital Flash Immediate Priority Routine (FIPR) message precedence functions
171-170-0020		Employ digital status functions
	171-170-0122	Perform chat functions
171-170-0024	171-170-0111	Employ quick send functions

LEGEND

BFT BLUE FORCE TRACKER
FBCB2 FORCE XXI BATTLE COMMAND, BRIGADE AND BELOW
JBC-P JOINT BATTLE COMMAND-PLATFORM

Figure 1-4. Digital tasks list cheat card, example

Chapter 2

Table II – Situational Training Exercise–Virtual

This chapter describes the requirements of Platoon Table II, STX-V, and how the exercises integrate into the unit training plan following the structure of the IWTS. Chapter 2 provides descriptive guidelines for Platoon Table II and provides the purpose, method, and end state for the training event.

The STX-V is a short, scenario-driven, mission-oriented tactical exercise that trains a single collective task or a group of related battle drills and collective tasks within a virtual environment.

EVENT OVERVIEW

2-1. Platoon Table II, STX-V, is a pre-live fire, virtual environment training event that helps build unit proficiency in specific collective tasks that directly support the unit's mission-essential tasks. The STX-V provides the platoon with multiple virtual iterations of missions and tasks that reinforce the TTP the unit employs to execute its missions. Platoon leadership use their unit SOP and the appropriate training and evaluation outlines to develop subordinate leaders' and elements' movement and maneuver and, to a limited degree, their marksmanship lethality. Table II, STX-V is a training event in the crawl stage of the training strategy as shown in figure 2-1.

PLT TABLE II	TABLE I	TABLE II	TABLE III	TABLE IV	TABLE V	TABLE VI
	CRAWL	*CRAWL*	*WALK*	*RUN*	*RUN*	*RUN*
	LIVE	VIRTUAL	LIVE TADSS	LIVE TADSS	LIVE FIRE	LIVE FIRE
PLATOON	TACSOP	STX-V *(SIMULATIONS)*	STX *(DRILLS)*	FTX	FCX	LFX

PLATOONS perform simulations training using Games for Training (GFT) or other authorized simulation systems to train their supporting collective tasks, mission tasks, and other critical skills based on the unit TACSOP and doctrinal references.

LEGEND

FCX	FIRES COORDINATION EXERCISE	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
FTX	FIELD TRAINING EXERCISE	TACSOP	TACTICAL STANDARD OPERATING PROCEDURE
LFX	LIVE-FIRE EXERCISE	TADSS	TRAINING AIDS, DEVICES, SIMULATORS, AND SIMULATIONS
PLT	PLATOON		
STX	SITUATIONAL TRAINING EXERCISE		

Figure 2-1. Platoon Table II, Situational Training Exercise-Virtual

2-2. STX-V provides the leader with a method to train and practice specific tasks using doctrinally approved TTP and reinforces using and validating the unit SOPs. Although mission oriented (based on higher headquarters' OPORD), an STX-V is not used to train all tasks required for an operation. STX-V requires leader tasks (such as planning, controlling, and reporting) that build unit proficiency and enables execution of supporting, and critical tasks on demand during operations.

2-3. STX-V events use commander-developed scenarios in a virtual environment that includes the following:

- Soldiers, crews, and subordinate units.
- Virtual simulations or weapons and systems employment.
- Training at a real or accelerated tempo.
- Virtual training space.
- Integration of warfighting function capabilities.
- Inexpensive rehearsal, training, and retraining.
- Exceptional AAR capability.
- Multiple iterations of battle drills.

PURPOSE

2-4. The exercise in Platoon Table II, STX-V, ensures the unit's assigned and attached subordinate elements demonstrate proficiency in a virtual environment of commander-selected critical and collective tasks. STX-V enables units to execute their collective tasks properly. Platoon Table II provides a virtual learning environment for leaders to synchronize and execute fire and maneuver, integrate indirect and direct fires, execute critical tasks, and complete various combat reporting requirements before conducting the tasks in a live environment.

2-5. The exercises in Platoon Table II, STX-V, serve as a prerequisite for all collective platoon-level live-fire events. The event may be integrated into a higher echelon constructive training event fire coordination exercise (FCX).

METHOD

2-6. The exercise in Table II, STX-V, uses a simulated, virtual environment that is immersive in nature to train, assess, and retrain collective units on tactical maneuver, movement, and engagement techniques at a reduced, full, or accelerated tempo. The exercise in Table II uses commander-defined scenarios to provide the appropriate tactical stimulus to subordinate units based on the task being trained. The scenario inspires units' reactions that include the timely and accurate execution of their mission-essential, critical, collective, and individual tasks. The commander-designed scenario includes sufficient tactical stimulus to train and evaluate subordinate units operating as a cohesive formation in a virtual battlespace.

2-7. The exercise in Table II, STX-V, is required for each assigned or attached subordinate unit, conducted between T-6 and T-X of the live-fire training event or density. For formations that do not have a simulation system, commanders should use the time to conduct the training in a live environment at a reduced tempo with formations using their assigned equipment.

END STATE

2-8. In a virtual environment, the platoon, with its subordinate assigned or attached elements, have successfully demonstrated its ability to conduct supporting collective, critical, or directed tasks or battle tasks that the organization is expected to conduct during combat or deployed operations. The platoon leadership successfully instructs the collective tasks, validates the platoon and subordinate unit's SOP, reinforces previous collective task training, and builds confidence with the unit by integrating warfighting functions and enablers.

2-9. Commanders are satisfied with their subordinates' abilities to execute all supporting collective and battle tasks that directly support the unit's mission-essential tasks. The unit's SOPs are updated as appropriate.

PLAN THE TRAINING

2-10. The exercise listed in Platoon Table II, STX-V, is a simulations-based demonstration of employing the element to its primary capabilities. The exercise in this table is a commander-designed scenario using the authorized simulations systems that specifically teach and train the supporting collective tasks and mission-essential tasks for the unit. The commander's scenario focuses on the critical skills of mission command, integrating warfighting functions, maneuver, fire control and distribution, and synchronization for the unit to achieve proficiency. The platoon leader and platoon sergeant use the unit's TACSOPs and the applicable training and evaluation outlines to guide and assess the unit during Table II.

2-11. The following platoons provide a guide to developing Table II, STX-V, events using the eight-step training model. Units typically develop and execute this training with limited support from their higher headquarters.

2-12. Table II, STX-V, is for all subordinate units and elements within the company before any collective live-fire event. This training event is required for all subordinate units that are assigned or attached to the company as a—

- Maneuver element.
- Enabling specialty unit.
- Warfighting function small unit.

2-13. Each platoon is authorized 5 training days (40 hours) per year to conduct Table II, STX-V, prior to Table III, STX. Units conduct this training as part of the platoon strategy.

Note. The platoon SOP should integrate and directly support the company and battalion SOPs. These SOPs, maneuver doctrine, and the associated training and evaluation outlines are primary references during the execution of Platoon Tables I through VI.

2-14. For planning purposes, platoon leadership and commanders should consider the following information when building their Table II, STX-V, scenario for training:

- Prerequisites:
  - Table II exercise does not have any directed prerequisites.
  - Commanders may elect to conduct Table II as a multi-echelon event.
  - Integrate Platoon Table II, Platoon STX-V into Company Table II to maximize the training benefit and resources.
- Table duration:
  - At least one 8-hour iteration of Table II is conducted between T-6 and T-X of the platoon-level live-fire event.
  - Platoons should maximize their use of their available virtual systems in garrison before entering the field portion of their training plan.
- Environment and conditions:
  - Units conduct Table II in the virtual environment on an approved virtual or simulations system.
  - Units that do not have a primary virtual system may conduct Table II with TADSS in a live environment in a suitable-size training area.
- Training days required:
  - Units are provided a minimum of 5 training days for platoons to conduct collective simulations training.
  - Training time is provided across the fiscal year or training year.
  - Commanders must include at least one 8-hour iteration of Table II between T-6 and T-X.
- Frequency:
  - Table II is conducted prior to platoon live-fire training as directed by the higher headquarters.
  - Most units complete Table II once per year, unless multiple platoon-size, live-fire densities are scheduled across the fiscal year or training year.
  - The CATS resources five 8-hour training days for platoon-level STX-V events.
- Throughput—Units should use systems that accommodate their entire organization with associated attached enablers to maximize the virtual system's capabilities.

- Primary and alternate virtual systems:
  - Figure 2-2 lists primary and alternate virtual systems that support tactical scenarios.
  - Additional alternative means of conducting Table II include using a terrain model or conducting a tactical exercise without troops.

SIMULATIONS SYSTEM COMPATIBILITY
PLATOON TRAINING

PLATOON TYPE	CCTT SVCT	RVCT	GAMES FOR TRAINING (GfT)	TADSS TERRAIN BOARD TRAINING AREA
INFANTRY		ALTERNATE		PRIMARY
STRYKER	PRIMARY	PRIMARY	ALTERNATE	PREFERRED
TANK	PRIMARY	PRIMARY	ALTERNATE	ALTERNATE
BRADLEY	PRIMARY	PRIMARY	ALTERNATE	PREFERRED
ANTITANK			PRIMARY	PREFERRED
SCOUT	ALTERNATE	ALTERNATE	PRIMARY	PREFERRED
COMMANDER DEFINED	CAPABILITY BASED	CAPABILITY BASED	PRIMARY	PREFERRED

PRIMARY–Primary device used to achieve training objectives.

ALTERNATE–Used when the primary device is unavailable.

PREFERRED–The preferred method of training when mounted and dismounted elements are part of the section.

Note: TADSS, no system available. Units execute with laser-based (device-based), blanks and appropriate adapters, or dry with limited pyrotechnics. Units may elect to use terrain boards, garrison open field, or training areas.

LEGEND
CCTT CLOSE COMBAT TACTICAL TRAINER
SVCT STRYKER VIRTUAL COLLECTIVE TRAINER
RVCT RECONFIGURABLE VIRTUAL COLLECTIVE TRAINER
TADSS TRAINING AIDS, DEVICES, SIMULATORS, AND SIMULATIONS

Figure 2-2. Primary and alternate virtual systems by unit

2-15. Platoon Table II trains the collective tasks critical to the tactical success of the platoon. Unit leadership should create their Table II using the universal task list and task sets that support the company mission-essential tasks. Focus should be on critical tasks necessary to achieve proficiency when executing their platoon collective tasks. This provides the unit leadership with the ability to—

- Focus on critical tasks that directly affect the unit's mission success.
- Ensure the unit understands how warfighting functions integrate into their scheme of maneuver.
- Support command training guidance at the platoon level early in the training plan.

SCENARIO DEVELOPMENT

2-16. Unit leadership develop STX-V scenarios based on their assessment of the unit's tactical proficiency, command training guidance, and critical collective tasks that directly affect the success of the platoon and company to accomplish their mission. Commanders select all the tasks trained during Table II and create a virtual training scenario that replicates the threat and sets realistic conditions to replicate the appropriate initiation of the collective tasks.

2-17. The virtual system's operating staff develops the scenario to leverage the training system's variety of capabilities. Commanders include enablers and specialty units available within the company or battalion into their scenarios when practical.

2-18. Unit leadership design their scenarios in multiple lanes, phases, or stages, where each portion of the scenario trains one or two supporting collective tasks of a mission-essential task in a progressive manner. Successfully completing each lane (based on the commander's assessment using the SOP and training and evaluation outlines as guides) moves the formation tactically to the next lane.

2-19. Platoon leadership brief training audiences on the tasks for each lane for Table II. Successful completion of each task builds Soldier and unit proficiency, enabling intuitive execution of supporting collective and individual tasks during Tables IV, V, and VI.

2-20. Table II scenarios include training on commander-selected tasks specific to the warfighting functions listed in figure 2-3, page 16. Unit leadership integrate these tasks as appropriate across the STX-V lanes as logically and as frequently as practical. Unit leadership should include multiple repetitions of those selected tasks during both the day and night phase of the training scenario.

2-21. Each warfighting function includes optional or required tasks that unit leadership integrate into their training scenario. For special purpose weapons, unit leadership select from the weapons available to them, determine the use of those special purpose weapons depending on the scenario, and determine the number of iterations the special purpose weapons are integrated for both day and night.

WARFIGHTING FUNCTION INTEGRATION

2-22. Unit leadership integrate the tasks as appropriate and where deemed most beneficial. The units integrate warfighting functions during limited and unlimited visibility conditions across the entire Table II training scenario event, not on each maneuver task trained.

Note. For example, during Table II, STX-V, with the close combat tactical trainer, commanders select call for indirect fire during the platoon support by fire day phase where they identify that platoon as receiving priority of fires. As the platoon demonstrates increased proficiency during the scenario, the commander includes a call for fire illumination mission during limited visibility conditions. Call for fire is incorporated into the training during the STX-V day operations (high explosive [HE] and smoke) and night operations (illumination).

TABLE II, SITUATIONAL TRAINING EXERCISE–VIRTUAL (STX-V) INTEGRATED WARFIGHTING FUNCTION REQUIREMENTS	
MISSION COMMAND	**REMARKS**
Conduct Troop Leading Procedures Conduct Rehearsal Conduct Reporting	Units integrate these tasks and skills throughout the planning, preparation, and execution of Table II.
MOVEMENT AND MANEUVER	
Execute Movement Techniques • *Traveling* • *Bounding Overwatch* • *Traveling Overwatch* Execute Direct Fire Planning and Control • *Integrate Direct Fire Support* • *Integrate Special Purpose Weapons* Achieve Suppression/Local Fire Superiority Conduct Adjacent Unit Coordination	All Movement and Maneuver tasks must be trained and evaluated during STX-V. Any retraining required is integrated into the scenario's branches or sequels to ensure unit proficiency.
FIRES	
Plan Indirect Fire Targets Call for Indirect Fire • *Mortars and/or Field Artillery* Call for: • *Close Combat Attack (Army Attack Aviation)* • *Close Air Support*	All iterations or repetitions of Table II must include the fires tasks for evaluation. Leader must demonstrate proficiency to successfully complete Table II.
INTELLIGENCE	
Disseminate the Enemy Situation (voice, digital) Report the Enemy Situation • *Contact Report* • *Spot Report* • *Situation Report*	The Platoon leadership must actively provide voice and digital intelligence reporting routinely during Table II.
PROTECTION	
React to CBRN Attack React to Contact (Air) Conduct Camouflage, Concealment, and Emissions Control	Units train active and passive protection measures continuously to establish disciplined execution of crew and battle drills.
SUSTAINMENT	
Conduct Casualty Evacuation (CASEVAC) Conduct Resupply Conduct Field Maintenance	Units demonstrate effective sustainment skills throughout the rehearsals and execution of the event and validate unit standard operating procedures.

LEGEND

CBRN	**CHEMICAL, BIOLOGICAL, RADIOLOGICAL AND NUCLEAR**	**STX-V**	**SITUATIONAL TRAINING EXERCISE-VIRTUAL**

Figure 2-3. Integration of warfighting functions and tasks, Table II, Situational Training Exercise-Virtual

TRAIN THE TRAINERS

2-23. Units execute Table II in a variety of ways. Typically, platoons conduct training as part of Platoon Table II and prior to Company Table II. The primary trainers are the platoon leader and platoon sergeant with the section and squad leader's assistance. The commander, first sergeant, and executive officer support the platoon when necessary.

2-24. The commander must ensure the platoon leadership has the unit SOP or TACSOPs, the selected high-payoff collective tasks for training and evaluation, and their respective training and evaluation outlines. The platoon leadership is responsible for training their subordinates on why and how the unit conducts the supporting collective and battle tasks to support the unit's mission-essential task.

2-25. Training in preparation for Table II is designed for platoon key leaders to instruct the contents and purpose and how the Soldier uses the unit's TACSOPs. Assigned or attached members of a small unit are evaluated on the content, procedures, actions, and use of the unit SOP through their demonstrated performance of those tasks within the simulation system.

2-26. Commanders brief their unit on the proper execution of the STX-V scenarios. Units prepare the trainers by providing the following:

- Commander's training objectives.
- Scenario and lane concept with collective tasks to be trained.
- Rules of engagement for the training event.
- Review of the training and evaluation outlines of all the tasks to be trained.
- Review of individual tasks that directly support or complement the collective tasks.
- Information and timing of scenarios or lanes where key warfighting functions are integrated.
- Risk assessment.
- Identification of supporting doctrinal publications for use as primary references.
- Locally produced checklists for all critical individual and supporting collective tasks for objective evaluations.
- Checklists based on doctrine, the unit SOPs, and approved training and evaluation outlines from either the Army Training Network or the Central Army Registry websites.

RECON THE SITE

2-27. Table II, STX-V, uses an authorized virtual training system. Commanders schedule the facility as far in advance as practical following the respective installation's policies and procedures. Once the method of training and evaluation is established, commanders should secure the training location and appropriate TADSS, equipment, or systems that enhance the training event.

2-28. Once scheduled, the unit leaders conduct a reconnaissance of the training facility to—

- Verify sufficient systems are available and operational to support the entire unit.
- Ensure multiple iterations or rotations through the scenario can be achieved with appropriate retraining opportunities.
- Verify facility operating hours.
- Ensure sufficient administrative areas are available to support group discussions, briefings, and AARs, such as sand tables or terrain boards, terrain board kits, overhead projector with screen, digital communications system capabilities, and so forth.
- Confirm appropriate warfighting function integration capabilities into the concept of training lanes (see figure 2-3, page 16 and figure 2-4, page 23).
- Verify the simulation system can incorporate engineers, direct fire support, special purpose weapons, and sniper teams into the scenario as the commander requires.
  - The simulation may not support those functions with an immersive capability.
  - The simulation should have the ability to provide notional actions with frequency modulation (FM), analog, or digital means to enable the appropriate level of coordination and communication, between the units conducting training (movement and maneuver).
- Identify the level of fire support that can be included in the training scenario.
  - This includes integrating company and battalion mortar assets.
  - Most facilities provide a fire support station from which the fire support officer (FSO) or fire support team (FIST) can provide notional support through proper call for fire actions.
  - The FSO or FIST can provide fires synchronization through the exercise control (EXCON) center or instructor and operator station to enhance the scenario's combat realism (fire support).
- Determine a realistic enemy disposition suitable for the tasks being trained.
  - The higher headquarters' intelligence staff officer (S-2) can provide the scenario a threat template that is appropriate to the unit's mission and build a more robust and effective scenario.
  - The supporting military intelligence company can provide notional or simulation injected feeds replicating shadow or other unmanned systems for scenario development, as appropriate (intelligence).
- Verify the facility can support the unit's training while in a chemical environment, based on the scenario design.
  - For immersive systems, verify chemical, biological, radiological, and nuclear (CBRN) protective systems that can be incorporated or must be provided notionally.
  - Chemical alarms, mission-oriented protective posture, vehicle system CBRN system simulated capabilities, and so forth should be identified (protection).
- Verify the facility can support unit air defense training, if necessary, units should coordinate for integration of small unmanned aircraft systems (sUASs) as a current threat to stimulate react to contact and air defense skills (protection).
- Verify casualty evacuation (CASEVAC) notional capabilities in support of the training scenario—units mostly include only FM reporting and request procedures for training purposes (sustainment).
- Identify:
  - Command post capabilities of the facility, as well as analog and digital systems integrated into the simulations suites.
  - Any external tactical operations center (TOC) configuration that can be incorporated for higher headquarters' staff integration, as appropriate (mission command).

ISSUE THE ORDER

2-29. Platoon leaders can issue an OPORD, a WARNORD, or use the training schedule, as necessary. The training unit must ensure all supporting elements or enablers have sufficient time for coordination and preparation before the training event. WARNORDs to external organizations must include sufficient reaction time for the appropriate personnel and equipment. The WARNORD should include the appropriate tasks, required leaders, and equipment needed, as well as the unit's training timeline including walk-throughs, rehearsals, and AARs.

2-30. The order should include the list of tasks to evaluate during the event, as well as the method of evaluation. Unit leadership should provide sufficient time for subordinate leaders to train tasks and skills and ensure the appropriate training resources are available and accessible. Upon receipt, subordinate leaders who have SOPs for their organizations must ensure their procedures support and complement the higher headquarters' publication.

REHEARSE

2-31. The unit conducts a rehearsal of the training and evaluation event with all training resources, materials, and equipment available. During the rehearsal, unit leadership ensure sufficient time is provided for their unit to train to the specified standard including AARs, retraining, and validating any optional scenarios that increase complexity when warranted.

2-32. The rehearsal provides the commander and the platoon leader with an opportunity to verify the tasks selected for Table II are consistent with the tasks, actions, and TTP of the higher organization. For maneuver units that are expected to cross-attach to an external unit, the rehearsal allows platoon leadership to synchronize the unit SOP with the TACSOP of their gaining unit or attached personnel or organizations.

2-33. Units should rehearse the training event from start to finish and confirm—

- Training scenarios are available to the facility instructor and operators.
- Scenarios are proofed.
- Analog and digital systems of the training facility are available and accessible, and how any external systems integrate into the event execution.
- Sufficient external evaluators or observer-coaches/trainers (OC/Ts) and required training support packages are available to enable multiple iterations.
- Appropriate doctrinal publications are available for reference.
- Sufficient administrative areas are available.
- AAR capabilities are reviewed, including—
  - Playback capability (audio, video, digital mapping).
  - Graphic overlays.
  - Terrain boards and sand tables.
  - Integrated warfighting function capabilities (live and simulation).
  - Process for conducting direct fires.
  - Methods and actions required to provide fires.
- Process used to incorporate intelligence activities into the scenario.
- Sufficient immersive training stations are available and operational to support the training audience.
- Location of retraining for subordinate units, as necessary.
- Any uniform requirements or considerations required by the facility.
- Reproduction capabilities are at the facility, particularly printing capabilities to support the evaluation process.

2-34. Once the unit completes the walk-through and rehearsal, the platoon leader makes any necessary adjustments to the plan and issues FRAGORDs, as necessary.

EXECUTE

2-35. When the unit arrives at the training location, it should reduce the amount of administration time as much as possible. When the entire unit is available at the training location, the unit should—

- Conduct a safety briefing for the training event.
- Conduct an event briefing to establish the sequence of events for the training day.
- Conduct any simulations training required by the facility to operate the system.
- Transition to the proper uniform for the training event.
- Occupy the appropriate simulations stations or integrated warfighting function workstations.
- Assign external evaluators or OC/Ts as appropriate.
- Issue the OPORD for the training mission.
- Execute the training scenario.

2-36. As the STX-V scenarios are generally built in a progressive manner, the unit executes simulation training lanes progressively. As the commander directs, the training unit conducts informal AARs of each progressive scenario within the training mission. Once the training unit completes the mission through a specific training objective or phase within the operation, the commander conducts a formal AAR before the platoon leader issues a FRAGORD for the next mission or mission task.

2-37. During training, the assigned external evaluators or OC/Ts and platoon leadership review the subordinate unit's performance following the unit SOP, prescribed TTP, and the appropriate training and evaluation outlines.

2-38. Units should increase the analog and digital stimulus to training units to increase the complexity of the training event based on their observations. Platoon leadership should sustain the tempo of the events to reinforce the need to execute collective tasks rapidly on demand rather than with a canned approach to training.

EVALUATE THE TRAINING

2-39. Table II is a prerequisite for the unit to conduct along with the associated subordinate and attached elements. The unit should include all assigned and attached Soldiers in the training event based on how the commander determines the unit will fight to support the higher headquarters. The intent of Table II is to train organizations, their subordinate units, and the attached elements to the unit on collective tasks that the commander deems critical to their success.

2-40. Periodically, after training scenarios are complete, the commander directs the unit to conduct—

- An informal AAR, facilitated by the assigned external evaluators or OC/Ts, platoon leadership, commander, executive officer, and first sergeant, as appropriate.
- A formal AAR led by the commander using the training notes provided by the external evaluators or OC/Ts, platoon leadership, executive officer, first sergeant, the facility instructor and operators, and others.

2-41. Units should use the various collective task training and evaluation outlines for all training tasks. These products are available for download from the Army Training Network website. The unit can also use locally produced checklists specific to the unit TACSOPs, collective task critical and leader tasks, or performance measures to gain a more objective evaluation of demonstrated performance.

2-42. With the input from the external evaluators or OC/Ts and unit leadership, the platoon leadership identifies retraining requirements as necessary, including additional scenarios. At the completion of Table II, key leaders discuss with their senior leaders any shortcomings, gaps, or disconnects between SOPs by echelon and determine any corrective actions.

2-43. The external evaluators or OC/Ts should provide clear and articulate comments and insight on positive and negative actions of the units they observed. External evaluators or OC/Ts use training and evaluation outlines to guide them through the evaluation process and use the doctrinal publications to support their comments.

2-44. The external evaluators or OC/Ts and unit leadership should review the training and evaluation outlines, training notes, and observations to determine which tasks require additional attention through the remainder of the training density. They also can identify where additional complexities and tactical dilemmas can be induced during training where mastery has been demonstrated.

2-45. The commander should share the overall unit performance, including observations with the entire training unit. This allows subordinate units to learn from other units' best practices, procedures, and tactics, as well as from their shortcomings or mistakes. The unit leadership should identify leaders within the organization who demonstrated superior performance and tactical competence by assigning them as external evaluators or OC/Ts during future training events, internal and external to the organization.

RETRAIN

2-46. Commanders and platoon leadership identify the unit or subordinate unit that requires retraining of specific tasks during the AAR with input from the external evaluators or OC/Ts, attached leaders, and the facility instructors or operators. Once the platoon leadership identifies the retraining needs of the unit, they should execute a retraining event of the scenario. This may consist of—

- The entire unit executing the training scenario again.
- A select subordinate unit executing the training scenario.
- Rotating subordinate units through different mission tasks to support the mission-essential tasks.
- Minor tactical adjustments for the unit or subordinate units.
- The commander may opt to discuss different methods with the platoon leadership and to complete the task followed by backbriefs using terrain models or sand tables rather than executing the simulation scenario.

2-47. At the completion of Table II, commanders, platoon leaders, and platoon sergeants should gain insight to where their unit's SOPs are working and where they need additional attention. Unit leadership should capture where the SOPs and TTP require attention, update, and provide those changes or revisions to the unit prior to executing any live-fire event. Table II provides a simulated tactical experience for the unit and provides clear indications of where SOP functions need improvement.

BEST PRACTICES

2-48. Units should consider including the following best practices in Table II at the platoon level. Incorporation of these practices will assist the unit get their Soldiers, teams, and platoons to a higher proficiency rapidly. Figure 2-4 provides a quick reference to some of the best practices for the unit to consider when planning, preparing, and executing Table II.

TABLE II, SITUATIONAL TRAINING EXERCISE–VIRTUAL (STX-V)
BEST PRACTICES

MISSION COMMAND	BEST PRACTICES
Conduct Troop Leading Procedures Conduct Rehearsal Conduct Reporting	Units conduct the 8-step training model and Troop Leading Procedures for rehearsals and execution of the event.
MOVEMENT AND MANEUVER	
Execute Movement Techniques • *Traveling* • *Bounding Overwatch* • *Traveling Overwatch* Execute Direct Fire Planning and Control • *Integrate Direct Fire Support* • *Integrate Special Purpose Weapons* Achieve Suppression/Local Fire Superiority Conduct Adjacent Unit Coordination	Units focus on integrating tactical movement and maneuver with their direct fire planning and execution to demonstrate proficiency and lethality at echelon. Focus on the fundamentals of movement and maneuver frequently during the event.
FIRES	
Plan Indirect Fire Targets Call for Indirect Fire • *Mortars and/or Field Artillery* Call for: • *Close Combat Attack (Army Attack Aviation)* • *Close Air Support*	Ensure leaders seamlessly integrate fires during the event during unlimited and limited visibility conditions. Conduct multiple iterations or repetitions to reinforce rapid execution.
INTELLIGENCE	
Disseminate the Enemy Situation (voice, digital) Report the Enemy Situation • *Contact Report* • *Spot Report* • *Situation Report*	Exercise leader rapid and accurate reporting using voice and when possible, digital means. Platoon leaders build the company's understanding of the fight.
PROTECTION	
React to CBRN Attack React to Contact (Air)	Include on demand stimulus to instigate battle drills and subsequent reporting processes.
SUSTAINMENT	
Conduct Casualty Evacuation (CASEVAC) Conduct Resupply	Integrate sustainment tasks into training as often as practical. Typically these tasks are completed within simulations through the appropriate report or coordination to complete the action.

LEGEND

CBRN	**CHEMICAL, BIOLOGICAL, RADIOLOGICAL AND NUCLEAR**	**STX-V**	**SITUATIONAL TRAINING EXERCISE-VIRTUAL**

Figure 2-4. Situational training exercise–virtual best practices, example

2-49. Units should include other integration capability methods during their recon to build the event that covers the platoon's task, purpose, and tactical employment objectives effectively. Not all warfighting functions and enablers are available at every training venue. Units should consider nonstandard training methods to incorporate to challenge the training audience.

This page intentionally left blank.

Chapter 3

Table III – Situational Training Exercise

This chapter describes the requirements of Platoon Table III, STX, and how they integrate into the unit training plan following the structure of the IWTS. Chapter 3 provides descriptive guidelines for the Platoon Table III and provides the purpose, method, and end state for the training event.

STXs are short, scenario-driven, mission-oriented tactical exercises that train a single collective task (training and evaluation outlines) or a group of related battle drills and collective tasks (training and evaluation outlines), typically executed on designated training lanes. STXs provide leaders with a method to train using doctrinally approved tactics and techniques.

EVENT OVERVIEW

3-1. Platoon Table III, STX, is a pre-live fire, live-environment training event that builds unit proficiency in specific, commander-determined critical tasks, battle tasks, and battle drills, which directly supports the unit's mission-essential tasks (see figure 3-1). The table provides the commander and the platoon leadership with multiple progressive iterations of collective tasks that reinforce the TTP the unit employs to execute its mission-essential tasks. Unit leadership use their unit SOP and the appropriate training and evaluation outlines to develop subordinate leaders' and elements' movement and maneuver and battle drill execution, and to a limited degree, their marksmanship lethality (TADSS-based).

PLT TABLE III	TABLE I	TABLE II	TABLE III	TABLE IV	TABLE V	TABLE VI
	CRAWL	*CRAWL*	*WALK*	*RUN*	*RUN*	*RUN*
	LIVE	VIRTUAL	LIVE TADSS	LIVE TADSS	LIVE FIRE	LIVE FIRE
PLATOON	TACSOP	STX-V *(SIMULATIONS)*	STX *(DRILLS)*	FTX	FCX	LFX

PLATOONS use the situational training exercise to train specific, high-payoff skills, mission tasks, and supporting collective tasks in a controlled scenario that requires proper execution. This builds the PLATOON'S ability to execute those tasks in later events and combat as the tactical situation requires.

LEGEND

FCX	FIRES COORDINATION EXERCISE	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
FTX	FIELD TRAINING EXERCISE	TACSOP	TACTICAL STANDARD OPERATING PROCEDURE
LFX	LIVE-FIRE EXERCISE	TADSS	TRAINING AIDS, DEVICES, SIMULATORS, AND SIMULATIONS
PLT	PLATOON		
STX	SITUATIONAL TRAINING EXERCISE		

Figure 3-1. Platoon Table III, Situational Training Exercise

3-2. Unlike a battle drill, an STX does not establish the method of execution; rather the training audience's leadership works through tactical dilemmas while evaluating the execution of key collective tasks. STXs may be modified based on the factors of METT-TC (I) mission, enemy, terrain and weather, troops, and support available, time available, civil considerations, and informational considerations. STXs typically incorporate a situationally reactive, dynamic threat via live opposing forces (OPFORs) who provide a challenging, realistic scenario.

3-3. Individual groups of related tasks are trained in STX lanes. Multiple lanes are used to build proficiency in a progressive manner during Platoon Table III. There is no limit to the number of lanes a unit can include while performing Platoon Table III, STX.

3-4. STXs use commander-developed scenarios in live environments using TADSS that include—

- Soldiers, crews, and units with their assigned equipment, weapons, systems, and platforms.
- Integration of critical collective tasks and battle drills.
- Employment of their assigned weapons and systems with supported laser-based TADSS.
- Training at a combat-realistic tempo.
- A live-environment training area of sufficient size for offensive movement and maneuver.

PURPOSE

3-5. The STX ensures the unit, with its assigned and attached subordinate elements, demonstrates collective task proficiency in a live environment. The unit synchronizes and executes fire and maneuver, integrates indirect and direct fires, conducts critical tasks, and completes various combat reporting requirements before conducting tasks under live-fire conditions.

3-6. STX lanes provide focused training on critical, supporting, collective, and battle tasks that directly support the unit's mission-essential tasks. They enable the unit to execute those trained tasks based on the tactical situations and dilemmas presented during the FTX.

METHOD

3-7. Platoon STXs use training areas with multiple training lanes or phases that train collective small units on tactical maneuver, movement, and engagement techniques at a real-time, full tempo to build critical task proficiency. Platoon STXs use commander-defined scenarios to replicate the appropriate stimulus that inspires, initiates, or instigates a desired reaction. The desired reaction includes timely and accurately executing critical, supporting, collective, and individual tasks.

3-8. Table III is required for each assigned or attached subordinate unit, conducted between T-6 and T-X of the live-fire training event or density. Unit leadership use progressive lanes consisting of tactically grouped collective tasks to challenge the unit with various tactical dilemmas.

END STATE

3-9. The unit with subordinate assigned or attached units successfully demonstrated their ability to execute critical or directed collective tasks and battle drills in a live environment. The platoon leadership sufficiently instructed the unit on their collective tasks, validated the unit's SOP to ensure synchronization and consistency, reinforced previous training, and built confidence by integrating warfighting functions and enablers during the execution of collective tasks.

3-10. Unit leadership is confident in the abilities of subordinate leaders and elements to execute those trained tasks to standard on demand based on the tactical situation. The unit is prepared for collective training against a trained, unscripted, and motivated OPFOR.

PLAN THE TRAINING

3-11. Table III, STX, is a live environment, hands-on training event utilizing TADSS. Table III includes using blank ammunition, pyrotechnics, and battle effects simulators. This event trains and evaluates elements' abilities to execute critical tasks using their organic weapons, systems, and equipment during day and limited visibility conditions and while operating in a CBRN environment.

3-12. The unit and its subordinate elements use Platoon Table III, STX, to prepare for the FTX external evaluation (EXEVAL) of the unit's key collective tasks (Table IV).

3-13. Platoon Table III, STX, is training designed for all subordinate units and elements within the platoon prior to any collective live-fire event. The training event is required for all subordinate units that are assigned, attached, or designated to the platoon as a—

- Maneuver element.
- Enabling specialty unit.
- Cross-attached, warfighting function small unit.

PLANNING

3-14. Each platoon is resourced 3 training days (72 hours) per year to conduct Table III. Units typically use between 2 and 4 training days based on the commander's training objectives. For planning purposes, unit leadership should consider the following information when building their Table III scenario for training:

- Prerequisites:
  - There are no directed prerequisites for Table III.
  - However, the unit should have completed Tables I and II prior to executing the platoon STX.
- Reinforcement—conducting platoon STX at the beginning of the company STX as a multi-echelon event to reinforce and build upon previous training of the collective tasks.
- Table duration:
  - Platoon Table III typically requires between 2 and 4 training days (96 hours) depending on the commander's training objectives.
  - It is conducted between T-6 and T-X of any live-fire event.
  - Platoons should maximize their use of available TADSS before entering the field portion of their training plan.
- Environment and conditions:
  - Units conduct Table III in a live environment and in an approved training area sufficient in size to accommodate the unit during offensive and defensive operations.
  - Units conduct the training in a series of training lanes or phases at full tempo.
  - Units include a trained and equipped OPFOR when appropriate.
- Frequency—units conduct Table III prior to platoon live-fire training a minimum of once per fiscal year. Units may execute multiple, shorter duration events depending on their training plan.
- Throughput:
  - Unit leadership should consider the number of STX lanes developed for the training event and ensure sufficient time is available to train and retrain as appropriate.
  - The throughput of the entire platoon through the training lanes is dependent upon the complexity and length of individual lanes, amount of training area available, OPFOR and external evaluators or OC/Ts availability, and other outside influences.
- Primary training facilities:
  - Primary training facilities are training areas that support the unit's mission by unit type, collective tasks trained, weapons and system engagement ranges (when practical), as well as depth and speed of movement and maneuver required during the scenario.
  - See TC 25-1 to identify the general land and training area requirements for the unit type.

3-15. The purpose of Table III is to train the collective tasks, which are critical to a platoon and company's tactical success. Unit leadership should create their Table III scenario using the task sets and collective tasks that directly support their mission-essential tasks.

SCENARIO REQUIREMENTS

3-16. To accomplish their mission, company commanders develop STX lane scenarios based on dialogue with the battalion, their assessment of the unit's tactical proficiency, command training guidance, and critical collective tasks that directly affect the success of the platoons and company. Commanders, with input from platoon leadership, select all the tasks that are trained during Table III and design a series of training lane scenarios that replicate the threat, train collective tasks, and set realistic conditions for the operating environment.

3-17. Units integrate enablers and specialty units into their scenarios. The training lanes should support the follow-on FTX, FCX, and live-fire exercise (LFX) while reinforcing the various SOPs and previous collective training events.

3-18. Commanders design their scenarios in multiple lanes, phases, or stages, where each portion of the scenario trains one or two collective tasks in a progressive manner. Successfully completing each lane (based on the unit leadership's assessment using the SOP and training and evaluation outlines as a guide) moves the formation tactically to the next lane or phase.

3-19. Table III scenarios include training on commander-selected tasks specific to the warfighting functions (see figure 3-1, page 25). Platoon leadership integrate these tasks as appropriate across the STX lanes. The scenario should include multiple repetitions of those selected tasks during the day and night phase to increase proficiency.

3-20. Each warfighting function includes optional or required tasks that commanders and the platoon leadership integrate into their training scenario. For special purpose weapons, unit leadership determine the number of iterations the special purpose weapons are integrated during both day and night. Unit leadership select from the special purpose weapons available to them, as well as how the scenario initiates the use of those special purpose weapons.

Note. Not all maneuver units have special purpose weapons associated with or available to their organization.

3-21. Unit leadership integrate tasks as appropriate. Units conduct the warfighting function integrated tasks during limited and unlimited visibility (night and day) conditions across the entire Table III training scenario event, not on each maneuver task trained (see figure 3-2).

Note. For example, during a 4-day platoon STX at a local training area, the commander selects call for indirect fire during the platoon movement to contact day phase where the platoon has been given priority of fires. On day 2 of the STX, the platoon leadership includes training for each subordinate platoon to conduct a call for fire illumination mission. The platoon incorporates call for fire into the training during STX day operations (HE and smoke) and night operations (illumination).

3-22. Conducting STX lanes at the platoon level requires a significant amount of training areas, not only for the trained unit (blue force), but also to provide sufficient standoff, movement, and maneuver space to support an OPFOR. Units must consider training areas with sufficient space to develop the tactical situation for both blue force and OPFOR.

3-23. Most often, units conduct STX lanes in a progressive manner, either sequentially or in rotating task groups. The amount of training area available, the number of collective tasks to train, the employed weapon system and unit capabilities, and other factors impact which method the unit uses to progress from one lane to subsequent lanes.

WARFIGHTING FUNCTION INTEGRATION

3-24. Commanders may choose to integrate specific warfighting function tasks during Table III (STX) that can significantly increase the platoon's proficiency for Table IV (FTX) and Table VI (LFX) evaluations. The commander may also elect to integrate additional tasks listed within figure 3-2 that are deemed beneficial to platoon training to obtain the proficiency level on the commander-selected desired tasks. Doing so enables a unit to maximize training opportunities on commander-selected tasks using a progressive training model needed to achieve the desired end state prior to evaluation.

TABLE III, SITUATIONAL TRAINING EXERCISE (STX)
INTEGRATED WARFIGHTING FUNCTION REQUIREMENTS

MISSION COMMAND	REMARKS
Conduct Troop Leading Procedures Conduct Rehearsal Conduct Reporting	Units integrate these tasks and skills throughout the planning, preparation, and execution of Table III.
MOVEMENT AND MANEUVER	
Execute Movement Techniques • *Traveling* • *Bounding Overwatch* • *Traveling Overwatch* Execute Direct Fire Planning and Control • *Integrate Direct Fire Support* • *Integrate Special Purpose Weapons* Achieve Suppression/Local Fire Superiority Conduct Adjacent Unit Coordination	All Movement and Maneuver tasks must be trained and evaluated during STX. Any retraining required is integrated into the scenario's branches or sequels to ensure unit proficiency. Units include multiple iterations and repetitions of their battle tasks.
FIRES	
Plan Indirect Fire Targets Call for Indirect Fire • *Mortars and/or Field Artillery* Call for: • *Close Combat Attack (Army Attack Aviation)* • *Close Air Support*	All iterations or repetitions of Table III must include the fires tasks for evaluation. Leader must demonstrate proficiency to successfully complete Table III.
INTELLIGENCE	
Disseminate the Enemy Situation (voice, digital) Report the Enemy Situation • *Contact Report* • *Spot Report* • *Situation Report*	The Platoon leadership must actively provide voice and digital intelligence reporting routinely during Table III.
PROTECTION	
React to CBRN Attack React to Contact (Air) Conduct Camouflage, Concealment, and Emissions Control	Units train active and passive protection measures continuously to establish disciplined execution of crew and battle drills.
SUSTAINMENT	
Conduct Casualty Evacuation (CASEVAC) Conduct Resupply Conduct Field Maintenance	Units demonstrate effective sustainment skills throughout the rehearsals and execution of the event and validate unit standard operating procedures.

LEGEND

CBRN	**CHEMICAL, BIOLOGICAL, RADIOLOGICAL AND NUCLEAR**	**STX**	**SITUATIONAL TRAINING EXERCISE**

Figure 3-2. Warfighting function integration requirements, Table III, Situational Training

Exercise

Single Situational Training Exercise Lanes

3-25. When training area availability is limited, commanders must maximize the space available to ensure units can train and assess multiple tasks. Placing STX lanes in a progressive, sequential manner in a single lane can provide a continuous battlespace for the training unit, while the OPFOR resets and prepares for the next unit to enter the scenario (see figure 3-3).

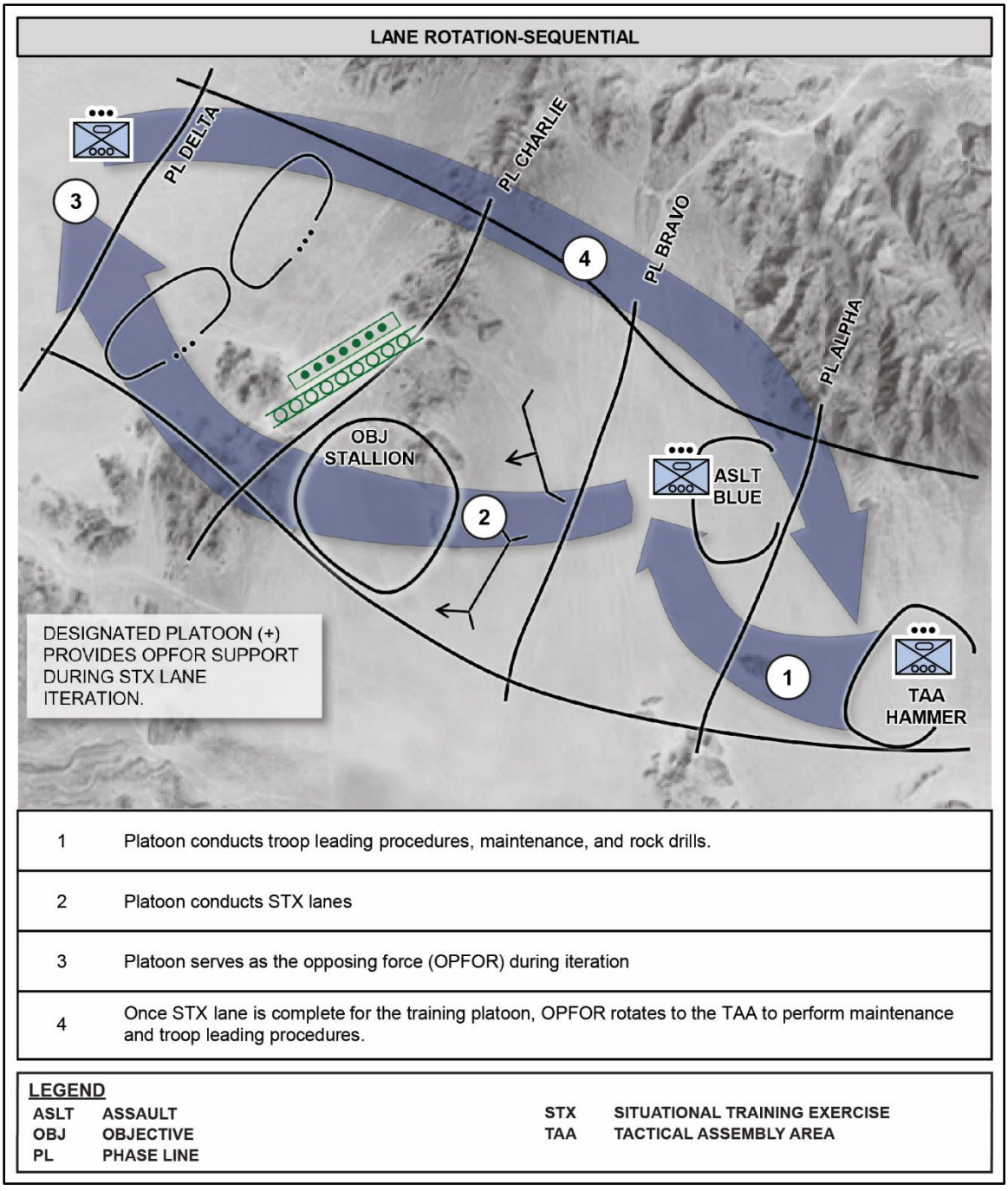
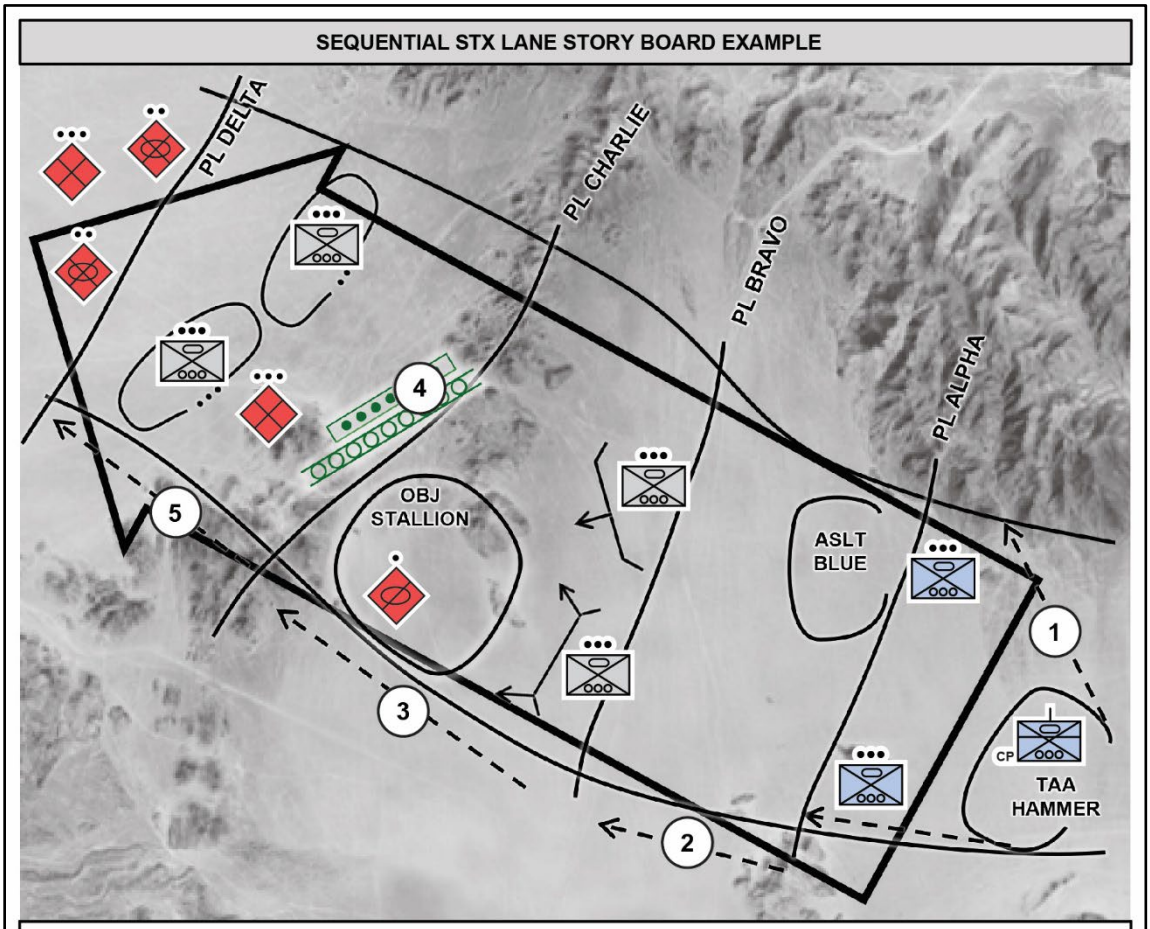


Figure 3-3. Lane rotation using a sequential sequence, example

3-26. Figure 3-4 is a generic example story board of the sequence of tasks in a single STX lane. It shows the general concept of the operation with highlighted key teaching points for the platoon during each phase (in this case, phase line [PL] to PL).



1	Movement to training lane along phase line alpha. Platoon evaluated on troop leading procedures, OPORD, FRAGORD, tactical movement, and reporting.
2	Between phase lines alpha and bravo, platoon moves from assault position blue to either support by fire or attack by fire positions. Evaluated on tactical movement, engagement techniques, casualty evacuation.
3	Platoons conduct attack as part of a larger force to clear objective stallion. Platoons evaluated on engagement techniques, tactical movement, use of terrain, application of appropriate combat power, call for support, and reporting.
4	Platoons perform actions at a hazard area. Conduct breeching operations and tactical movement as part of a larger force. Evaluation on react to contact, engagement techniques, and casualty evacuation.
5	Once through the obstacle, section establishes a hasty battle position to defend. Evaluation on conduct of fire, engagement techniques, occupation of a battle position, reporting, and call for fire missions.

LEGEND

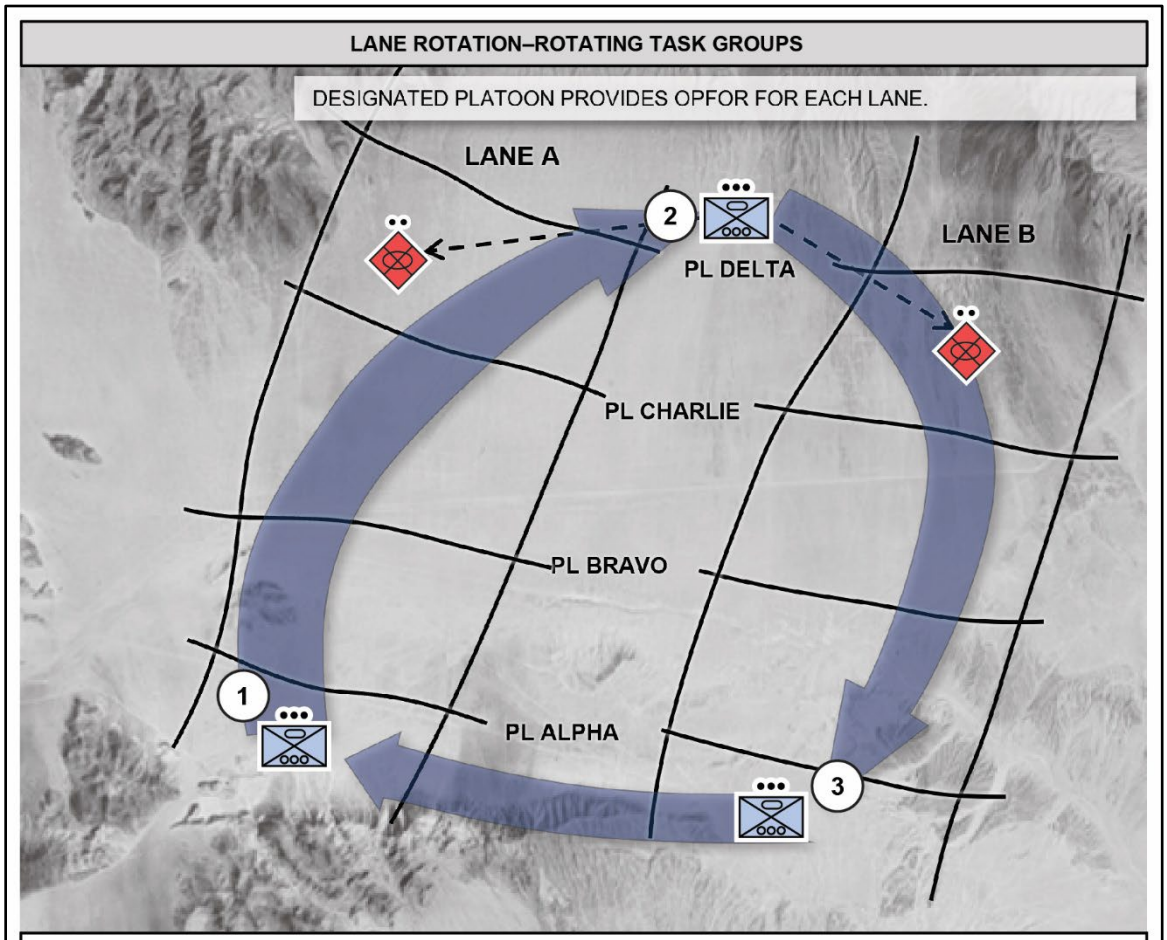
ASLT	ASSAULT	PL	PHASE LINE
FRAGORD	FRAGMENTARY ORDER	STX	SITUATIONAL TRAINING EXERCISE
OBJ	OBJECTIVE	TAA	TACTICAL ASSEMBLY AREA
OPORD	OPERATION ORDERS		

Figure 3-4. Sequential sequence story board, example

MULTIPLE, ROTATING SITUATIONAL TRAINING EXERCISE LANES

3-27. When space is available, units can set up several larger training sites, each with independent OPFORs. This allows training and evaluation of several collective tasks in random order. When there are several training sites, the commander has the flexibility to initiate OPFOR actions that change the training unit's decision-making process, thereby altering the sequence of the tasks trained on the lane. Doing so enables a more realistic series of tactical dilemmas for the unit to solve and allows more freedom of maneuver. (See figure 3-5.)

3-28. Using several training sites provides a more robust and dynamic threat presentation to the training unit; however, it requires more OPFOR resources, preparatory training for the OPFOR, and more training areas to support the unit's flexibility.



1	Platoon executes STX Lane Alpha. Once complete with STX lane, transitions to position 2.
2	Other platoons within the company provide OPFOR for STX Lane A and STX Lane B.
3	Platoon executes STX Lane Bravo. Once complete, executes a tactical movement to Lane A and prepares for the next rotation.

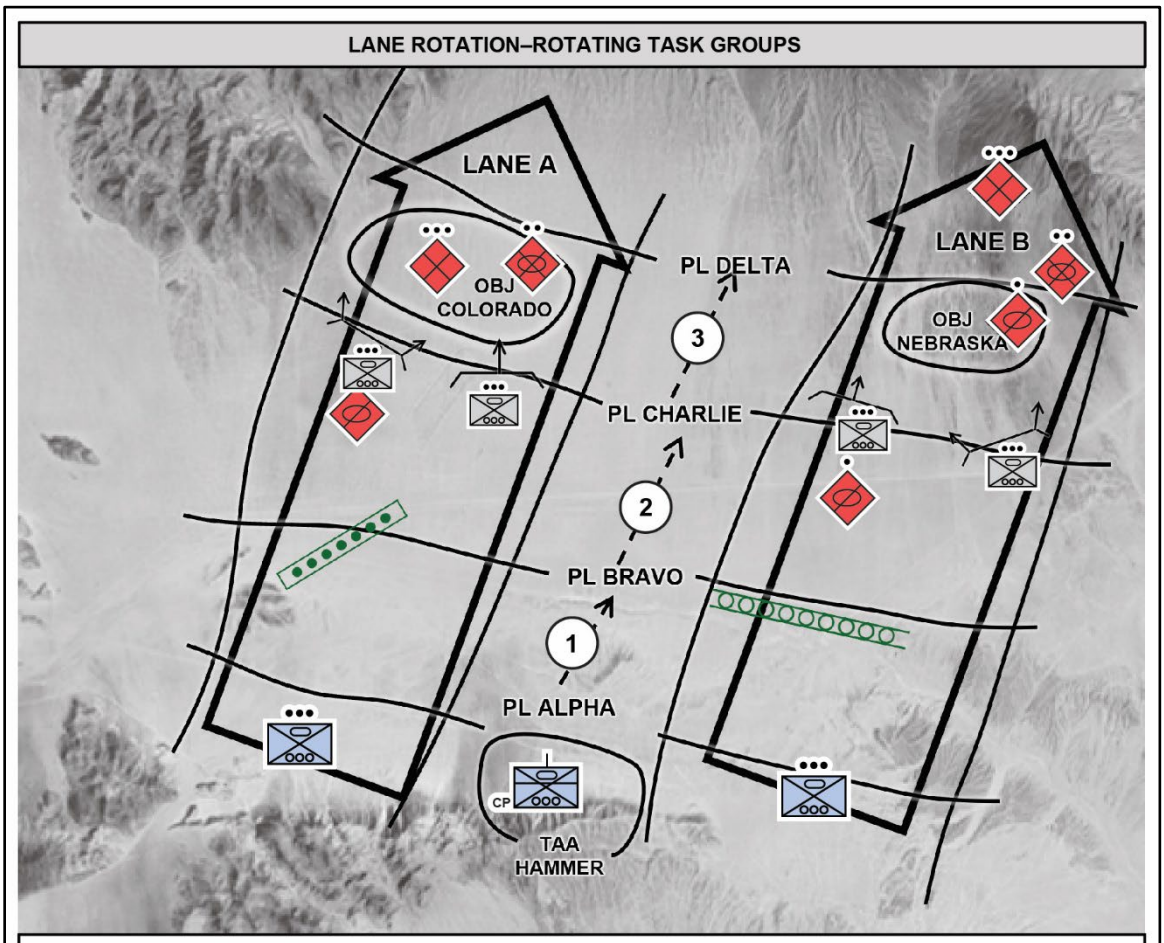
Note: Use of multiple rotating lanes provides for evaluation of more platoon tactical mission tasks in support of the platoon and company tasks.

LEGEND

OPFOR	OPPOSING FORCE	STX	SITUATIONAL TRAINING EXERCISE
PL	PHASE LINE		

Figure 3-5. Multiple, rotating situational training exercise lanes, example

3-29. Figure 3-6 is a generic example story board of the rotating task groups for platoons executing a series of tactical mission tasks during Table III. It shows the general concept of the operation with highlighted key teaching points for the platoon during each phase (in this case, PL to PL). This is a simplified story board for demonstration purposes only.



1	Platoons execute missions from PL Alpha to PL Bravo. Evaluation on actions on contact, obstacle breach, engagement techniques and fire patterns, tactical movement.
2	Platoons tactically move to establish contact with assigned objective. Evaluation on direct fire, call for support, call for fire, tactical movement, casualty evacuation.
3	Platoon attacks objective. Evaluation on fire distribution, control, engagement decisions, application of combat power, casualty evacuation.

Note: CP located in TAA hammer controls both lanes simultaneously as a company mission with evaluation of each platoon. Unit may include section missions and evaluation simultaneously.

LEGEND

CP	COMMAND POST	PL	PHASE LINE
OBJ	OBJECTIVE	TAA	TACTICAL ASSEMBLY AREA

Figure 3-6. Multiple, rotating situational training exercise lane story board, example

DRIVERS, BRANCHES, AND SEQUELS

3-30. Units should plan to include a series of drivers (D), branches (B), and sequels (S) to meet their training objectives to achieve proficiency in their platoons. These are training terms used for maneuver collective training that build the story boards for the training events. They provide pre-built alterations to the tactical missions based on the training unit's performance, capability, or reactions to tactical dilemmas.

3-31. They assist in steering the training unit toward the expected conditions of the task, establish the appropriate tempo, build the battlefield effects, and develop the tactical situation. Figure 3-7 provides an example of drivers, branches, and sequels for the execution of Table III.

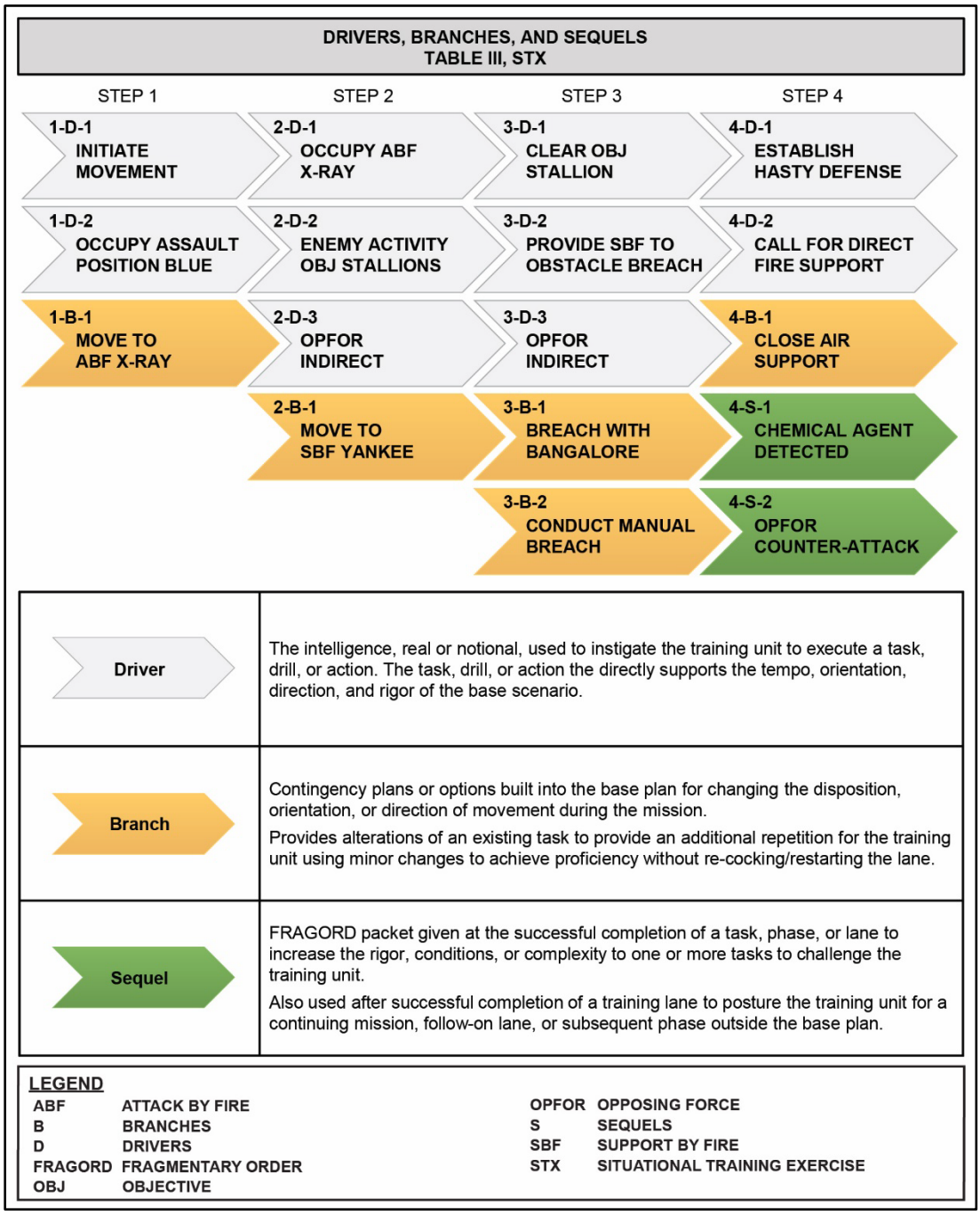


Figure 3-7. Drivers, branches, and sequels matrix, example

3-32. In figure 3-8 the drivers, branches, and sequels planned are applied to the mission for context. In this example, the various drivers in the scenario are listed with "D," the branch option for retraining are listed with "B," and the sequels used after successful completion of the phase are listed with "S."

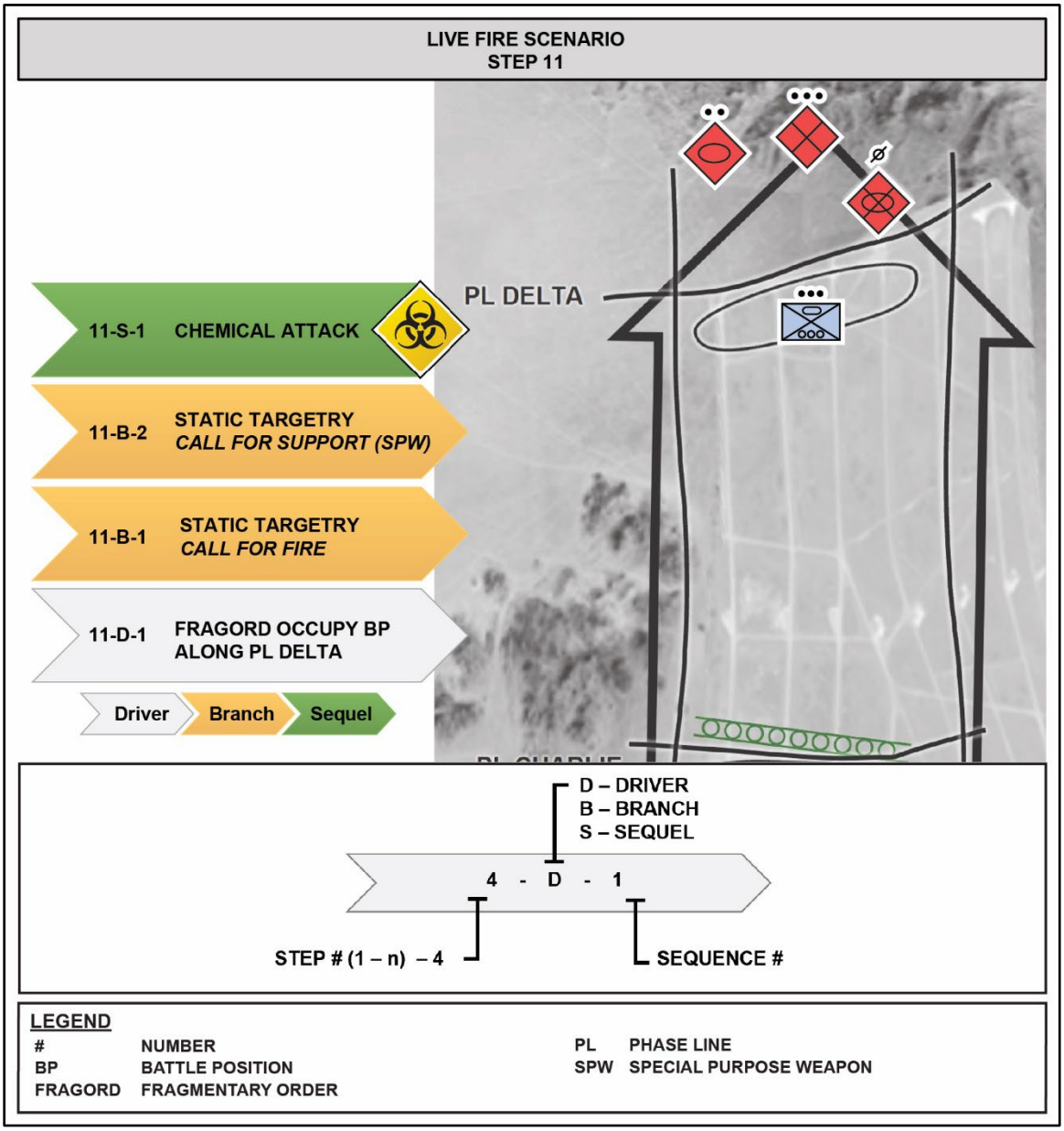


Figure 3-8. Drivers, branches, and sequels applied to the mission, Phase 4 example

3-33. Figure 3-9 provides a sample list of drivers, branches, and sequels options for the STX event based on the integration of warfighting functions. This is a general list that units can begin their planning from. Units should build more comprehensive drivers, branches, and sequels to the warfighting function matrix based on the capabilities and systems available for training.

INTEGRATION OF TACTICAL STRESSORS AND DILEMMAS				
MISSION STIMULUS	**DRIVER**	**BRANCH**	**SEQUEL**	**DESIRED OUTCOME**
Increase OPFOR direct-fire engagements.	Yes			Change direction, orientation of fires, call for fire. Challenge ammunition consumption, fire control and distribution, and increased calls for support.
Issue FRAGORDs directing the unit to change the mission, orientation or direction rapidly.		Yes	Yes	Consolidation and reorganization, movement to next phase or lane, retraining.
Increase OPFOR tactical movement, responses or indirect fire.	Yes	Yes	Yes	Change direction, orientation of fires, call for fire. Challenge ammunition consumption, fire control and distribution, and increased calls for support. Exercise displacement criteria, react to indirect fires, reporting procedures.
Direct trainers to assess battle damage or casualties within the unit.	Yes	Yes	Yes	Exercise CASEVAC and maintenance recovery procedures. Unit continues mission with reduced combat power.
Reduce time to prepare for follow-on mission (change of mission, rotation to another training lane).			Yes	Change to hasty operations, resupply, consolidation and reorganization tasks during tactical movement or ongoing operations.
Inject chemical hazards.	Yes	Yes		React to chemical conditions. Initiate decontamination procedures. Reduced situational awareness or visibility.
Additional threat icon populations.	Yes			Decision-making information injects. Confirm or deny tasks. Changes or alterations to the concept of the operation.
Increase FM and digital traffic requiring action.	Yes			Battle drills, change to sectors of observation or fires, change to movement and maneuver techniques.
Increase or vary the forms of contact.	Yes			Exercise reporting procedures, react to contact drills, counterfires, indirect fire, call for support.
Inject Global Positioning System (GPS) jamming.	Yes			Exercise analog land navigation techniques.
Inject radio and communications jamming and EM dilemmas.	Yes			Exercise the PACE plan. Unit continues mission with degraded communications capabilities.
Inject threat sUAS and/or air warnings.	Yes	Yes	Yes	React to unknown aircraft. Initiate react to contact, sUAS, and aircraft tasks.
Inject electronic warfare actions.	Yes			Use analog systems. Unit continues mission with degraded capabilities

LEGEND

CASEVAC	CASUALTY EVACUATION	OPFOR	OPPOSING FORCES
EM	ELECTROMAGNETIC	PACE	PRIMARY, ALTERNATE, CONTINGENCY, AND EMERGENCY
FM	FREQUENCY MODULATION		
FRAGORD	FRAGMENTARY ORDER	sUAS	SMALL UNMANNED AIRCRAFT SYSTEM

Figure 3-9. Mission stimulus as drivers, branches, and sequels matrix, example

TRAIN THE TRAINERS

3-34. Units execute platoon STX in a variety of ways. Typically, each platoon conducts training (platoon STX) independently as part of a platoon formation prior to the company STX. The primary trainers during the platoon STX are the platoon leader and the platoon sergeant, with the commander, specialty units, and external evaluators or OC/Ts providing formal evaluation of critical and leader tasks, performance measures, tactical employment mentoring, and assistance, as appropriate.

3-35. Units provide the following to prepare the trainers:

- Commander's training objectives.
- Scenario and lane concept with collective tasks to be trained.
- Rules of engagement for the training event.
- Review of the training and evaluation outlines of all the tasks to be trained.
- Review of the supporting and individual tasks that directly support or complement the mission-essential tasks.
- Conduct of the event brief. Commanders provide how the unit executes the STX lanes.
- Where key warfighting functions are integrated into the scenarios or lanes.
- Risk assessment.
- Identification of supporting doctrinal publications for use as primary references.
- TADSS, pyrotechnics, blanks, and battle effects simulators used during the training event.
- Multiple Integrated Laser Engagement System (MILES) gear certification.
- Instruction on the proper conduct of an AAR.
- Instruction on proper adjudication of training.

3-36. To prepare for the best training event for the platoon, the unit should have specific training and certification for specific leaders and support personnel. Units should consider training and certifying the following personnel or teams common to STX events to augment their training.

OBSERVER-COACHES/TRAINERS

3-37. Much like crew platform evaluators, the external evaluators or OC/Ts receive formal training in leadership roles during any collective exercise. This training is second only to executing the task with their organization. Units should dedicate sufficient time to external evaluators or OC/Ts certification to leaders who can provide experienced mentorship, with the complete understanding that their external evaluators or OC/Ts task is also formal training for them.

FIRE SUPPORT PERSONNEL

3-38. Inclusion of an FSO, fire direction center, and mortar platoon or platoon leadership provides for subject matter expertise during the training event. These leaders should be certified Infantry Mortar Leader Course graduates and have experience in their position. They can assist in evaluating call for fire mission tasks, provide direction and guidance for any fire marker administrative personnel, and provide mentorship to the training unit on all aspects of indirect fire use.

SIMULATORS AND PYROTECHNICS

3-39. Units employing fire marker personnel or battlefield effects devices to increase the training realism should certify those personnel on the proper use, handling, storage, and accountability of the various pyrotechnics and battle effects simulator systems planned to support the training event. Units should also coordinate with the supporting installation ammunition supply point for any ammunition information notices, safety of use messages, or required training on the devices and training munitions scheduled for the event.

RECON THE SITE

3-40. Platoons use an authorized training area or series of training areas for Table III, STX exercise. Units follow the installation's policies and procedures, and formally schedule the training location as far in advance as practical. Once the unit has established the method of training and evaluation, it should secure the training location and appropriate TADSS equipment or systems that enhance the training event.

3-41. Once scheduled, the commander, training developers, subordinate commanders, and platoon leaders conduct a reconnaissance of the training areas to—

- Verify sufficient space is available to support the entire unit through multiple training lanes.
- Ensure multiple iterations or rotations through the scenario can be achieved with appropriate retraining opportunities.
- Ensure sufficient administrative areas are available to support group discussions, briefings, and AARs.
- Ensure sufficient space is available to conduct retraining.
- Ensure sufficient space is available to support the use of a sand table or terrain board.
- Confirm appropriate warfighting function integration capabilities into the concept of the training lanes.
- Verify the training area can incorporate direct fire support, special purpose weapons, and sniper teams into the scenario, as the commander directs.
  - Identify authorized dig locations and required permits within the training area.
  - Identify restricted terrain, environmental considerations, and any NO-GO areas within the training sites (movement and maneuver).
- Ensure sufficient space is available for refueling and rearming.
- Identify any hazards in the training area.
- Identify a TADSS (laser-based system) troubleshooting, alignment, and contact team support area.
- Identify the level of fire support that can be included into the training scenario—the FSO or FIST can provide fires synchronization to enhance the scenario's combat realism (fire support).
- Provide the scenario with a threat template that is appropriate to the unit's mission and build a more robust and effective scenario (higher headquarters' S-2).
- Verify the training area can support the unit's training while in a chemical environment, based on the scenario design (protection).
- Verify CASEVAC and notional medical evacuation (MEDEVAC) capabilities in support of the training scenario—units mostly include only FM reporting and request procedures for training purposes (sustainment).
- Identify command post capabilities and locations in the training areas (mission command).
- Identify any external TOC configurations that can be incorporated for higher headquarters' element integration, as appropriate (mission command).

3-42. When conducting a reconnaissance of the training location, units should include reviewing the training area to accommodate integration of the required and optional warfighting functions. Figure 3-10, page 40 provides some considerations for each training requirement.

TABLE III, SITUATIONAL TRAINING EXERCISE (STX) RECON THE TRAINING LOCATION CONSIDERATIONS	
MISSION COMMAND	
OPORD	Units must exercise their ability to send and receive OPORD, FRAGORDs, and overlays in an administrative role, as well as during the training scenarios via analog or digital means.
FRAGORD	
Graphics Overlay	
Conduct a Rehearsal	
MOVEMENT AND MANEUVER	
Integrate Direct Fire Support	Ensure all weapons, systems, and platforms have sufficient training devices, designated location for installation, alignment, and troubleshooting. Include space for a contact team to perform immediate replacement of non-mission capable components of laser-based systems.
Integrate Special Purpose Weapons	
FIRES	
Mortars (company or battalion)	The unit's FSO or FIST provides evaluation of call-for-fire procedures. Units can include mortar sections or platoons, establish firing positions, and conduct drills on demand while supporting the unit's STX-V scenarios.
Call for Close Air Support (CAS)	
INTELLIGENCE	
Digital Icon Population	When equipped, the unit should include reporting mission situation reports, contact reports, far target locate tasks, and other digital messaging during the scenarios.
PROTECTION	
CBRN	Units should include CBRN tasks to their scenarios to exercise the unit's ability to function in a degraded capacity. These changes to the conditions of the task can be incorporated into the branches and sequels of the primary training lanes.
Air Defense	Units should train air defense tasks, including react to aircraft and react to contact with small unmanned aerial systems (sUAS) to build and maintain proficiency.
SUSTAINMENT	
CASEVAC	Units are required to rehearse their CASEVAC TTP to verify their SOPs during STX-V. Units should include the higher headquarters' medical section to assist as appropriate.

LEGEND

CASEVAC	CASUALTY EVACUATION	OPORD	OPERATION ORDER
CBRN	CHEMICAL, BIOLOGICAL, RADIOLOGICAL AND NUCLEAR	SOP	STANDARD OPERATING PROCEDURE
		STX	SITUATIONAL TRAINING EXERCISE
FIST	FIRE SUPPORT TEAM	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
FRAGORD	FRAGMENTARY ORDER	TTP	TACTICS, TECHNIQUES AND PROCEDURES
FSO	FIRE SUPPORT OFFICER		

Figure 3-10. Recon the training site for warfighting function integration, examples

ISSUE THE ORDER

3-43. Commanders can issue an OPORD, WARNORD, or use the training schedule, as necessary. The training unit must ensure all supporting elements or enablers have sufficient time to coordinate and prepare before the training event. The WARNORD should include the appropriate tasks, required leaders, and equipment needed, as well as the unit's training timeline including walk-throughs, rehearsals, and AARs. WARNORDs for external organizations must include sufficient reaction time for the appropriate personnel and equipment needed.

3-44. The OPORD or WARNORD should include the list of tasks that will be evaluated during the event and the method of evaluation. Unit leadership should provide sufficient time for subordinate leaders to train the tasks and skills listed in the order. Unit leadership should ensure the appropriate training resources are available and accessible. Upon receipt, subordinate leaders who have SOPs for their organizations must ensure their procedures support and complement the higher headquarters' publication.

REHEARSE

3-45. The unit uses all training resources, materials, and equipment available to conduct rehearsals of training events. During the rehearsal, platoon leadership ensures their unit has sufficient time to train to the specified standard including AARs and retraining time. Unit leadership ensure their unit verifies optional scenarios that increase complexity when warranted.

3-46. The platoon leadership use the rehearsal as an opportunity to verify the tasks selected for Table III are consistent with the tasks, actions, and TTP of the higher organization. For maneuver units that expect to cross-attach to an external unit, the rehearsal is an opportunity for the platoon leadership to synchronize the unit SOP with the TACSOP of their gaining unit or attached personnel or organizations.

3-47. Units should rehearse the training event from start to finish and confirm—

- The OPFOR understands the training scenarios.
- The flow of training units through the STX lanes is feasible.
- Sufficient space is available to provide standoff distances for the unit and OPFOR to build the appropriate tempo of each STX lane.
- Analog and digital systems are operational within the organization and to the higher headquarters regardless of their location.
- Additional external evaluators or OC/Ts training support packages are complete and provide for multiple iterations.
- Sufficient administrative areas are available.
- AAR capabilities are reviewed.
- Available warfighting function enablers are integrated with the unit or appropriate subordinate unit.
- The process for conducting direct fire support tasks.
- Methods and actions required to provide fires.
- The process used to incorporate intelligence activities into the scenario.
- Real world CASEVAC and MEDEVAC plans.
- Key leader locations.

3-48. Once the unit completes the walk-through and training rehearsal, the platoon leader makes any necessary adjustments to the plan and issues FRAGORDs, as necessary.

EXECUTE

3-49. Once the unit arrives at the training location, they should—

- Conduct a safety briefing for the training event.
- Conduct sensitive item checks before implementing training.
- Assign external evaluators or OC/Ts as appropriate.
- Conduct the event briefing to establish the sequence of events for the training day.
- Issue the OPORD for the training mission.
- Occupy the appropriate STX lane as the commander directs.
- Execute the training scenario.

3-50. The training unit conducts informal AARs of each progressive scenario within the training mission as the commander or platoon leadership directs. Once the training unit completes the mission through a specific training objective or phase of the operation, the commander or platoon leadership conducts a formal AAR before issuing a FRAGORD for the next mission or mission task.

3-51. During training, the assigned external evaluators or OC/Ts, commander, platoon leader, and platoon sergeant review the subordinate unit's performance. They follow the unit SOP, prescribed TTP, and the appropriate training and evaluation outlines.

3-52. Commanders should escalate the analog and digital stimuli to the training units to increase the complexity of the training event based on their observations. Platoon leadership should sustain the tempo of the events to reinforce the need to execute collective tasks rapidly and on demand rather than with a canned approach to training.

3-53. Units should ensure they use their driver, branch, and sequel execution matrix created during the planning process. The matrix will provide consistency in training and tempo of the operation by providing pre-defined cues and stimulus to the training unit.

EVALUATE THE TRAINING

3-54. The unit should include all assigned and attached Soldiers and elements in the training event based on how the commander and the platoon leadership determine the unit should execute its collective tasks to support the combatant commander. The intent of STXs is to train the organization, including its subordinate and attached units, on specific collective tasks that the commander deems critical.

3-55. Periodically after training scenarios are complete, the platoon leadership directs the unit to conduct—

- An informal AAR, facilitated by the assigned external evaluators or OC/Ts, commander, platoon leader, and platoon sergeant, as appropriate.
- A formal AAR led by the commander and platoon leader using the training notes provided by the external evaluators or OC/Ts, platoon sergeant, subordinate leadership, the facility instructor, operators, and others.

3-56. At the completion of the training event, key leaders discuss with their senior leaders any shortcomings, gaps, or disconnects among echelon SOPs, and determine corrective actions, if any. With the input from the external evaluators or OC/Ts and unit leadership, the commander provides retraining opportunities as necessary, including additional scenarios.

Note. At the completion of the platoon training strategy, the key leaders and their commander will assess their performance during all six training events (Tables I through VI), review their SOPs, and validate their accuracy and effectiveness for continued use.

3-57. The external evaluators or OC/Ts should provide clear and articulate comments and insight into the positive and negative actions of the subordinate units they observed. External evaluators or OC/Ts should use the training and evaluation outlines to guide them through the evaluation process and use the doctrinal publications to support their comments.

3-58. The external evaluators or OC/Ts and unit leadership should review the training and evaluation outlines and training notes and observations to determine which tasks require additional attention through the remainder of the training density. They also can identify where additional complexities to the scenario can be induced during training where mastery has been demonstrated.

3-59. The external evaluators or OC/Ts should share the overall performance of the unit, including observations, with the entire training unit. This allows the subordinate units to learn from other units' best practices, procedures, and tactics, and at times from their shortcomings or mistakes. The unit leadership should identify leaders within the organization who demonstrate superior performance and tactical competence and assign them as external evaluators or OC/Ts for future training events, internal and external to the organization.

3-60. At the completion of Platoon Table III, STX, platoon leaders and platoon sergeants should gain insight to where their unit's SOPs are working and where they need additional attention. If time is available, platoon leadership should update and provide those changes or revisions to the unit prior to executing any live-fire event.

RETRAIN

3-61. Unit leadership identify the unit or subordinate unit that requires retraining of specific tasks during the AAR with input from the external evaluators or OC/Ts, attached leaders, and the facility instructors or operators. Once the commander or the platoon leadership identifies the retraining needs of the unit, they should execute a retraining event of the scenario. This may consist of—

- The entire platoon conducting the training scenario again.
- Rotating platoons through different mission tasks in specific phases of the STX lanes to reinforce supporting collective tasks that need additional repetitions to achieve the desired proficiency.
- Minor tactical adjustments for the unit, and the platoon leader may opt to discuss different methods to complete the task followed by backbriefs using terrain models or sand tables rather than executing the entire training scenario.

3-62. Once the unit leadership are satisfied with the unit's demonstrated performance, they should review the unit SOP and TTP for required updates, revisions, or modifications again. The platoon leader and platoon sergeant should assess which components of the unit's SOP and TTP need additional attention during the upcoming FTX, FCX, and LFX.

BEST PRACTICES

3-63. Units should consider including the following best practices in Table III at the platoon level. Incorporation of these practices will assist the unit get their Soldiers, teams, and platoons to a higher proficiency rapidly. Figure 3-11 provides a quick reference to some of the best practices for the unit to consider when planning, preparing, and executing Table III.

TABLE III, SITUATIONAL TRAINING EXERCISE (STX)
BEST PRACTICES

MISSION COMMAND	BEST PRACTICES
Conduct Troop Leading Procedures Conduct Rehearsal Conduct Reporting	Units conduct the 8-step training model and Troop Leading Procedures for rehearsals and execution of the event.
MOVEMENT AND MANEUVER	
Execute Movement Techniques • *Traveling* • *Bounding Overwatch* • *Traveling Overwatch*	Focus on the fundamentals of movement and maneuver frequently during the event.
Execute Direct Fire Planning and Control • *Integrate Direct Fire Support* • *Integrate Special Purpose Weapons*	Exercise the use of branches and sequels to provide multiple iterations or increase the tempo of the training lane.
Achieve Suppression/Local Fire Superiority Conduct Adjacent Unit Coordination	
FIRES	
Plan Indirect Fire Targets Call for Indirect Fire • *Mortars and/or Field Artillery*	Ensure leaders seamlessly integrate fires during the event during unlimited and limited visibility conditions.
Call for: • *Close Combat Attack (Army Attack Aviation)* • *Close Air Support*	Conduct multiple iterations or repetitions by including these tasks in specific training lanes.
INTELLIGENCE	
Disseminate the Enemy Situation (voice, digital) Report the Enemy Situation • *Contact Report* • *Spot Report* • *Situation Report*	Ensure each lane provides an opportunity to disseminate information to subordinate elements and reporting to the higher headquarters.
PROTECTION	
React to CBRN Attack React to Contact (Air)	Include on demand stimulus to instigate battle drills and subsequent reporting processes.
SUSTAINMENT	
Conduct Casualty Evacuation (CASEVAC) Conduct Resupply	Integrate sustainment tasks into training as often as practical. These are typically conducted at the end of the final training lane to maximize throughput.

LEGEND
CBRN CHEMICAL, BIOLOGICAL, RADIOLOGICAL AND NUCLEAR

Figure 3-11. Situational training exercise best practices, example

3-64. Units should include other integration capability methods during their recon to build the event that covers the platoon's task, purpose, and tactical employment objectives effectively. Not all warfighting functions and enablers are available at every training venue. Units should consider nonstandard training methods to incorporate to challenge the training audience.

This page intentionally left blank.

Chapter 4

Table IV – Field Training Exercise

This chapter describes the requirements of Platoon Table IV, FTX. The chapter describes how the requirements integrate into the unit training plan following the structure of the IWTS. Chapter 4 provides descriptive guidelines for the Platoon Table IV, FTX, and provides the purpose, method, and end state for the training event.

The FTX supports training at squad/section, platoon, company, battalion, and brigade levels. The FTX integrates the total force in a realistic combat environment and supports a demanding, effective EXEVAL of the unit's mission-essential tasks and supporting collective task proficiency.

EVENT OVERVIEW

4-1. An FTX is a high-cost, high-overhead exercise conducted under simulated combat conditions in the field using laser-based TADSS, pyrotechnics, and battle effects to train a unit's collective tasks (see figure 4-1). An FTX culminates in an EXEVAL of the unit's proficiency in executing the critical collective tasks and the collective tasks that the evaluation commander selects.

PLT TABLE IV	TABLE I	TABLE II	TABLE III	TABLE IV	TABLE V	TABLE VI
	CRAWL	*CRAWL*	*WALK*	***RUN***	*RUN*	*RUN*
	LIVE	VIRTUAL	LIVE TADSS	LIVE TADSS	LIVE FIRE	LIVE FIRE
PLATOON	TACSOP	STX-V *(SIMULATIONS)*	STX *(DRILLS)*	FTX	FCX	LFX

PLATOON TACTICAL PROFICIENCY–A commander's tool to assess the minimum proficiency of a PLATOON during a force-on-force tactical exercise with external evaluation (EXEVAL) that ensures they understand and demonstrate:

- Their understanding of and compliant to the rules of weapons safety.
- How to properly employ their weapons and systems against most probable threats.
- A general understanding of tactical techniques of the primary and redundant systems and capabilities to close with and destroy threats.
- A minimum level of performance that satisfies the Commander's requirements to assign the PLATOON to the BATTLE ROSTER for readiness reporting.

LEGEND

FCX	**FIRE COORDINATION EXERCISE**	**STX-V**	**SITUATIONAL TRAINING EXERCISE-VIRTUAL**
FTX	**FIELD TRAINING EXERCISE**	**TACSOP**	**TACTICAL STANDARD OPERATING PROCEDURE**
LFX	**LIVE-FIRE EXERCISE**	**TADSS**	**TRAINING AIDS, DEVICES, SIMULATORS, AND SIMULATIONS**
PLT	**PLATOON**		
STX	**SITUATIONAL TRAINING EXERCISE**		

Figure 4-1. Platoon Table IV, Field Training Exercise

4-2. An FTX involves the entire combined arms force and encompasses training, such as battle drills, crew drills, supporting collective tasks, and mission-essential tasks to reinforce Soldier, team, squad, crew, and collective training integration. The FTX provides the ability to—

- Demonstrate proficiency maneuvering the entire formation in time and space.
- Build skills to develop tactical situations rapidly.
- Integrate and leverage available battlefield intelligence in a timely manner to influence leader decision making.
- Evaluate the unit holistically to doctrinal standards, concepts, and TTP.
- Employ integrated warfighting functions to provide an unfair advantage and overmatch to subordinate units.
- Develop and overcome situations with real-time information in a demanding and rigorous series of tactical dilemmas.
- Build unit cohesion, effectiveness, and esprit de corps.
- Train and mentor subordinate leaders on maneuver tasks, skills, and actions.
- Identify training weaknesses for the development of future training plans.

4-3. The Platoon FTX provides significant training value to the key leaders and subordinates within the organization. The FTX trains and enables the leaders, subordinate elements, and attached elements to—

- Move and maneuver units realistically.
- Employ organic weapons systems effectively.
- Build teamwork and cohesion.
- Plan and coordinate supporting fires.
- Plan and coordinate logistical activities to support tactical operations.
- Integrate warfighting functions and enablers.
- Build tactical experience and understanding.

4-4. Platoon Table IV, FTX, is conducted in a live environment and builds proficiency in the unit's collective tasks and specific commander-determined critical tasks, which directly support the unit's mission. Platoon Table IV is an event the commander uses to evaluate the unit's execution of its collective tasks during combat-realistic scenarios against a trained and capable near peer OPFOR.

4-5. This event enables the training unit to execute its collective tasks that relate to the higher headquarters' mission-essential tasks on demand where the platoon leadership acts upon the various stimuli and dilemmas presented by a free-acting OPFOR. Unit leadership use their unit SOP and the appropriate training and evaluation outlines to develop subordinate leaders and element's movement and maneuver, and to a limited degree, marksmanship lethality (TADSS-based).

4-6. FTXs use commander developed scenarios in live environments using TADSS that include—

- Soldiers, crews, small units, and enablers.
- Assigned weapons, platforms, systems, and small units.
- Training at a combat-realistic, fast-paced tempo.
- A live-environment training area.
- A live OPFOR that develops tactical dilemmas for the training unit to solve and overcome.

PURPOSE

4-7. Table IV, FTX, is a training and EXEVAL of a unit with its assigned and attached subordinate elements that demonstrate proficiency executing their collective tasks in a live environment. Table IV includes assessing their ability to synchronize and execute fire and movement, integrate indirect and direct fires, conduct critical collective tasks, and complete various combat reporting requirements.

4-8. The FTX is an externally evaluated assessment of the unit's proficiency conducting its assigned collective tasks. The evaluation team uses the appropriate training and evaluation outlines for the unit's collective tasks to determine the unit's proficiency.

METHOD

4-9. The FTX uses a training area sufficient in size to replicate an operating environment to train maneuver units on tactical maneuver, movement, and engagement techniques at a real-time full tempo. The FTX uses a commander-defined scenario and missions to execute its collective tasks. The FTX's scenario provides a timely and accurate execution of critical, supporting, collective, and individual tasks to subordinate units.

4-10. The commander-designed scenario includes sufficient tactical stimulus to train and evaluate the subordinate unit operating in a combat-realistic live environment while using the appropriate laser-based training system and other TADSS. Evaluations are conducted by a trained and certified external evaluator or OC/T team using the approved training and evaluation outlines as evaluation tools.

END STATE

4-11. The subordinate units assigned or attached to the organization successfully demonstrated in a live environment their ability to execute their collective tasks. Table IV trains and evaluates the collective tasks that support the higher echelon unit's mission-essential tasks, in a live environment using realistic scenarios and trained OPFOR.

4-12. For the commander and the platoon leadership, Table IV provides a means to—

- Validate the subordinate unit's SOP to ensure synchronization and consistency with the unit SOP.
- Reinforce previous training focused on critical skills and tasks with multiple training iterations.
- Build confidence by integrating warfighting functions and enablers.

PLAN THE TRAINING

4-13. Platoon Table IV, FTX, is a live-environment training event where squads/sections and platoons train, then evaluate their collective task proficiency. Once the unit's training is complete, the unit conducts an EXEVAL exercise to determine its proficiency executing its collective tasks.

4-14. The training scenarios use laser-based training devices, blank ammunition, pyrotechnics, and battle effects simulators, as well as an appropriately trained and equipped OPFOR. The EXEVAL uses training and evaluation outlines for all maneuver collective tasks.

4-15. Table IV, FTX, is training designed for the platoon with all assigned or attached subordinate units and elements. This training event is the required EXEVAL to meet the requirements of the maneuver platoon collective task proficiency gate, as identified in AR 220-1 and AR 350-1.

4-16. Each company is authorized a minimum of 3 total training days (72 hours) per year to conduct Platoon Table IV training according to the CATS. Units may conduct Table IV, FTX, before or after Table VI, LFX, depending on the training area and facility availability, the commander's intent, or the unit training plan's needs.

Note. Table IV, FTX is not a prerequisite to conduct Table VI, LFX.

4-17. For planning purposes, unit leadership should consider several requirements when building their Table IV scenario for training and external EXEVAL:

- Prerequisites—complete Platoon Tables I, II, and III prior to conducting Table IV to ensure the unit is adequately trained on the critical collective tasks prior to the EXEVAL.
- Table duration:
  - The FTX is a multiday, complex, rigorous training event that provides increased stressors, stimulus, and tactical dilemmas to the maneuver unit.
  - It should be integrated into the unit's platoon training plan to maximize resources and multi-echelon training opportunities.
- Environment and conditions:
  - Units conduct FTX in a live environment on an approved training area sufficient in size to accommodate the unit one level higher (platoon) during offensive and defensive operations, including maneuver space for the assigned trained and equipped OPFOR.
  - Units conduct the FTX during day, night, and limited visibility.
- Training days required:
  - Successful completion of Table IV requires a minimum of 1 training day per platoon.
  - The training day includes preparatory, tactical training to build on the STX lanes during Table III and provide sufficient time for an effective tactical EXEVAL.
- Frequency:
  - Most units complete the FTX once per year.
  - The unit may complete an FTX more than once a year if multiple, platoon-size, live-fire densities are scheduled across the fiscal year or training year as directed by the higher headquarters.
- Throughput:
  - Company commanders should consider the number of platoons conducting Table IV.
  - If sufficient training space is available, all platoons can complete Table III, STX within a single training day prior to executing Platoon Table IV, FTX.
  - For installations with training area constraints, units may conduct Table IV exercises in a rotational fashion one platoon at a time.
  - Units may conduct Table IV exercises in noncontiguous training areas when necessary to increase throughput of the company overall, although the least preferred method.
  - Regardless of the number of simultaneous FTX events, units must ensure sufficient time is available to train, evaluate, and retrain, as appropriate.

- Primary training facilities:
  - Training areas that support the unit's mission by unit type, collective tasks trained, weapons and system engagement ranges (when practical), as well as depth and speed of movement and maneuver required during the scenario are required (see TC 25-1 to identify the general land and training area requirements for the unit type and task),
  - Units should schedule training areas sufficient to support training one echelon higher to provide training and evaluation of a company's worth of platoons simultaneously and as a precursor to the platoon's FTX.

SCENARIO REQUIREMENTS

4-18. To accomplish their mission, commanders develop the FTX scenarios based on their assessment of the unit's tactical proficiency, command training guidance, and critical collective tasks that directly affect the success of the platoon and company. Commanders select all appropriate collective tasks for evaluation and craft a scenario with varying branches and sequels that replicates the threat, collective tasks for training, and realistic conditions.

4-19. Units include available enablers and specialty units within the company and battalion into their scenarios. The training mission should support future company and battalion collective training events while reinforcing the unit SOP and previous collective training events.

4-20. Unit leadership design their scenarios in multiple phases, or stages, where each portion of the scenario specifically trains one or two collective tasks in a progressive manner. Successful completion of each phase (based on the commander's assessment using the SOP and training and evaluation outlines as a guide) moves the formation tactically to a continuation of the mission, branch, or sequel. Commanders select the level of stimulus, rigor, and dilemma complexity based on their assessment of the unit's demonstrated performance.

4-21. The FTX scenario must include training and evaluation opportunities for all the unit's tactical collective tasks, as well as any commander-selected tasks specific to the warfighting functions listed in figure 4-2, page 53. Unit leadership integrate these tasks as appropriate across the FTX scenario, during day and night phases of training.

4-22. Each warfighting function includes optional or required tasks that commanders integrate into their training scenario. Unit leadership integrate those tasks as appropriate or when most beneficial and realistic. Units conduct the warfighting function integrated tasks during limited and unlimited visibility (night and day) conditions, across the entire FTX training scenario event, not during each maneuver collective task.

Note. For example, during a multiday FTX at a local training area, the commander selects call for indirect fire during the platoon attack day phase, where the commander identifies the platoon as receiving priority of fires. On day 2 of the FTX, the platoon leadership includes training for the platoon and each subordinate element to conduct a call for fire illumination mission. Call for fire is incorporated into the training during FTX day operations (HE and smoke) and night operations (illumination), meeting one of the warfighting function integration requirements.

4-23. Units are required to integrate the warfighting functions during the day and night phase at least once for evaluation purposes. They are not required to include them on every training day. This allows the unit to tailor the training and evaluation across the full training days available and progressively increase the rigor and complexity of the tactical situations presented based on their observations (see figure 4-1, page 47).

4-24. Conducting FTX at the platoon level requires significant amounts of training areas, not only for the trained unit, but to provide sufficient standoff and maneuver space to support a trained and equipped OPFOR. Each day, the unit may opt to alter the primary direction of the mission to vary the battlespace of the training unit. Simply changing the orientation and direction of an attack from 1 training day or phase to another allows the unit to maximize the training land available.

WARFIGHTING FUNCTION INTEGRATION

4-25. Commanders must integrate specific warfighting functions during Table IV, FTX. How the unit integrates specific tasks for the warfighting function requirements is up to the commander. Commanders should elect tasks that were previously trained during Table III, and build proficiency through repetition for success on Table VI, LFX.

4-26. The commander must integrate tasks associated with the warfighting functions listed within figure 4-2. These requirements are designed to build upon previous training provided during Tables I through III.

TABLE IV, FIELD TRAINING EXERCISE (FTX)
INTEGRATED WARFIGHTING FUNCTION REQUIREMENTS

MISSION COMMAND	REMARKS
Conduct Troop Leading Procedures Conduct Rehearsal Conduct Reporting	Units integrate these tasks and skills throughout the planning, preparation, and execution.
MOVEMENT AND MANEUVER	
Execute Movement Techniques • *Traveling* • *Bounding Overwatch* • *Traveling Overwatch* Execute Direct Fire Planning and Control • *Integrate Direct Fire Support* • *Integrate Special Purpose Weapons* Achieve Suppression/Local Fire Superiority Conduct Adjacent Unit Coordination	Units include multiple iterations and repetitions of their battle tasks and battle drills based on the tactical situation.
FIRES	
Plan Indirect Fire Targets Call for Indirect Fire • *Mortars and/or Field Artillery*	These tasks are evaluated by the Fire Support Officer (FSO).
Call for: • *Close Combat Attack (Army Attack Aviation)* • *Close Air Support*	These tasks are conducted notionally based on the operations order for the training event.
INTELLIGENCE	
Disseminate the Enemy Situation (voice, digital) Report the Enemy Situation • *Contact Report* • *Spot Report* • *Situation Report*	The Platoon leadership must routinely provide voice and digital intelligence reporting.
PROTECTION	
React to CBRN Attack React to Contact (Air) Conduct Camouflage, Concealment, and Emissions Control	Units train active and passive protection measures continuously to establish disciplined execution of crew and battle drills.
SUSTAINMENT	
Conduct Casualty Evacuation (CASEVAC) Conduct Resupply Conduct Field Maintenance	Units demonstrate effective sustainment skills throughout the execution of the event and validate unit standard operating procedures.

LEGEND
CBRN CHEMICAL, BIOLOGICAL, RADIOLOGICAL AND NUCLEAR

Figure 4-2. Warfighting function integration requirements, Table IV, Field Training Exercise

TRAINING AREA BATTLESPACE

4-27. When space is available, units can set establish a large training area that supports platoon training with platoon movement and maneuver space, separate assembly area locations for both the training unit and OPFOR, sufficient space to deploy the force from a column formation, and multiple phases of the operation with full-caliber depths.

4-28. The training area must be fully capable of providing an independent OPFOR element designed to meet the appropriate threat composition by task and phase of the mission. This allows training and evaluation of several collective tasks in random order at the demands of the tactical situation as it continues to evolve.

4-29. When sufficient training area space is available the commander has the flexibility to initiate OPFOR actions that change the training unit's decision-making process. This enables the altering of the sequence of tasks evaluated. Doing so enables a more realistic, tactically relevant, series of dilemmas for the unit to solve and allows sufficient freedom of maneuver to both the training unit and the OPFOR.

4-30. Using larger training areas provides a more robust and dynamic threat presentation to the training unit; however, it requires more OPFOR resources, preparatory training for the OPFOR, and support personnel such as fire markers, OC/Ts, and external warfighting function integration.

4-31. During planning, the unit develops a concept sketch of the tactical set using common graphics. This builds the concept of training, provides the draft graphics and associated control measures, and defines the battlespace for training. As shown in figure 4-3 there are four phases for the mission concept, where a phase of the operation or mission is planned between each PL.

4-32. Sufficient space is provided for a robust and agile OPFOR. This includes sufficient space for alignment of laser-based training systems, tactical assembly area to enable small-unit training, and sufficient space where the two forces do not have line of sight with one another prior to execution of the training event.

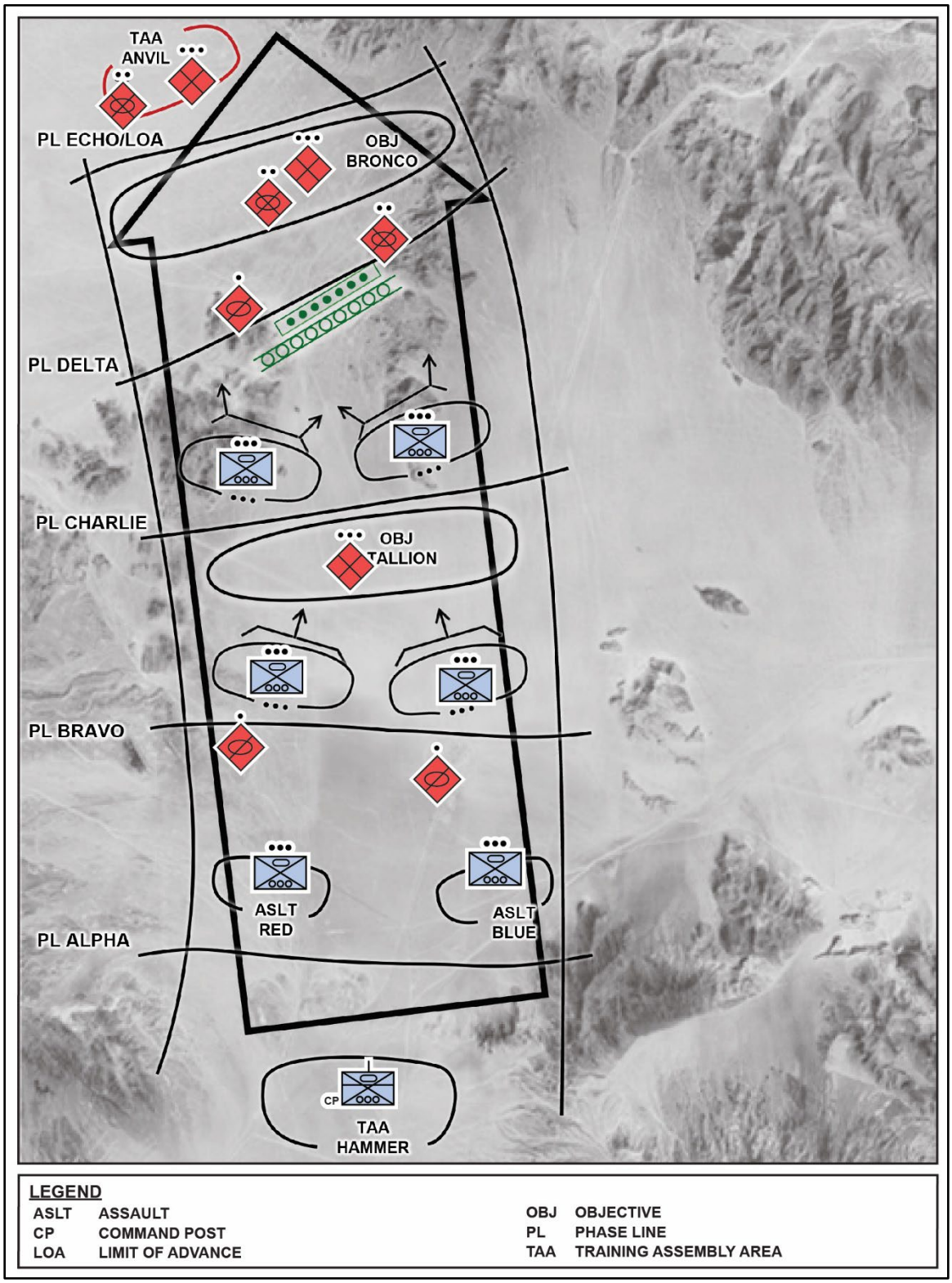


Figure 4-3. Training area battlespace concept, example

DRIVERS, BRANCHES, AND SEQUELS

4-33. Units should plan to include a series of drivers, branches, and sequels to meet their training objectives to achieve proficiency in their platoons. These are training terms used for maneuver collective training that build the story boards for the training events. They provide pre-build alterations to the tactical missions based on the training unit's performance, capability, or reactions to tactical dilemmas.

4-34. They assist in steering the training unit toward the expected conditions of the task, establish the appropriate tempo, build the battlefield effects, and develop the tactical situation. Figure 4-4 provides various mission stimulus for EXCON of the training event.

INTEGRATION OF TACTICAL STRESSORS AND DILEMMAS				
MISSION STIMULUS	**DRIVER**	**BRANCH**	**SEQUEL**	**DESIRED OUTCOME**
Increase OPFOR direct-fire engagements.	Yes			Change direction, orientation of fires, call for fire. Challenge ammunition consumption, fire control and distribution, and increased calls for support.
Issue FRAGORDs directing the unit to change the mission, orientation or direction rapidly.		Yes	Yes	Consolidation and reorganization, movement to next phase or lane, retraining.
Increase OPFOR tactical movement, responses or indirect fire.	Yes	Yes	Yes	Change direction, orientation of fires, call for fire. Challenge ammunition consumption, fire control and distribution, and increased calls for support. Exercise displacement criteria, react to indirect fires, reporting procedures.
Direct trainers to assess battle damage or casualties within the unit.	Yes	Yes	Yes	Exercise CASEVAC and maintenance recovery procedures. Unit continues mission with reduced combat power.
Reduce time to prepare for follow-on mission (change of mission, rotation to another training lane).			Yes	Change to hasty operations, resupply, consolidation and reorganization tasks during tactical movement or ongoing operations.
Inject chemical hazards.	Yes	Yes		React to chemical conditions. Initiate decontamination procedures. Reduced situational awareness or visibility.
Additional threat icon populations.	Yes			Decision-making information injects. Confirm or deny tasks. Changes or alterations to the concept of the operation.
Increase FM and digital traffic requiring action.	Yes			Battle drills, change to sectors of observation or fires, change to movement and maneuver techniques.
Increase or vary the forms of contact.	Yes			Exercise reporting procedures, react to contact drills, counterfires, indirect fire, call for support.
Inject Global Positioning System (GPS) jamming.	Yes			Exercise analog land navigation techniques.
Inject radio and communications jamming and EM dilemmas.	Yes			Exercise the PACE plan. Unit continues mission with degraded communications capabilities.
Inject threat sUAS and/or air warnings.	Yes	Yes	Yes	React to unknown aircraft. Initiate react to contact, sUAS, and aircraft tasks.
Inject electronic warfare actions.	Yes			Use analog systems. Unit continues mission with degraded capabilities

LEGEND

CASEVAC	CASUALTY EVACUATION	OPFOR	OPPOSING FORCES
EM	ELECTROMAGNETIC	PACE	PRIMARY, ALTERNATE, CONTINGENCY, AND EMERGENCY
FM	FREQUENCY MODULATION		
FRAGORD	FRAGMENTARY ORDER	sUAS	SMALL UNMANNED AIRCRAFT SYSTEM

Figure 4-4. Mission stimulus as drivers, branches, and sequels matrix, example

4-35. Figure 4-5 provides a generalized driver, branch, and sequel synchronization matrix to steer the training in the direction of the commander's intent. This is an extremely rudimentary version. Units should prepare a template for each phase of the operation to provide the maximum flexibility to the evaluation commander to shape the tactical situation.

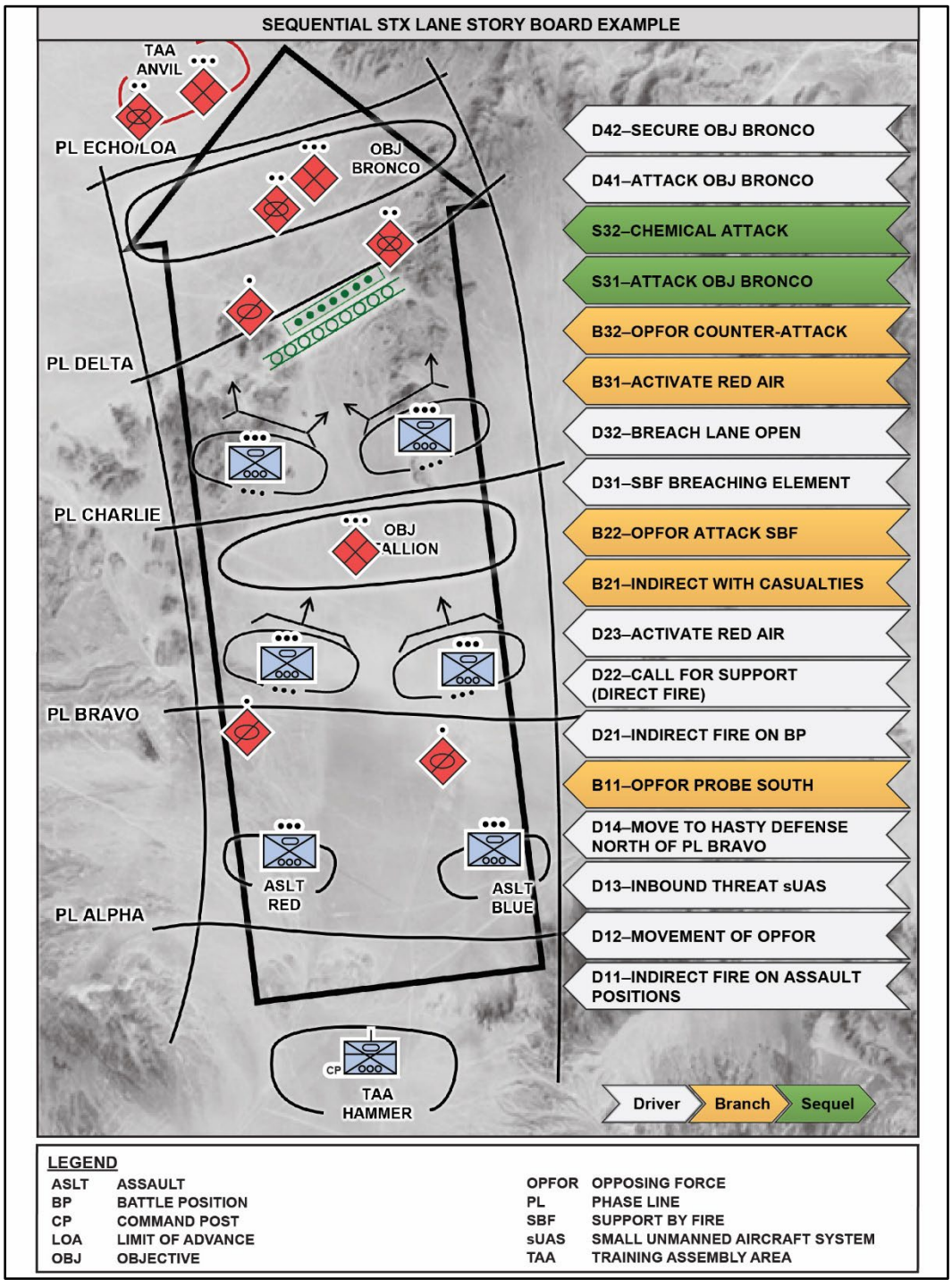


Figure 4-5. Driver, branch, and sequel synchronization matrix, example

PREPARE

4-36. Units execute the FTX in a variety of ways. The primary trainer is the company commander supported by the platoon leadership, headquarters personnel, and assigned external evaluators or OC/Ts. Units evaluate the Table IV event externally and require the battalion to coordinate for trained external evaluators or OC/Ts.

UNIT SELF-EVALUATION NOT AUTHORIZED

Units are not authorized to self-evaluate. The EXEVAL portion of the FTX requires that the higher headquarters schedule and coordinate for the appropriate number and type of external evaluators or OC/Ts for evaluation purposes.

4-37. As the evaluation officer for the platoon, the company or troop commander must ensure the unit SOP or TACSOP, the selected high-payoff collective tasks for training and evaluation, and their respective training and evaluation outline are available to the subordinate leadership. The company or troop leadership is responsible for training platoons on the why and how the unit conducts the collective tasks to support the unit's mission-essential task.

4-38. Units include the higher headquarters' staff and specialty elements (mortars, scouts, sniper teams, medics, sustainers) in the training and execution of Table IV, when appropriate. This allows subordinate leaders and Soldiers to understand the company or troop's processes and procedures to broaden their knowledge of the unit's operations and capabilities. Integrating specialty elements enables the unit to meet some of the warfighting function integration requirements.

4-39. Units provide the following to prepare the trainers:

- Commander's training objectives.
- Scenario concept with collective tasks to be trained and evaluated.
- Rules of engagement for the training event.
- Review of the training and evaluation outlines of the mission-essential tasks evaluated.
- Procedures for evaluating tasks.
- Review of supporting and individual tasks that directly support or complement the supporting collective and mission-essential tasks.
- Conduct of the event brief. Commanders provide how the unit will execute the FTX.
- Risk assessment.
- MILES certification.
- Identification of supporting doctrinal publications for use as primary references.
- TADSS, pyrotechnics, blanks, and battle effects simulators used during the training event.

4-40. To prepare for the best training event for the platoon, the unit should have specific training and certification for specific leaders and support personnel. Units should consider training and certifying the following personnel or teams common to FTX events to augment their training:

EXERCISE CONTROL

4-41. The unit plans and prepares to execute control of the training event. Planning identifies the EXCON structure for the event. The number of personnel varies from unit to unit and event to event. Units should coordinate for external support early to prepare those tasked Soldiers for their roles and responsibilities during the event.

4-42. Units should consider merging the squad/section FTX event with the platoon FTX. This allows the evaluation of the various platoons to leverage the support personnel, training areas, systems, and EXCON from the platoon event. The platoon event becomes a precursor to the platoon force-on-force event.

4-43. Figure 4-6 shows a common, although complex EXCON structure that uses organic and external support. This structure can easily adapt to support platoon training events such as Platoon Table III, STX and Platoon Table IV, FTX.

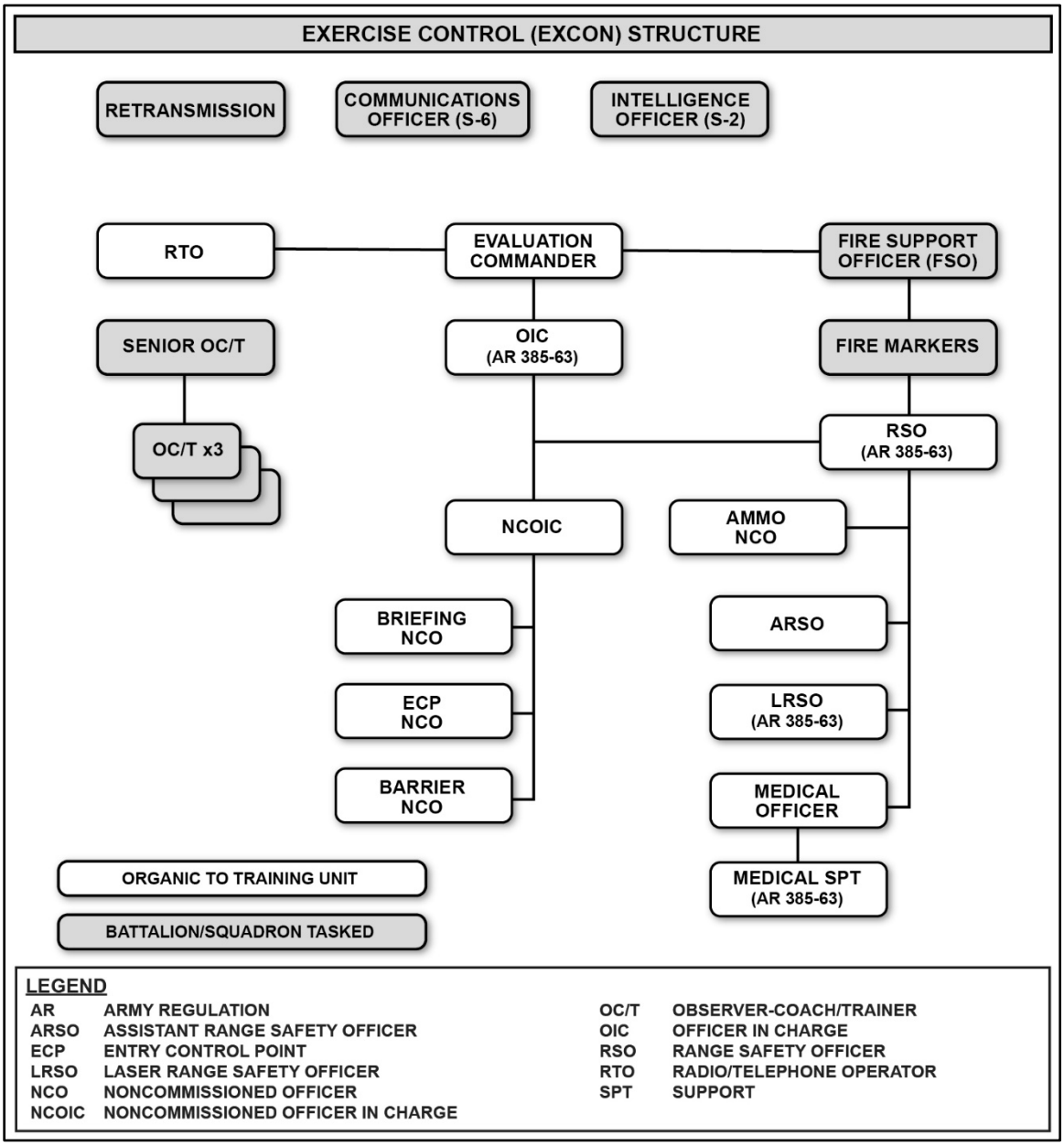


Figure 4-6. Exercise control structure, example

OBSERVER-COACHES/TRAINERS

4-44. The FTX requires EXEVAL by trained and certified leaders. For the platoon, these evaluators should be external to the company. A best practice for the FTX is to use this training event as a precursor to the Platoon's Table IV, FTX. This can maximize the use of certified external evaluators and other support personnel. Units should dedicate sufficient time to external evaluators or OC/Ts certification to leaders who can provide experienced mentorship, with the complete understanding that their external evaluators or OC/Ts task is also formal training for them.

FIRE SUPPORT PERSONNEL

4-45. Inclusion of an FSO, fire direction center, and mortar platoon or platoon leadership provides for subject matter expertise during the training event. These leaders should be certified Infantry Mortar Leader Course graduates and have experience in their position. They can assist in evaluating call for fire mission tasks, provide direction and guidance for any fire marker administrative personnel, and provide mentorship to the training unit on all aspects of indirect fire use.

FIRE MARKERS

4-46. Units employing fire marker personnel or battlefield effects devices to increase the training realism should certify those personnel on the proper use, handling, storage, and accountability of the various pyrotechnics and battle effects simulator systems planned to support the training event. Units should also coordinate with the supporting installation ammunition supply point for any ammunition information notices, safety of use messages, or required training on the devices and training munitions scheduled for the event.

RECON THE SITE

4-47. Table IV, FTX, uses an authorized training area or series of training areas. Commanders schedule the training location as far in advance as practical following the installation's policies and procedures. Once the method of training and evaluation is established, unit leadership should secure the training location and appropriate TADSS, equipment, or systems that enhance the training event.

4-48. Once scheduled, the commander and platoon leaders conduct a reconnaissance of the training areas to—

- Verify sufficient space is available to support the training unit including branches and sequels.
- Ensure multiple iterations or rotations through the scenario can be achieved with appropriate retraining opportunities.
- Ensure sufficient administrative areas are available to support group discussions, briefings, and AARs.
- Provide a sand table or terrain board.
- Provide terrain board kits.
- Confirm appropriate warfighting function integration capabilities into the concept of the training event (see figure 4-2, page 53).
- Verify the training area can incorporate direct fire support, special purpose weapons, and sniper teams into the scenario, as the commander directs.
- Identify authorized dig locations and required permits within the training area.
- Identify restricted terrain, environmental considerations, and any NO-GO areas within the training sites (movement and maneuver).
- Identify the level of fires that can be included into the training scenario:
  - The FSO or FIST provides fires synchronization and realism.
  - Units should include a fire marker plan to enhance the battle effects of the mission, where appropriate (fire support).
- Provide the scenario a threat template that is appropriate to the unit's mission and build a more robust and effective scenario (higher headquarters' S-2).
- Verify the training area can support the unit's training while in a chemical environment, based on the scenario design (protection).
- Identify any hazards within the training area.
- Identify any sustainment limitations.
- Verify CASEVAC notional or live capabilities in support of the training scenario (sustainment).
- Identify command post capabilities and locations in the training areas.
- Identify any external TOC configuration that can be incorporated for higher headquarters' staff integration, as appropriate (mission command).

4-49. When conducting a reconnaissance of the training location, units should include reviewing the training area to accommodate integration of the required and optional warfighting functions. Figure 4-7 provides some considerations for each training requirement.

TABLE IV, FIELD TRAINING EXERCISE (FTX) RECON THE TRAINING LOCATION CONSIDERATIONS	
MISSION COMMAND	
OPORD	Units must exercise their ability to send and receive OPORD, FRAGORDs, and overlays in an administrative role, as well as during the training scenarios via analog or digital means.
FRAGORD	
Graphics Overlay	
Conduct a Rehearsal	
MOVEMENT AND MANEUVER	
Integrate Direct Fire Support	These tasks should be integrated into the scheme of maneuver to ensure the training unit demonstrates proficiency. Multiple iterations of each task, including day and night iterations, are recommended.
Integrate Special Purpose Weapons	
FIRES	
Mortars (company or battalion)	The indirect tasks are evaluated by the Fire Support Officer to ensure consistency in training and evaluation. The CAS or CCA integrated are notional.
Call for Close Air Support (CAS)	
INTELLIGENCE	
Digital Icon Population	When equipped, the unit should include reporting mission situation reports, contact reports, far target locate tasks, and other digital messaging during the scenarios.
PROTECTION	
CBRN	Units should include hasty and deliberate decontamination tasks as part of this event. Units may opt to utilize training areas away from the established force on force area to maximize their training time and resources.
Air Defense	Units should train air defense tasks, including react to aircraft and react to contact with small unmanned aerial systems (sUAS) to build and maintain proficiency.
SUSTAINMENT	
CASEVAC	The supporting medical unit should be integrated into the training plan. This allows the unit to train and evaluate as many sustainment functions as possible.

LEGEND

CASEVAC	CASUALTY EVACUATION	FRAGORD	FRAGMENTARY ORDER
CBRN	CHEMICAL, BIOLOGICAL, RADIOLOGICAL AND NUCLEAR	OPORD	OPERATION ORDER
CCA	CLOSE COMBAT ATTACK		

Figure 4-7. Warfighting function integration, examples

ISSUE THE ORDER

4-50. Commanders can issue an OPORD, a WARNORD, or use the training schedule, as necessary. The training unit must ensure all supporting elements or enablers have sufficient time to coordinate and prepare before the training event.

4-51. WARNORDs to external organizations must include sufficient reaction time for the appropriate personnel and equipment. The WARNORD should include the appropriate tasks, required leaders, and equipment needed, as well as the unit's training timeline including walk-throughs, rehearsals, and AARs.

4-52. The OPORD or WARNORD should include the list of tasks evaluated during the event and the method of evaluation. Unit leadership should provide sufficient time for subordinate leaders to train the tasks and skills listed in the order. Unit leadership should ensure the appropriate training resources are available and accessible. Upon receipt, subordinate leaders who have SOPs for their organizations must ensure their procedures support and complement the higher headquarters' publication.

4-53. The order should include the specific mission orders the training units will receive as part of the training event. Those orders, FRAGORDs, and WARNORDs define the tasks required for the training unit to perform and outline the scheme of maneuver for the OPFOR's conduct during training.

REHEARSE

4-54. The company or battalion conducts a rehearsal of the training event with all training resources, materials, and equipment available. During the rehearsal, commanders or battalion staff members ensure sufficient time is provided for the unit to train to the specified standard, including AARs and retraining time, and verify optional scenarios that increase complexity when warranted.

4-55. For maneuver units expecting to cross-attach to an external unit, the rehearsal is an opportunity for the platoon leadership to synchronize the unit SOP with the TACSOP of their gaining unit or attached personnel or organizations.

4-56. Units should rehearse the training event from start to finish and confirm—

- Training scenarios are understood by the OPFOR.
- Sufficient space is available to provide standoff distances for the unit and OPFOR to build the appropriate tempo of each mission or phase of the operation.
- Analog and digital systems are operational within the organization and are established at the higher headquarters regardless of their location.
- Additional external evaluators or OC/Ts training support packages are complete and provide for multiple iterations.
- Appropriate doctrinal publications are available for reference.
- AAR capabilities are reviewed.
- Available warfighting function enablers are integrated with the unit or appropriate subordinate unit.
- The process for conducting direct fire support tasks.
- The scheme of fires.
- Methods and actions required to provide fires.
- The process used to incorporate intelligence activities into the scenario.
- The location of retraining for subordinate units, as necessary.
- The CASEVAC and MEDEVAC plans.
- The external evaluators or OC/Ts communications plan.
- The flow of reporting.
- The transition plan between units being trained.
- Communication plan and reports for training completion to higher headquarters.

4-57. The commander makes any necessary adjustments to the plan and issues FRAGORDs once the unit completes the walk-through and training rehearsal.

EXECUTE

4-58. Once the unit arrives at the training location, it should—

- Assign external evaluators or OC/Ts as appropriate.
- Receive a safety briefing for the training event.
- Conduct the exercise briefing to establish the sequence of events, timelines, and other training synchronization information.
- Occupy the appropriate assembly area or battle position as the commander directs.
- Issue the OPORD for the training mission.
- Conduct sensitive item checks before executing training.
- Receive the company OPORD or FRAGORD.
- Execute the training scenario.

4-59. The training unit conducts informal AARs of each progressive scenario within the training mission as the commander directs. Once the training unit completes the mission through a specific training objective or phase of the operation, the commander conducts a formal AAR prior to issuing a FRAGORD for the next mission or mission task.

4-60. During training, the assigned external evaluators or OC/Ts, commander, and platoon leadership review the subordinate unit's performance. They follow the relevant doctrine, unit SOP, prescribed TTP, and the appropriate training and evaluation outlines.

4-61. Commanders should escalate the analog and digital stimuli to the training units to increase the complexity of the training event based on their observations. Unit leadership sustain the tempo of the events to reinforce the need to execute collective tasks rapidly and on demand rather than with a canned, one task at a time approach to training used during the STX lanes.

4-62. During execution, commanders consider increasing the difficulty, complexity, or rigor to the training events by various means using scenario branches or sequels. The following are examples of tactical stressors that commanders can instigate:

- Increase OPFOR indirect fires.
- Direct additional OPFOR engagements to provide additional tactical dilemmas.
- Issue FRAGORDs directing the unit to change the mission rapidly.
- Direct trainers to assess battle damage or casualties within the unit.
- Increase OPFOR tactical responses and pressures to challenge ammunition consumption, fire control, distribution, and increased calls for support.
- Introduce chemical environments into specific phases of a mission.
- Alter the composition of the OPFOR.
- Add neutral noncombatants to the scenario.
- Transfer ammunition.
- Assess key leaders as casualties.
- Electronic warfare actions such as Global Positioning System (GPS) denial.
- Assess a mass casualty event.
- Introduce an air threat such as unmanned aircraft systems (UASs).

EVALUATE THE TRAINING

4-63. The unit should include all assigned and attached Soldiers and elements in the training event based on the commander's determination of how the unit will fight to support the combatant commander. The intent of the FTX is to provide an EXEVAL of the organization, its subordinate units, and attached elements on their collective tasks that the commander deems critical to its success.

4-64. Periodically after completing a phase, branch, or sequel of the training scenario, the commander may direct the unit to conduct—

- An informal AAR facilitated by the assigned external evaluators or OC/Ts, commander, and platoon leadership, as appropriate.
- A formal AAR led by the commander using the training notes provided by the external evaluators or OC/Ts, executive officer, first sergeant, and platoon leadership.

4-65. At the completion of the training event, key leaders and their senior leaders discuss any shortcomings, gaps, or disconnects between SOPs by echelon, and determine any corrective actions. With input from the external evaluators or OC/Ts and unit leadership, the commander provides retraining opportunities as necessary, including additional scenarios.

Note. At the completion of the platoon training strategy, the key leaders and their commander assess their performance during all six training events (Tables I through VI), review their SOPs, and validate their accuracy and effectiveness for continued use.

4-66. External evaluators or OC/Ts should provide clear and articulate comments and insight on the positive and negative actions of the subordinate units they observed. External evaluators or OC/Ts use the training and evaluation outlines to guide them through the evaluation process and use a variety of doctrinal publications to support their comments, discussions, and critiques of the unit observed.

4-67. External evaluators or OC/Ts and unit leadership should review the training and evaluation outlines, training notes, and observations, to determine which tasks require additional attention through the remainder of the training density. They also can identify where additional complexities and tactical challenges can be induced during training where mastery has been demonstrated.

4-68. The commander should share the overall performance of the unit, including observations, with the entire training unit. This allows subordinate units to learn from other units' best practices, procedures, and tactics, and, at times, from their shortcomings or mistakes. The commander should identify leaders within the organization who have demonstrated superior performance and tactical competence by assigning them as an external evaluator or OC/T during future training events, internal and external to the organization.

4-69. At the completion of the FTX, unit leadership gain insight into which of their unit's SOPs are working and which need additional attention. If time is available, commanders, platoon leaders, and platoon sergeants should capture which SOPs require attention, update, and provide those changes or revisions to the unit prior to executing any live-fire event.

4-70. During the AAR and with input from the external evaluators or OC/Ts, attached leaders, the facility instructors or operators, and unit leadership identify the unit or subordinate unit that needs to retrain specific tasks. Once the unit leadership identify a unit's retraining needs, they should execute a retraining event of the scenario. For minor tactical adjustments for the unit or subordinate units, the commander may opt to discuss different methods to complete the task, followed by backbriefs using terrain models or sand tables, rather than executing the entire training scenario. A retraining event of the scenario may consist of the following:

- The entire platoon executing the training scenario again.
- A select subordinate unit executing the training scenario.
- Subordinate units rotating through different individual and collective tasks to support the mission-essential task.

RETRAIN

4-71. Unit leadership identify the unit or subordinate unit that requires retraining of specific tasks during the AAR with input from the external evaluators or OC/Ts, attached leaders, and the facility instructors or operators. Once the commander or the platoon leadership identify the retraining needs of the unit, they should execute a retraining event of the scenario. This may consist of—

- The entire platoon executing the training scenario again.
- Rotating platoons through different mission tasks in specific phases of the FTX to reinforce supporting collective tasks that need additional repetitions to achieve the desired proficiency.
- Minor tactical adjustments for the unit, and the platoon leader may opt to discuss different methods to complete the task followed by backbriefs using terrain models or sand tables rather than executing the entire training scenario.

4-72. Once the unit leadership is satisfied with the unit's demonstrated performance, they should review the unit SOP and TTP for required updates, revisions, or modifications again. The platoon leader and platoon sergeant should assess which components of the unit's SOP and TTP need additional attention during the upcoming FCX and LFX.

BEST PRACTICES

4-73. Units should consider including the following best practices in Table IV, FTX, at the platoon level. Incorporation of these practices will assist the unit get its Soldiers, teams, and platoons to a higher proficiency rapidly. Figure 4-8, page 68 provides a quick reference to some of the best practices for the unit to consider when planning, preparing, and executing Table IV.

TABLE IV, FIELD TRAINING EXERCISE (FTX)
BEST PRACTICES

MISSION COMMAND	BEST PRACTICES
Conduct Troop Leading Procedures Conduct Rehearsal Conduct Reporting	Units conduct the 8-step training model and Troop Leading Procedures for rehearsals and execution of the event.
MOVEMENT AND MANEUVER	
Execute Movement Techniques • *Traveling* • *Bounding Overwatch* • *Traveling Overwatch* Execute Direct Fire Planning and Control • *Integrate Direct Fire Support* • *Integrate Special Purpose Weapons* Achieve Suppression/Local Fire Superiority Conduct Adjacent Unit Coordination	Units focus on integrating tactical movement and maneuver with their direct fire planning and execution to demonstrate proficiency and lethality at echelon. Focus on the fundamentals of movement and maneuver frequently during the event.
FIRES	
Plan Indirect Fire Targets Call for Indirect Fire • *Mortars and/or Field Artillery* Call for: • *Close Combat Attack (Army Attack Aviation)* • *Close Air Support (CAS)*	Include administrative fire markers into the training plan. Integrate notional CCA and CAS elements through FM and digital methods. Conduct multiple iterations or repetitions to reinforce rapid execution.
INTELLIGENCE	
Disseminate the Enemy Situation (voice, digital) Report the Enemy Situation • *Contact Report* • *Spot Report* • *Situation Report*	Exercise leader rapid and accurate reporting using voice and when possible, digital means. Platoon leaders build the company's understanding of the fight.
PROTECTION	
React to CBRN Attack React to Contact (Air)	Include on demand stimulus to instigate battle drills and subsequent reporting processes.
SUSTAINMENT	
Conduct Casualty Evacuation (CASEVAC) Conduct Resupply	Integrate sustainment tasks into training as often as practical. Conduct these tasks off the live fire facility to maximize training throughput.

LEGEND

CBRN	CHEMICAL, BIOLOGICAL, RADIOLOGICAL AND NUCLEAR	CCA	CLOSE COMBAT ATTACK
		FM	FREQUENCY MODULATION

Figure 4-8. Field training exercise best practices, example

4-74. Units should include other integration capability methods during their recon to build the event that covers the platoon's task, purpose, and tactical employment objectives effectively. Not all warfighting functions and enablers are available at every training venue. Units should consider nonstandard training methods to incorporate to challenge the training audience.

Chapter 5

Table V – Fire Coordination Exercise

Chapter 5 describes the commander's flexibility to rehearse critical collective tasks and battle drills during the FCX. The chapter discusses how the exercise integrates into the unit training plan following the structure of the IWTS. Units can use the descriptive guidelines in this chapter for the platoon FCX. This chapter details the purpose, method, and end state for the training event.

The FCX provides an excellent environment for the simultaneous performance of multi-echelon training activities to evaluate and sustain the skills of Soldiers, leaders, teams, and units. Exercises simulate battle conditions to train leaders under mission-unique conditions and standards for training, evaluating, and applying the best TTP to the mission being trained. The FCX is recommended for commanders to provide sufficient dry-fire rehearsals and live fire reduced tempo practice on their critical collective tasks prior to Table VI, LFX.

EVENT OVERVIEW

5-1. An FCX is a live-fire training event. The training event is designed to train commanders and key leaders in planning, integrating, and synchronizing direct and indirect fires, close air support (CAS), attack aviation, and other warfighting functions to support maneuver under live-fire conditions (see figure 5-1). Typically, an FCX is a reduced-force exercise at a reduced tempo. At a minimum, key leaders, key subordinate leaders, and fire support personnel represent the units. Units may use subcaliber devices, pyrotechnics, or battle effects simulators as substitutes for full-caliber munitions that represent the appropriate combat effects.

PLT TABLE V	TABLE I	TABLE II	TABLE III	TABLE IV	TABLE V	TABLE VI
	CRAWL	*CRAWL*	*WALK*	*RUN*	***RUN***	*RUN*
	LIVE	VIRTUAL	LIVE TADSS	LIVE TADSS	LIVE FIRE	LIVE FIRE
PLATOON	TACSOP	STX-V *(SIMULATIONS)*	STX *(DRILLS)*	FTX	FCX	LFX



This event is a live-fire practice exercise prior to the live-fire external evaluation (EXEVAL) on Table VI, Live Fire Exercise. This event is not required; however, units should conduct this event with those critical live fire tasks at a reduced tempo to ensure the PLATOON can synchronize their actions effectively prior to the EXEVAL.

LEGEND

FCX	**FIRES COORDINATION EXERCISE**	**STX-V**	**SITUATIONAL TRAINING EXERCISE-VIRTUAL**
FTX	**FIELD TRAINING EXERCISE**	**TACSOP**	**TACTICAL STANDARD OPERATING PROCEDURE**
LFX	**LIVE-FIRE EXERCISE**	**TADSS**	**TRAINING AIDS, DEVICES, SIMULATORS, AND SIMULATIONS**
PLT	**PLATOON**		
STX	**SITUATIONAL TRAINING EXERCISE**		

Figure 5-1. Platoon Table V, Fire Coordination Exercise

5-2. Units conduct the exercises in Platoon Table V, FCX, in a live environment under live-fire conditions. Units conduct the FCX with key leaders and enablers to build proficiency of the unit's synchronization and coordination of fire and maneuver across multiple warfighting functions. The FCX verifies and validates the leader's proficiency with critical collective and supporting collective tasks that the unit performs in a combat environment when executing its mission-essential tasks.

5-3. During the FCX, leaders must build and demonstrate proficiency with individual and collective tasks and battle drills. These tasks support integration and synchronization of direct and indirect fires, CAS, attack aviation, and other warfighting function enablers while executing supporting collective tasks and mission-essential tasks on a reduced scale.

Note. Table V is an optional training event for commanders to rehearse and execute complex, hazardous, or high risk direct or indirect fire tasks, battle tasks, or integrated warfighting functions prior to Table VI, LFX.

PURPOSE

5-4. The FCX provides a focused training event for unit leaders to synchronize direct and indirect fires, CAS, attack aviation, and other integrated warfighting functions. Leaders train while operating in the offense or defense at a reduced tempo using full or subcaliber training munitions.

5-5. The FCX requires a reduced force replicating critical subordinate elements. The FCX builds leader skills in the integration, timing, coordination, and execution of critical live-fire actions.

METHOD

5-6. The FCX is commander-designed for a limited size force (typically, key leaders, subordinate leaders, and integrated enabler leadership). During the exercise, the force executes critical direct and indirect fires, ground to air coordination, and other critical tasks on a live-fire facility or established training area.

5-7. Table V is the commander's training event to validate the subordinate leader's ability to synchronize fires and coordinate within the unit's battlespace. Also, Table V is a training event to integrate key enablers into a reduced tempo live-fire event before conducting a full-scale, combined arms LFX.

END STATE

5-8. Organizations train to a level of proficiency that allows them to accomplish their combat or deployed operation successfully. The unit and its subordinate assigned or attached elements must demonstrate (in a live environment under live-fire conditions) their ability to execute supporting, collective, critical, or directed tasks. Units must adequately demonstrate their proficiency on commander-selected collective tasks, procedures, drills, and battle tasks that synchronize direct fires, indirect fires, and other enablers.

5-9. The FCX provides a means for commanders to—

- Rehearse complex collective tasks in a dry-fire manner prior to live-fire execution.
- Instruct the collective tasks to their subordinate units in a live environment under live-fire condition using realistic scenarios.
- Validate the subordinate unit's SOP to ensure synchronization and consistency with the unit SOP.
- Reinforce previous training focused on critical skills and tasks with multiple training iterations.
- Build confidence integrating warfighting functions and enablers during a live-fire event.
- Ensure timing for direct and indirect fires synchronizes effectively to promote fire and maneuver of the organization.

PLAN THE TRAINING

5-10. Platoon Table V, FCX, is a live-fire event that trains commanders, staffs, and key leaders in planning and integrating direct fires, indirect fires, attack aviation, and CAS to support maneuver. At a minimum, units execute Table V as a reduced force exercise; key leaders, key subordinate leaders, and fire support personnel with their organic platforms and systems represent units. Units may substitute full-caliber munitions with subcaliber ammunition and devices based on resources available or restrictions beyond the evaluation commander's control.

5-11. The FCX requires integrating specific warfighting functions by echelon and stresses the synchronization of fire and maneuver at a reduced tempo. The FCX builds upon skills trained and tested during Tables I, II, and III and prepares the platoon for the LFX, trained at full tempo.

5-12. Planning begins with identifying whom to train during the FCX. Next, the commander conducts a training assessment to determine who needs additional training. By referencing the appropriate supporting collective task, mission-essential task, and universal task list, the commander can identify and incorporate each task's conditions and standards into the training plan.

5-13. Once complete, the commander establishes the training objectives for the FCX. Unit commanders develop an OPORD for the mission in advance of the training event; this allows them to develop an event list and timeline. The commanders tie the event list and timeline to the specific direct and indirect fire, mission command, and warfighting functions integrated into the training event. This process allows commanders to focus their training resources on the tasks selected for training during the training assessment process.

5-14. Platoon Table V, FCX, is a complex training event for the platoon prior to Platoon Table VI, LFX. This training event is for all Soldiers who are assigned, attached, or designated to the platoon as a member of a—

- Subordinate unit.
- Assigned specialty unit.
- Cross-attached enabler small unit.

Note. Commanders have the option to execute Table V using only key leadership from subordinates, attached enabler, and specialty units. These leaders will act as a representation of their full-scale, individual unit. Commanders can conduct the FCX at full scale with all personnel, equipment, and full-caliber munitions, if resources are available.

5-15. During the planning process, commanders must be familiar with the following general information related to the company FCX:

- Prerequisites—all subordinate units, attachments, and integrated warfighting function enablers must be qualified to perform their core tasks before providing those skills for the platoon.
- Condemnation criteria—Table V is relevant only to the current training density and may not be used to meet any prerequisites beyond that training density.
- Environment and conditions:
  - The FCX is conducted in a live environment under live-fire conditions.
  - The unit rehearses through sand tables, walk-throughs, or other methods based on the commander's intent and guidance.
  - Units must plan for sufficient resources and coordinate with external enablers to ensure resources are scheduled and available.
  - Typically, this training event is executed with key leaders and attached enabler leadership.
  - Although the entire unit is present, typically only a portion of the unit fires training ammunition for synchronization and effects.
- Training days required:
  - Each platoon-size element is authorized to have a minimum of 1 training day to conduct the FCX.
  - Additional days may be required for retraining, as necessary.
- Frequency—when directed, units conduct the FCX annually as part of their platoon training plan.

- Throughput—a company can expect to complete four platoon-size elements per day on the training facility as follows:
  - Day 1: unit preparation, walk-through, and dry-fire rehearsal.
  - Day 2: day and night fire coordination live-fire execution.

Note. Primary and alternate facilities are needed. The FCX may be conducted on a digital range facility (Digital Multipurpose Range Complex, Digital Air-Ground Integration Range, battle area complex), on a large maneuver live-fire range, or on a safety-certified training area. Units may use multiple ranges and training areas simultaneously to support the size and structure of their formation synchronized by the unit's mission command nodes, installation support, and other methods.

5-16. Planning includes the identification and allocation of ammunition, petroleum, oils, lubricants, equipment, and support personnel. Coordination of facilities and resources is a continuous process through execution. Prerequisite individual and collective training continue throughout the planning phases.

5-17. Detailed planning by the evaluation commander's headquarters focuses on the training objectives and development of the scenario. The evaluation commander's specified mission may be the same primary mission for each platoon, or it may vary between elements based on their collective task assessments, capabilities, combatant commander guidance, or other requirements. The commander's initial guidance may specify the exercise tasks or develop as the commander designs the scenario.

5-18. Each unit, with their specific weapon systems, involved in the upcoming LFX must be included in the planning process. The following is a discussion of the key considerations for the different types of units, enablers, and warfighting functions. The unprecedented ground mobility of stabilized weapon system platforms necessitates the design of deep ranges to maximize the use of their advanced capabilities. Targets on ranges are heated (thermalized) to facilitate acquisition by weapon system platforms and sensors.

Note. See appendix B for detailed scenario development requirements for all live-fire training events. Appendix B applies to Table IV, FTX; Table V, FCX; and Table VI, LFX, as well as any unit developed live-fire training events or exercises that utilize a scenario to guide the training unit through specific tasks.

INTEGRATING SQUAD/SECTION TABLE V WITH PLATOON TABLE V

Units should consider integrating the Squad/Section Table V with the Platoon Table V. This reduces resourcing constraints and enables the platoons to train all specified tasks seamlessly. Units must ensure external evaluators or OC/Ts and the range safety officer (RSO) structure support section and platoon observation, monitoring, and evaluation.

SCENARIO REQUIREMENTS

5-19. Units include available enablers and specialty units within the company and battalion into their scenarios. The training mission should support future company and battalion collective training events while reinforcing the unit SOP and previous collective training events.

5-20. The live-fire scenario is based on the OPORD provided to the platoon leader for dissemination to the training platoons. The OPORD controls the phases of the live-fire events by clearly articulating the tactical mission tasks the platoon and its subordinate elements will execute. Those mission tasks translate to a tactical dilemma designed to the range complex. Targetry for each phase is derived from the tactical mission task in a realistic manner.

5-21. From those target sets developed by the commander with support from the operations staff officer, a scenario is created. The hit standards for each phase are determined by the tactical mission task directed by the OPORD or planned FRAGORDs during the mission itself. Each tactical mission task equates to a percentage of target sets that must be defeated to achieve a GO for the phase.

5-22. Overall, the platoon must achieve a "T" on all training and evaluation outlines associated to the tasks selected by the commander. The platoon must also receive 70-percent GO on all live-fire phases based on the kill standards of the tactical mission task. See appendix C for more in-depth information on collective live-fire evaluations.

5-23. Unit leadership design their scenarios in multiple phases, or stages, where each portion of the scenario specifically trains one or two collective tasks in a progressive manner. Successful completion of each phase (based on the commander's assessment using the SOP and training and evaluation outlines as a guide) moves the formation tactically to a continuation of the mission, branch, or sequel. Commanders select the level of stimulus, rigor, and dilemma complexity based on their assessment of the unit's demonstrated performance.

5-24. Each warfighting function includes optional or required tasks that commanders integrate into their training scenario. Unit leadership integrate those tasks as appropriate or when most beneficial and realistic. Units conduct the warfighting function integrated tasks during limited and unlimited visibility (night and day) conditions, across the entire FCX training scenario event, not during each maneuver collective task.

Note. Call for fire munitions are resourced for each platoon, day and night. Commanders who wish to incorporate training munitions rather than notional mortar fire missions must coordinate for those munitions.

5-25. Conducting FCX at the platoon level requires an approved range facility or authorized live-fire capable training area. Each day, the unit may opt to alter the primary direction of the mission to vary the battlespace of the training unit.

5-26. The FCX scenario must include training and evaluation opportunities for all the unit's tactical collective tasks, as well as any commander-selected tasks specific to the warfighting functions listed in figure 5-2, page 74. Unit leadership integrate these tasks as appropriate across the FCX scenario, during day and night phases of training.

WARFIGHTING FUNCTION INTEGRATION

5-27. Commanders must integrate specific warfighting functions during Table IV, FTX. How the unit integrates specific tasks for the warfighting function requirements is up to the commander. Commanders should elect tasks that were previously trained during Table III, and build proficiency through repetition for success on Table VI, LFX.

5-28. The commander must integrate tasks associated with the warfighting functions listed within figure 5-2. These requirements are designed to build upon previous training provided during Tables I through III.

TABLE V, FIRE COORDINATION EXERCISE (FCX)
INTEGRATED WARFIGHTING FUNCTION REQUIREMENTS

MISSION COMMAND	REMARKS
Conduct Troop Leading Procedures Conduct Rehearsal Conduct Reporting	Units integrate these tasks and skills throughout the planning, preparation, and execution of Table V.
MOVEMENT AND MANEUVER	
Execute Movement Techniques • *Traveling* • *Bounding Overwatch* • *Traveling Overwatch*	Units should rehearse these tasks in a dry-fire environment prior live-fire.
Execute Direct Fire Planning and Control • *Integrate Direct Fire Support* • *Integrate Special Purpose Weapons*	Units include multiple iterations and repetitions of their battle tasks and battle drills.
Achieve Suppression/Local Fire Superiority Conduct Adjacent Unit Coordination	
FIRES	
Plan Indirect Fire Targets Call for Indirect Fire • *Mortars and/or Field Artillery* Call for: • *Close Combat Attack (Army Attack Aviation)* • *Close Air Support*	All iterations or repetitions of Table V must include the fires tasks for evaluation. These tasks should be completed notionally in a dry-fire manner prior to live fire execution.
INTELLIGENCE	
Disseminate the Enemy Situation (voice, digital) Report the Enemy Situation • *Contact Report* • *Spot Report* • *Situation Report*	The Platoon leadership must actively provide voice and digital intelligence reporting routinely during Table V.
PROTECTION	
React to CBRN Attack React to Contact (Air) Conduct Camouflage, Concealment, and Emissions Control	Units train active and passive protection measures continuously to establish disciplined execution of crew and battle drills.
SUSTAINMENT	
Conduct Casualty Evacuation (CASEVAC) Conduct Resupply Conduct Field Maintenance	Units demonstrate effective sustainment skills throughout the rehearsals and execution of the event and validate unit standard operating procedures.

LEGEND
CBRN CHEMICAL, BIOLOGICAL, RADIOLOGICAL AND NUCLEAR

Figure 5-2. Platoon Table V, Fire Coordination Exercise, warfighter function integration requirements

AMMUNITION REQUIREMENTS

5-29. The ammunition requirements are listed by the weapon, system, or element that participates in the training event (see appendix A). The unit may adjust training ammunition requirements based on resources available within its training accounts but should not be less than those quantities listed.

5-30. Not all weapons, systems, or platforms are resourced training ammunition for the squad/section and platoon-level FCX. Units should review their training ammunition accounts to determine the appropriate amount of munitions for their event. Most training strategies provide sufficient ammunition during the previous echelon's training, such that harvested munitions (first-round hit savings) can be utilized for the FCX. Harvested ammunition are munitions that typically are returned after the previous training events, sometimes referred to as first-round hit savings.

TRAINING MUNITIONS RESOURCING

For maneuver units, no training munitions are resourced specifically for platoon live fire. The munitions are provided as part of the platoon live-fire events in DA Pam 350-38 per weapon or system. The training munitions presented in appendix A are recommended quantities to achieve proficiency.

Units must review their training ammunition accounts to identify any shortfalls based on the commander's plan. Shortfalls must be identified and requested as necessary through their brigade ammunition officer.

5-31. See appendix A to review the minimum training munitions requirements for each training event. Appendix A lists recommended munitions quantities and may not reflect the authorized munitions found in DA Pam 350-38 for the fiscal year. The recommended munitions quantities are provided to create the most realistic and effective training event. Units should see DA Pam 350-38 to identify the fiscal year's authorizations for each event by weapon type and to review the commander's intent and munitions expected for use during the training event. Units should augment the quantities listed with munitions they have within their Total Ammunition Management Information System account.

5-32. Mortar training ammunition requirements provide a minimum of two call for fire missions during the day phase and two fire missions during the night phase (minimum one illumination mission). The day phase includes smoke, illumination, and HE rounds.

5-33. Ammunition referred to in paragraph 5-23 supports one complete maneuver company through the platoon FCX. Units should focus on one day and night fire mission for each platoon. Units should focus additional munitions on training during the upcoming LFX, unless additional, indirect fire synchronization training is required. The brigade combat team (BCT) commander must approve additional training ammunition to support the maneuver Platoon's Table V.

5-34. Units must prepare to issue and turn in large quantities of small-arms ammunition. Typically, units provide small-arms ammunition in larger quantities to the training unit so the Infantry Soldiers can experience a combat-realistic weight burden. Units should only provide small-arms ammunition to modified table of organization and equipment (MTOE) combat arms firers who are part of the training maneuver unit. Units should not provide ammunition to noncombat arms Soldiers unless required by specific scenario events.

RANGE REQUIREMENTS

5-35. Maneuver installations have various training facilities to support the platoon FCX. No matter the installation, multiple facilities, training areas, and dedicated and temporary impact areas are required to conduct the FCX to standard.

5-36. The Army's family of maneuver ranges provide a vast array of capabilities that offer a combat-realistic scenario. Each installation and its facilities have limitations and restrictions. Units must fully understand the capabilities, limitations, constraints, and restrictions that affect their training event's development and execution.

5-37. See TC 25-8 for detailed information on live-fire range capabilities, limitations, layout, and general targetry information. The common facilities capable of supporting platoon live fire are listed in figure 5-3. See DA Pam 385-63 for surface danger zones, personnel requirements, and other live-fire information. Units must review the appropriate range regulations and Department of the Army pamphlets, as well as their local range regulations, policies, and procedures during their planning process to ensure their training scenarios are viable and safe.

FIRE COORDINATION EXERCISE CAPABLE FACILITIES							
FACILITY		Depth (meters)	Lanes	SIT	MIT	SAT	MAT
BATTLE AREA COMPLEX	BAX	4,000m	2 (4)	234	14	43	6
DIGITAL AIR GROUND INTEGRATION RANGE	DAGIR	12,000m	2 (4)	315	15	70	10
DIGITAL/MULTIPURPOSE RANGE COMPLEX	D/MPRC	8,000m	3 (6)	324	15	80	12
MULTIPURPOSE RANGE COMPLEX	MPRC	8,000m	3 (6)	324	15	80	12
DIGITAL/MULTIPURPOSE TRAINING RANGE	D/MPTR	3,500m	1 (2)	137	4	30	6
MULTIPURPOSE TRAINING RANGE	MPTR	3,500m	1 (2)	146	4	30	6
SCOUT/RECON GUNNERY COMPLEX	SRGC	2,500m	1 (2)	112	4	35	4
INFANTRY PLATOON BATTLE COURSE	IPBC	4,000m	0	43	14	6	1

Note: Units may not use the IPBC if training includes crew platforms with 25mm or larger primary armament.

LEGEND

MAT	MOVING ARMOR TARGET	RECON	RECONNAISSANCE
MIT	MOVING INFANTRY TARGET	SAT	STATIONARY ARMOR TARGET
m	METER	SIT	STATIONARY INFANTRY TARGET
mm	MILLIMETER		

Figure 5-3. Range facilities-platoon live fire capable

LIVE-FIRE BATTLESPACE

5-38. Units use a live-fire complex and one or more training areas to support platoon training with platoon movement and maneuver space, separate assembly area locations for both the training unit, off-facility chemical decontamination site, and supporting mortar firing points (as munitions are available).

Training Area

5-39. The training area must be fully capable of providing training and evaluation of several collective tasks for assembly area operations, local security, troop leading procedures, maintenance, and other non-live fire tasks. The assembly area should provide tactically relevant distances for a company/troop element training their platoons.

Boresighting and Alignment

5-40. Areas should be provided for boresighting, alignment, harmonization, or other weapons' alignment procedures based on the platoon's armament, sensors, and optics. Sufficient space should be available to conduct the preparation to fire tasks in a tactical manner, day and night.

Chemical Decontamination

5-41. At the completion of the day phase and night phase, once cleared by the RSO, the training element should be ordered to a chemical decontamination site. This site should be off the range facility and clear of the range's composite surface danger zone. This enables a continuation of training for the next platoon and its subordinate elements.

Live-Fire Concept Sketch

5-42. During planning, the unit develops a concept sketch of the tactical set using common graphics. This builds the concept of training, provides the draft graphics and associated control measures, and defines the battlespace for training. As shown in figure 5-4 there are four phases for the mission concept, where a phase of the operation or mission is planned between each PL.

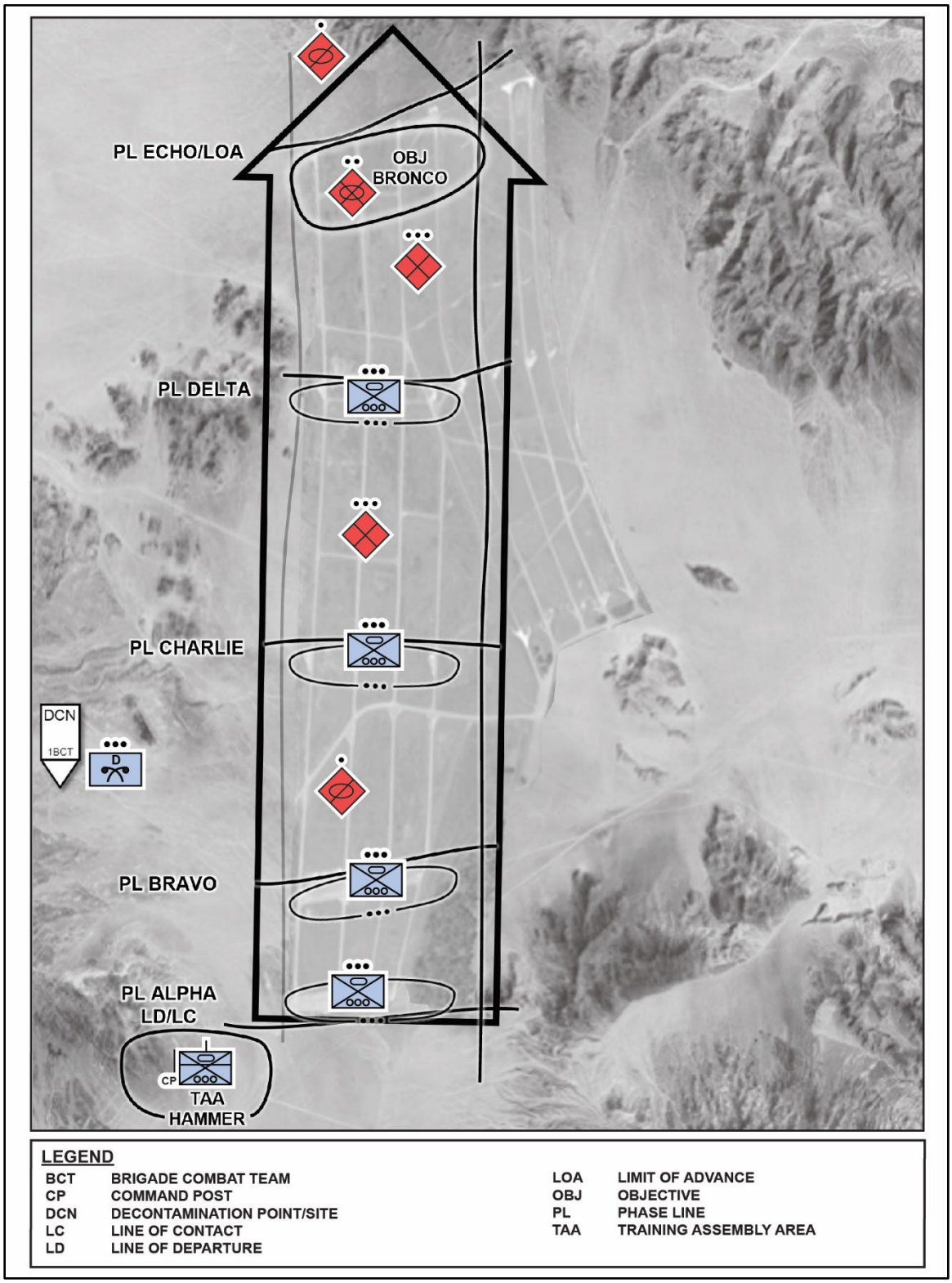


Figure 5-4. Live-fire battlespace, example

DRIVERS, BRANCHES, AND SEQUELS

5-43. Units should plan to include a series of drivers, branches, and sequels to meet their training objectives to achieve proficiency in their platoons. These are training terms used for maneuver collective training that build the story boards for the training events. They provide pre-build alterations to the tactical missions based on the training unit's performance, capability, or reactions to tactical dilemmas.

5-44. They assist in steering the training unit toward the expected conditions of the task, establish the appropriate tempo, build the battlefield effects, and develop the tactical situation. Figure 5-5 provides various mission stimuli for EXCON of the training event.

INTEGRATION OF TACTICAL STRESSORS AND DILEMMAS

MISSION STIMULUS	DRIVER	BRANCH	SEQUEL	DESIRED OUTCOME
Issue FRAGORDs directing the unit to change the mission, orientation or direction rapidly.		Yes	Yes	Consolidation and reorganization, movement to next phase or lane, retraining.
Increase targetry tempo to replicate tactical movement, responses or indirect fire.	Yes	Yes	Yes	Change direction, orientation of fires, call for fire. Challenge ammunition consumption, fire control and distribution, and increased calls for support. Exercise displacement criteria, react to indirect fires, reporting procedures.
Direct trainers to assess battle damage or casualties within the unit.	Yes	Yes	Yes	Exercise CASEVAC and maintenance recovery procedures. Unit continues mission with reduced combat power.
Reduce time to prepare for follow-on mission (change of mission, rotation to another training lane).			Yes	Change to hasty operations, resupply, consolidation and reorganization tasks during tactical movement or ongoing operations.
Inject chemical hazards.	Yes	Yes		React to chemical conditions. Initiate decontamination procedures. Reduced situational awareness or visibility.
Additional threat icon populations.	Yes			Decision-making information injects. Confirm or deny tasks. Changes or alterations to the concept of the operation.
Increase FM and digital traffic requiring action.	Yes			Battle drills, change to sectors of observation or fires, change to movement and maneuver techniques.
Increase or vary the forms of contact.	Yes			Exercise reporting procedures, react to contact drills, counterfires, indirect fire, call for support.

Note: Many drivers, branches, and sequel recommended actions are not authorized on live-fire facilities. Units are not authorized to replicate any form of FM or GPS disruptions on a live-fire training event.

LEGEND

CASEVAC	CASUALTY EVACUATION	FRAGORD	FRAGMENTARY ORDER
FM	FREQUENCY MODULATION	GPS	GLOBAL POSITION SYSTEM

Figure 5-5. Mission stimulus as drivers, branches, and sequels matrix, example

5-45. Figure 5-6 provides a generalized driver, branch, and sequel synchronization matrix to steer the training in the direction of the commander's intent. This is an extremely rudimentary version. Units should prepare a template for each phase of the operation to provide the maximum flexibility to the evaluation commander to shape the tactical situation.

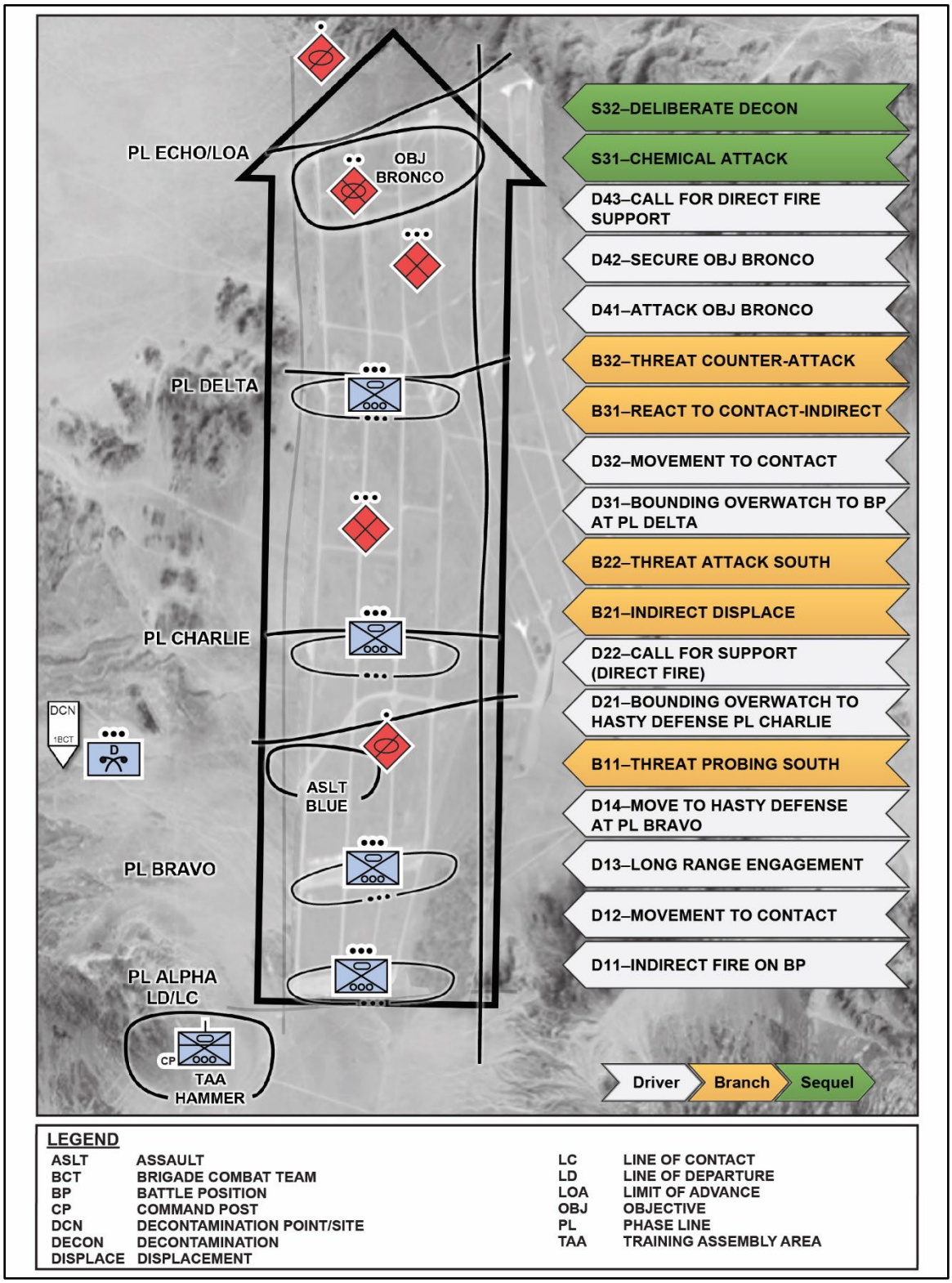


Figure 5-6. Driver, branch, and sequel synchronization matrix, example

PREPARE

5-46. The platoon's training strategy events completed prior to the FCX provide preparation for Table V. Units should maximize the platoon training plan, as well as the Table V rehearsal period (typically day 1) to prepare for the live-fire portion of Table V, FCX. Unit leadership should ensure the platoon's training plans support the critical, supporting collective, critical leader, and individual tasks that support platoon FCX and LFX. Companies should ensure the platoon's training plans are integrated into their unit training plan.

5-47. Units preparing to execute platoon training events use their SOP throughout the training density. Commanders use the SOP to validate the platoon's SOP and to confirm the higher headquarters' SOP is supported. The training unit's subordinate elements should be aware of the purpose, method, and end state of Table V and how its training plans support the unit's collective tasks and the company's mission-essential tasks.

RESOURCE THE TRAINING

5-48. The FCX requires the unit to coordinate and secure the following resources (see appendix A and appendix B for detailed information):

- Full and subcaliber training munitions.
- Demolitions.
- Pyrotechnics.
- Battle effects simulators.
- Live-fire facility or safety-certified training area based on unit composition (see TC 25-1 and TC 25-8 for more information).
- Training areas for unit assembly area activities before and after FCX execution.
- Maneuver areas that support the tactical scenario for the FCX before and after live fire.

5-49. Units must plan and secure resources early to ensure availability and accessibility during the training event. Ammunition resources must be scheduled a minimum of 90 days in advance of training to allow sufficient time to ship to the servicing ammunition supply point.

OBSERVER-COACHES/TRAINERS

5-50. Training and certifying external evaluators or OC/Ts are critical during the preparation phase. External evaluators or OC/Ts must be tactically and technically proficient in the task they are evaluating. The external evaluators or OC/Ts must conduct an effective AAR that facilitates self-discovery of key issues for the unit, establish cause and effect, solve, or lead to solving the problems identified, and foster an environment for continuous improvement.

5-51. External evaluators or OC/Ts have an important role in ensuring live-fire training is conducted safely and are a key mitigation measure in the risk assessment process. As such, external evaluators or OC/Ts must be thoroughly familiar with the weapons that will be employed and must understand their effects. They must be familiar with the range to include firing limits, firing points, maneuver boxes, target locations, and indirect fire targets. To ensure safe live-fire maneuver, external evaluators or OC/Ts must know all fire control measures used in the FCX, including PLs, target reference point (TRP) locations, azimuths for firing, triggers, and signals that drive shifting or ceasing fires, and any other controls the commander chooses to employ.

5-52. Additionally, the external evaluators or OC/Ts should reference and visualize applicable doctrine, training, and evaluation outlines, and TTP during the conduct of the AAR to facilitate understanding. They must be completely familiar with the conditions and standards of the tasks trained and must know the evaluated units' TACSOPs.

EXERCISE CONTROL

5-53. The unit plans and prepares to execute control of the training event. Planning identifies the EXCON structure for the event. The number of personnel varies from unit to unit and event to event. Units should coordinate for external support early to prepare those tasked Soldiers for their roles and responsibilities during the event.

5-54. Figure 5-7 shows a common, although complex EXCON structure that uses organic and external support. This structure can easily adapt to support platoon training events such as Platoon Table III, STX and Platoon Table IV, FTX.

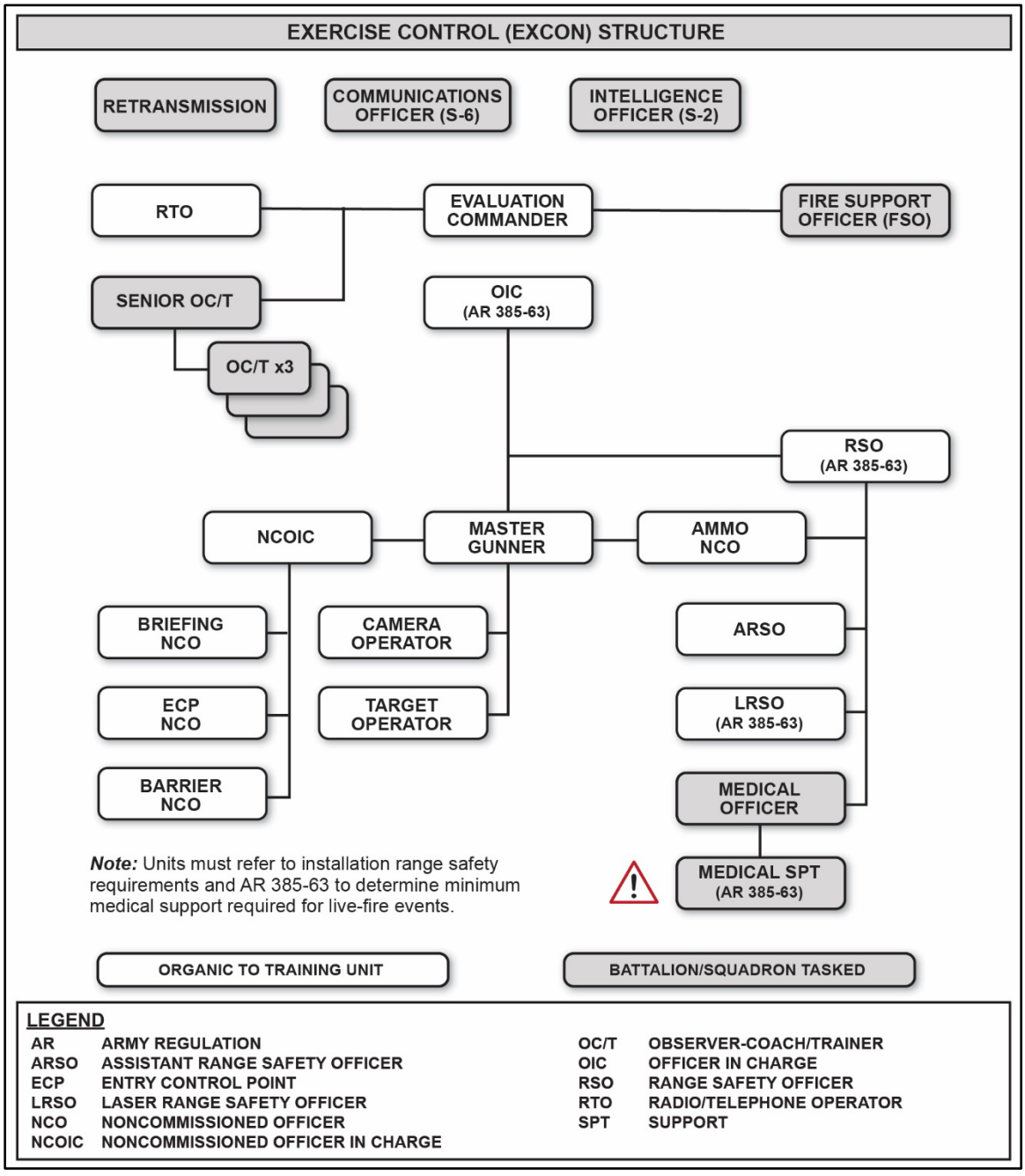


Figure 5-7. Exercise control structure, example

TRAIN UNIT LEADERS ON RELATED TACTICS, TECHNIQUES, AND PROCEDURES

5-55. Training unit leaders on related TTP is key to executing the FCX successfully. Unit commanders ensure their subordinate leaders train on the tasks, conditions, and standards of the FCX. Training should include a review of the appropriate training and evaluation outlines and related TTP for the mission and tasks.

5-56. A series of officer, professional development sessions, or other informal training seminars is one method for training subordinate leaders. These should include junior leader seminars, officer professional development, and noncommissioned officer (NCO) professional development classes to best educate the junior leaders prior to the event.

RECON THE SITE

5-57. Table V, FCX uses authorized range facilities and training areas. Commanders schedule the training location as far in advance as practical following the installation's policies and procedures. Once the method of training and evaluation is established, unit leadership should secure the training location and appropriate TADSS, equipment, or systems that enhance the training event.

5-58. Once scheduled, the commander and platoon leaders conduct a reconnaissance of the training locations to—

- Verify sufficient space is available to support the training unit including branches and sequels.
- Ensure multiple iterations or rotations through the scenario can be achieved with appropriate retraining opportunities.
- Ensure sufficient administrative areas are available to support group discussions, briefings, and AARs.
- Provide a sand table or terrain board.
- Provide terrain board kits.
- Confirm appropriate warfighting function integration capabilities into the concept of the training event.
- Verify the training area can incorporate direct fire support, special purpose weapons, and sniper teams into the scenario, as the commander directs.
- Identify authorized dig locations and required permits within the training area.
- Identify restricted terrain, environmental considerations, and any NO-GO areas within the training sites (movement and maneuver).
- Identify the level of fires that can be included into the training scenario:
  - The FSO or FIST provides fires synchronization and realism.
  - Units should include a fire marker plan to enhance the battle effects of the mission, where appropriate (fire support).
- Provide the scenario a threat template that is appropriate to the unit's mission and build a more robust and effective scenario (higher headquarters' S-2).
- Verify the training area can support the unit's training while in a chemical environment, based on the scenario design (protection).
- Identify any hazards within the training complex.
- Identify any sustainment limitations.
- Verify CASEVAC notional or live capabilities in support of the training scenario (sustainment).
- Identify command post capabilities and locations in the training areas.
- Identify any external TOC configuration that can be incorporated for higher headquarters' staff integration, as appropriate (mission command).

5-59. When conducting a reconnaissance of the training location, units should include reviewing the training area to accommodate integration of the required and optional warfighting functions. Figure 5-8 provides some considerations for each training requirement.

TABLE V, FIRE COORDINATION EXERCISE (FCX) RECON THE TRAINING LOCATION CONSIDERATIONS	
MISSION COMMAND	
OPORD	Units must exercise their ability to send and receive OPORDs, FRAGORDs, and overlays in an administrative role, as well as during the training scenarios via analog or digital means.
FRAGORD	
Graphics Overlay	
Conduct a Rehearsal	
MOVEMENT AND MANEUVER	
Integrate Direct Fire Support	Ensure facility has sufficient space for fire and maneuver with as much realism as possible. Not all range facilities will support maneuver off existing or established course roads or corridors. Those restrictions are expected. Units must tailor their live fire scenario accordingly in coordination with Range Safety.
Integrate Special Purpose Weapons	
FIRES	
Mortars (company or battalion)	Follow the installation Range Operations guidance for integration of indirect fires. Ensure appropriate firing positions, target areas, and impact areas are available and viewable to the training audience.
Call for Close Air Support (CAS)	
INTELLIGENCE	
Digital Icon Population	When equipped, the unit should include reporting mission situation reports, contact reports, far target locate tasks, and other digital messaging during the scenarios.
PROTECTION	
CBRN	To ensure the maximum throughput on the facility, identify hasty and deliberate decontamination areas outside the surface danger zone of the range facility.
Air Defense	Units should train air defense tasks, including react to aircraft and react to contact with small unmanned aerial systems (sUAS) to build and maintain proficiency.
SUSTAINMENT	
CASEVAC	Identify locations outside the surface danger zone of the facility to conduct casualty evacuation tasks. Conducting non-live fire tasks on the live fire facility will reduce throughput.

LEGEND

CASEVAC	CASUALTY EVACUATION	FRAGORD	FRAGMENTARY ORDER
CBRN	CHEMICAL, BIOLOGICAL, RADIOLOGICAL AND NUCLEAR	OPORD	OPERATION ORDER

Figure 5-8. Warfighting function integration, examples

ISSUE THE ORDER

5-60. Commanders can issue an OPORD, a WARNORD, or use the training schedule, as necessary. The training unit must ensure all supporting elements or enablers have sufficient time to coordinate and prepare before the training event.

5-61. WARNORDs to external organizations must include sufficient reaction time for the appropriate personnel and equipment. The WARNORD should include the appropriate tasks, required leaders, and equipment needed, as well as the unit's training timeline including walk-throughs, rehearsals, and AARs.

5-62. The OPORD or WARNORD should include the list of tasks evaluated during the event and the method of evaluation. Unit leadership should provide sufficient time for subordinate leaders to train the tasks and skills listed in the order. Unit leadership should ensure the appropriate training resources are available and accessible. Upon receipt, subordinate leaders who have SOPs for their organizations must ensure their procedures support and complement the higher headquarters' publication.

5-63. The order should include the specific mission orders the training units will receive as part of the training event. Those orders, FRAGORDs, and WARNORDs define the tasks required for the training unit to perform and outline the scheme of maneuver for the OPFORs conduct during training.

REHEARSE

5-64. Rehearsals help leaders and subordinates understand the conduct of events and their responsibilities. Rehearsals help the organization synchronize training with times, places, logistics, and training support. Rehearsing a concept drill helps leaders visualize an event as it unfolds as well as likely branches and sequels if leaders must adjust the training. Leaders conduct rehearsals using the various levels and techniques described in ADP 7-0.

5-65. Units use sand tables or terrain models to reinforce subordinate leader understanding of the conduct of the training event, as well as rehearse the critical collective tasks trained during the FCX. The rehearsals should include digital and analog stimulus and drivers that initiate action by the training unit, including the various branches and sequels developed.

5-66. The operations officer uses rehearsals to verify the conduct of the range events, movement, and control of reconnaissance elements and to synchronize maneuver unit actions. In addition, rehearsals help the operations officer to proof the scenario stimulus events or actions that drive the training unit to the appropriate tasks, drills, or actions.

5-67. For maneuver units expecting to cross-attach to an external unit, the rehearsal is an opportunity for the platoon leadership to synchronize the unit SOP with the TACSOP of their gaining unit or attached personnel or organizations.

5-68. Units should rehearse the training event from start to finish and confirm—

- Training scenarios are understood by the training unit.
- Sufficient space is available to provide standoff distances for the unit to build the appropriate tempo of each mission or phase of the operation.
- Analog and digital systems are operational within the organization and are established at the higher headquarters regardless of their location.
- Additional external evaluators or OC/Ts training support packages are complete and provide for multiple iterations.
- Appropriate doctrinal publications are available for reference.
- Sufficient administrative areas are available.
- AAR capabilities are reviewed.
- Available warfighting function enablers are integrated with the unit or appropriate subordinate unit.
- The process for conducting direct fire support tasks.
- The scheme of fires.
- Methods and actions required to provide fires.
- The process used to incorporate intelligence activities into the scenario.
- The location of retraining for subordinate units, as necessary.
- The CASEVAC and MEDEVAC plans.
- The external evaluators or OC/Ts communications plan.
- The flow of reporting.
- The transition plan between units being trained.
- Communication plan and reports for training completion to higher headquarters.

5-69. The commander makes any necessary adjustments to the plan and issues FRAGORDs once the unit completes the walk-through and training rehearsal.

EXECUTE

5-70. The FCX is a rehearsal of all critical tasks, battle tasks, and drills prior to Table VI, LFX. It should be conducted in a dry-fire manner prior to live-fire execution.

5-71. Units complete Table V prior to Table VI, LFX. Depending on the higher headquarters' training plan, units can execute Table V before or after Table IV, FTX. Units may execute Table V in a manner that fits the commander's plan and range facility, training area availability, and accessibility.

5-72. Table V consists of one training day. The FCX has a day and a night phase with multiple progressive actions determined by the commander. An example flow for the platoon FCX is—

- Day 1, day phase:
  - Assembly area occupation.
  - Assembly area activities.
  - Tactical movement to the range facility or authorized training area; walk-through or rehearsal.
  - Establishment of hasty defensive positions.
  - Scenario rehearsal.
  - Fire coordination, distribution, and synchronization rehearsal.
  - Reconsolidation and reorganization rehearsal.
  - Tactical movement to an assembly area or battle position not on the training facility.
  - Day hotwash.
  - Repeat with select live-fire munitions and tasks.
  - Day AAR.
- Day 1, night phase:
- Preparation for night operations.
  - Assembly area activities.
  - Tactical movement to the range facility or authorized training area.
  - Establishment of hasty defensive positions.
  - Scenario rehearsal.
  - Fire coordination, distribution, and synchronization rehearsal.
  - Reconsolidation and reorganization rehearsal.
  - Tactical movement to an assembly area or battle position not on the training facility.
  - Night hotwash.
  - Repeat sequence under live-fire conditions.
  - Night AAR.

EVALUATE THE TRAINING

5-73. At the completion of each phase of Table V, key leaders and their senior leaders discuss any shortcomings, gaps, or disconnects between SOPs by echelon, actions that require additional training or synchronization efforts, missing tasks or actions that should be included, and determine any corrective actions necessary. Commanders use the AAR process to educate junior leaders and subordinates to reinforce the training objectives, identify shortfalls and corrective measures, as well as identify strengths within their formation.

PREPARE AND CONDUCT THE AFTER ACTION REVIEW

5-74. The evaluation process for an FCX is continuous. The AAR is informal and focuses on the tasks, conditions, and standards selected for training. The training evaluations and subsequent AARs are integral to the training management process.

Note. FM 7-0 provides a detailed description of the AAR process.

5-75. Commanders review the notes from the various external evaluators or OC/Ts, subordinate leaders, FSOs, and others to determine the proficiency of participating key leaders and their ability to execute the critical synchronization and maneuver tasks. Once complete with the review, the commander assesses the organization's ability to complete the tasks at the reduced tempo, identifies key areas to retrain at the platoon level, and develops a retraining plan, as appropriate.

5-76. At the completion of the training event, key leaders and their senior leaders discuss any shortcomings, gaps, or disconnects between SOPs by echelon, and determine any corrective actions. With input from the external evaluators or OC/Ts and unit leadership, the commander provides retraining opportunities as necessary, including additional scenarios.

Note. At the completion of the platoon training strategy, the key leaders and their commander assess their performance during all six training events (Tables I through VI), review their SOPs, and validate their accuracy and effectiveness for continued use.

5-77. External evaluators or OC/Ts should provide clear and articulate comments and insight on the positive and negative actions of the subordinate units they observed. External evaluators or OC/Ts use the training and evaluation outlines to guide them through the evaluation process and use a variety of doctrinal publications to support their comments, discussions, and critiques of the unit observed.

5-78. External evaluators or OC/Ts and unit leadership should review the training and evaluation outlines, training notes, and observations, to determine which tasks require additional attention through the remainder of the training density. They also can identify where additional complexities and tactical challenges can be induced during training where mastery has been demonstrated.

5-79. The commander should share the overall performance of the unit, including observations, with the entire training unit. This allows subordinate units to learn from other units' best practices, procedures, and tactics, and, at times, from their shortcomings or mistakes. The commander should identify leaders within the organization who have demonstrated superior performance and tactical competence by assigning them as external evaluators or OC/Ts during future training events, internal and external to the organization.

5-80. During the AAR and with input from the external evaluators or OC/Ts, attached leaders, the facility instructors or operators, and unit leadership identify the unit or subordinate unit that needs to retrain specific tasks. Once the unit leadership identifies a unit's retraining needs, they should execute a retraining event of the scenario. For minor tactical adjustments for the unit or subordinate units, the commander may opt to discuss different methods to complete the task, followed by backbriefs using terrain models or sand tables, rather than executing the entire training scenario.

RETRAIN

5-81. Corrective training allows participants to translate observations and evaluation into corrective action. Additional training allows participants to apply the lessons learned during the execution and AAR. Leaders understand that during the training event, participants may not perform all the evaluated tasks to the desired standard. Therefore, during the short-range and near-term planning process, commanders provide flexibility within the training events that facilitate additional training immediately following the AAR.

5-82. The FCX focuses on the basic level of training—the coordination of direct and indirect fires with maneuver and mission command. Once a unit has successfully demonstrated performance on the selected tasks, the unit prepares to move on to more complex, rigorous, and demanding collective training events.

5-83. Unit leadership identify the unit or subordinate unit that requires retraining of specific tasks during the AAR with input from the external evaluators or OC/Ts, attached leaders, and the facility operators. Once the commander or the platoon leadership identify the retraining needs of the unit, they should execute a retraining event of the scenario. This may consist of—

- The entire platoon executing the training scenario again.
- Rotating platoons through different mission tasks in specific phases of the FCX to reinforce supporting collective tasks that need additional repetitions to achieve the desired proficiency.
- Minor tactical adjustments for the unit, and the platoon leader may opt to discuss different methods to complete the task followed by backbriefs using terrain models or sand tables rather than executing the entire training scenario.

5-84. Once the unit leadership are satisfied with the unit's demonstrated performance, they should review the unit SOP and TTP for required updates, revisions, or modifications again. The platoon leader and platoon sergeant should assess which components of the unit's SOP and TTP need additional attention during the upcoming FCX and LFX.

BEST PRACTICES

5-85. Units should consider including the following best practices in Table V, FCX at the platoon level. Incorporation of these practices will assist the unit get its Soldiers, teams, and platoons to a higher proficiency rapidly. Figure 5-9 provides a quick reference to some of the best practices for the unit to consider when planning, preparing, and executing Table V.

TABLE V, FIRE COORDINATION EXERCISE (FCX)
BEST PRACTICES

MISSION COMMAND	BEST PRACTICES
Conduct Troop Leading Procedures Conduct Rehearsal Conduct Reporting	Units conduct the 8-step training model and Troop Leading Procedures for rehearsals and execution of the event.
MOVEMENT AND MANEUVER	
Execute Movement Techniques • *Traveling* • *Bounding Overwatch* • *Traveling Overwatch*	Units focus on integrating tactical movement and maneuver with their direct fire planning and execution to demonstrate proficiency and lethality at echelon.
Execute Direct Fire Planning and Control • *Integrate Direct Fire Support* • *Integrate Special Purpose Weapons*	Focus on the fundamentals of movement and maneuver frequently during the event.
Achieve Suppression/Local Fire Superiority Conduct Adjacent Unit Coordination	
FIRES	
Plan Indirect Fire Targets Call for Indirect Fire • *Mortars and/or Field Artillery*	Ensure the training unit can observe fires to make appropriate adjustments. Coordinate with Range Operations for indirect firing points, targetry, and impact area use prior to execution.
Call for: • *Close Combat Attack (Army Attack Aviation)* • *Close Air Support*	Conduct multiple iterations or repetitions to reinforce rapid execution.
INTELLIGENCE	
Disseminate the Enemy Situation (voice, digital) Report the Enemy Situation • *Contact Report* • *Spot Report* • *Situation Report*	Exercise leader rapid and accurate reporting using voice and when possible, digital means. Platoon leaders build the company's understanding of the fight.
PROTECTION	
React to CBRN Attack React to Contact (Air)	Include on demand stimulus to instigate battle drills and subsequent reporting processes.
SUSTAINMENT	
Conduct Casualty Evacuation (CASEVAC) Conduct Resupply	Integrate sustainment tasks into training as often as practical. Conduct these tasks off the live fire facility to maximize training throughput.

LEGEND
CBRN CHEMICAL, BIOLOGICAL, RADIOLOGICAL AND NUCLEAR

Figure 5-9. Field coordination exercise best practices, example

This page intentionally left blank.

Chapter 6
Table VI – Live-Fire Exercise

This chapter describes the requirements of Platoon Table VI, LFX and how it integrates into the unit training plan following the structure of the IWTS. Units use the descriptive guidelines in this chapter to conduct Platoon Table VI, LFX. This chapter provides the purpose, method, and end state for the training event. LFXs provide an excellent environment for the simultaneous performance of multi-echelon training activities to evaluate and sustain the skills of Soldiers, leaders, teams, staffs, and units.

EVENT OVERVIEW

6-1. An LFX is an externally evaluated maneuver live-fire event that measures a unit's proficiency in executing a series of collective tasks based on its higher headquarters' mission-essential task. An LFX evaluates the key and subordinate leaders' abilities to integrate organic weapons systems, subordinate units, and multiple warfighting functions at full tempo using full-caliber ammunition. Attached units employ their associated weapons systems. Figure 6-1 illustrates where the platoon LFX falls within the overall platoon training strategy.

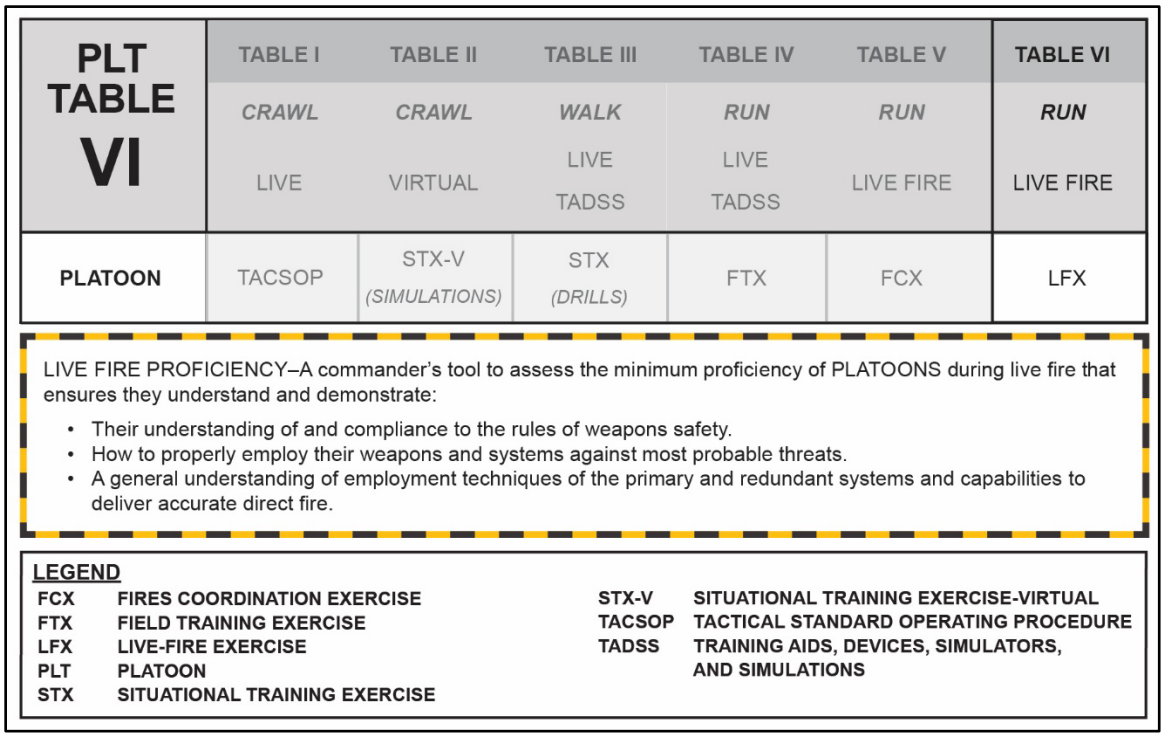


Figure 6-1. Platoon Table VI, Live-Fire Exercise

6-2. LFXs simulate the operational environment conditions to train leaders under mission-unique conditions and standards for training, evaluating, and applying the best TTP to the mission being trained. This exercise may use minimal troop support. Units can execute the event at home station to provide commanders, leaders, and staffs with realistic practice in executing wartime missions. Goals associated with live-fire training exercises, including the LFX, are—

- Sustain Soldier, leader, and collective skills.
- Develop and sustain mission command skills.
- Increase combat realism with complex and challenging conditions and effects.

6-3. Units conduct Platoon Table VI, LFX, in a live environment under live-fire conditions. Units conduct the LFX with all subordinate elements and enablers to build proficiency of the unit's synchronization and coordination of fire and maneuver across multiple warfighting functions. The LFX verifies and validates the leader's proficiency on critical, collective, and mission-essential tasks that the unit performs in a combat environment.

6-4. During Table VI, leaders must demonstrate proficiency with individual and collective tasks. These tasks support integration and synchronization of direct and indirect fires, CAS, attack aviation, and other warfighting function enablers. Table VI is the maneuver platoon's live-fire proficiency event required to progress to company and above live-fire training events.

PURPOSE

6-5. LFXs provide a focused training event for the unit's leaders to synchronize direct and indirect fires, CAS, attack aviation, and other integrated warfighting functions, while operating in the offense or defense, at a full, combat-realistic tempo using full-caliber training munitions. The LFX is conducted with a day and night phase to ensure collective task proficiency in varying visibility conditions.

6-6. The LFX is the unit's live-fire proficiency EXEVAL. It must be successfully completed, day and night, before advancing to a company or higher combined arms live-fire exercise (CALFEX).

METHOD

6-7. Table VI is designed for a maneuver platoon-size unit with all associated or attached elements. The unit executes direct and indirect fires, ground to air coordination, and other critical tasks on a live-fire facility or established training area. The unit conducts a training mission replicating a minimum of one collective task, day and night.

6-8. The LFX is externally evaluated by trained and certified external evaluators or OC/Ts team using the approved training and evaluation outlines. The evaluation commander determines the overall unit proficiency of the live-fire collective task using the training and evaluation outlines provided by the external evaluators or OC/Ts team.

END STATE

6-9. Units train to a level of proficiency that allows them to accomplish their combat mission or deployment operation successfully. The training unit (with all assigned or attached subordinate elements) must demonstrate (in a live environment, under live-fire conditions) its ability to execute mission-essential, critical, or directed tasks. For commanders, Table VI, LFX (EXEVAL) provides a means to—

- Evaluate the collective tasks to their subordinate units in a live environment under live-fire conditions using realistic scenarios.
- Validate the subordinate unit's SOP to ensure synchronization and consistency with the unit SOP.
- Reinforce previous training focused on critical skills and tasks with multiple training iterations.
- Build confidence integrating warfighting functions and enablers.
- Ensure timing for direct and indirect fires is synchronized to promote fire and maneuver of the organization.

PLAN THE TRAINING

6-10. Platoon Table VI, LFX is an externally evaluated maneuver live-fire event that measures a unit's proficiency in executing a series of collective tasks based on its higher headquarters' mission-essential task. Table VI evaluates the key and subordinate leader's abilities to integrate organic weapons systems, subordinate units, and multiple warfighting functions in combat-realistic conditions, both day and night. Table VI uses full-caliber training ammunition on an authorized live-fire facility or safety-certified training area.

6-11. Table VI is the platoon's externally evaluated live-fire event. The event provides commanders with a common standard to create an unbiased assessment of the element's overall proficiency. Successful completion of the LFX is required to progress to any higher echelon live-fire event.

CONCEPT

6-12. An LFX is a costly, resource-intensive exercise in which combined arms teams maneuver and employ organic and supporting weapon systems, enablers, and warfighting functions. An LFX is the most realistic measure of combined arms combat readiness and is an integral part of every maneuver unit's training program.

6-13. Commanders must be aware of LFX limitations, particularly regarding flank maneuvering while firing on live-fire ranges. Available terrain on installation range facilities rarely supports this type of maneuver. Using nonfiring maneuver areas, in conjunction with live-firing ranges, assists in achieving realism and adds tactical training not possible on live-fire ranges alone.

6-14. Commanders should use LFXs to train certain aspects of combat readiness, such as distribution, coordination, and synchronization of fires. Commands should try to link multiple, digital, multipurpose range facilities (Digital Multipurpose Range Complex; Digital Multipurpose Training Range; Digital Air-Ground Integration Range). Commanders should synchronize, coordinate, and control coordination of all warfighting function enablers available whether at the same ranges, multiple facilities, or at a variety of live-fire ranges for maximum training value whenever possible.

6-15. For an exercise of this nature to be effective, it must involve detailed planning and careful resourcing. Commanders should integrate supplementary missions and a wide range of supporting tasks into the exercise. Resources—including ammunition, personnel, equipment, maneuver areas, and firing ranges—must be programmed and coordinated early in the planning process to ensure that units can conduct the exercise day and night.

6-16. This information is not intended to supersede the live-fire program at the collective training centers but to complement it. Certain planning aspects described herein address common constraints at Army installations worldwide. These same constraints may be relaxed at the collective training center to enhance realism and because of the nature of the terrain.

INTEGRATING SQUAD/SECTION TABLE VI WITH PLATOON TABLE VI

Units should consider integrating the Squad/Section Table VI with the Platoon Table VI. This reduces resourcing constraints and enables the squads/sections and platoons to train all specified tasks seamlessly. Units must ensure external evaluators or OC/Ts and RSO structures support platoon observation, monitoring, and evaluation.

TRAINING METHODOLOGY

6-17. Command elements (battalion and brigade) participate in all aspects of planning, executing, and evaluating LFX participants. They receive reports from the maneuvering platoon and company team, issue FRAGORDs, portray the friendly and enemy situation throughout the battlefield, and coordinate the maneuver and support of sustainment unit elements not under the company's span of control. If the exercise actively integrates sustainment tasks, the command elements provide mission control and direct and support resupply and reconstitution.

6-18. Company commanders are primary trainers during the platoon LFX. Their participation reinforces the chain of command and provides first-hand observation of the subordinate elements, platoon leadership, and supporting assets. An LFX gives units the opportunity to accomplish multi-echelon training and evaluation throughout the company.

6-19. An LFX's training objective is to accomplish a designated combat mission (attack, area defense, attack by fire, support by fire, and so forth) with full-caliber ammunition, a realistic target array, and required support and sustainment unit assets. The CATS contains applicable standards for the selected mission as modified by local conditions and the commander's guidance. (See appendix B for more information on LFX scenario development.)

6-20. Planning begins with identifying whom to train during the LFX. Next, the commander conducts a training assessment to determine which tasks and subtasks need additional training. The unit references the appropriate collective task based on the higher headquarters' mission-essential task and universal task list to identify and incorporate each task's conditions and standards into the training plan and to integrate them into the event's scenario.

6-21. Once complete, the commander establishes LFX training objectives. The unit commander and staff develop an OPORD for the mission in advance of the training event. The unit uses an OPORD to develop an event list and timeline that is tied to the specific direct and indirect fire, mission command, and warfighting functions integrated into the training event. This process allows commanders to focus their training resources on the tasks selected for training during the training assessment process.

Note. Platoon Table VI, LFX is developed and coordinated at the battalion level. This chapter uses the plan, prepare, execute, and assess operations process as an outline for units developing their Table VI event.

6-22. During the planning process, commanders must be familiar with the following information:

- Prerequisites—all subordinate units, attachments, and integrated warfighting function enablers must be qualified to perform their core tasks prior to providing those skills for the platoon.
- Environment and conditions:
  - The LFX is conducted in a live environment under live-fire conditions.
  - The unit is required to rehearse using sand tables, walk-throughs, or other methods based on the commander's intent and guidance prior to live-fire execution.
  - Units must plan for sufficient resources for their unit and coordinate with external enablers to ensure sufficient resources are forecasted and available.
- Training days required—platoon-size elements are authorized 2 training days to conduct their LFX. Additional days may be required for retraining, as necessary.
- Frequency—LFX is conducted once annually as part of their platoon training plan for maneuver units unless specifically directed otherwise.
- Throughput—a company can expect to complete four platoon-size elements per day on the training facility:
  - Day 1: unit preparation and rehearsal.
  - Day 2: day and night mission execution.
- Primary and alternate facilities:
  - The LFX may be conducted on a digital range facility (Digital Multipurpose Range Complex, Digital Air-Ground Integration Range, battle area complex), on a large maneuver live-fire range, or on a safety-certified training area.
  - Units may conduct an LFX using a combination of facilities and training areas as authorized by the installation.

SCENARIO REQUIREMENTS

6-23. Units include available enablers and specialty units within the company and battalion into their scenarios. The training mission should support future company and battalion collective training events while reinforcing the unit SOP and previous collective training events.

6-24. The live-fire scenario is based on the OPORD provided to the platoon leader for dissemination to the training platoons. The OPORD controls the phases of the live-fire events by clearly articulating the tactical mission tasks the platoon and its subordinate elements will execute. Those mission tasks translate to a tactical dilemma designed to the range complex. Targetry for each phase is derived from the tactical mission task in a realistic manner.

6-25. From those target sets developed by the commander with support from the operations staff officer, a scenario is created. The hit standards for each phase are determined by the tactical mission task directed by the OPORD or planned FRAGORDs during the mission itself. Each tactical mission task equates to a percentage of target sets that must be defeated to achieve a GO for the phase.

6-26. Overall, the platoon must achieve a "T" on all training and evaluation outlines associated to the tasks selected by the commander. The platoon must also receive 70-percent GO on all live-fire phases based on the kill standards of the tactical mission task. See appendix C for more information on collective live-fire evaluations.

6-27. Unit leadership design their scenarios in multiple phases, or stages, where each portion of the scenario specifically trains one or two collective tasks in a progressive manner. Successful completion of each phase (based on the commander's assessment using the SOP and training and evaluation outlines as a guide) moves the formation tactically to a continuation of the mission, branch, or sequel. Commanders select the level of stimulus, rigor, and dilemma complexity based on their assessment of the unit's demonstrated performance.

6-28. Planning includes identifying and allocating ammunition; petroleum, oils, and lubricants; equipment, and support personnel. Coordinating facilities and resources is a continuous process through execution. Prerequisite individual and collective training continue throughout the planning phases.

6-29. Each warfighting function includes optional or required tasks that commanders integrate into their training scenario. Unit leadership integrate those tasks as appropriate or when most beneficial and realistic. Units conduct the warfighting function integrated tasks during limited and unlimited visibility (night and day) conditions, across the entire LFX training scenario event, not during each maneuver collective task.

Note. Call for fire munitions are resourced for each platoon, day and night. Commanders who wish to incorporate training munitions rather than notional mortar fire missions must coordinate for those munitions.

6-30. Conducting LFX at the platoon level requires an approved range facility or authorized live fire capable training area. Each day, the unit may opt to alter the primary direction of the mission to vary the battlespace of the training unit.

6-31. Detailed planning by the evaluation commander's headquarters focuses on the training objectives and development of the scenario. The mission specified by the evaluation commander may be the same primary mission for each platoon, or it may vary between platoons or platoons based on their collective task assessments. The exercise tasks may be specified in the commander's initial guidance or developed as the scenario is designed.

6-32. See appendix B for detailed scenario development requirements for all live-fire training events. Appendix B applies to Table VI, LFX as well as any unit-developed live-fire training events or exercises that utilize a scenario to guide the training unit through specific tasks.

WARFIGHTING FUNCTION INTEGRATION

6-33. Units are required to integrate the warfighting functions during the day and night phase at least once for evaluation purposes (see figure 6-2). They are not required to include them on every training day. This allows the unit to tailor the training and evaluation across the full training days available and progressively increase the rigor and complexity of the tactical situations presented based on its observations.

TABLE VI, LIVE FIRE EXERCISE (LFX)
INTEGRATED WARFIGHTING FUNCTION REQUIREMENTS

MISSION COMMAND	REMARKS
Conduct Troop Leading Procedures Conduct Rehearsal Conduct Reporting	Units integrate these tasks and skills throughout the planning, preparation, and execution of Table VI.
MOVEMENT AND MANEUVER	
Execute Movement Techniques • *Traveling* • *Bounding Overwatch* • *Traveling Overwatch*	Units should rehearse these tasks in a dry-fire environment prior live-fire.
Execute Direct Fire Planning and Control • *Integrate Direct Fire Support* • *Integrate Special Purpose Weapons*	Units include multiple iterations and repetitions of their battle tasks and battle drills.
Achieve Suppression/Local Fire Superiority Conduct Adjacent Unit Coordination	
FIRES	
Plan Indirect Fire Targets Call for Indirect Fire • *Mortars and/or Field Artillery* Call for: • *Close Combat Attack (Army Attack Aviation)* • *Close Air Support*	All iterations or repetitions of Table VI must include the fires tasks for evaluation. These tasks should be completed notionally in a dry-fire manner prior to live fire execution.
INTELLIGENCE	
Disseminate the Enemy Situation (voice, digital) Report the Enemy Situation • *Contact Report* • *Spot Report* • *Situation Report*	The Platoon leadership must actively provide voice and digital intelligence reporting routinely during Table VI.
PROTECTION	
React to CBRN Attack React to Contact (Air) Conduct Camouflage, Concealment, and Emissions Control	Units train active and passive protection measures continuously to establish disciplined execution of crew and battle drills.
SUSTAINMENT	
Conduct Casualty Evacuation (CASEVAC) Conduct Resupply Conduct Field Maintenance	Units demonstrate effective sustainment skills throughout the rehearsals and execution of the event and validate unit standard operating procedures.

LEGEND
CBRN CHEMICAL, BIOLOGICAL, RADIOLOGICAL AND NUCLEAR

Figure 6-2. Integrated warfighting function requirements

AMMUNITION REQUIREMENTS

6-34. Appendix A lists the minimum ammunition requirements by the weapon, system, or element that participates in the training event. The unit may adjust the ammunition requirements based on resources available within its training accounts but should not be less than those quantities listed.

6-35. Not all weapons, systems, or platforms are resourced adequate training ammunition for the squad/section and platoon-level LFX's complexity. Units should review their training ammunition accounts and determine the appropriate amount of munitions for their event. Most training strategies provide sufficient ammunition during the previous training events so that the LFX can utilize the harvested munitions (first-round hit savings). Harvested ammunition are munitions that are turned-in typically after the previous training events, sometimes referred to as first-round hit savings.

TRAINING MUNITIONS RESOURCING

For maneuver units, no training munitions are resourced specifically for platoon live fire. The munitions are provided as part of the platoon live-fire events in DA Pam 350-38 per weapon or system. The training munitions presented in appendix A are recommended quantities to achieve proficiency.

Units must review their training ammunition accounts to identify any shortfalls based on the commander's plan. Shortfalls must be identified and requested as necessary through their brigade ammunition officer.

6-36. The mortar ammunition requirements provide a minimum of two call for fire missions during the day phase with smoke and HE and two fire missions during the night phase (minimum one illumination mission). The training and ammunition resource requirements listed in appendix A are sufficient to support all squads/sections and platoons within the company or troop. The recommended ammunition resources listed in appendix A support the platoon LFX. Units should focus on one fire mission day and night for each platoon.

Note. Units must be prepared to issue and turn in large quantities of small-arms ammunition. Typically, units provide small-arms ammunition in larger quantities to the training unit to provide a combat-realistic weight burden to the dismounted Infantry Soldiers. Units should only provide small-arms ammunition to those MTOE combat arms firers who are part of the training maneuver unit. Units should not provide ammunition to noncombat arms Soldiers unless specific scenario events require it.

RANGE REQUIREMENTS

6-37. Maneuver installations have various training facilities that can support the platoon LFX. The Army's family of maneuver ranges provide combat-realistic scenarios. Each installations' facilities have limitations and restrictions. Units must fully understand the capabilities, limitations, constraints, and restrictions that directly affect their training event's development and execution.

6-38. See TC 25-8 for detailed information on live-fire range capabilities, limitations, layout, and general targetry information. See DA Pam 385-63 for surface danger zones, personnel requirements, and other live-fire information. The common facilities capable of supporting platoon live fire are listed in figure 6-3. Units must review the appropriate range regulations and Department of the Army pamphlets, including their local range regulations, policies, and procedures during their planning process to ensure their training scenarios are viable and safe.

LIVE-FIRE EXERCISE CAPABLE FACILITIES

FACILITY		Depth (meters)	Lanes	SIT	MIT	SAT	MAT
BATTLE AREA COMPLEX	BAX	4,000m	2 (4)	234	14	43	6
DIGITAL AIR GROUND INTEGRATION RANGE	DAGIR	12,000m	2 (4)	315	15	70	10
DIGITAL/MULTIPURPOSE RANGE COMPLEX	D/MPRC	8,000m	3 (6)	324	15	80	12
MULTIPURPOSE RANGE COMPLEX	MPRC	8,000m	3 (6)	324	15	80	12
DIGITAL/MULTIPURPOSE TRAINING RANGE	D/MPTR	3,500m	1 (2)	137	4	30	6
MULTIPURPOSE TRAINING RANGE	MPTR	3,500m	1 (2)	137	4	30	6
SCOUT/RECON GUNNERY COMPLEX	SRGC	2,500m	1 (2)	112	4	35	4
INFANTRY PLATOON BATTLE COURSE	IPBC	4,000m	0	43	14	6	1

Note: Units may not use the IPBC if training includes crew platforms with 25mm or larger primary armament.

LEGEND

MAT	MOVING ARMOR TARGET	RECON	RECONNAISSANCE
MIT	MOVING INFANTRY TARGET	SAT	STATIONARY ARMOR TARGET
m	METER	SIT	STATIONARY INFANTRY TARGET
mm	MILLIMETER		

Figure 6-3. Range facilities—platoon live fire capable

LIVE-FIRE BATTLESPACE

6-39. Units use a live-fire complex and one or more training areas to support platoon training with platoon movement and maneuver space, separate assembly area locations for both the training unit, off-facility chemical decontamination site, and supporting mortar firing points (as munitions are available).

Training Area

6-40. The training area must be fully capable of providing training and evaluation of several collective tasks for assembly area operations, local security, troop leading procedures, maintenance, and other non-live fire tasks. The assembly area should provide tactically relevant distances for a company/troop element training their platoons.

Boresighting and Alignment

6-41. Areas should be provided for boresighting, alignment, harmonization, or other weapons alignment procedures based on the platoon's armament, sensors, and optics. Sufficient space should be available to conduct the preparation to fire tasks in a tactical manner, day and night.

Chemical Decontamination

6-42. At the completion of the day phase and night phase, once cleared by the RSO, the training element should be ordered to a chemical decontamination site. This site should be off the range facility and clear of the range's composite surface danger zone. This enables a continuation of training for the next platoon and its subordinate elements.

Live-Fire Concept Sketch

6-43. During planning, the unit develops a concept sketch of the tactical set using common graphics. This builds the concept of training, provides the draft graphics and associated control measures, and defines the battlespace for training. As shown in figure 6-4, page 102 there are four phases for the mission concept—where a phase of the operation/mission is planned between each PL.

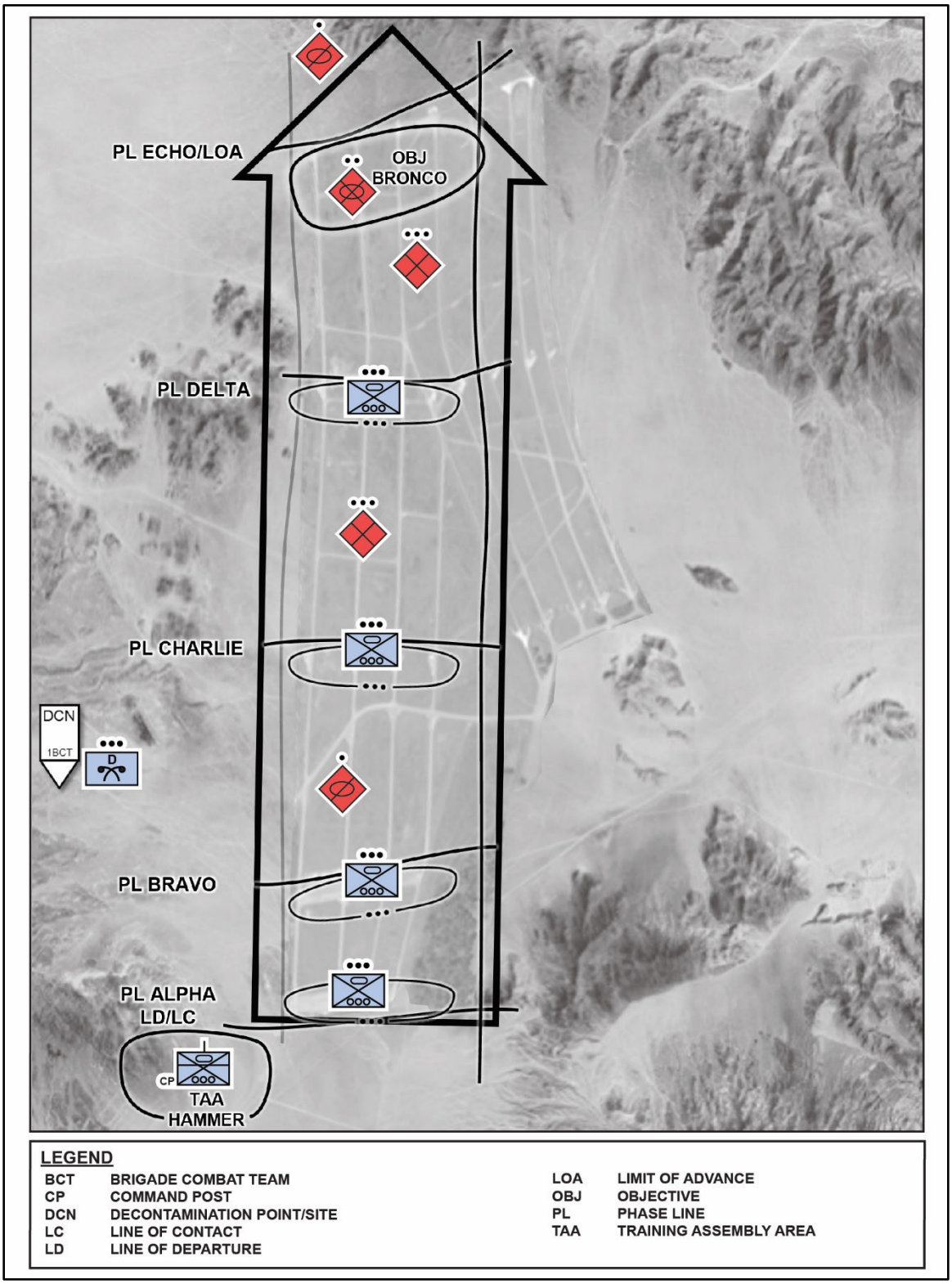


Figure 6-4. Live-fire battlespace, example

DRIVERS, BRANCHES, AND SEQUELS

6-44. Units should plan to include a series of drivers, branches, and sequels to meet their training objectives to achieve proficiency in their platoons. These are training terms used for maneuver collective training that build the story boards for the training events. They provide pre-build alterations to the tactical missions based on the training unit's performance, capability, or reactions to tactical dilemmas.

6-45. They assist in steering the training unit toward the expected conditions of the task, establish the appropriate tempo, build the battlefield effects, and develop the tactical situation. Figure 6-5 provides various mission stimulus for EXCON of the training event.

INTEGRATION OF TACTICAL STRESSORS AND DILEMMAS				
MISSION STIMULUS	**DRIVER**	**BRANCH**	**SEQUEL**	**DESIRED OUTCOME**
Issue FRAGORDs directing the unit to change the mission, orientation or direction rapidly.		Yes	Yes	Consolidation and reorganization, movement to next phase or lane, retraining.
Increase targetry tempo to replicate tactical movement, responses or indirect fire.	Yes	Yes	Yes	Change direction, orientation of fires, call for fire. Challenge ammunition consumption, fire control and distribution, and increased calls for support. Exercise displacement criteria, react to indirect fires, reporting procedures.
Direct trainers to assess battle damage or casualties within the unit.	Yes	Yes	Yes	Exercise CASEVAC and maintenance recovery procedures. Unit continues mission with reduced combat power.
Reduce time to prepare for follow-on mission (change of mission, rotation to another training lane).			Yes	Change to hasty operations, resupply, consolidation and reorganization tasks during tactical movement or ongoing operations.
Inject chemical hazards.	Yes	Yes		React to chemical conditions. Initiate decontamination procedures. Reduced situational awareness or visibility.
Additional threat icon populations.	Yes			Decision-making information injects. Confirm or deny tasks. Changes or alterations to the concept of the operation.
Increase FM and digital traffic requiring action.	Yes			Battle drills, change to sectors of observation or fires, change to movement and maneuver techniques.
Increase or vary the forms of contact.	Yes			Exercise reporting procedures, react to contact drills, counterfires, indirect fire, call for support.

Note: Many drivers, branches, and sequel recommended actions are not authorized on live-fire facilities. Units are not authorized to replicate any form of FM or GPS disruptions on a live-fire training event.

LEGEND

CASEVAC	CASUALTY EVACUATION	FRAGORD	FRAGMENTARY ORDER
FM	FREQUENCY MODULATION	GPS	GLOBAL POSITION SYSTEM

Figure 6-5. Mission stimulus as drivers, branches, and sequels matrix, example

6-46. Figure 6-6, page 104 provides a generalized driver, branch, and sequel synchronization matrix to steer the training in the direction of the commander's intent. This is an extremely rudimentary version. Units should prepare a template for each phase of the operation to provide the maximum flexibility to the evaluation commander to shape the tactical situation.

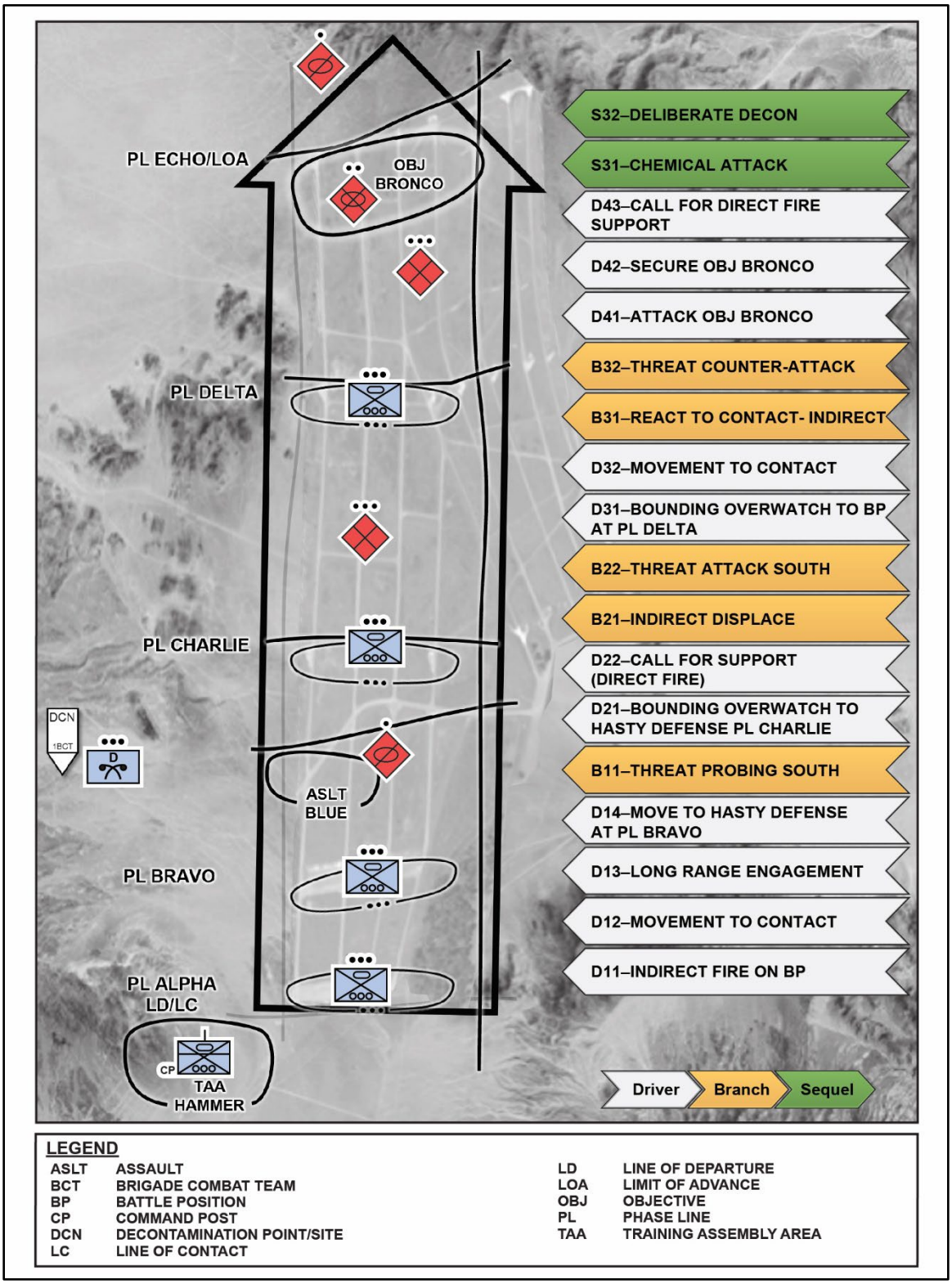


Figure 6-6. Driver, branch, and sequel synchronization matrix, example

PREPARE

6-47. Platoon Tables I through IV provide preparation for Table VI, LFX. Units should maximize the platoon and company training plans and the Table VI rehearsal period (typically day 1) to prepare for execution. Units should ensure subordinate unit training plans that support the critical collective tasks and the critical leader tasks that support the platoon LFX are integrated into their training plans, respectively.

6-48. Units preparing to execute platoon training events use their SOP throughout the training density. Use of the unit SOP enables the commander to validate the subordinate unit's SOP and to confirm the higher headquarters' SOP is effectively supported. The subordinate elements of the training unit should be aware of the purpose, method, and end state of Table VI. The subordinate elements should know how their training plans support their collective tasks and the higher echelon unit's mission-essential tasks.

RESOURCE THE TRAINING

6-49. The LFX requires the unit to coordinate and secure the following resources at a minimum. Units should see appendix A, appendix B, and appendix C for the most comprehensive lists of resource requirements. The basic resources for the LFX are:

- Full-caliber training munitions.
- Demolitions.
- Pyrotechnics.
- Battle effects simulators.
- Live-fire facility or safety-certified training area based on unit composition (see TC 25-1 and TC 25-8 for more information).
- Training areas for unit assembly area activities prior to and after the LFX execution.
- Maneuver areas that support the tactical scenario for the LFX before and after live fire.

OBSERVER-COACHES/TRAINERS

6-50. Training and certifying external evaluators or OC/Ts are critical during the preparation phase. External evaluators or OC/Ts must be tactically and technically proficient in the tasks they will evaluate. They must be able to conduct an effective AAR that facilitates self-discovery of key issues for the unit, establish cause and effect, solve, or lead to solving the problems identified, and foster an environment for continuous improvement.

6-51. External evaluators or OC/Ts have an important role in ensuring live-fire training is conducted safely and are a key mitigation measure in the risk assessment process. As such, external evaluators or OC/Ts must be thoroughly familiar with the weapons that will be employed and must understand their effects. They must be familiar with the range to include firing limits, firing points, maneuver boxes, target locations, and indirect fire targets. To ensure safe live-fire maneuver, external evaluators or OC/Ts must know all fire control measures used in the LFX including PLs, TRP locations, azimuths for firing, triggers and signals that drive shifting or ceasing fires, and any other controls the commander chooses to employ.

6-52. Additionally, the external evaluators or OC/Ts should reference and visualize applicable doctrine and TTP during the conduct of the AAR to facilitate understanding. They must have a thorough understanding of the conditions and standards of the task that will be trained and must know the evaluated units' TACSOP.

TRAIN UNIT LEADERS ON RELATED TACTICS, TECHNIQUES, AND PROCEDURES

6-53. Training unit leaders on related TTP is key to executing the LFX successfully. Unit commanders ensure their subordinate leaders are trained on the tasks, conditions, and standards of the LFX. This should include a review of the appropriate training and evaluation outlines and related TTP for the mission and tasks.

EXERCISE CONTROL

6-54. The unit plans and prepares to execute control of the training event. Planning identifies the EXCON structure for the event. The number of personnel varies from unit to unit and event to event. Units should coordinate for external support early to enable those tasked Soldiers to prepare for their roles and responsibilities during the event.

6-55. Figure 6-7 shows a common, although complex EXCON structure that uses organic and external support. This structure can easily adapt to support platoon training events such as Platoon Table IV, FCX and Platoon Table VI, LFX.

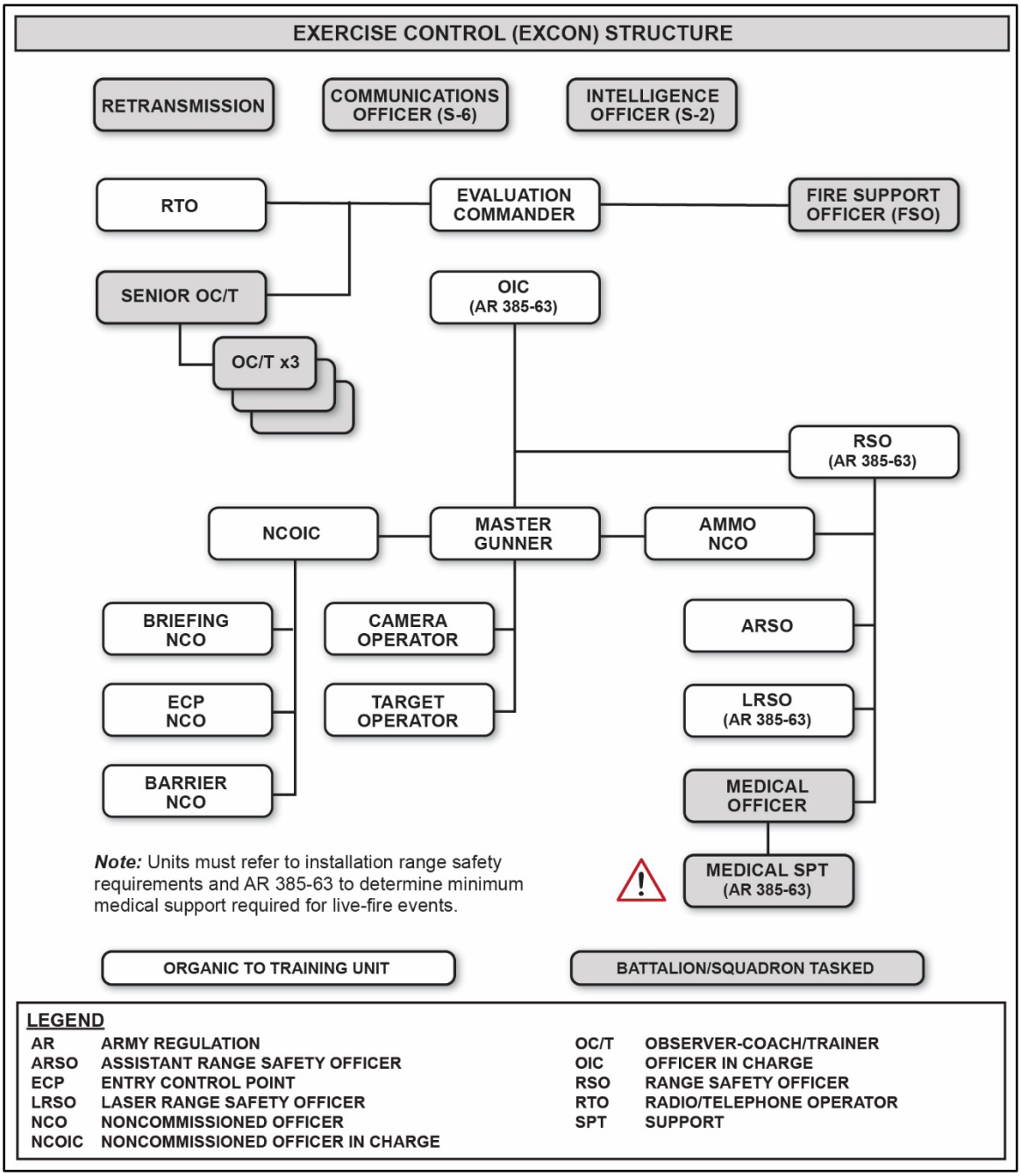


Figure 6-7. Exercise control structure, example

RECON THE SITE

6-56. Table VI, LFX uses authorized range facilities and training areas. Commanders schedule the training location as far in advance as practical following the installation's policies and procedures. Once the method of training and evaluation is established, unit leadership should secure the training location and appropriate TADSS, equipment, or systems that enhance the training event.

6-57. Once scheduled, the commander and platoon leaders conduct a reconnaissance of the training locations to—

- Verify sufficient space is available to support the training unit including branches and sequels.
- Ensure multiple iterations or rotations through the scenario can be achieved with appropriate retraining opportunities.
- Ensure sufficient administrative areas are available to support group discussions, briefings, and AARs.
- Provide a sand table or terrain board.
- Provide terrain board kits.
- Confirm appropriate warfighting function integration capabilities into the concept of the training event.
- Verify the training area can incorporate direct fire support, special purpose weapons, and sniper teams into the scenario, as the commander directs:
  - Identify authorized dig locations and required permits within the training area.
  - Identify restricted terrain, environmental considerations, and any NO-GO areas within the training sites (movement and maneuver).
- Identify the level of fire support that can be included into the training scenario:
  - The FSO or FIST provides fires synchronization and realism.
  - Units should include a fire marker plan to enhance the battle effects of the mission, where appropriate (fire support).
- Provide the scenario a threat template that is appropriate to the unit's mission and build a more robust and effective scenario (higher headquarters' S-2).
- Verify the training area can support the unit's training while in a chemical environment, based on the scenario design (protection).
- Identify any hazards within the training complex.
- Identify any sustainment limitations.
- Verify CASEVAC notional or live capabilities in support of the training scenario (sustainment).
- Identify command post capabilities and locations in the training areas—identify any external TOC configuration that can be incorporated for higher headquarters' staff integration, as appropriate (mission command).

6-58. When conducting a reconnaissance of the training location, units should include reviewing the training area to accommodate integration of the required and optional warfighting functions. Figure 6-8, page 108 provides some considerations for each training requirement.

TABLE VI, LIVE FIRE EXERCISE (LFX) RECON THE TRAINING LOCATION CONSIDERATIONS	
MISSION COMMAND	
OPORD	Units must exercise their ability to send and receive OPORDs, FRAGORDs, and overlays in an administrative role, as well as during the training scenarios via analog or digital means.
FRAGORD	
Graphics Overlay	
Conduct a Rehearsal	
MOVEMENT AND MANEUVER	
Integrate Direct Fire Support	Ensure facility has sufficient space for fire and maneuver with as much realism as possible. Not all range facilities will support maneuver off existing or established course roads or corridors. Those restrictions are expected. Units must tailor their live fire scenario accordingly in coordination with Range Safety.
Integrate Special Purpose Weapons	
FIRES	
Mortars (company or battalion)	Follow the installation Range Operations guidance for integration of indirect fires. Ensure appropriate firing positions, target areas, and impact areas are available and viewable to the training audience.
Call for Close Air Support (CAS)	
INTELLIGENCE	
Digital Icon Population	When equipped, the unit should include reporting mission situation reports, contact reports, far target locate tasks, and other digital messaging during the scenarios.
PROTECTION	
CBRN	To ensure the maximum throughput on the facility, identify hasty and deliberate decontamination areas outside the surface danger zone of the range facility.
Air Defense	Units should train air defense tasks, including react to aircraft and react to contact with small unmanned aerial systems (sUAS) to build and maintain proficiency.
SUSTAINMENT	
CASEVAC	Identify locations outside the surface danger zone of the facility to conduct casualty evacuation tasks. Conducting non-live fire tasks on the live fire facility will reduce throughput.

LEGEND

CASEVAC	**CASUALTY EVACUATION**	**FRAGORD**	**FRAGMENTARY ORDER**
CBRN	**CHEMICAL, BIOLOGICAL, RADIOLOGICAL AND NUCLEAR**	**OPORD**	**OPERATION ORDER**

Figure 6-8. Warfighting function integration, examples

ISSUE THE ORDER

6-59. Commanders can issue an OPORD, a WARNORD, or use the training schedule, as necessary. The training unit must ensure all supporting elements or enablers have sufficient time to coordinate and prepare before the training event.

6-60. WARNORDs to external organizations must include sufficient reaction time for the appropriate personnel and equipment. The WARNORD should include the appropriate tasks, required leaders, and equipment needed, as well as the unit's training timeline including walk-throughs, rehearsals, and AARs.

6-61. The OPORD or WARNORD should include the list of tasks evaluated during the event and the method of evaluation. Unit leadership should provide sufficient time for subordinate leaders to train the tasks and skills listed in the order. Unit leadership should ensure the appropriate training resources are available and accessible. Upon receipt, subordinate leaders who have SOPs for their organizations must ensure their procedures support and complement the higher headquarters' publication.

6-62. The order should include the specific mission orders the training units will receive as part of the training event. Those orders, FRAGORDs, and WARNORDs define the tasks required for the training unit to perform and outline the scheme of maneuver for the OPFORs conduct during training.

REHEARSE

6-63. Rehearsals help leaders and subordinates understand the conduct of events and their responsibilities. Rehearsals help the organization synchronize training with times, places, logistics, and training support. A rehearsal of a concept drill helps leaders visualize an event as it unfolds, as well as likely branches and sequels if leaders must adjust the training. Leaders conduct rehearsals using the various levels and techniques described in ADP 7-0.

6-64. Units use sand tables or terrain models to reinforce subordinate leader understanding of the conduct training event, as well as rehearse critical collective tasks trained during the LFX. The rehearsals should include digital and analog stimulus and drivers that serve to initiate action by the training unit, including the various branches and sequels developed.

6-65. Rehearsals provide the operations officer with the ability to verify the conduct of the range events, movement and control of reconnaissance elements, and synchronize maneuver unit actions. Units then proof the scenario stimulus events or actions that drive the training unit to the appropriate tasks, drills, or actions.

6-66. For maneuver units expecting to cross-attach to an external unit, the rehearsal is an opportunity for the platoon leadership to synchronize the unit SOP with the TACSOP of their gaining unit or attached personnel or organizations.

6-67. Units should rehearse the training event from start to finish and confirm—

- Training scenarios are understood by the training unit.
- Sufficient space is available to provide standoff distances for the unit to build the appropriate tempo of each mission or phase of the operation.
- Analog and digital systems are operational within the organization and are established to the higher headquarters regardless of their location.
- Additional external evaluators or OC/Ts training support packages are complete and provide for multiple iterations.
- Appropriate doctrinal publications are available for reference.
- Sufficient administrative areas are available.
- AAR capabilities are reviewed.
- Available warfighting function enablers are integrated with the unit or appropriate subordinate unit.
- The process for conducting direct fire support tasks.
- The scheme of fires.
- Methods and actions required to provide fires.
- The process used to incorporate intelligence activities into the scenario.
- The location of retraining for subordinate units, as necessary.
- The CASEVAC and MEDEVAC plans.
- The external evaluators or OC/Ts communications plan.
- The flow of reporting.
- The transition plan between units being trained.
- Communication plan and reports for training completion to higher headquarters.

6-68. The commander makes any necessary adjustments to the plan and issues FRAGORDs once the unit completes the walk-through and training rehearsal.

EXECUTE

6-69. The platoon conduct LFX with all assigned or attached subordinate units and enablers. The warfighting function enablers support the platoon during LFX. The platoon can execute its LFX before or after Table IV, FTX in a manner that best fits the commander's plan and range facility or training area availability and accessibility depending on the higher headquarters' training plan.

6-70. Table VI consists of 2 training days. Each training day has a day and a night phase with multiple progressive actions determined by the commander. The unit conducts dry rehearsals prior to live fire execution as part of the 8-step training model. An example of a rudimentary flow for the platoon LFX is—

- Day 1, day phase:
  - Assembly area occupation.
  - Assembly area activities.
  - Tactical movement to the range facility or authorized training area; walk-through or rehearsal.
  - Establishment of hasty defensive positions.
  - Scenario rehearsal.
  - Fire coordination, distribution, and synchronization rehearsal.
  - Reconsolidation and reorganization rehearsal.
  - Tactical movement to an assembly area or battle positions not on the training facility.
  - Day AAR.
- Day 1, night phase:
  - Preparation for night operations.
  - Assembly area activities.
  - Tactical movement to the range facility or authorized training area.
  - Establishment of hasty defense positions.
  - Scenario rehearsal.
  - Fire coordination, distribution, and synchronization rehearsal.
  - Reconsolidation and reorganization rehearsal.
  - Tactical movement to an assembly area or battle position not on the training facility.
  - Night AAR.
- Day 2, day phase:
  - Assembly area occupation.
  - Assembly area activities.
  - Tactical movement to the range facility or authorized training area.
  - Establishment of hasty defense positions.
  - Scenario execution.
  - Reconsolidation and reorganization.
  - Tactical movement to an assembly area or battle positions not on the training facility.
  - Day AAR.
- Day 2, night phase:
  - Preparation for night operations.
  - Assembly area activities.
  - Tactical movement to the range facility or authorized training area.
  - Establishment of hasty defense positions.
  - Scenario execution.
  - Reconsolidation and reorganization.
  - Tactical movement to an assembly area or battle position not on the training facility.
  - Night phase AAR.

EVALUATE THE TRAINING

6-71. At the completion of each phase of Table VI, key leaders and their senior leaders discuss any shortcomings, gaps, or disconnects between SOPs by echelon. The discussion includes actions that require additional training or synchronization efforts, missing tasks or actions that should be included, and the determination and identification of any corrective actions necessary. Commanders use the AAR process to educate junior leaders and subordinates to reinforce the training objectives, identify shortfalls and corrective measures, as well as identify strengths within their formation.

PREPARE AND CONDUCT THE AFTER ACTION REVIEW

6-72. The evaluation process is continuous and must be planned for the LFX. These evaluations are informal and are focused on the tasks, conditions, and standards selected for training. Leaders at every level conduct training evaluation, which is integral to training management.

Note. FM 7-0 provides a detailed description of the AAR process.

6-73. Commanders review the notes from the various external evaluators or OC/Ts, subordinate leaders, FSOs, and others to determine the proficiency of participating key leaders and their ability to execute the critical synchronization and maneuver tasks. Once complete with the review, the commander assesses the organization's ability to complete the tasks at the reduced tempo, identifies key areas that must be retrained at the platoon level, and develops a retraining plan, as appropriate.

6-74. At the completion of the training event, key leaders and their senior leaders discuss any shortcomings, gaps, or disconnects between SOPs by echelon, and determine any corrective actions. With input from the external evaluators or OC/Ts and unit leadership, the commander provides retraining opportunities as necessary, including additional scenarios.

Note. At the completion of the platoon training strategy, the key leaders and their commander assess their performance during all six training events (Tables I through VI), review their SOPs, and validate their accuracy and effectiveness for continued use.

6-75. External evaluators or OC/Ts should provide clear and articulate comments and insight on the positive and negative actions of the subordinate units they observed. External evaluators or OC/Ts use the training and evaluation outlines to guide them through the evaluation process and use a variety of doctrinal publications to support their comments, discussions, and critiques of the unit observed.

6-76. External evaluators or OC/Ts and unit leadership should review the training and evaluation outlines, training notes, and observations to determine which tasks require additional attention through the remainder of the training density. They also can identify where additional complexities and tactical challenges can be induced during training where mastery has been demonstrated.

6-77. The commander should share the overall performance of the unit, including observations, with the entire training unit. This allows subordinate units to learn from other units' best practices, procedures, and tactics, and, at times, from their shortcomings or mistakes. The commander should identify leaders within the organization who have demonstrated superior performance and tactical competence by assigning them as external evaluators or OC/Ts during future training events, internal and external to the organization.

6-78. During the AAR and with input from the external evaluators or OC/Ts, attached leaders, the facility instructors or operators, and unit leadership identify the unit or subordinate unit that needs to retrain specific tasks. Once the unit leadership identify a unit's retraining needs, they should execute a retraining event of the scenario. For minor tactical adjustments for the unit or subordinate units, the commander may opt to discuss different methods to complete the task, followed by backbriefs using terrain models or sand tables, rather than executing the entire training scenario.

RETRAIN

6-79. Corrective training allows participants to translate observations and evaluation into corrective action. Additional training allows the participants to apply the lessons learned during execution and the AAR. Leaders understand that during the training event, participants do not typically perform all tasks to the desired standard. Therefore, during the short-range and near-term planning process, commanders provide flexibility within the training events that facilitate additional training immediately following the AAR.

6-80. Units may not continue with more advanced, higher echelon collective live-fire events unless they have successfully completed this event based on the evaluation criteria. (See appendix B for collective training and live-fire evaluation.)

6-81. Unit leadership identify the unit or subordinate unit that requires retraining of specific tasks during the AAR with input from the external evaluators or OC/Ts, attached leaders, and the facility operators. Once the commander or the platoon leadership identify the retraining needs of the unit, they should execute a retraining event of the scenario. This may consist of—

- The entire platoon executing the training scenario again.
- Rotating platoons through different mission tasks in specific phases of the FCX to reinforce supporting collective tasks that need additional repetitions to achieve the desired proficiency.
- Minor tactical adjustments for the unit, and the platoon leader may opt to discuss different methods to complete the task followed by backbriefs using terrain models or sand tables rather than executing the entire training scenario.

6-82. Once the unit leadership are satisfied with the unit's demonstrated performance, they should review the unit SOP and TTP for required updates, revisions, or modifications again. The platoon leader and platoon sergeant should assess which components of the unit's SOP and TTP need additional attention during the upcoming live-fire events.

BEST PRACTICES

6-83. Units should consider including the following best practices in Table VI, LFX at the platoon level. Incorporation of these practices will assist the unit to get their Soldiers, teams, and platoons to a higher proficiency rapidly. Figure 6-9, page 114 provides a quick reference to some of the best practices for the unit to consider when planning, preparing, and executing Table VI.

TABLE VI, LIVE FIRE EXERCISE (LFX)
BEST PRACTICES

MISSION COMMAND	BEST PRACTICES
Conduct Troop Leading Procedures Conduct Rehearsal Conduct Reporting	Units conduct the 8-step training model and Troop Leading Procedures for rehearsals and execution of the event.
MOVEMENT AND MANEUVER	
Execute Movement Techniques • *Traveling* • *Bounding Overwatch* • *Traveling Overwatch*	Units focus on integrating tactical movement and maneuver with their direct fire planning and execution to demonstrate proficiency and lethality at echelon.
Execute Direct Fire Planning and Control • *Integrate Direct Fire Support* • *Integrate Special Purpose Weapons* Achieve Suppression/Local Fire Superiority Conduct Adjacent Unit Coordination	Focus on the fundamentals of movement and maneuver frequently during the event.
FIRES	
Plan Indirect Fire Targets Call for Indirect Fire • *Mortars and/orField Artillery* Call for: • *Close Combat Attack (Army Attack Aviation)* • *Close Air Support*	Ensure the training unit can observe fires to make appropriate adjustments. Coordinate with Range Operations for indirect firing points, targetry, and impact area use prior to execution. Conduct multiple iterations or repetitions to reinforce rapid execution.
INTELLIGENCE	
Disseminate the Enemy Situation (voice, digital) Report the Enemy Situation • *Contact Report* • *Spot Report* • *Situation Report*	Exercise leader rapid and accurate reporting using voice and when possible, digital means. Platoon leaders build the company's understanding of the fight.
PROTECTION	
React to CBRN Attack React to Contact (Air)	Include on demand stimulus to instigate battle drills and subsequent reporting processes.
SUSTAINMENT	
Conduct Casualty Evacuation (CASEVAC) Conduct Resupply	Integrate sustainment tasks into training as often as practical. Conduct these tasks off the live fire facility to maximize training throughput.

LEGEND
CBRN CHEMICAL, BIOLOGICAL, RADIOLOGICAL AND NUCLEAR

Figure 6-9. Live-fire exercise best practices, example

Chapter 7
Platoon Proficiency

Platoon proficiency is derived from the EXEVALs from Table IV, FTX and Table VI, LFX. This chapter describes the principles and procedures for determining platoon proficiency once the unit has completed the training plan. The chapter includes the proficiency rating condemnation criteria, methods to mitigate personnel loss, and various examples to manage the personnel turbulence between training densities.

OVERVIEW

7-1. Units should maximize their time and resources by designing their platoon training plans such that platoons train through proficiency to support their platoon and company, whether as an organic small unit, an attachment, or a cross-attachment. This level of synchronization will enable the unit to transition to advanced, higher echelon collective training seamlessly.

7-2. Platoon proficiency is based on two separate training events that are externally evaluated. These externally evaluated events provide the commander the primary assessment tool to evaluate the unit's proficiency against an established standard as defined within the respective training publication(s), task training and evaluation outlines, and the unit's SOPs. Platoon proficiency is derived from the externally evaluated events from Table IV, FTX and Table VI, LFX.

PLATOON TABLE IV, FIELD TRAINING EXERCISE

7-3. Table IV is the platoon's collective task proficiency evaluation, which supports the company's overall collective task proficiency metric (see chapter 4 of this publication). This table includes execution of critical skills in a live environment. The training scenarios use blank ammunition, pyrotechnics, and battle effects simulators, as well as an appropriately trained and equipped OPFOR.

7-4. It is a live-environment training event where platoons conduct an externally evaluated FTX. The EXEVAL utilizes the training and evaluation outlines for all the platoon's supporting collective tasks directly related to the higher headquarters' maneuver mission-essential tasks.

PLATOON TABLE VI, LIVE-FIRE EXERCISE

7-5. Table VI is the platoon's externally evaluated live-fire proficiency event. This live-fire proficiency event provides commanders with a common standard to create an unbiased assessment of the element's overall proficiency. Successful completion of the Platoon Table VI is required to progress to any advanced collective live-fire event.

7-6. It is an externally evaluated maneuver live-fire event that measures a unit's proficiency in executing a series of supporting collective tasks based on their higher headquarters' mission-essential task. It evaluates the key and subordinate leader's ability to integrate organic weapons systems, subordinate units, and multiple warfighting functions. Table VI uses full-caliber training ammunition on an authorized live-fire facility or safety-certified training area.

7-7. Units should understand the prerequisites and requirements for the platoon to achieve collective task and live-fire proficiency as a holistic view of their demonstrated proficiency. Figure 7-1, page 116 shows the platoon proficiency requirements for all platoons, regardless of composition.

QUALIFICATION DURATION: 12 months	
PREREQUISITES Each PLATOON MEMBER must successfully complete:	
Table I TACSOP	Table I between T-6 and T-execution of the combat training density for qualification.
Table II STX-V	Table II and III between T-6 and T-execution of the combat training density for qualification.
Table III STX (Drills)	
TRAINING Each PLATOON successfully completes:	
Table IV FTX	External evaluation of platoon collective tasks. External evaluation is used as the benchmark for collective task proficiency. Should be completed within plus or minus (+/-) 60 days of Table VI, Live Fire Exercise • Active component (AC) and reserve component (RC)
Table V FCX	The reduced tempo, small caliber or full caliber fire coordination exercise for all high-risk live fire tasks. Successful completion of Table V is OPTIONAL. It is used as a commander's tool to conduct rehearsals on critical skills, typically dry-fire, prior to conducting the live fire exercise on Table VI. It provides a flexible, tailorable, event based on the commander's training objectives and unit rehearsal needs.
STANDARD Each PLATOON successfully completes:	
Table VI LFX	**The Platoon Live Fire Exercise with external evaluation** within the last qualification period, has not triggered any condemnation criteria, and has met the minimum qualification/proficiency standards listed in the respective training publication.

LEGEND

FCX	FIRES COORDINATION EXERCISE	T-	TRAINING WEEK/MONTH MINUS [THE NUMBER OF WEEKS/MONTHS TILL EXECUTION]
FTX	FIELD TRAINING EXERCISE	TACSOP	TACTICAL STANDARD OPERATING PROCEDURE
LFX	LIVE FIRE EXERCISE	T-execution	TRAINING EXECUTION (COMMENCEMENT DAY)
STX	SITUATIONAL TRAINING EXERCISE		
STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL		

Figure 7-1. Platoon proficiency training requirements

COLLECTIVE TASK PROFICIENCY

7-8. Platoon Table IV, FTX is used to determine the element's collective task proficiency. It is an assessment of their collective supporting tasks that support the company and battalion mission-essential tasks.

LIVE-FIRE PROFICIENCY

7-9. Platoon Table VI, LFX provides the EXEVAL that determines the live-fire proficiency. The live-fire proficiency for each type of platoon is described in detail within the appropriate training publication. It includes the standards that must be achieved to complete the training event successfully and describes the level of proficiency achieved based on those standards.

EXTERNAL EVALUATIONS

7-10. Table IV, FTX, the collective task proficiency event and Table VI, LFX the live-fire proficiency event are externally evaluated using training and evaluation outlines. The training and evaluation outlines for the FTX and LFX EXEVALs can be downloaded from either the Army Training Network or the Central Army Registry websites.

7-11. Table VI, LFX is externally evaluated to create an unbiased assessment of demonstrated performance of the required tasks and skills. For platoons, the evaluation commander determines the appropriate method of evaluation that meets their intent within the requirements stated in the training publication.

7-12. The EXEVAL requirements are in figure 7-2. These requirements are for both Table IV and Table VI.

EVENT	EXTERNAL TO	REMARKS
Table IV, Field Training Exercise (FTX)	Battalion/ Squadron	Training aids, devices, simulators, and simulations (TADSS) based with live opposing force (OPFOR) based on the tactical scenario.
Table VI, Live-Fire Exercise (LFX)	Battalion/ Squadron	Typically tasked within battalion.

Figure 7-2. Platoon external evaluation requirements

SELF-EVALUATION NOT AUTHORIZED

Units are not authorized to self-evaluate Table IV, FTX or Table VI, LFX unless they meet the parameters found within their training publication's validation events for certifying proficiency in austere environments.

PROFICIENCY RATINGS

7-13. The platoon training publications will provide guidance on the appropriate proficiency ratings awarded to a maneuver platoon. The proficiency ratings awarded by the evaluation commander are identified within the respective training publication. Generally, commanders award one of three proficiency ratings based on the element's performance overall during Table IV, FTX and Table VI, LFX based on their tactical and live-fire performance (see figure 7-3).

T (Fully Trained)

7-14. Unit has attained task proficiency to the Army standard, achieved a GO in 80 percent or more of both performance measures and leader performance measures, and has met 100 percent of all critical performance measures. The task is externally evaluated and meets the remaining requirements as outlined in the training and evaluation outline in accordance with the objective task evaluation criteria matrix.

P (Practiced)

7-15. Unit has attained basic task proficiency with shortcomings, achieved a GO in 65 percent or more of all performance measures, achieved 75 percent or more of all leader performance measures, and has met 100 percent of all critical performance measures. The unit's shortcomings require significant training to meet the Army standard. The task is not externally evaluated and meets the remaining requirements as outlined in the training and evaluation outline in accordance with the objective task evaluation criteria matrix.

U (Untrained)

7-16. The unit cannot perform the task. It achieved a GO in less than 65 percent of all performance measures, less than or equal to 75 percent in all leader performance measures, and less than 100 percent in all critical performance measures. The unit requires complete training on the task to achieve the Army standard.

PLATOON PERFORMANCE MEASURES	UNTRAINED U	PRACTICED P	TRAINED T
PERFORMANCE MEASURES	<65%	65–79%	≥80%
LEADER PERFORMANCE MEASURES	<75%	75–84%	≥85%
CRITICAL PERFORMANCE MEASURES	<100%		100%

LEGEND
> GREATER THAN
< LESS THAN
% PERCENT

Figure 7-3. Platoon proficiency ratings

VALIDATION

7-17. Validation is a commander's option to execute the Army standard live-fire proficiency through the minimum requirements to achieve a satisfactory result. Where validation events are authorized, the requirements are defined in the platoon's training publication. Validation is only used in extreme circumstances where the commander requires confirmation of successful completion of a live-fire proficiency event.

Note. There is no validation event for Table IV, FTX. Units can conduct Table IV with available resources and training areas.

7-18. Units actively participating in regionally aligned force missions, deployments, or other critical missions outside the continental United States are authorized to exercise the validation event option, based on the following guidelines:

- The brigade or equivalent commander authorizes the use of the validation event.
- EXEVAL criteria are stated within the respective training publication, and these requirements will prescribe procedures when standard external evaluator or OC/T requirements cannot be achieved due to mission constraints.
- Units must complete all critical live-fire tasks listed in the training publication.

SUSTAINING PROFICIENCY

7-19. Once the element has successfully completed Table IV and Table VI, the unit must consider how the condemnation criteria affects their subordinate's proficiency. The following paragraphs describe how units maintain their platoon proficiency, how to identify when a proficiency rating has triggered one or more condemnation criteria, and some options the commander can consider to reduce their impacts on unit readiness.

7-20. The platoon training publication will describe in greater detail methods to sustain proficiency. The information is in general terms and provides an example of when a small unit sustains their proficiency, as well as an example of when the proficiency is condemned.

CONDEMNATION CRITERIA

7-21. Each type of platoon follows up to four of the six condemnation criteria. Once the element achieves squad proficiency, if one or more of the following triggers exist the element loses its proficiency rating.

Time

7-22. Twelve months have elapsed since the date the squad live-fire proficiency event was achieved. This is the maximum qualification duration for any qualification, certification, or proficiency rating.

Key Leader Turnover

7-23. The minimum identified key leaders at echelon are no longer assigned to the positions within the small unit. Units have some flexibility to mitigate the loss of some senior leaders by promoting junior leaders to key leader positions provided they have participated as a leader in the previous Table IV or Table VI, for example.

Commander Assessment

7-24. Any commander within the chain of command determines the subordinate unit's proficiency is no longer at a trained "T" level. Commanders should continuously assess their subordinate unit's proficiency.

Subordinate Element Proficiency

7-25. When the unit fails to maintain the minimum required proficient subordinate elements (one level down). When losing proficiency, units should make corrections at the subordinate unit level first—fixing from the ground up.

Specialty Proficiency

7-26. Where assigned, subordinate specialty units fail to maintain their required level of proficiency or required specific additional skill identifiers for critical personnel are not maintained.

NO ALTERATIONS TO THE CONDEMNATION CRITERIA AUTHORIZED

Units may not alter, change, or modify the condemnation criteria. Evaluation commanders have the option, based on their assessment of the element, to condemn any proficiency rating they are authorized to assign.

7-27. The condemnation criteria apply to both the collective task proficiency and the live-fire proficiency events. Once any of the condemnation criteria are met, both the collective task proficiency and live-fire proficiency ratings for the squad are void, and the squad is considered unqualified.

TALENT MANAGEMENT

7-28. Commanders can mitigate the impacts to their unit's proficiency in a variety of methods. Talent management skills before, during, and after the conduct of the maneuver platoon training strategy is required by leaders to ensure the maximum proficiency is maintained and sustained within the larger organization. Platoon proficiency has a direct impact on the unit's overall readiness.

Select Key Leaders Together

7-29. This maximizes the key leader's longevity and future proficiency ratings are more stable. Commanders should be cognizant of the junior leader's promotion potential and dates of rank as promotions may cause turbulence in platoon proficiency.

Position by Potential

7-30. Identify those young leaders that have solid promotion potential. Place those leaders in the next higher position (for example, gunner to vehicle commander or team leader as a squad leader) and have them achieve proficiency in advance of their pending or expected promotion.

Transfer Trained Key Leaders Together

7-31. Promotions may initiate inter-battalion transfers. Commanders should consider moving the newly promoted key leader and key leader combinations together where the gaining unit within the battalion will benefit from maintaining proficient key leaders.

Cross-Train Potential Replacements

7-32. Units should invest first-round-hit ammunition savings, commonly referred to as "ammunition harvesting," to cross-train young leaders in key leader positions. In doing so, commanders can mitigate key leader turnover with trained and proficient leaders in stride with key leader turbulence.

Train to Employ Warfighting Functions

7-33. Platoon formations provide commanders significant flexibility creating effective tactical units. Although one squad, for example, is not expected to operate as part of a platoon, training the squad leader how to direct external crew platforms, teams, and capabilities during squad training allows for plug-and-play platoon creation. The critical task of any platoon is the ability of the platoon leader to direct the movement and fires of an attached element effectively. The platoon leader that shows proficiency directing an element to perform functions they are certified on provides multiple platoon formations for a unit to employ without retraining.

7-34. If commanders are not completely confident in the unit cohesion, capability, experience, and performance, they must rate them as unqualified/not proficient through the next training density. The unit should continue to train to the standards within the platoon training strategy.

PLATOON FORMATIONS

7-35. For platoons, this publication describes the qualification process and defines a proficient platoon. Units will manage platoons by the platoon leadership and their subordinate leaders to maintain and sustain the greatest amount of experience within their formation.

7-36. A platoon led by a lieutenant and consists of approximately 30 Soldiers, depending on the formation type. (See ADP 3-90.) The platoon is one of the most versatile formations a commander can employ. They can be tailored to any mission by attaching the desired warfighting functions as the commander requires. With that flexibility comes the inherent difficulty determining their true proficiency.

7-37. Although there are multiple variations of platoon within the BCTs, there are two categories of platoons based on their composition. These are—

- Organic-platoon formations where all elements of the platoon are the same type.
- Task organized-platoon formations with multiple types of sections, squads, crews, or warfighting function elements.

7-38. Figures 7-4 through 7-7, pages 123 to 126 show some examples of organic platoons that are common in maneuver formations. These formations are based on current MTOEs for various units.

7-39. For formations where the commander task organizes warfighting functions within an MTOE platoon structure to meet the capabilities of the assigned missions, the commander must maintain the qualifications or proficiency ratings of the platoon and those of the integrated warfighting functions.

7-40. Figure 7-4 provides example MTOE structures for an Armor platoon and Infantry brigade combat team (IBCT) rifle platoon, respectively. These structures are used for follow-on examples of proficiency, personnel turbulence impacts to the platoon's readiness, and an example of commander mitigation and talent management skills applied to those issues to restore the platoon's proficiency rating.

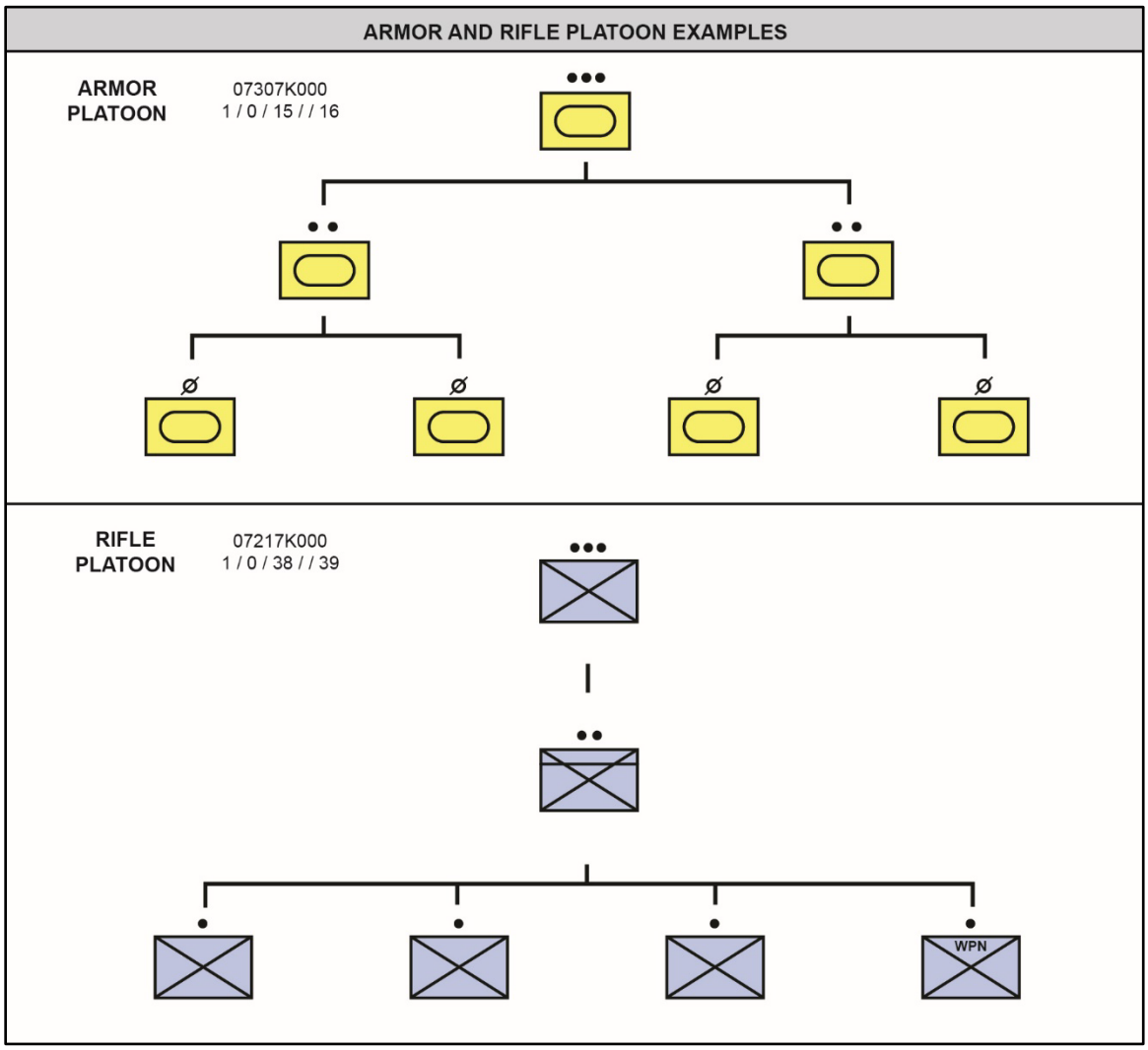


Figure 7-4. Armor and rifle platoon formation structure, examples

7-41. Figure 7-5 shows the general MTOE structure for a mechanized and motorized rifle platoon, respectively. These structures are used for follow-on examples of proficiency, personnel turbulence impacts to the platoon's readiness, and an example of commander mitigation and talent management skills applied to those issues to restore the platoon's proficiency rating. Commanders may have additional platoons designed to meet how they wish to deploy their forces to meet their mission objectives.

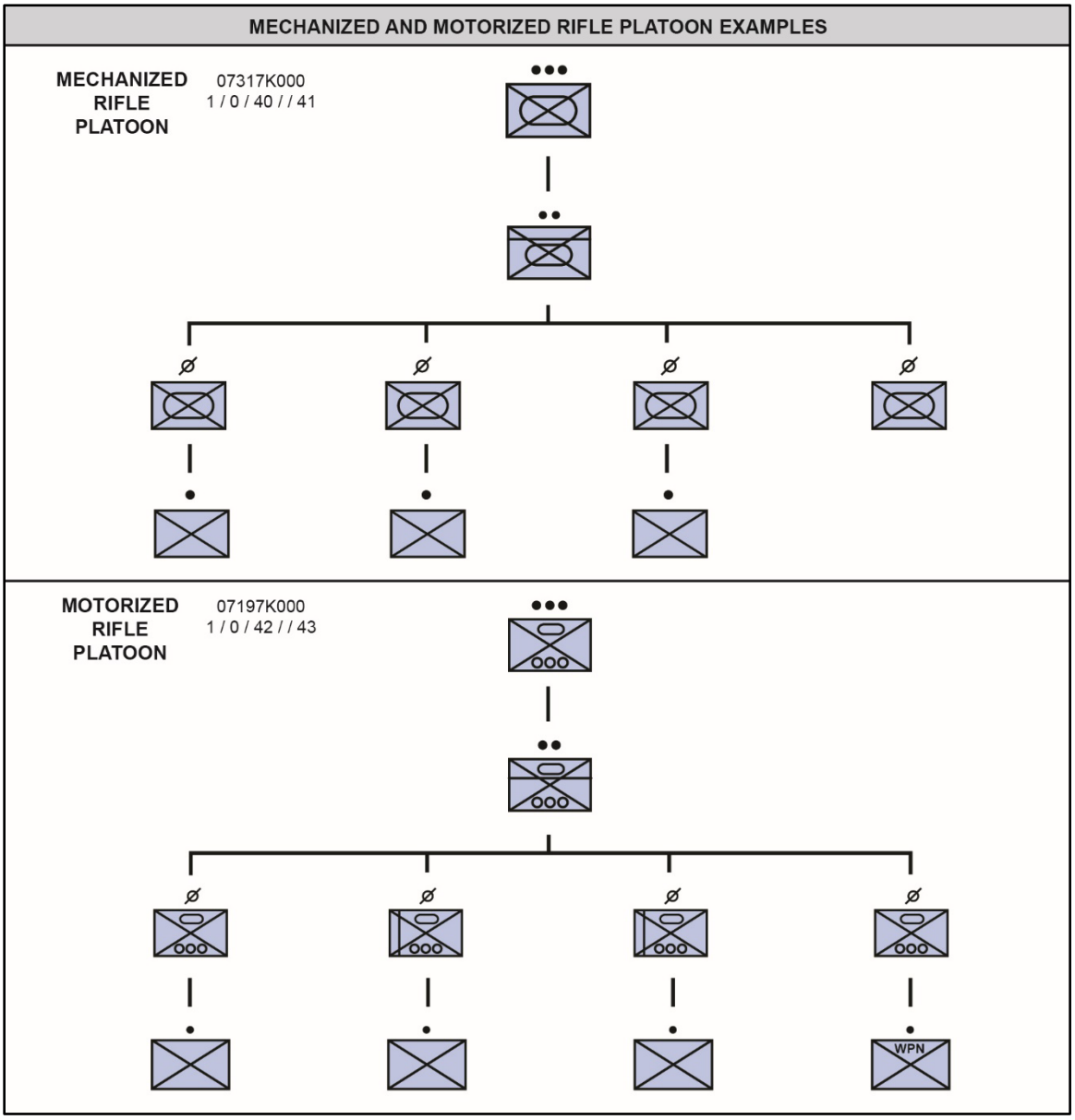


Figure 7-5. Mechanized and motorized rifle platoon structure, examples

7-42. Figure 7-6 shows the general MTOE structure for a 6 x 36 scout platoon and assault platoon, respectively. These structures are used for follow-on examples of proficiency, personnel turbulence impacts to the platoon's readiness, and an example of commander mitigation and talent management skills applied to those issues to restore the platoon's proficiency rating.

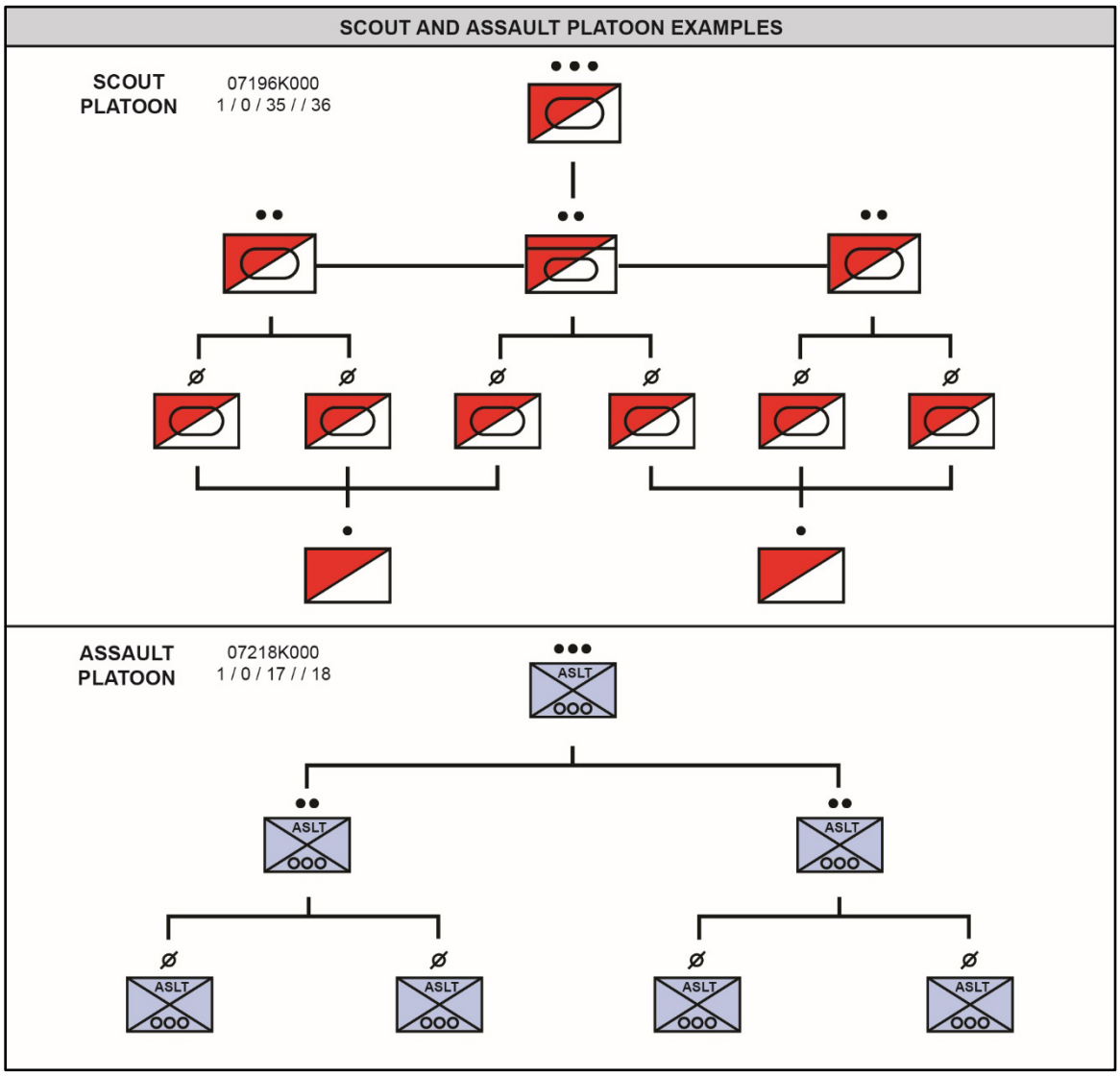
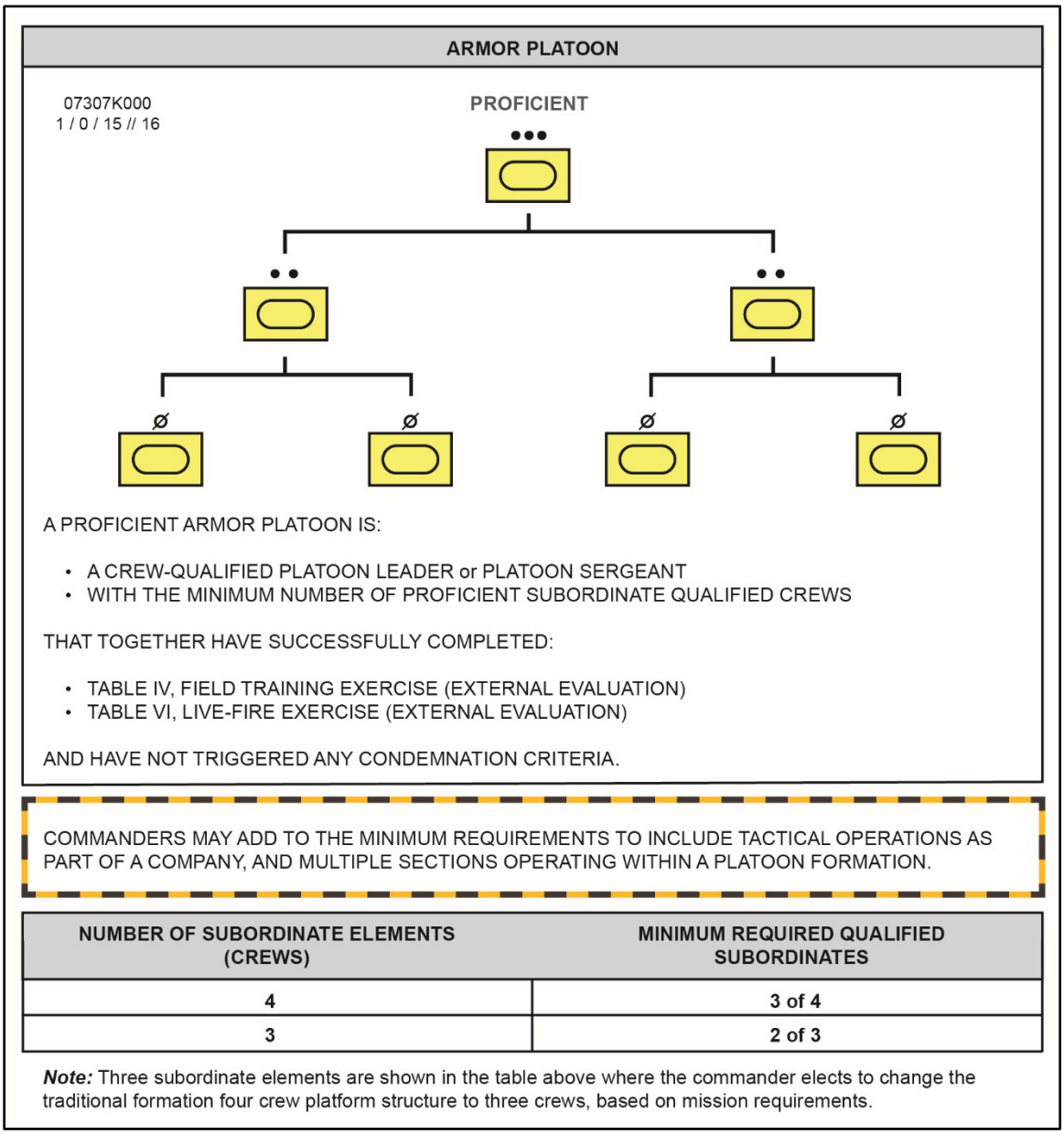


Figure 7-6. Scout and assault platoon structure, example

ARMOR PLATOON

7-43. A proficient Armor platoon is a crew proficient platoon leader or platoon sergeant, with the minimum required proficient subordinate elements (one level down, by type) that together have successfully completed Platoon, Table IV, FTX and Table VI, LFX events, and have not met any of the condemnation criteria of the qualification period, as shown in figure 7-7.



NUMBER OF SUBORDINATE ELEMENTS (CREWS)	MINIMUM REQUIRED QUALIFIED SUBORDINATES
4	3 of 4
3	2 of 3

Note: Three subordinate elements are shown in the table above where the commander elects to change the traditional formation four crew platform structure to three crews, based on mission requirements.

Figure 7-7. Proficient Armor platoon, example

7-44. Figure 7-8 provides an example of an unqualified Armor platoon through personnel turbulence. In this example, there are two subordinate element key leaders that leave the organization. First, the gunner on the platoon sergeant's tank leaves through a normal permanent change of station move. This causes the 4-tank to lose its qualification rating. Second, the vehicle commander from the platoon leader's wing tank also permanent change of station moves out of the unit. This causes the 2-tank to also lose its qualification rating.

7-45. Together, losing two of the four qualified crews condemns the platoon proficiency rating by triggering the condemnation criteria where the platoon fails to maintain the required minimum qualified subordinate elements. In this case, failing to maintain at least three of four crews condemns the platoon proficiency rating.

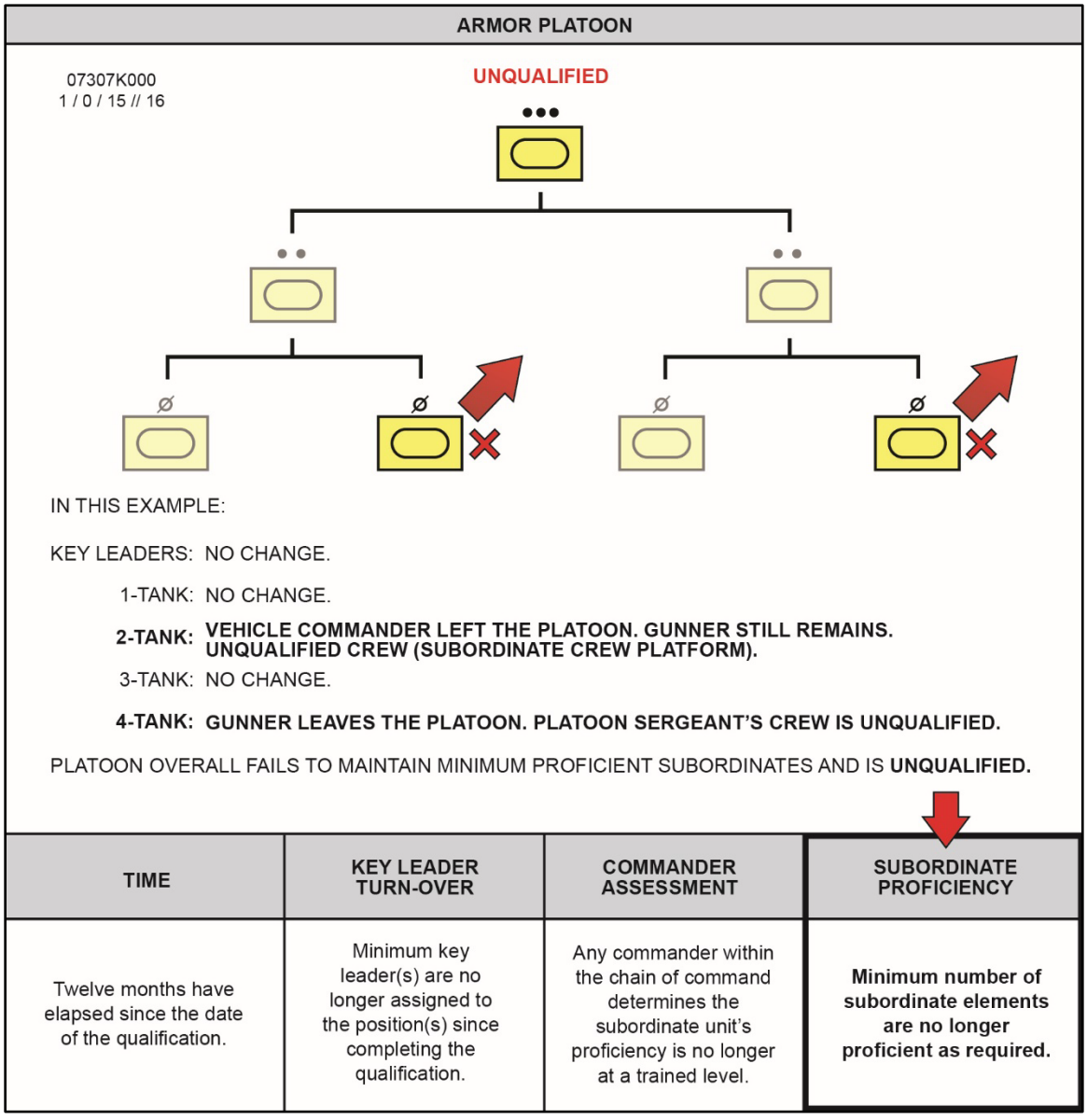


Figure 7-8. Unqualified Armor platoon, example

7-46. Figure 7-9 shows the continuing situation in the platoon. The commander reviews the loss of proficiency at the platoon-level and identifies a way to restore proficiency at the crew-level. The commander moves the gunner from the 2-tank to the platoon sergeant's tank. The 2-tank has lost both the tank commander and gunner from the roster, but the platoon gains a tank commander/gunner combination on the platoon sergeant's tank. The commander assesses the platoon sergeant and gunner during simulations training and is confident in their demonstrated performance to carry them qualified.

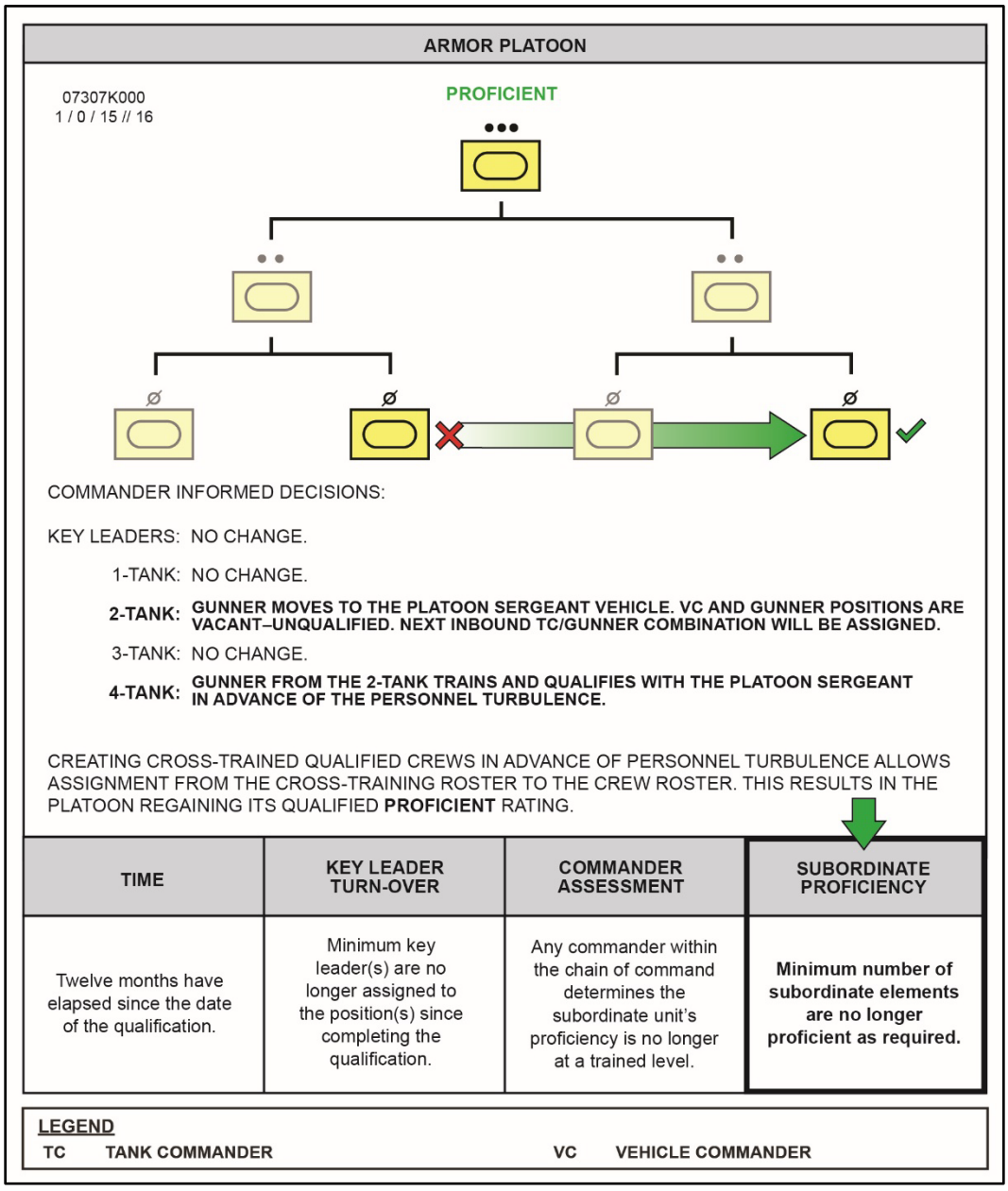


Figure 7-9. Commander mitigation options, example

7-47. This change and assessment restores the platoon's proficiency rating by correcting the minimum number of qualified subordinates in the formation. The platoon does require a new tank commander/gunner combination for the 2-tank for manning purposes. The commander will use the talent management skills (discussed in chapter 6) and assign a tank commander/gunner combination with longevity together to those positions when available.

INFANTRY BRIGADE COMBAT TEAM RIFLE PLATOON

7-48. Figure 7-10 provides an example of an IBCT's rifle platoon. In this example, proficiency for this platoon is a platoon leader or platoon sergeant with the minimum number of proficient subordinate squads and weapon squad that have successfully completed Table IV, FTX and Table VI, LFX, and have not triggered any condemnation criteria within the last 12 months.

7-49. The commander may add additional warfighting functions or elements as necessary to build the desired small-unit formation to meet their intent. Alterations of the platoon can be made at any time, provided the commander assesses the new formation structure against the condemnation criteria to develop the platoon's updated proficiency assessment.

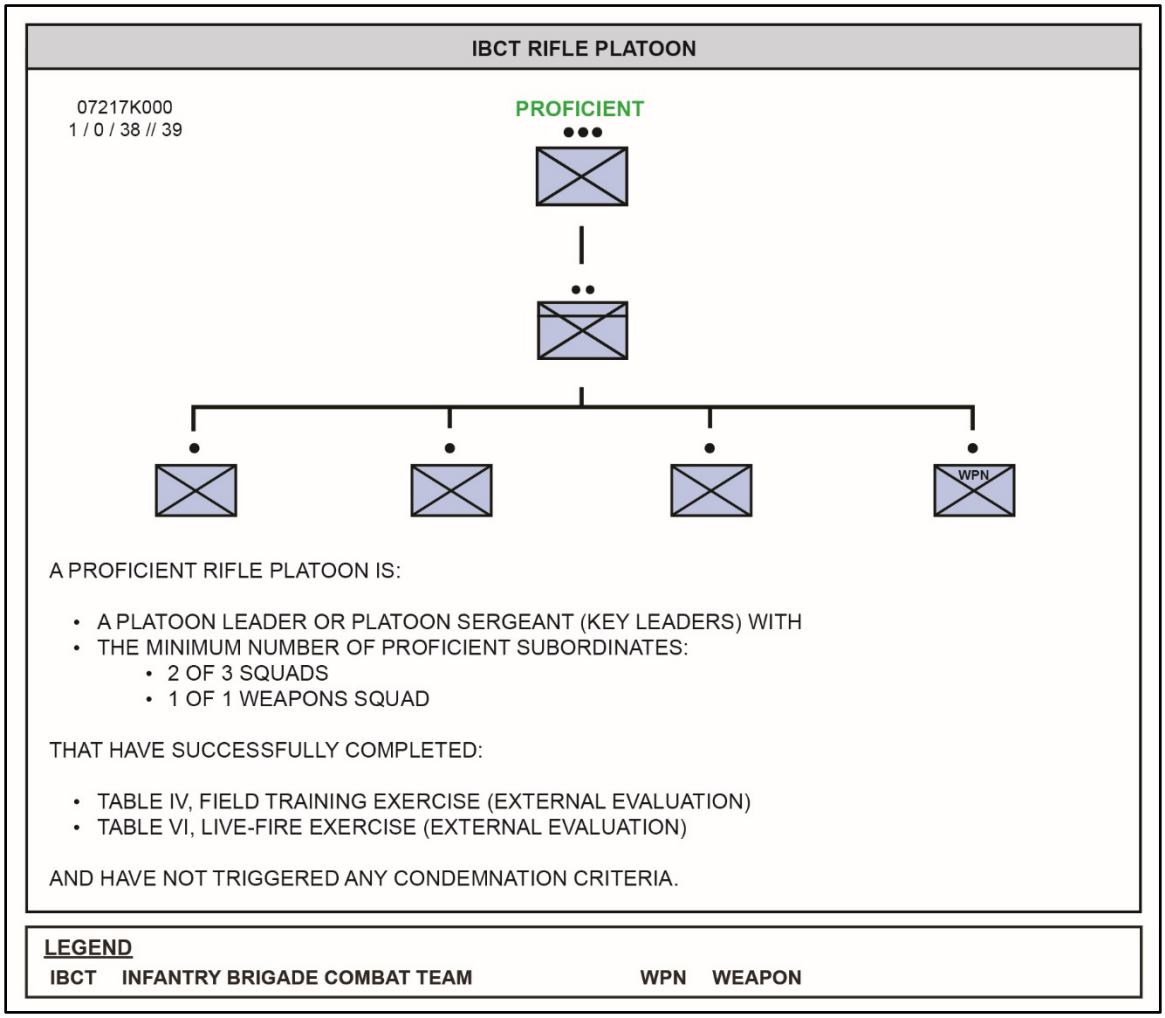


Figure 7-10. Proficient Infantry brigade combat team rifle platoon

7-50. Figure 7-11 provides an example of an unqualified rifle platoon where the 1st Squad Leader and the A Team Leader in 2nd Squad leave the platoon from permanent change of station orders or other reasons. To further exacerbate the platoon's readiness, the M240B gunner in the weapons squad is no longer qualified on their assigned crew-served weapon. These issues cause the platoon to lose its readiness rating.

Note. The loss of the M240B gunner's qualification alone would condemn the platoon's proficiency rating as it fails to maintain one of one weapon squad proficiency.

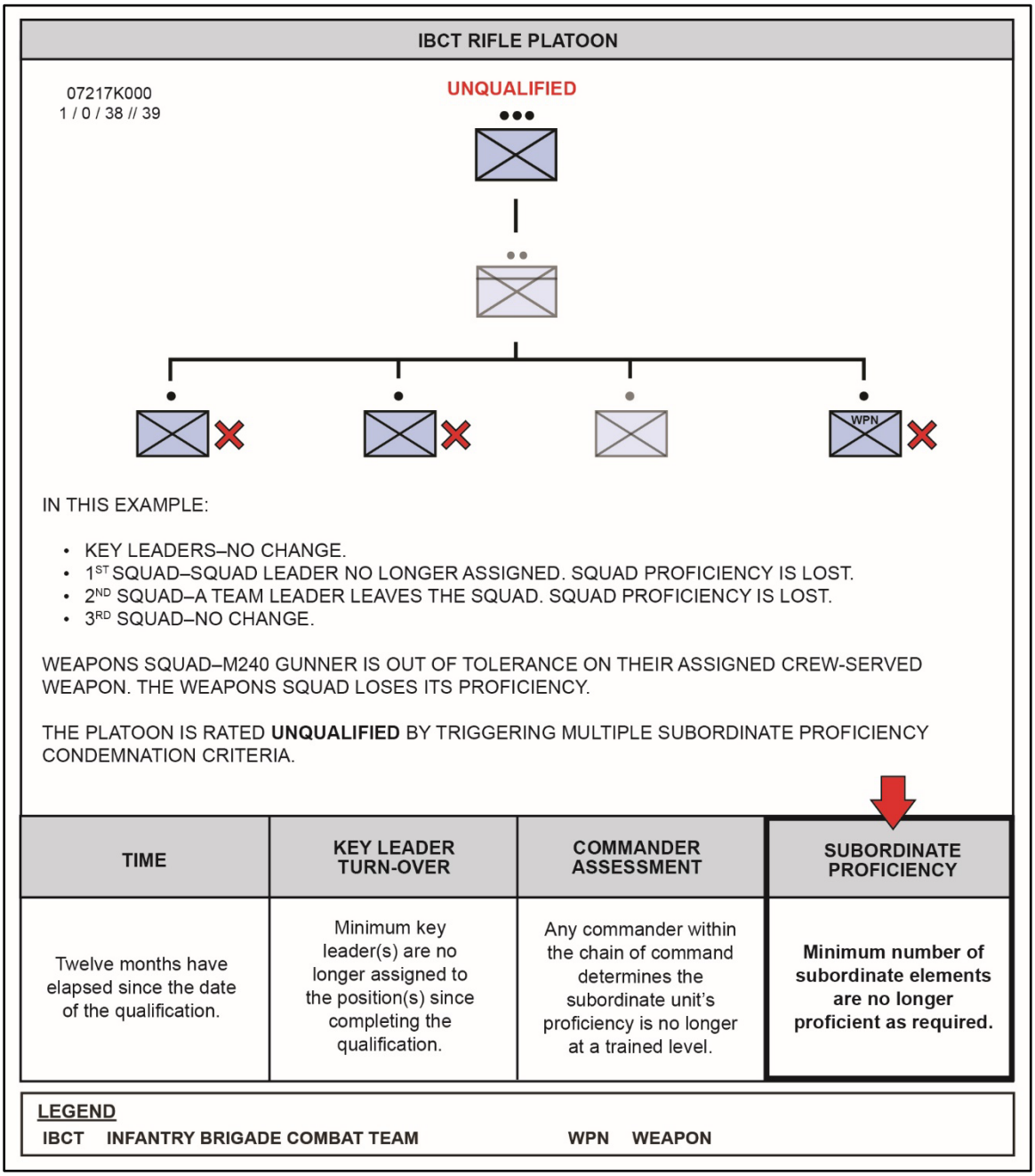


Figure 7-11. Unqualified Infantry brigade combat team rifle platoon, example

7-51. Figure 7-12 depicts some commander options to restore the platoon's proficiency. In this example, the commander chooses to focus on 2nd Squad's proficiency. Once that squad's proficiency is corrected, the subordinate squad's proficiency requirement for standard 9-Soldier squads is corrected.

7-52. Additionally, the commander can refire the gunner and assistant gunner on the M240B to correct the weapon squad's proficiency. Both actions correct the platoon's proficiency and restore its rating.

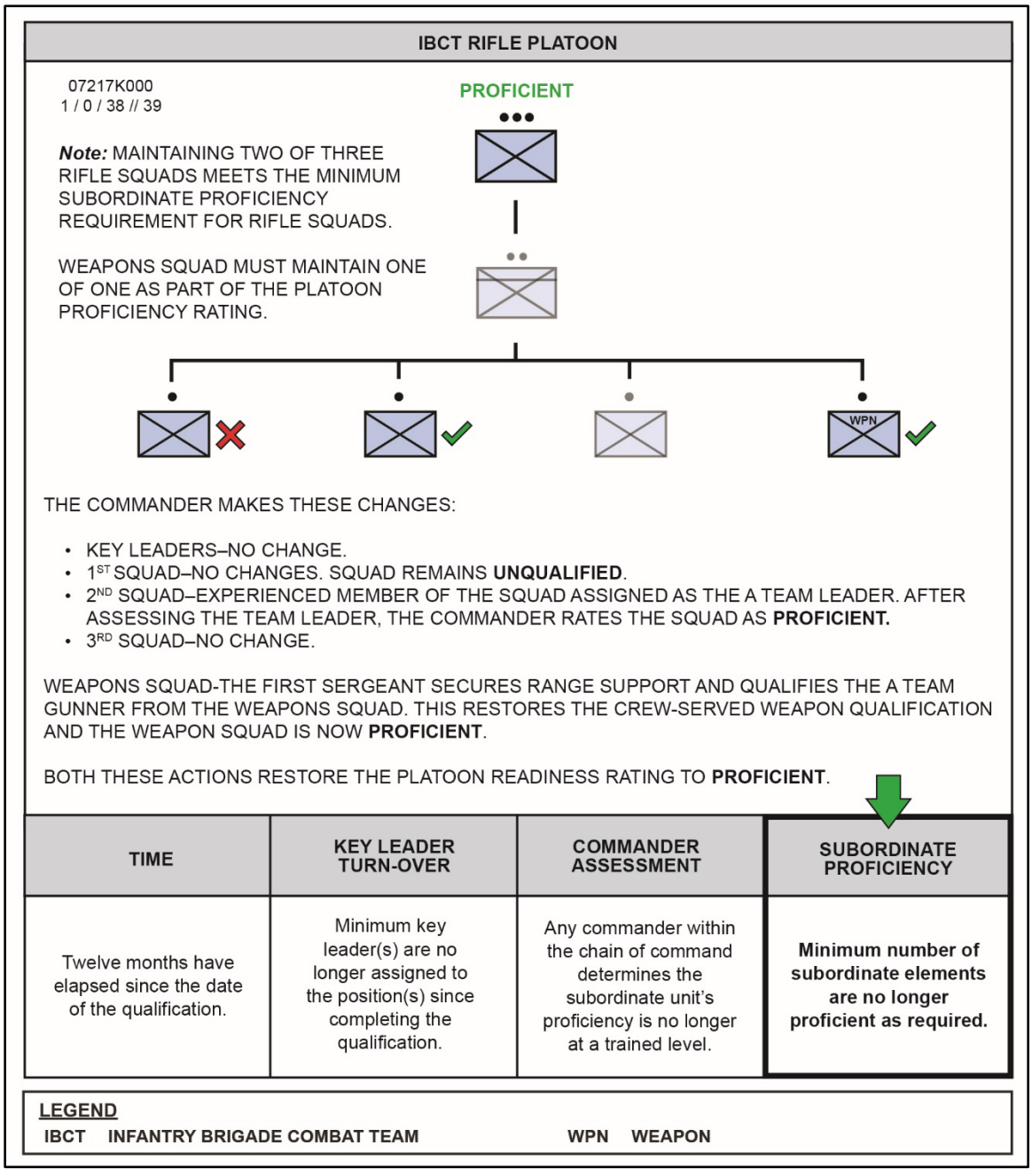


Figure 7-12. Commander's talent management options restore section proficiency, example

MECHANIZED RIFLE PLATOON

7-53. A proficient mechanized rifle platoon is a crew-qualified platoon leader or platoon sergeant with a minimum of three qualified subordinate crews and a minimum of two proficient subordinate squads (see figure 7-13). The quantities of subordinate types of elements are addressed by the types of subordinates one echelon down. In this case, qualified crews and proficient squads.

7-54. The commander may add or remove subordinate elements as necessary to build the desired small-unit formation to meet the intent. Alterations of the platoon can be made at any time, provided the commander assesses the new formation structure against the condemnation criteria to develop the platoon's updated proficiency assessment.

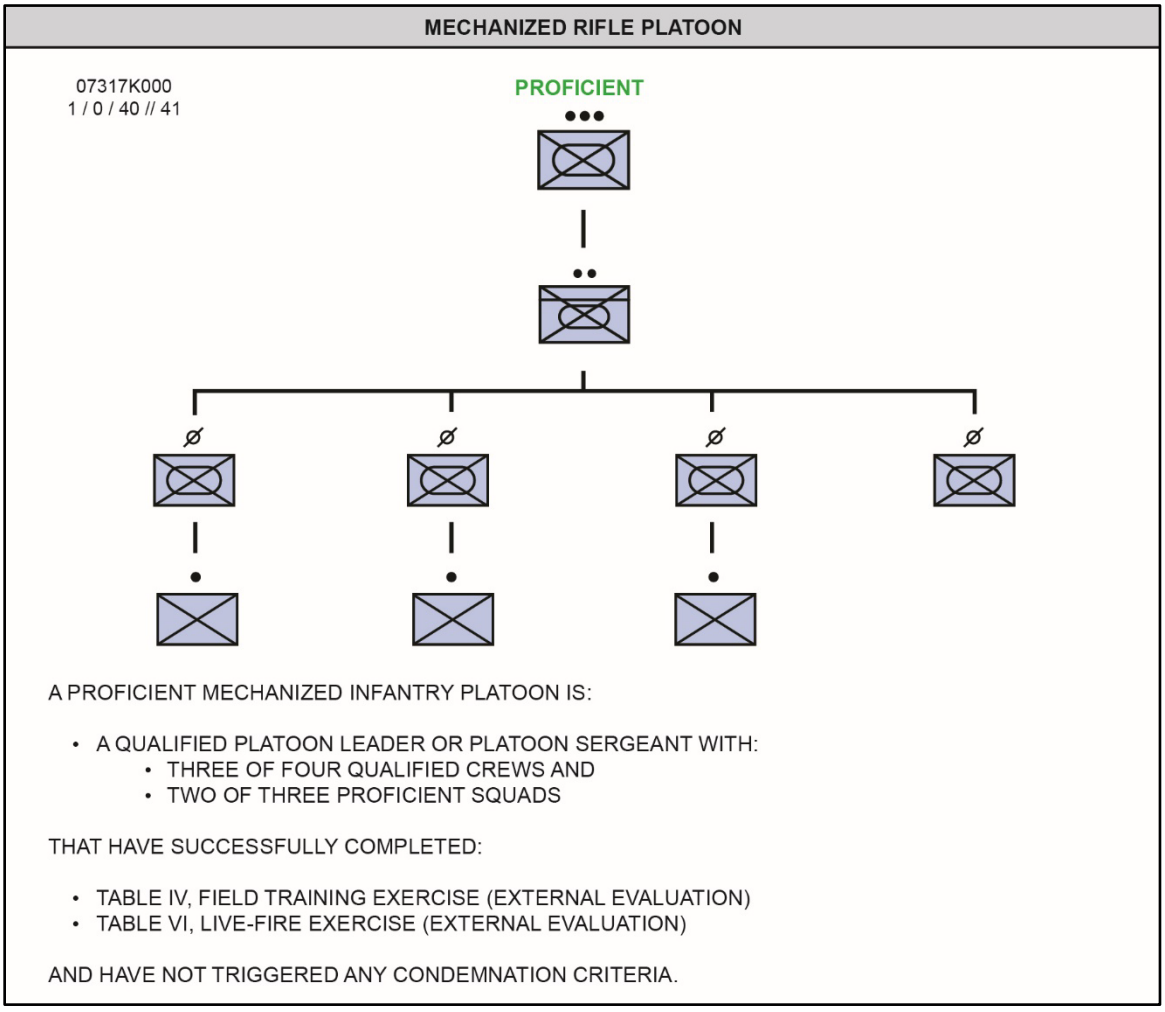


Figure 7-13. Proficient mechanized platoon, example

7-55. Figure 7-14 provides an example of a mechanized Infantry platoon that has experienced personnel turbulence that results in its loss of their proficiency rating. In this example, the 1st Squad leader is promoted to sergeant first class and is assigned as a platoon sergeant in another platoon. Additionally, the 2nd Squad's team leaders are promoted and assigned as squad leaders within another platoon. These turbulent moves allow the experience and cohesion from one platoon to transfer to another platoon.

7-56. The loss of proficiency of two subordinate squads triggers the platoon's proficiency condemnation criteria. The platoon fails to maintain the minimum number of proficiency subordinate squads (2 of 3).

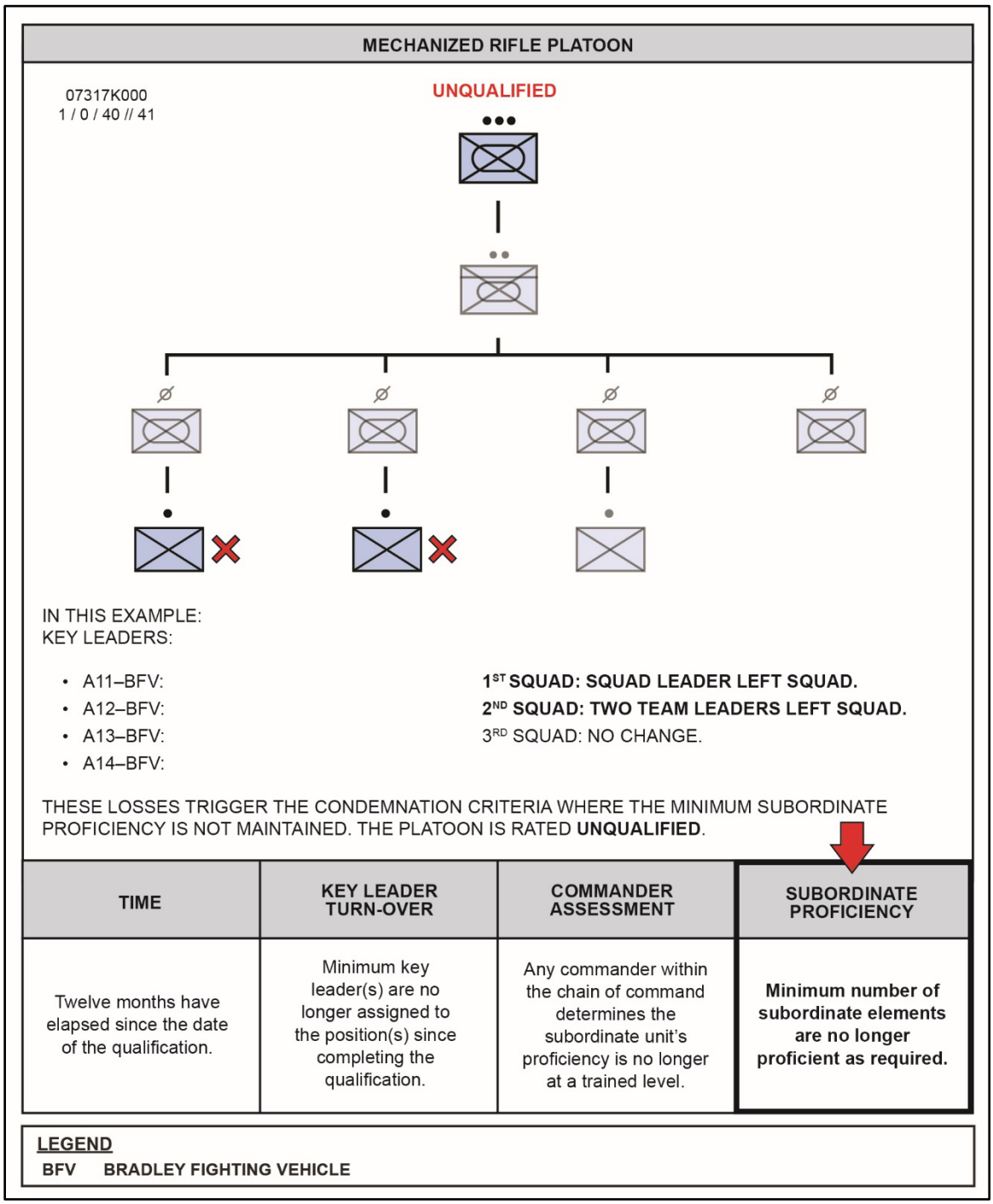


Figure 7-14. Unqualified mechanized platoon, example

7-57. Figure 7-15 shows one method a commander could use to restore the proficiency of the platoon. In this example, the commander elects to assign the senior team leader in 1st Squad as the squad leader. The commander also assigns an experienced Soldier within 1st Squad as the team leader. During the assessment, the commander rates the squad as proficient. These actions restore the platoon's proficiency rating as both 1st and 3rd Squads are proficient, achieving the minimum number of proficiency subordinate squads.

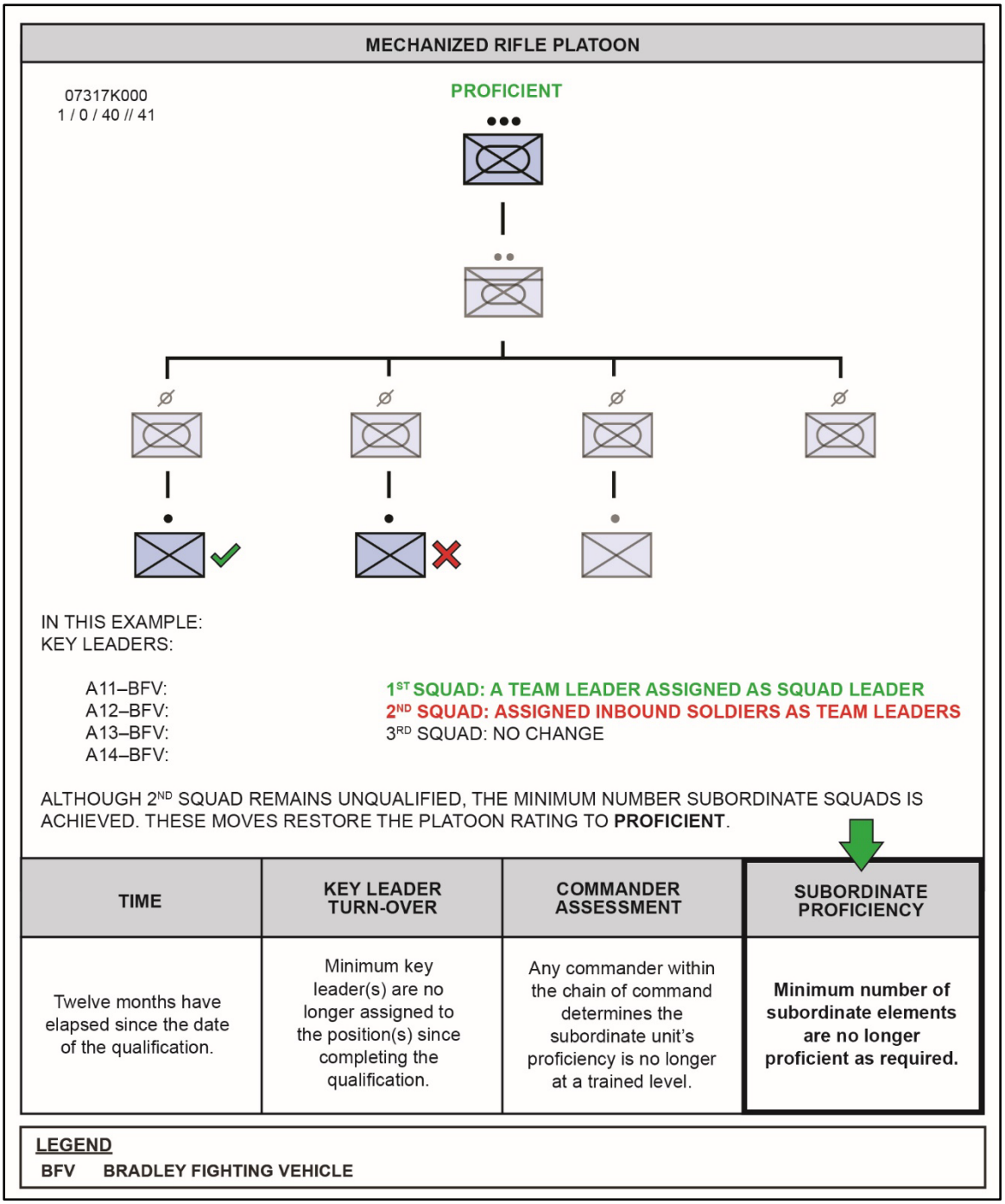


Figure 7-15. Commander's talent management options restore platoon proficiency, example

STRYKER BRIGADE COMBAT TEAM MOTORIZED RIFLE PLATOON WITH MEDIUM CALIBER WEAPON SYSTEM AND COMMON REMOTELY OPERATED WEAPON STATION-JAVELIN

7-58. A proficient motorized platoon is a platoon leader or platoon sergeant, with the minimum required proficient crew platforms, two of three proficient squads, and a proficient weapons squad that together have successfully completed Platoon, Table IV, FTX and Table VI, LFX events, and have not met any of the condemnation criteria of the qualification period. This formation requires the unit to have redundant qualified vehicle commanders on both the medium caliber weapon system and Common Remotely Operated Weapon Station-Javelin (CROWS-J) to overcome frequent personnel turbulence (see figure 7-16).

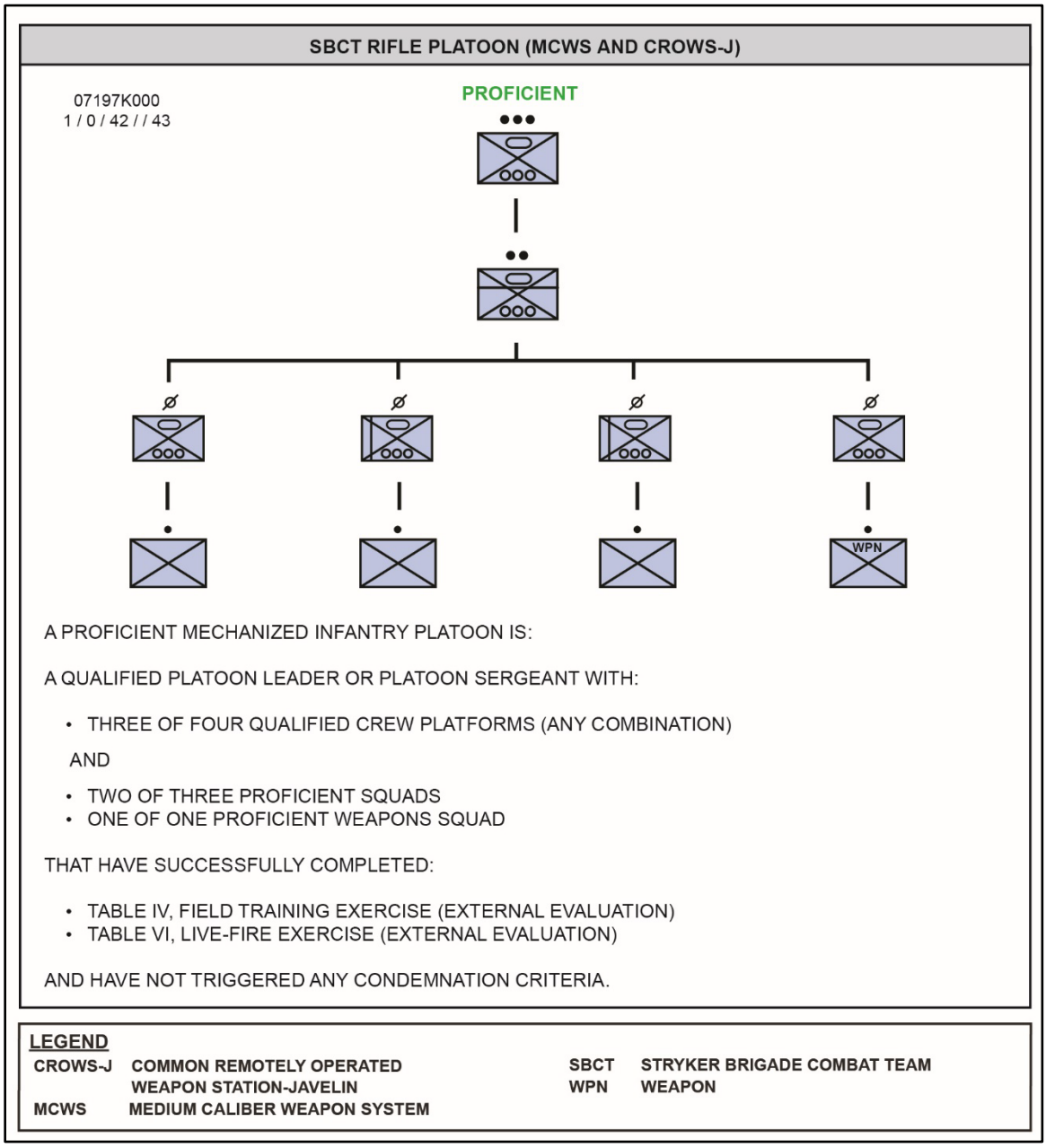


Figure 7-16. Proficient Stryker brigade combat team rifle platoon with Medium Caliber Weapon System and Common Remotely Operated Weapon Station-Javelin, example

7-59. Figure 7-17 depicts common personnel and qualification losses that negatively impact the motorized platoon's readiness and proficiency. In this example, the qualified medium caliber weapon station and CROWS-J vehicle commanders leave the organization. Additionally, the gunner for the heavy weapons squad loses its qualification rating due to exceeding the qualification duration of 12 months since the last qualification.

7-60. Independently, the loss of the crews and the loss of the qualified gunner in the weapons squad cause the platoon to lose its proficiency. The commander must address both issues to regain the platoon's proficiency. Without adequately addressing both issues, the platoon remains unqualified.

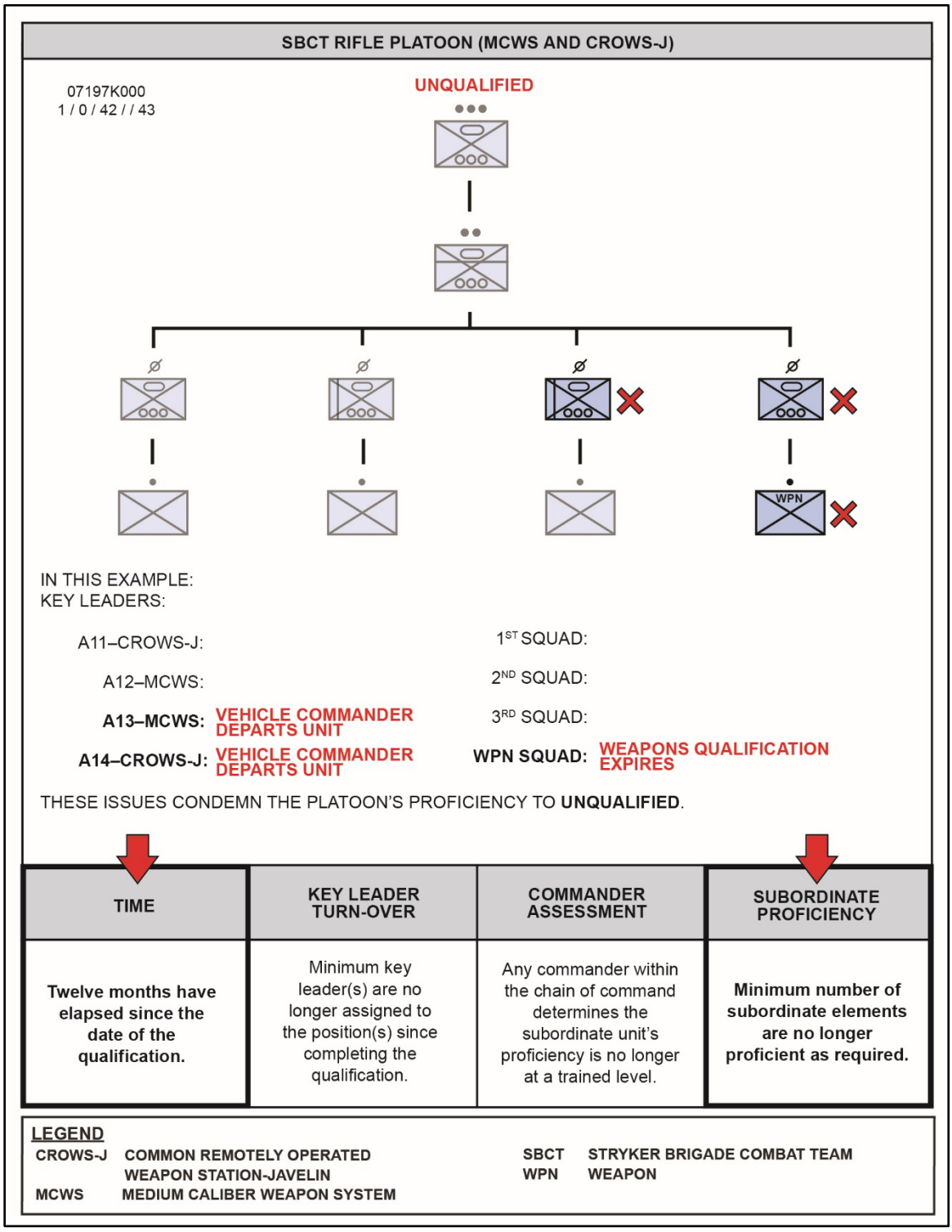


Figure 7-17. Unqualified motorized platoon, example

7-61. Figure 7-18 provides an example where a unit manages common personnel turbulence and loss of qualification status for a primary gunner with a robust and dynamic cross-training program. In this example, the unit has trained and qualified alternate gunners for the various crew systems and heavy weapon systems. This allows the commander to assign those qualified alternate gunners into the appropriate positions to regain platoon proficiency.

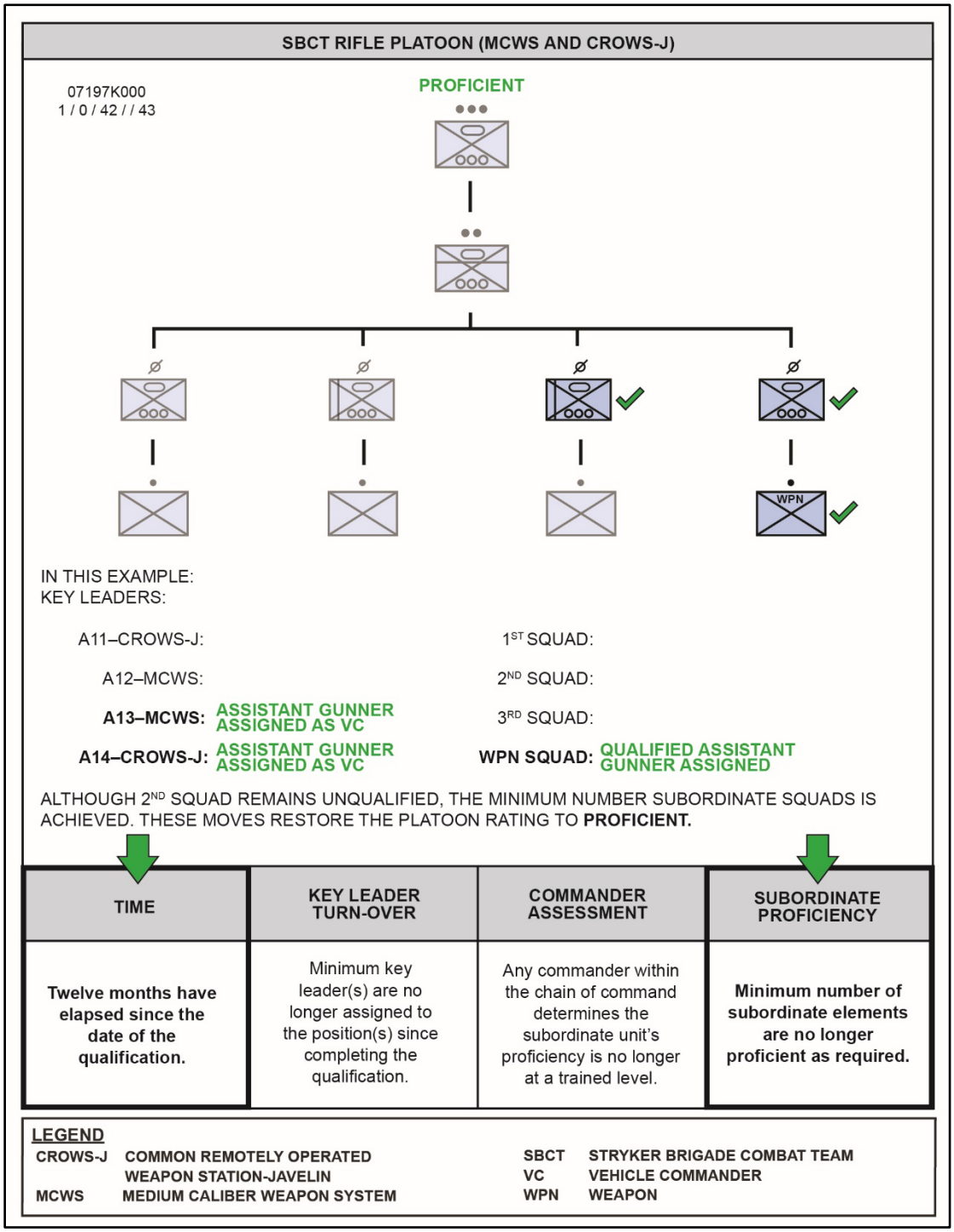


Figure 7-18. Commander mitigation to regain platoon proficiency, example

6 x 36 Scout Platoon

7-62. A proficient 6 x 36 scout platoon consisting of six crew platforms and six each three scout teams. The proficiency of this formation structure is complex that requires the crew platform and team proficiencies. The commander may elect to change the team configurations to meet their mission requirements (see figure 7-19).

7-63. The commander may add or remove subordinate elements as necessary to build the desired small-unit formation to meet their intent. Alterations of the platoon can be made at any time, provided the commander assesses the new formation structure against the condemnation criteria to develop the platoon's updated proficiency assessment.

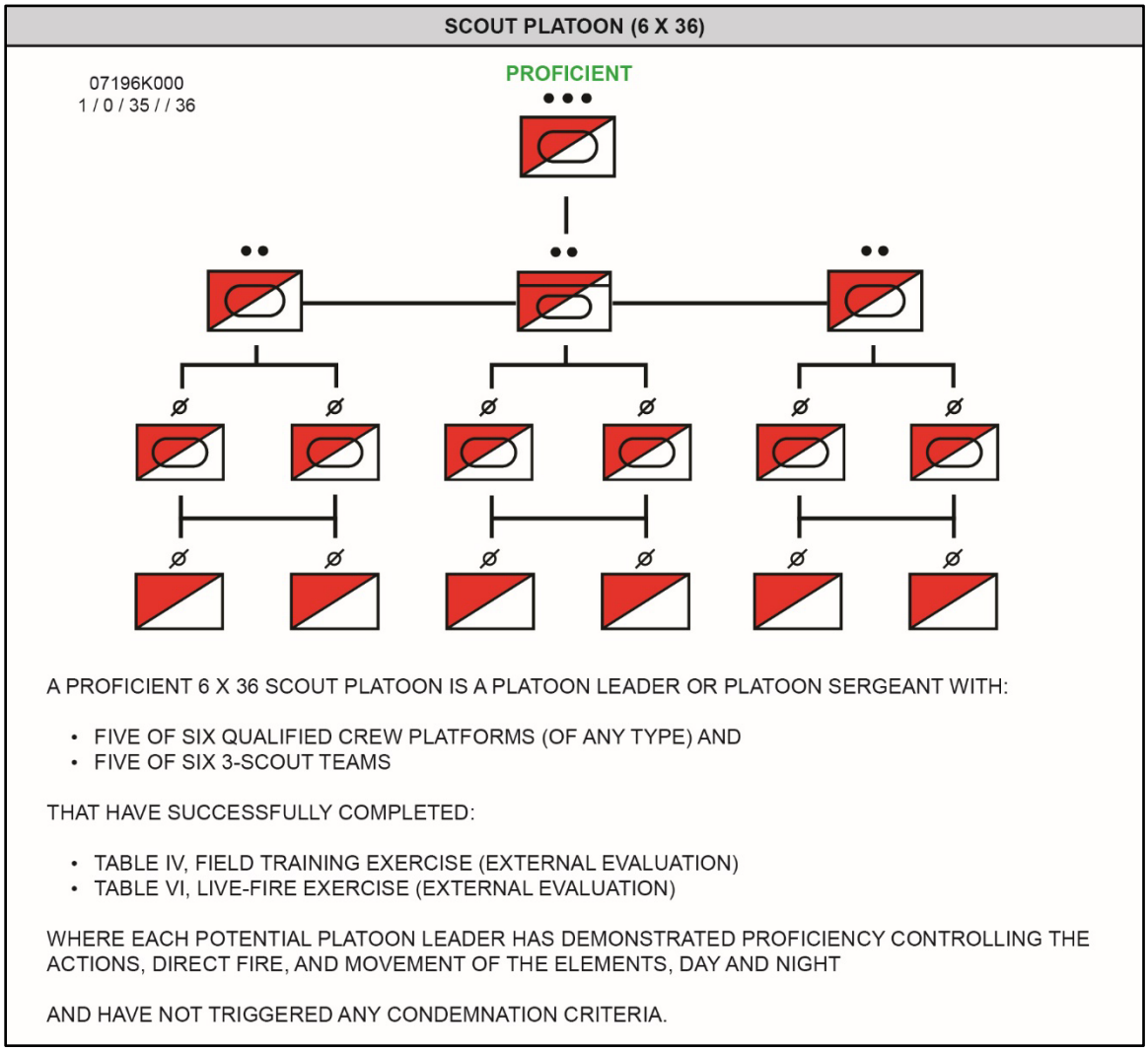
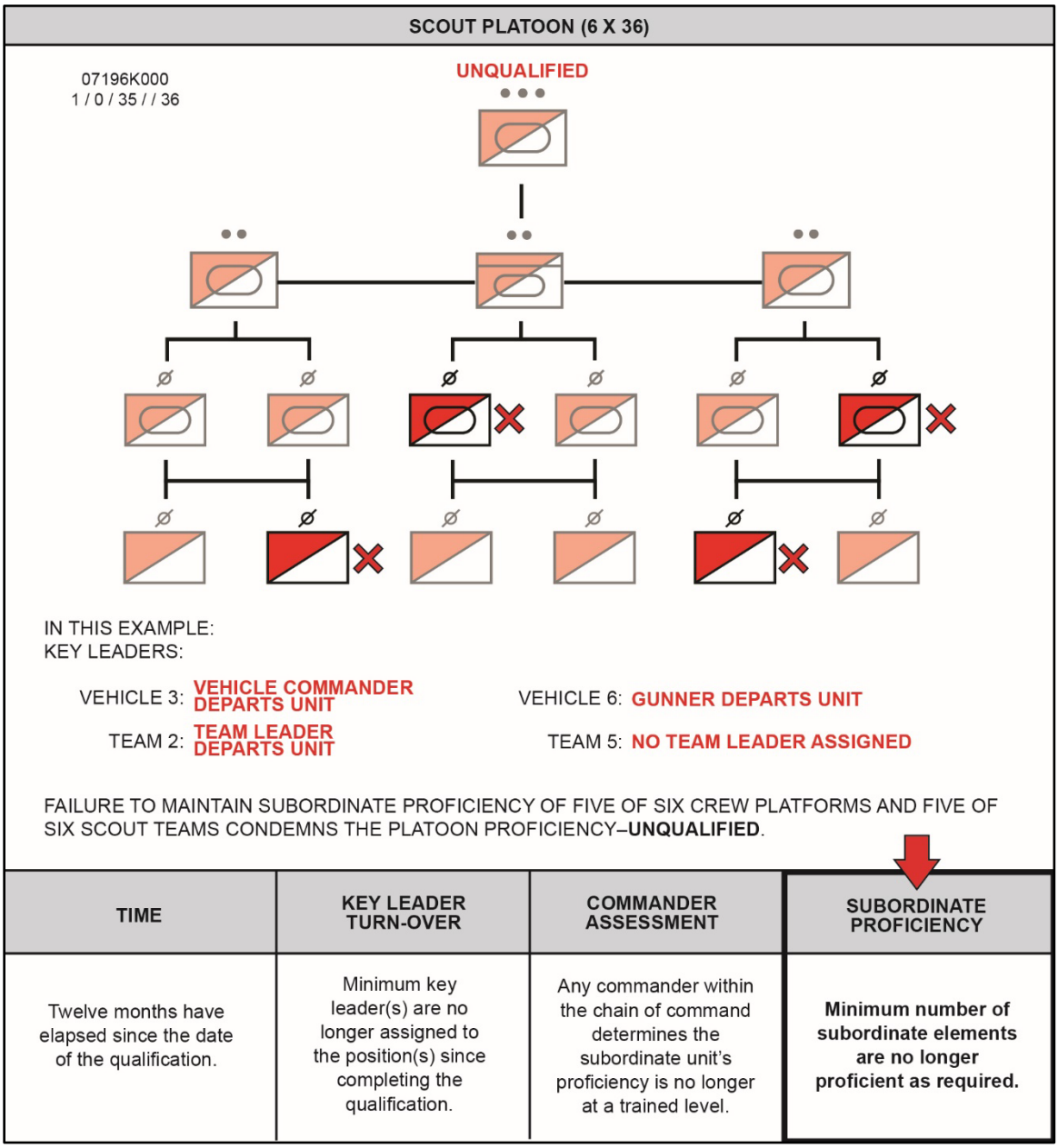


Figure 7-19. Proficient Cavalry platoon, example

7-64. Figure 7-20 provides an example of a 6 x 36 scout platoon that loses its proficiency through personnel turbulence. In this example, the vehicle commander on the 3-track and the gunner on the 6-track depart the unit. To further exacerbate the personnel turbulence, the two team leaders are not assigned. These missing leaders cause two instances of the subordinate proficiency condemnation criteria—one for failing to maintain the minimum number of qualified crews and one for failing to maintain the minimum number of subordinate team qualifications.



TIME	KEY LEADER TURN-OVER	COMMANDER ASSESSMENT	SUBORDINATE PROFICIENCY
Twelve months have elapsed since the date of the qualification.	Minimum key leader(s) are no longer assigned to the position(s) since completing the qualification.	Any commander within the chain of command determines the subordinate unit's proficiency is no longer at a trained level.	**Minimum number of subordinate elements are no longer proficient as required.**

Figure 7-20. Unqualified Cavalry platoon, example

7-65. Figure 7-21 shows where the commander elects to man the crews with new personnel. In this example, a new crew is assigned to the 3-track and a new gunner is assigned to the 6-track. The commander assesses the platoon as unqualified due to the inexperience of the new crew. The commander moves an experienced team leader from within 1st Squad to the team leader position. The commander also views the experience of the new team leader insufficient to rate the team as proficient.

7-66. These commander decisions are more common than having the ability to restore proficiency with qualified, cross-trained junior leaders. The platoon remains unqualified and continues to train through the live-fire density planned in the coming months.

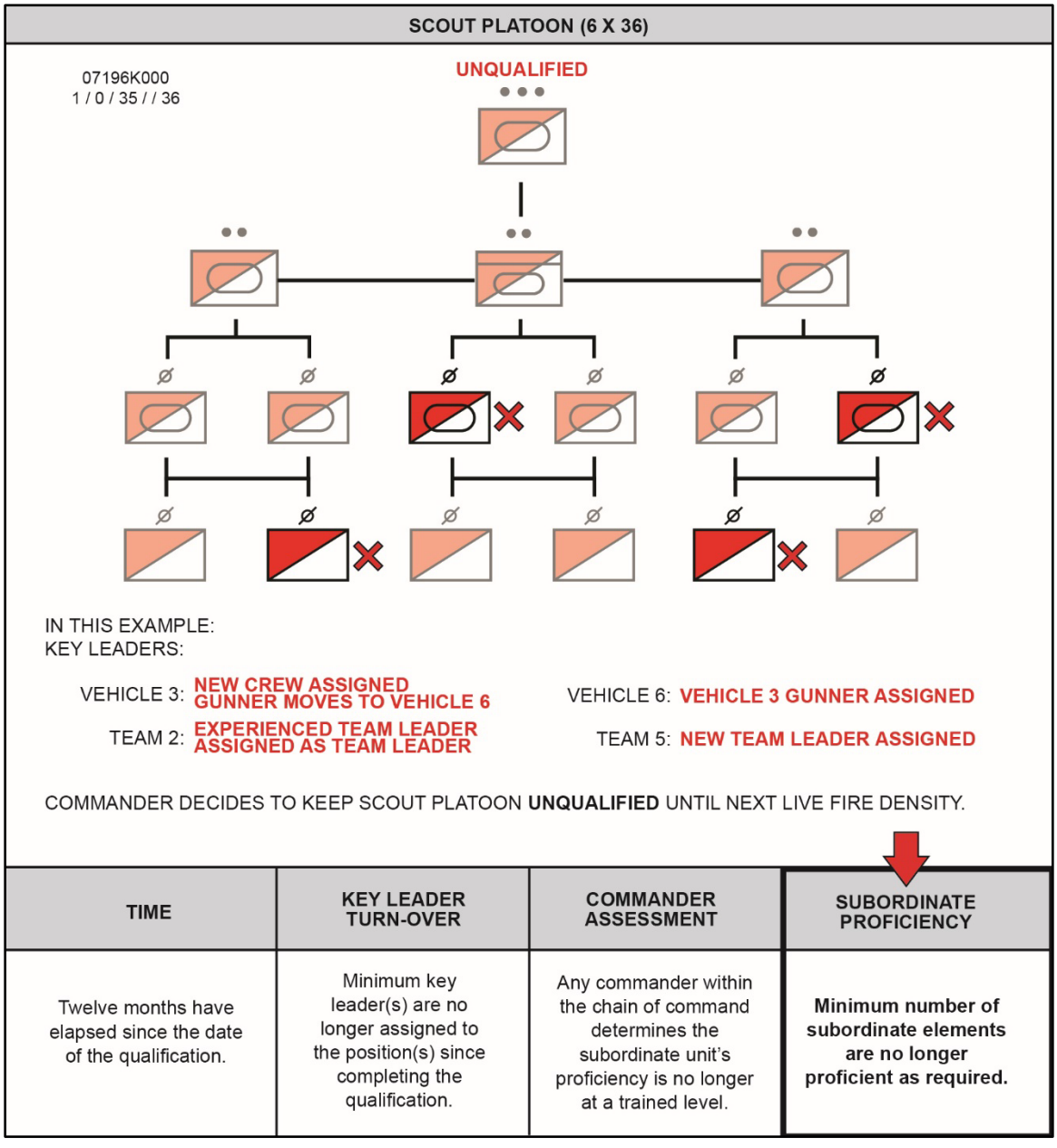


Figure 7-21. Commander's talent management options restore platoon proficiency, example

ASSAULT PLATOON

7-67. A proficient assault platoon consists of a platoon leader and platoon sergeant with four subordinate crew platforms of varying types (see figure 7-22). Proficiency of this platoon is defined as a platoon leader or platoon sergeant and a minimum of three of four subordinate crew platforms (type agnostic) that have successfully completed Table IV, FTX and Table VI, LFX and have not triggered any condemnation criteria.

7-68. The commander may add or remove subordinate elements as necessary to build the desired small-unit formation to meet their intent. Alterations of the section can be made at any time, provided the commander assesses the new formation structure against the condemnation criteria to develop the section's updated proficiency assessment.

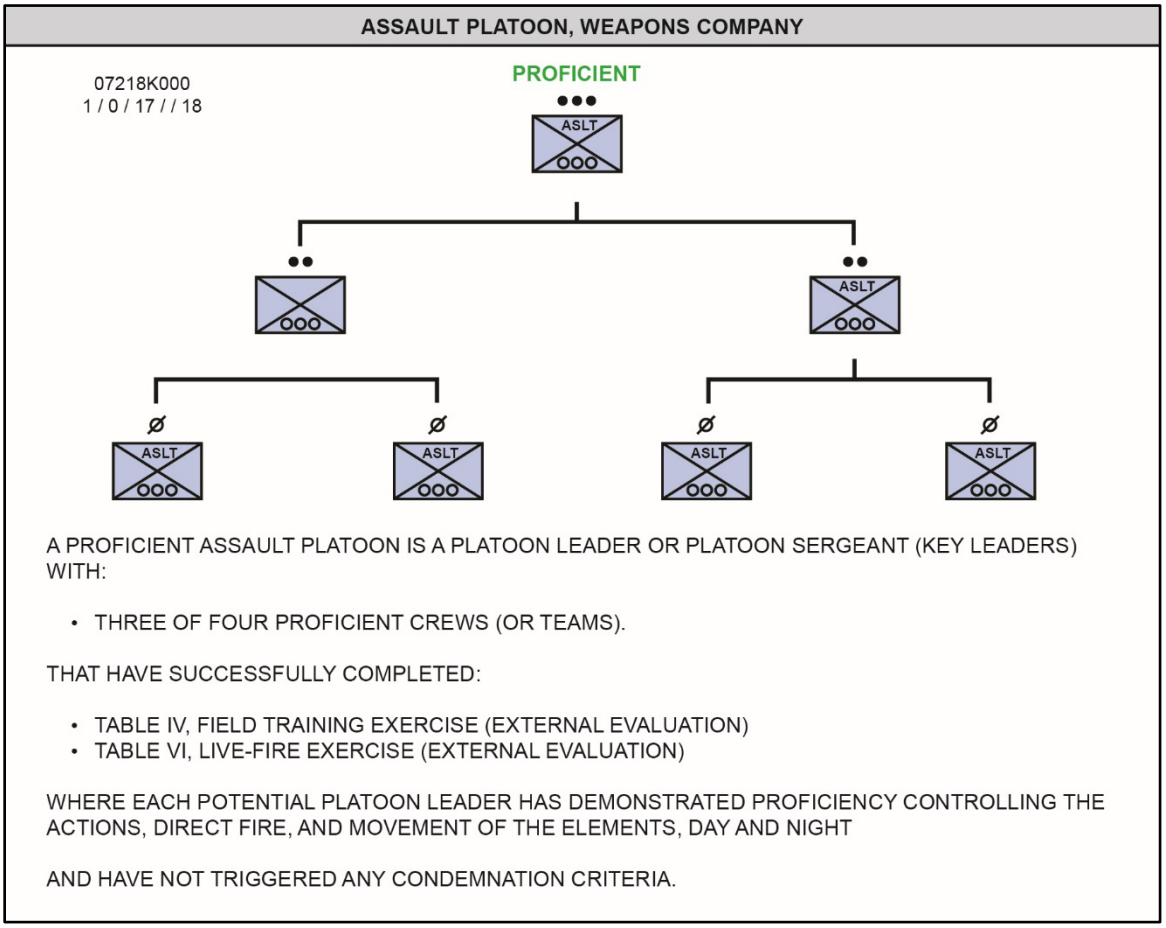
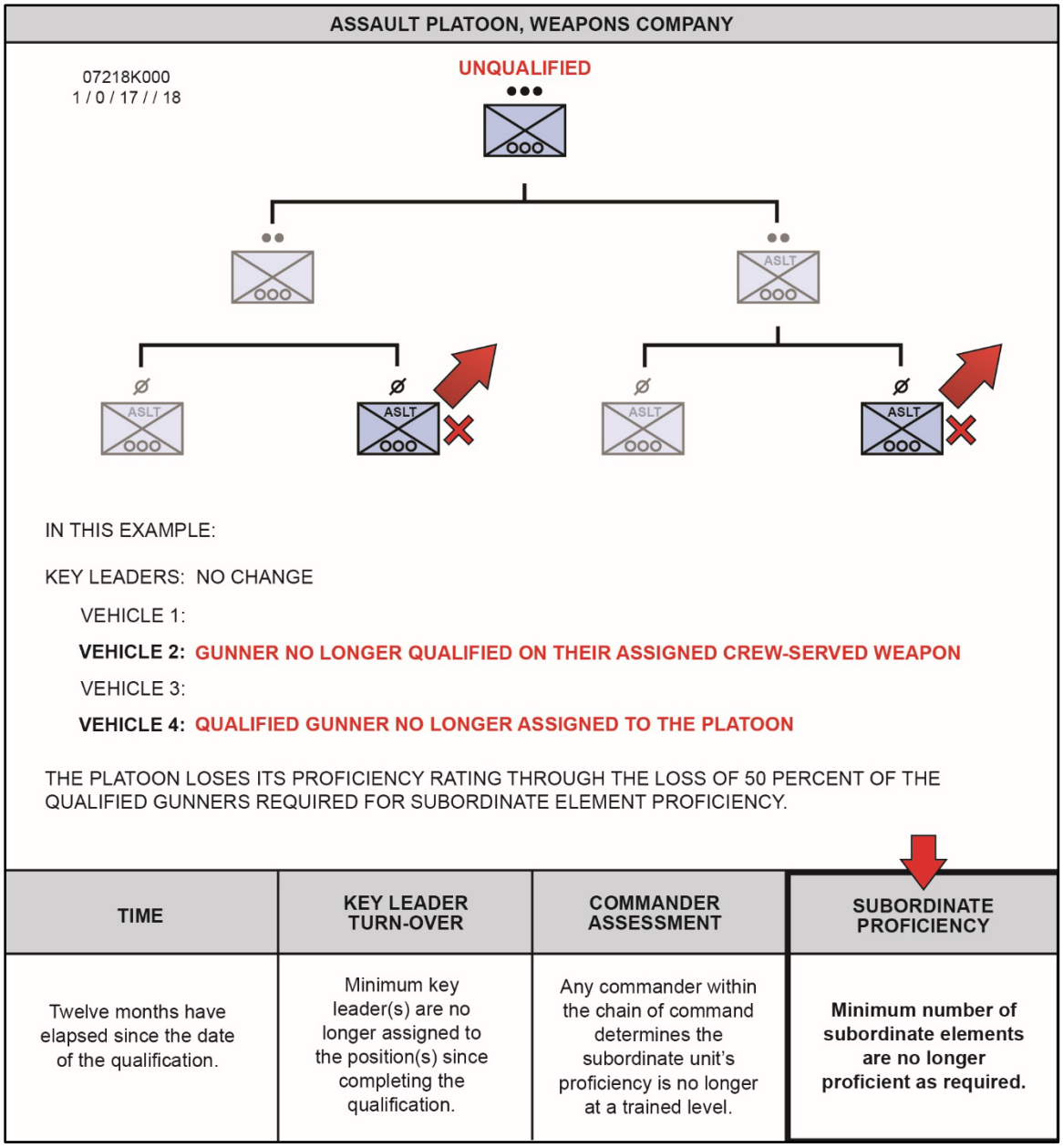


Figure 7-22. Proficient assault platoon, example

7-69. Figure 7-23 provides an example of an unqualified assault platoon. In this example, the gunner from the 2-vehicle is no longer qualified on the assigned crew-served weapon and the qualified gunner on the 4-vehicle is no longer assigned to the platoon. The loss of the two qualified gunners through qualification duration or personnel movement condemn the platoon's proficiency. The platoon fails to maintain the minimum proficient subordinate elements.



TIME	KEY LEADER TURN-OVER	COMMANDER ASSESSMENT	SUBORDINATE PROFICIENCY
Twelve months have elapsed since the date of the qualification.	Minimum key leader(s) are no longer assigned to the position(s) since completing the qualification.	Any commander within the chain of command determines the subordinate unit's proficiency is no longer at a trained level.	**Minimum number of subordinate elements are no longer proficient as required.**

Figure 7-23. Unqualified Infantry section with medium tank, example

7-70. Figure 7-24 provides an example of the unit making corrections to the assault platoon. In this example, the unit has created an effective cross-training and qualification program. Using qualified gunners from the cross-training program to back-fill those gunner positions with qualified firers, the platoon's proficiency rating can be restored.

7-71. One of the key principles of the IWTS is to build depth to the qualification rosters within the unit to maintain and sustain proficiency over the long-term.

7-72. Units that include cross-training and qualification depth to their crew rosters provide multiple assignment options to the commander to build longevity of proficiency.

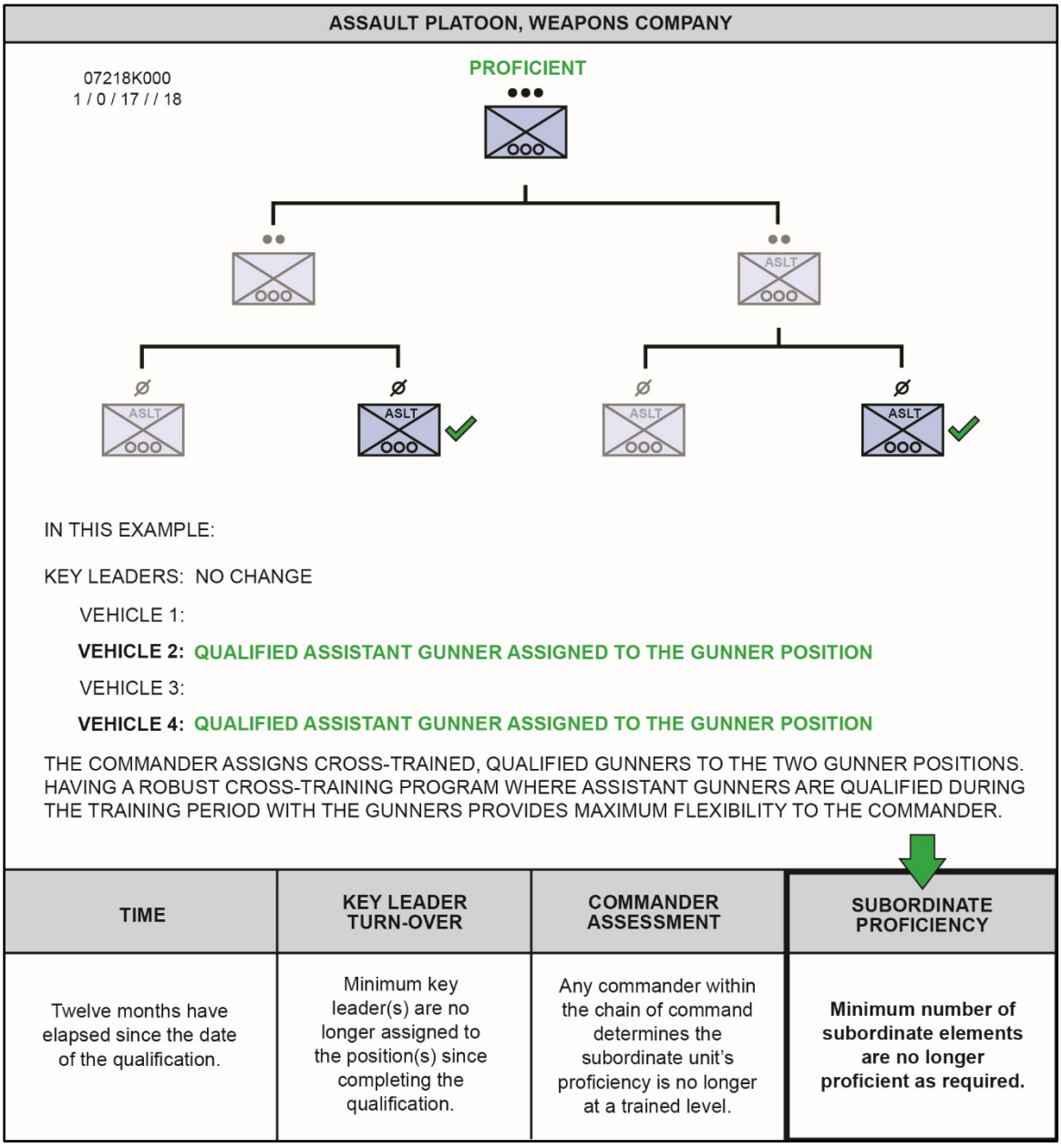


Figure 7-24. Commander's talent management options restore section proficiency, example

Appendix A

Ammunition Requirements

This appendix lists the training ammunition, pyrotechnics, explosives, and other devices recommended for the training events for the platoon. The information in this appendix lists the recommended munitions for each training event. The quantities listed apply to a single weapon, system, or platform. Training planners use the quantities listed as a guide to develop their scenario and apply them appropriately across the training unit's formation. The munition quantities are recommended. Units may add additional quantities based on their training objectives and scenario design to support the commander's training plan.

AMMUNITION RECOMMENDATIONS ARE FOR SECTION AND PLATOON TRAINING COMBINED

The ammunition quantities listed is a recommendation and does not reflect the current DA Pam 350-38, which is a resource tool that allows the unit planner to forecast ammunition for future training events.

All training ammunition quantities listed in this appendix are recommendations. The quantities are to conduct both section and platoon training. Units must build their unit training plan and ammunition requirements for both section and platoon events and distribute those ammunition requirements.

Effective resourcing is the unit's responsibility. Units must ensure sufficient time to forecast, secure, and draw the appropriate munitions. Failure to provide a minimum of 90 days for forecasting may not allow sufficient delivery time to the training installation to support the event.

Note. The munitions listed are recommended by type, quantity, and the Department of Defense identification code (DODIC). Units may encounter shortfalls when resourcing the munitions by type or quantity listed for several reasons. Unit commanders should coordinate with their higher headquarters' operations staff office or assistant chief of staff, operations office to ensure the appropriate amount and type of munitions are available, authorized, and coordinated 90 days before executing the training event.

AMMUNITION MANAGEMENT

A-1. This platoon details the recommended munitions for Tables III through VI to support the platoon training strategy. Figure A-1 lists the recommended munitions by event but may not reflect the authorized munitions as listed in DA Pam 350-38 for the fiscal year. The recommended quantities create an effective and realistic training event that supports the unit's live fire, supporting and key collective tasks battle effects, and combat realisms. The unit should plan for realistic training that includes blank, subcaliber, full caliber, pyrotechnics, simulators, and other special purpose munitions.

A-2. When the recommended munitions are greater than the authorized munitions listed in DA Pam 350-38, the unit secures the appropriate quantities from the existing overall authorizations. When deficiencies exist, the unit must coordinate with the appropriate, higher organization resource support, as necessary.

PLATOON WEAPONS, SYSTEMS, AND CREW PLATFORMS

COMMON WEAPONS	ABCT	SBCT	IBCT
M4/M16	Heavy Tank	MCWS	MMG
M249AR	Infantry Fighting Vehicle	Stryker 30mm	Medium Tank
M9/M17/M18	MMG	Stryker ICV/RV	TOW ITAS
Sniper Weapon System	120-mm mortar	Stryker ATGM	81-mm mortar
Mounted Machine Gun (MMG)	81-mm mortar	120-mm mortar	60-mm mortar
M249L	155-mm artillery	81-mm mortar	105-mm artillery
M240B			
M2A1			
MK19			
M203/M320			
Shotgun			
AT4/AT4-CS			
M3 MAAWS			
Javelin			
Grenades			
Claymore			

LEGEND

ABCT	ARMORED BRIGADE COMBAT TEAM	MCWS	MEDIUM CALIBER WEAPON SYSTEM
ATGM	ANTITANK GUIDED MISSILE	mm	MILLIMETER
IBCT	INFANTRY BRIGADE COMBAT TEAM	RV	RECONNAISSANCE VEHICLE
ICV	INFANTRY CARRIER VEHICLE	SBCT	STRYKER BRIGADE COMBAT TEAM
ITAS	IMPROVED TARGET ACQUISITION SYSTEM	TOW	TUBE-LAUNCHED, OPTICALLY TRACKED, WIRE- OR WIRELESS-GUIDED
MAAWS	MULTI-ROLE ANTIARMOR ANTIPERSONNEL WEAPONS SYSTEM		

Figure A-1. Authorized weapons, systems, and platforms

AMMUNITION RECOMMENDATIONS ARE FOR SECTION AND PLATOON TRAINING COMBINED

All training ammunition quantities listed in this appendix are recommendations. The quantities are to conduct both section and platoon training. Units must build their unit training plan and ammunition requirements for both section and platoon events and distribute those ammunition requirements.

COMMON MUNITION REQUIREMENTS

A-3. Figure A-2 shows the weapons, systems, and platforms that are common across all maneuver BCTs. This platoon provides the recommended training ammunition quantities for both section and platoon training combined.

COMMON WEAPONS TO ALL BRIGADE COMBAT TEAMS	REMARKS
M4 or M16 M7 M249AR M250 M9, M17, or M18 Sniper weapon system Mounted machine gun M249L M240B M2A1 MK19 M203 or M320 Shotgun AT4 or AT4-CS M3 MAAWS Javelin Grenades Claymore Battle effects, signals, smoke, and pyrotechnics	Each weapon or system will receive the training ammunition for each event as depicted on the corresponding table. All munitions listed are recommended for expenditure during the associated training event. Units may wish to provide or secure additional munitions to replicate the weapon's or the weapon's system combat load for training to reinforce the principles of "train as you fight."

LEGEND
MAAWS MULTI-ROLE ANTI-ARMOR ANTI-PERSONNEL WEAPONS SYSTEM

Figure A-2. Common munitions for all brigade combat team formations

A-4. The munitions and training resources listed in figures A-3 through A-17 on pages 148 to 160 represent the recommendations for unit use during the training event. For some weapons, units may wish to secure a full complement of the weapon or system's combat load to replicate the form, fit, weight, and load burden for the firer, team, or small unit.

A-5. The munitions listed in figures A-3 through A-17 on pages 148 to 160 are expected to be fired or available for support during the listed event. When additional munitions are deemed necessary to support the training event, the unit is responsible to coordinate and secure the additional munitions.

> ***Note.*** For example, an M4 firer is recommended to have 30 rounds for Platoon Table VI, LFX. The unit desires to have each Soldier assigned to a squad participating in the LFX to have one full combat load of 210 rounds to best replicate the Soldier's load burden. The unit is responsible for coordinating the additional 180 rounds to meet the commander's intent.

A-6. The munition quantities listed in figures A-3 through A-17 on pages 148 to 160 do not accurately reflect the amount of munitions authorized in DA Pam 350-38. The unit must use harvested training munitions to cover any shortfalls or coordinate with the higher headquarters' ammunition office to secure the training munitions.

BATTLE EFFECTS AND PYROTECHNICS

A-7. Figure A-3 provides a list of the recommended battle effects, simulators, and pyrotechnics (smoke, signals, and grenades) to support the platoon training events. Provided they are appropriately trained, any external evaluators or OC/Ts or the commander can distribute these resources to support the training event. The munitions listed are for section and platoon training.

COMMON SMOKE, SIGNALS, AND PYROTECHNICS RECOMMENDED TRAINING MUNITIONS

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
G940	HG, SMK GRN M18	2	2	4	5	13
G945	HG, SMK YEL	4	4	4	6	18
G955	HG, SMK VIOL	1	1	2	2	6
G963	HG, RIOT CS M7	1	1	0	0	2
G982	HG, SMK TNG M83	4	4	3	4	15
K511	SMK POT, FLOATING, PRACTICE				1	1
L305	SIG, ILLUM GS PARA M195	1	1	1	1	4
L307	SIG, ILLUM WS CLUSTER M159	1	2	1	1	5
L312	SIG, ILLUM WS PARA M127A1	3	2	2	3	7
L314	SIG, ILLUM GRN STAR M125A	1	2	1	3	7
L495	FLARE, SURFACE TRIP M49A1	3	3	0	0	6
G950	HG, SMK RED	4	2	2	1	9
L306	SIG, ILLUM RS CLUSTER M158A1	1	2	1	2	6
LA80	SIG, ILLUM RED PARA M126E2	1	1	1	1	4

LEGEND

CS	TEAR GAS	PARA	PARACHUTE
DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	RS	REDUCES SENSITIVITY
		SIG	SIGNAL
FCX	FIRE COORDINATION EXERCISE	SMK	SMOKE
FTX	FIELD TRAINING EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
GRN	GREEN	TNG	TRAINING
GS	GREEN STAR	VIOL	VIOLET
HG	HAND GRENADE	WS	WHITE STAR
ILLUM	ILLUMINATION	YEL	YELLOW
LFX	LIVE-FIRE EXERCISE		

Figure A-3. Recommended smoke, signals, and grenades

A-8. Figure A-4 lists the recommended simulators for use in platoon training events. These recommendations support all maneuver squads/sections and platoons but may require augmentation based on the complexity of the training scenarios. The munitions listed are for section and platoon training.

SIMULATORS AND BATTLEFIELD EFFECTS
RECOMMENDED TRAINING MUNITIONS

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
L594	SIM, PROJ GRND BURST M115A2	15	15	7	7	44
L598	SIM, BOOBYTRAP FLASH M117	2	2	0	2	6
L599	SIM, BOOBYTRAP ILLUM M118	2	2	0	1	5
L600	SIM, BOOBYTRAP WHIS M119	2	2	0	2	6
L601	SIM, HAND GREN M116A1	14	7	0	7	28

LEGEND

DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	ILLUM	ILLUMINATION
FCX	FIRE COORDINATION EXERCISE	LFX	LIVE-FIRE EXERCISE
FTX	FIELD TRAINING EXERCISE	PROJ	PROJECTILE
GREN	GRENADE	SIM	SIMULATED MUNITIONS
GRND	GROUND	STX	SITUATIONAL TRAINING EXERCISE
		WHIS	WHISTLING

Figure A-4. Platoon recommended simulators

A-9. The munitions in figure A-4 allow each maneuver platoon to add combat realism to the squad/section and platoon-level training events. Units may provide subordinate units, external evaluators or OC/Ts, fire markers, and other support personnel with munitions to support the training event's scenario.

Note. The red smoke (DODIC-G950), red star cluster (DODIC-L306), and red parachute (DODIC-LA80) are for real-world emergency use only. Units may not incorporate them into the training scenario unless specifically authorized by the battalion commander.

A-10. Units must identify any pyrotechnic shortfalls as early in the planning process as possible to secure the appropriate quantity of munitions. Units must coordinate with the BCT ammunition manager for additional resources beyond those available within their unit's Training Ammunition Management Information System account.

M4 OR M16

A-11. Figure A-5 provides the recommended M4 or M16 munitions for Table III, STX; Table IV, FTX; Table V, FCX; and Table VI, LFX. The munitions listed are for section and platoon training. The quantities shown are for each Soldier assigned to a maneuver squad (Infantry or Cavalry) and combat engineer squads only.

M4/M16
RECOMMENDED TRAINING AMMUNITION

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
AB74	CTG, 5.56-mm TRCR M856A1			10	10	20
AB57	CTG, 5.56-mm Ball M855A1			20	45	65
AA68	CTG, 5.56-mm SR Train M862			15		15
A080	CTG, 5.56-mm BLNK F M16A1/A2	15	15			60

LEGEND

BLNK	BLANK	FTX	FIELD TRAINING EXERCISE
CTG	CARTRIDGE	LFX	LIVE-FIRE EXERCISE
DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	mm	MILLIMETER
		SR TRAIN	SHORT RANGE TRAINING
F	FOR	STX	SITUATIONAL TRAINING EXERCISE
FCX	FIRE COORDINATION EXERCISE	TRCR	TRACER

Figure A-5. M4 and M16 recommended training munitions

A-12. Units may not have blank and live munitions on the same training facility at the same time due to the likelihood of mixing munition types. This represents a critical safety issue during collective training events.

A-13. Units may increase the munitions quantities as necessary to meet their training objectives; however, the units must coordinate with the appropriate-level ammunition manager for any increases.

M249AR

A-14. Figure A-6 provides the recommended M249AR munitions for Table III, STX; Table IV, FTX; Table V, FCX; and Table VI, LFX. The munitions listed are for section and platoon training.

M249AR
RECOMMENDED TRAINING AMMUNITION

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
AB73	CTG, 5.56-mm LNKD (4:1) M855A1 (BALL) and M856A1 (TRCR)				125	125
A057	CTG, 5.56-mm BLNK LNKD for SAW	25	25			50

LEGEND

BLNK	BLANK	LFX	LIVE-FIRE EXERCISE
CTG	CARTRIDGE	LNKD	LINKED
DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	mm	MILLIMETER
		SAW	SQUAD AUTOMATIC WEAPON
FCX	FIRE COORDINATION EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
FTX	FIELD TRAINING EXERCISE	TRCR	TRACER

Figure A-6. M249AR recommended training munitions

A-15. Units may not have blank and live munitions on the same training facility at the same time due to the increased likelihood of mixing munition types. This is a critical safety issue during collective training events.

A-16. Units may increase the munitions quantities as necessary to meet their training objectives; however, the units must coordinate with the appropriate ammunition manager for any increases.

M9, M17, OR M18

A-17. Figure A-7 lists the recommended M9, M17, or M18 munitions for Table III, STX; Table IV, FTX; Table V, FCX; and Table VI, LFX. The munitions listed are for section and platoon training.

PISTOL AND MODULAR HANDGUN SYSTEM
RECOMMENDED TRAINING AMMUNITION

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
AC20	CTG, 9-mm BALL Pistol (New)			5	5	10
AB13	CTG, 9-mm M1041 Blue SIMS	8	7			15
AB14	CTG, 9-mm M1041 Red SIMS	8	7			15

LEGEND

CTG	CARTRIDGE	LFX	LIVE-FIRE EXERCISE
DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	mm	MILLIMETER
		SIMS	SIMULATED MUNITIONS
FCX	FIRE COORDINATION EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
FTX	FIELD TRAINING EXERCISE		

Figure A-7. M9, M17, or M18 recommended training munitions

SNIPER WEAPON SYSTEMS

A-18. Figure A-8 provides the recommended sniper, weapon system munitions for Table III, STX; Table IV, FTX; Table V, FCX; and Table VI, LFX. The munitions listed are for section and platoon training.

SNIPER WEAPON SYSTEMS
RECOMMENDED TRAINING AMMUNITION

M110, SNIPER RIFLE

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
AA11	CTG, 7.62-mm, M118 LR			5	5	10
AB72	CTG, 7.62-mm, BLNK (Bottlenose)	5	5			10

M107, ANTIMATERIEL SNIPER RIFLE

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI CALFEX	TOTAL
A606	CTG, .50 CAL MK211-0			5	5	10
A598	CTG, .50 CAL BLNK for /M2	5	5	–	–	10

LEGEND

BLNK	BLANK	FCX	FIRE COORDINATION EXERCISE
CAL	CALIBER	FTX	FIELD TRAINING EXERCISE
CALFEX	COMBINED ARMS LIVE-FIRE EXERCISE	LFX	LIVE-FIRE EXERCISE
CTG	CARTRIDGE	LR	LONG RANGE
DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	mm	MILLIMETER
		STX	SITUATIONAL TRAINING EXERCISE

Figure A-8. Sniper weapon systems recommended training munitions

A-19. Units with other approved sniper weapon systems should follow the M110 training strategy to identify sufficient training quantities. Units using the M110E1, Squad Designated Marksman Rifle, use the same quantities described for the M110.

CREW-SERVED WEAPONS

A-20. Figure A-9 provides the recommended crew-served weapons (machine gun) munitions for Table III, STX; Table IV, FTX; Table V, FCX; and Table VI, LFX. The munitions listed are for section and platoon training. The munitions listed in figure A-9 are for the respective weapon when used in the ground role or as a mounted machine gun.

CREW-SERVED MACHINE GUN
RECOMMENDED TRAINING AMMUNITION

M249, LIGHT MACHINE GUN

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
AB73	CTG, 5.56-mm LNKD (4:1) M855A1 (BALL) and M856A1 (TRCR)			50	250	300
A075	CTG, 5.56-mmm BLNK LNKD for SAW	100	100			200

M240B, MEDIUM MACHINE GUN

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
AB86	CTG, 7.62-mm 4 BALL/1 TRCR Linked, Lead Free			50	75	125
A111	CTG, 7.62-mm BLNK M82 LNKD	50	50			200

M2A1, HEAVY MACHINE GUN

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
A557	CTG, .50 CAL 4 BALL/1 TRCR LNKD M33 for M2				100	100
A602	CTG, .50 CAL Short RNG Plastic 4 TP M858/1 TP-T M860			50		50
A598	CTG, .0 CAL BLNK for M2 (MILES)	50	50			100

MK19, GRENADE MACHINE GUN

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
BA55	CTG, 40-mm, TP, Day/Night/ Thermal for MK19, M918E1			**10**	**20**	**30**

LEGEND

BLNK	BLANK	MILES	MULTIPLE INTEGRATED LASER ENGAGEMENT SYSTEM (or similar device)
CAL	CALIBER	mm	MILLIMETER
CTG	CARTRIDGE	RNG	RANGE
DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	SAW	SQUAD AUTOMATIC WEAPON
FCX	FIRE COORDINATION EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
FTX	FIELD TRAINING EXERCISE	TP-T	TARGET PRACTICE TRACER
LFX	LIVE-FIRE EXERCISE	TRCR	TRACER
LNKD	LINKED		

Figure A-9. Crew-served machine gun recommended munitions

M203 OR M320

A-21. Figure A-10 provides the recommended M203 or M320, low-velocity 40-millimeter munitions for Platoon Table III, STX; Table IV, FTX; Table V, FCX; and Table VI, LFX. The munitions listed are for section and platoon training.

M203/M320 40MM LOW VELOCITY
RECOMMENDED TRAINING AMMUNITION

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
BA54	CTG, 40-mm, TP Low Velocity F/M320			4	5	9
B535	CTG, 40-mm White Star PARA (ILLUM)			2	3	5
BA03	CTG, 40-mm GRN IR ILLUM M992			2	3	5

LEGEND

CTG	CARTRIDGE	IR	INFRARED
DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	LFX	LIVE-FIRE EXERCISE
		mm	MILLIMETER
FCX	FIRE COORDINATION EXERCISE	PARA	PARACHUTE
FTX	FIELD TRAINING EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
GRN	GREEN	TP	TARGET PRACTICE
ILLUM	ILLUMINATION		

Figure A-10. M203 or M320 low-velocity 40-millimeter recommended munitions

A-22. Units should use caution when scheduling B535, cartridge, 40 millimeter, M127A1 white star parachute, illumination and BA03, cartridge, 40 millimeter, grenade, infrared, illumination rounds to ensure they meet the needs of the training event. The BA03 requires the use of image intensifier optics (for example, infrared night vision goggles).

SHOTGUN

A-23. Figure A-11 provides the recommended shotgun munitions for Table III, STX; Table IV, FTX; Table V, FCX; and Table VI, LFX. The munitions listed are for section and platoon training.

SHOTGUN
RECOMMENDED TRAINING AMMUNITION

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
A011	CTG, 12-gauge Shotgun 00 Buckshot				2	2

LEGEND

CTG	CARTRIDGE	FTX	FIELD TRAINING EXERCISE
DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	LFX	LIVE-FIRE EXERCISE
		STX	SITUATIONAL TRAINING EXERCISE
FCX	FIRE COORDINATION EXERCISE		

Figure A-11. Shotgun recommended munitions

A-24. Units should only provide shotgun munitions when the training scenario includes breaching operations.

AT-4 OR AT-4 CONFINED SPACE

A-25. Figure A-12 provides the recommended AT-4 or AT-4 confined space munitions for Table III, STX; Table IV, FTX; Table V, FCX; and Table VI, LFX. The munitions listed are for section and platoon training.

AT-4/AT-4 CS (CONFINED SPACE)
RECOMMENDED TRAINING AMMUNITION

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
LA77	SIM, Launch, Antitank (ATWESS) M22	6	6			12
CA30	CTG 84-mm and LNCHR M136 (AT-4-CS)			1	1	2

LEGEND

ATWESS	ANTITANK WEAPON EFFECT SIGNATURE SIMULATOR	FTX	FIELD TRAINING EXERCISE
		LFX	LIVE-FIRE EXERCISE
CTG	CARTRIDGE	LNCHR	LAUNCHER
DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	mm	MILLIMETER
		SIM	SIMULATED MUNITIONS
FCX	FIRE COORDINATION EXERCISE	STX	SITUATIONAL TRAINING EXERCISE

Figure A-12. AT-4 and AT-4 confined space recommended munitions

A-26. Units must ensure approval of a live-fire training area with a dedicated impact area for all live rockets (C995). Units may fire these munitions on other training facilities and training areas, but the installation may restrict them. Units are required to coordinate with their supporting installation for approved areas for live HE rockets.

M3 Multirole Antiarmor Antipersonnel Weapons System

A-27. Figure A-13 provides the recommended M3; Multi-Role, Anti-Armor, Anti-Personnel Weapon System (MAAWS) munitions for Table III, STX; Table IV, FTX; Table V, FCX; and Table VI, LFX. The munitions listed are for section and platoon training.

M3 MAAWS
RECOMMENDED TRAINING AMMUNITION

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
CA21	CTG, 84-mm HEDP 502 IM			0.5	0.5	1
CA27	CTG 84-mm HE 441D IM RS			0.5	0.5	1

LEGEND

CTG	CARTRIDGE	IM	IMPACT
DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	LFX	LIVE-FIRE EXERCISE
		MAAWS	MULTI-ROLE ANTIARMOR ANTIPERSONNEL WEAPONS SYSTEM
FCX	FIRE COORDINATION EXERCISE		
FTX	FIELD TRAINING EXERCISE	mm	MILLIMETER
HE	HIGH EXPLOSIVE	RS	REDUCED SENSITIVITY
HEDP	HIGH EXPLOSIVE DUAL PURPOSE	STX	SITUATIONAL TRAINING EXERCISE

Figure A-13. M3, MAAWS recommended munition types

A-28. Units must ensure they have an approved live-fire training area with a dedicated impact area for all HE munitions (CA21 and CA27). Units may fire these munitions on other training facilities and training areas, although installations can restrict them. Units are required to coordinate with their supporting installation for approved areas for live HE munitions.

Grenades

A-29. Figure A-14 provides the recommended hand grenades for Table III, STX; Table IV, FTX; Table V, FCX; and Table VI, LFX. The munitions listed are for section and platoon training.

HAND GRENADE
RECOMMENDED TRAINING AMMUNITION

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
G878	Fuze, M228 for use with G811 TNG HG body	1	1	0	1	3

LEGEND

DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	HG	HAND GRENADE
		LFX	LIVE-FIRE EXERCISE
FCX	FIRE COORDINATION EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
FTX	FIELD TRAINING EXERCISE	TNG	TRAINING

Figure A-14. Hand grenade recommended quantities

DEMOLITIONS, CAVALRY SQUAD

A-30. Figure A-15 provides the recommended demolitions for reconnaissance units conducting platoon training. The munitions listed are separate from the demolitions provided to the integrated engineer squad.

A-31. If C-4 is not available, TNT is used. Calculate the quantity of TNT needed by multiplying the quantity of C-4 by 1.34 (relative effectiveness factor). The result should be rounded up to the nearest 1/4-pound package size.

A-32. Figure A-15 provides individual and collective demolition quantities for distribution, as necessary. When units require additional demolitions, they must coordinate with the higher headquarters' ammunition manager for assistance. The munitions listed are for section and platoon training.

CAVALRY SCOUT DEMOLITIONS
RECOMMENDED TRAINING MUNITIONS

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
M023	CHG, Demo BLNK 1-1/4# C-4	35	15	15	35	100
M456	Cord, DET Type-1	100	25	25	100	250
ML45	Holder, Blast Cap & Shock Tube	50	25	25	50	150
MN08	Igniter, Blast Time Fuse M81	3	2	2	4	11
ML47	Cap, Blast Nonelectric 30-foot SHK Tube M11 MDI	35	15	15	35	100
MN90	Cap, Blast In-line Initiator Nonelectric 1,000-foot Mini-tube M23	3	2	2	4	11
MN06	Cap, Blasting Delay M14	3	2	2	4	11

LEGEND

BLNK	BLANK	FCX	FIRE COORDINATION EXERCISE
C-4	COMPOSITION-4	FTX	FIELD TRAINING EXERCISE
CHG	CHARGE	LFX	LIVE-FIRE EXERCISE
DEMO	DEMOLITION	MDI	MODERNIZED DEMOLITION INITIATOR
DET	DETONATION	SHK	SHOCK
DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	STX	SITUATIONAL TRAINING EXERCISE

Figure A-15. Cavalry squad recommended demolitions during platoon collective training

ARMORED BRIGADE COMBAT TEAM AMMUNITION REQUIREMENTS

A-33. The following figures provide the recommended munition quantities for weapons, systems, and platforms specific to the Armored brigade combat team (ABCT). Figure A-16 shows the weapons, systems, and platform munitions within the ABCT team that are resourced for collective training.

ABCT PLATFORMS	REMARKS
Abrams series Bradley series Cavalry mounted machine gun Mortars Field artillery	Munitions identified in this section reflect the quantity by type recommended for each platform that is expected to participate in the training event.

LEGEND
ABCT ARMORED BRIGADE COMBAT TEAM

Figure A-16. Armored brigade combat team weapons, systems, and platforms

A-34. The munitions listed for the platforms within the ABCT formation do not include engineer or air defense artillery recommended quantities. Units should see the appropriate chapter within DA Pam 350-38 to identify the resources authorized for platoon collective training events.

A-35. Cavalry platforms follow the Bradley-series recommended munitions for Cavalry fighting vehicles. Units should consider augmenting those munitions with a complement of dismounted munitions for reconnaissance elements.

AMMUNITION RECOMMENDATIONS ARE FOR SECTION AND PLATOON TRAINING COMBINED

All training ammunition quantities listed in this appendix are recommendations. The quantities are to conduct both section and platoon training. Units must build their unit training plan and ammunition requirements for both section and platoon events and distribute those ammunition requirements.

ABRAMS SERIES

A-36. Figure A-17 illustrates the recommended munitions for each Abrams series platform participating in the collective training event. The quantities listed in figure A-17 are per tank. The munitions listed are for section and platoon training.

ABRAMS
RECOMMENDED TRAINING AMMUNITION

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
C785	CTG, 120-mm TPCSDS-T M865 for TNKGUN			5	8	13
CA31	CTG, 120-mm TP-T M1002			1*	1*	2*
CA38	CTG, 120-mm Canister M1028			0.5*	0.5*	1*
AB86	CTG, 7.62-mm 4 BALL M80/1TRCR M62 LNKD			200	400	600
A557	CTG, .50 CAL 4 BALL/1 TRCR LNKD M33 for M2			200	200	400
LA53	SIM, Target Hit XM35 (BES)			12	17	29
LA54	SIM, EXP DET XM34 (BES)			24	34	58
A111	CTG, 7.62-mm BLNK M82 LNKD	150	100			250
A598	CTG, .50 CAL BLNK for M2 (MILES)	50	50			100
LA06	SIM, Main TNKGUN M30	40	40			80
LA07	SIM, Direct or Indirect Fire with Stars M31	40	40			80

* Rounds must be harvested from previous tables

LEGEND

BES	BATTLE EFFECTS SIMULATOR	LNKD	LINKED
BLNK	BLANK	MILES	MULTIPLE INTEGRATED LASER ENGAGEMENT SYSTEM (or similar device)
CAL	CALIBER		
CTG	CARTRIDGE	mm	MILLIMETER
DET	DETONATION	SIM	SIMULATOR
DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	STX	SITUATIONAL TRAINING EXERCISE
		TNKGUN	TANK GUN
EXP	EXPLOSIVE DETONATION	TPCSDS-T	TRACER TARGET PRACTICE CONE STABILIZED DISCARDING SABOT-TRACER
FCX	FIRE COORDINATION EXERCISE		
FTX	FIELD TRAINING EXERCISE	TP-T	TARGET PRACTICE TRACER
LFX	LIVE-FIRE EXERCISE	TRCR	TRACER

Figure A-17. Abrams recommended munitions

BRADLEY SERIES

A-37. Figure A-18 shows the recommended munitions for each Bradley-series platform participating in the collective training event. The figure lists the quantities per fighting vehicle. The munitions listed are for section and platoon training.

BRADLEY
RECOMMENDED TRAINING AMMUNITION

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
A940	CTG, 25-mm AP TNG Linked M910			48	144	192
A976	CTG, 25-mm, TP-T Linked M793			48	64	112
AB86	CTG, 7.62-mm 4 BALL M80/1 TRCR M62 LNKD			500	450	950
LA53	SIM, Target Hit XM35 (BES)			12	17	29
LA54	SIM, EXP DET XM34 (BES)			24	17	41
A111	CTG, 7.62-mm BLNK M82 LNKD	10	100			200

LEGEND

AP	ARMOR PIERCING	FTX	FIELD TRAINING EXERCISE
BES	BATTLE EFFECTS SIMULATOR	LFX	LIVE-FIRE EXERCISE
BLNK	BLANK	LNKD	LINKED
CTG	CARTRIDGE	mm	MILLIMETER
DET	DETONATION	SIM	SIMULATOR
DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	STX	SITUATIONAL TRAINING EXERCISE
		TNG	TRAINING
EXP	EXPLOSIVE	TP-T	TARGET PRACTICE TRACER
FCX	FIRE COORDINATION EXERCISE	TRCR	TRACER

Figure A-18. Bradley fighting vehicle recommended munitions

CAVALRY MOUNTED MACHINE GUN

A-38. Figure A-19 illustrates the recommended munitions for Cavalry units in a motorized mounted, machine gun role. The munitions in the figure are recommendations per mounted machine gun (truck) that is expected to participate in the training events. The munitions support the motorized reconnaissance elements by truck crew. Units must consider the crew-served weapons assigned to each vehicle when calculating munition requirements. The munitions listed are for section and platoon training.

CAVALRY MOUNTED MACHINE GUN CREW PLATFORM RECOMMENDED TRAINING AMMUNITION

M240B, MEDIUM MACHINE GUN

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
AB86	CTG, 7.62-mm 4 BALL/ 1 TRCR Linked, Lead Free			75	100	175
A111	CTG, 7.62-mm BLNK M82 LNKD	100	100			200

M2A1, HEAVY MACHINE GUN

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
A557	CTG, .50 CAL 4 BALL/ 1 TRCR LNKD M33 for M2			300	300	600
A598	CTG, .50 CAL BLNK for M2 (MILES)	50	50			100

MK19, GRENADE MACHINE GUN

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
BA55	CTG, 40-mm, TP, Day/Night/Thermal for MK19 High Velocity, M918E1			96	56	152

LEGEND

BLNK	BLANK	LNKD	LINKED
CAL	CALIBER	MILES	MULTIPLE INTEGRATED LASER ENGAGEMENT SYSTEM (or similar device)
CTG	CARTRIDGE		
DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	mm	MILLIMETER
		STX	SITUATIONAL TRAINING EXERCISE
FCX	FIRE COORDINATION EXERCISE	TP	TARGET PRACTICE
FTX	FIELD TRAINING EXERCISE	TRCR	TRACER
LFX	LIVE-FIRE EXERCISE		

Figure A-19. Recommended Cavalry mounted machine gun munitions per crew

ARMORED BRIGADE COMBAT TEAM MORTARS

A-39. Figure A-20 illustrates the recommended munitions for mortar units within the ABCT formation. It lists the munitions as recommendations per mortar unit that are expected to participate in the training events. The munitions listed for all the mortars are by organization and not by individual mortar tube. The quantities are grouped by the formation in which they reside. Units must consider the crew-served weapons assigned to each vehicle when calculating munition requirements for the STX and FTX.

A-40. The mortar unit uses figure A-20 to ensure it has sufficient munitions to conduct live-fire events. The munitions listed are for indirect fires of a maneuver section and platoon events combined.

ABCT MORTAR FORMATIONS
RECOMMENDED TRAINING MUNITIONS

BATTALION MORTARS

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
CA04	CTG, 120-mm, HE M934 with MOF M734A1			2	29	31
C625	CTG, 120-mm ILLUM XM930			2	8	10

CAVALRY TROOP MORTARS

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
CA04	CTG, 120-mm, HE M934 with MOF M734A1			2	18	20
C625	CTG, 120-mm ILLUM XM930			2	8	10

LEGEND

ABCT	ARMORED BRIGADE COMBAT TEAM	HE	HIGH EXPLOSIVE
CTG	CARTRIDGE	ILLUM	ILLUMINATION
DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	LFX	LIVE-FIRE EXERCISE
		mm	MILLIMETER
FCX	FIRE COORDINATION EXERCISE	MOF	MULTIOPTION FUSE
FTX	FIELD TRAINING EXERCISE	STX	SITUATIONAL TRAINING EXERCISE

Figure A-20. Recommended Armored brigade combat team mortar munitions by formation

Note. On installations where the dedicated impact area is separate from the training location expected for the live-fire events, the unit may use an observation point separate from the primary training facility to conduct the leader call for fire tasks when firing HE rounds.

ARMORED BRIGADE COMBAT TEAM FIELD ARTILLERY

A-41. Figure A-21 illustrates the recommended munitions for ABCT field artillery supporting units. The figure lists munitions as recommendations per supporting unit, not by tube, to support the maneuver section and platoon (combined total recommendation). The BCT should coordinate with the subordinate field artillery battalion for the appropriate amount of munitions by task to support the maneuver training event. Units must consider the crew-served weapons assigned to each vehicle when calculating munition requirements if the unit intends to integrate training within the STX and FTX events.

ABCT FIELD ARTILLERY
RECOMMENDED TRAINING MUNITIONS

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
DA51	PROJ, 155-mm HE M107 Deep Cavity W/ SUP CHG			5	10	15
DA66	PROJ, 155-mm WP M110 Series				6	6
DA57	PROJ 155-mm ILLUM M485 Series			6	6	12
D529	PROJ 155-mm HE Extended Range, M795				6	6

LEGEND

ABCT	ARMORED BRIGADE COMBAT TEAM	LFX	LIVE-FIRE EXERCISE
CHG	CHARGE	mm	MILLIMETER
DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	PROJ	PROJECTILE
		STX	SITUATIONAL TRAINING EXERCISE
FCX	FIRE COORDINATION EXERCISE	SUP	SUPPLEMENTAL
FTX	FIELD TRAINING EXERCISE	W	WITH
HE	HIGH EXPLOSIVE	WP	WHITE PHOSPHOROUS
ILLUM	ILLUMINATION		

Figure A-21. Recommended Armored brigade combat team field artillery per supporting unit

A-42. On installations where the dedicated impact area is separate from the training location expected for the live-fire events, the unit may use an observation point separate from the primary training facility to conduct the leader call for fire tasks when firing HE or white phosphorous munitions.

STRYKER BRIGADE COMBAT TEAM AMMUNITION REQUIREMENTS

A-43. The following figures provide the recommended munition quantities for weapons, systems, and platforms specific to the Stryker brigade combat team (SBCT) (see figure A-22).

A-44. The munitions listed for the platforms within the SBCT formation do not include field artillery, engineer, or air defense artillery recommended quantities. Units should see the appropriate chapter within DA Pam 350-38 to identify the resources authorized for platoon collective training events.

SBCT PLATFORMS	REMARKS
Medium Caliber Weapon System Stryker ICV and RV Stryker ATGM Mortars Field artillery	Munitions identified in this section reflect the quantity by type recommended for each platform expected to participate in the training event.

LEGEND

ATGM	ANTITANK GUIDED MISSILE	RV	RECONNAISANCE VEHICLE
ICV	INFANTRY CARRIER VEHICLE	SBCT	STRYKER BRIGADE COMBAT TEAM

Figure A-22. Stryker brigade combat team weapons, systems, and platforms

A-45. Cavalry platforms follow the Stryker Infantry carrier vehicle and reconnaissance vehicle recommended munitions. Units should consider augmenting those munitions with a complement of dismounted munitions for their reconnaissance elements, as appropriate.

AMMUNITION RECOMMENDATIONS ARE FOR SECTION AND PLATOON TRAINING COMBINED

All training ammunition quantities listed in this appendix are recommendations. The quantities are to conduct both section and platoon training. Units must build their unit training plan and ammunition requirements for both section and platoon events and distribute those ammunition requirements.

MEDIUM CALIBER WEAPON SYSTEM

A-46. Figure A-23 shows the recommended munition for each medium caliber weapon system platform participating in the collective training event. The figure lists the quantities per fighting vehicle within the platoon-size organization. The munitions listed are for section and platoon training.

MEDIUM CALIBER WEAPON SYSTEM
RECOMMENDED TRAINING AMMUNITION

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
AC25	CTG, 30-mm TP-T, MK239			48	144	192
AC28	CTG, 30-mm TPDS-T, MK317			48	64	112
AB86	CTG, 7.62-mm 4 BALL M80/1 TRCR M62 LNKD			500	450	950
LA53	SIM, Target Hit XM35 (BES)			12	17	29
LA54	SIM, EXP DET XM34 (BES)			24	17	41
A111	CTG, 7.62-mm BLNK M82 LNKD	10	100			200

LEGEND

BES	BATTLE EFFECTS SIMULATOR	LFX	LIVE-FIRE EXERCISE
BLNK	BLANK	LNKD	LINKED
CTG	CARTRIDGE	mm	MILLIMETER
DET	DETONATOR	SIM	SIMULATOR
DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	STX	SITUATIONAL TRAINING EXERCISE
		TP-T	TARGET PRACTICE TRACER
EXP	EXPLOSIVE	TPDS-T	TARGET PRACTICE DISCARDING SABOT-TARCER
FCX	FIRE COORDINATION EXERCISE		
FTX	FIELD TRAINING EXERCISE	TRCR	TRACER

Figure A-23. Medium caliber weapon system recommended munitions

STRYKER INFANTRY CARRIER VEHICLE AND RECONNAISSANCE VEHICLE

A-47. Figure A-24 illustrates the recommended munitions for each Stryker Infantry carrier vehicle or platform participating in the collective training event. The figure lists the quantities per truck within the platoon-size organization. The munitions listed are for section and platoon training.

STRYKER MOUNTED MACHINE GUN
RECOMMENDED TRAINING AMMUNITION

M240B, MEDIUM MACHINE GUN

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
AB86	CTG, 7.62-mm 4 Ball/ 1 TRCR LNKD, Lead Free			200	200	400
A111	CTG, 7.62-mm BLNK M82 LNKD	50	50			100

M2A1, HEAVY MACHINE GUN

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
A557	CTG, .50 CAL 4 Ball/ 1 TRCR LNKD M33 for M2			50	50	100
A602	CTG, .50 CAL Short RNG Plastic 4 TP M858/1 TP-T M870					0
A598	CTG, .50 CAL BLNK for M2 (MILES)	50	50			100

MK19, GRENADE MACHINE GUN

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
BA55	CTG, 40-mm, TP, Day/Night/Thermal High Velocity for MK19, M918E1			24	24	48

LEGEND

BLNK	BLANK	MILES	MULTIPLE INTEGRATED LASER ENGAGEMENT SYSTEM (or similar device)
CAL	CALIBER	mm	MILLIMETER
CTG	CARTRIDGE	RNG	RANGE
DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	STX	SITUATIONAL TRAINING EXERCISE
FCX	FIRE COORDINATION EXERCISE	TP	TARGET PRACTICE
FTX	FIELD TRAINING EXERCISE	TP-T	TARGET PRACTICE TRACER
LFX	LIVE-FIRE EXERCISE	TRCR	TRACER
LNKD	LINKED		

Figure A-24. Stryker Infantry carrier vehicle or reconnaissance vehicle recommended munitions

STRYKER ANTITANK GUIDED MISSILE

A-48. Figure A-25 shows the recommended munitions for Stryker antitank guided missile trucks. The munitions are listed as recommendations per antitank guided missile truck expected to participate in the training events. Units must consider the crew-served weapons assigned to each vehicle when calculating munitions requirements. The munitions listed are for section and platoon training.

STRYKER ANTITANK GUIDED MISSILE
RECOMMENDED TRAINING MUNITIONS

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
WH05	GM, TOW-2 SURF Practice				1	1
LA77	SIM, Launch Antitank (ATWESS) M22	4	2			6
G978	GREN LNCHR, SMK SIM Screen M82		3		3	6
WITH M240B, MEDIUM MACHINE GUN						
DODIC	**MUNITION TYPE**	**TABLE III STX**	**TABLE IV FTX**	**TABLE V FCX**	**TABLE VI LFX**	**TOTAL**
AB86	CTG, 7.62-mm 4 BALL/1 TRCR LNKD, Lead Free			50	50	100
A111	CTG, 7.62-mm BLNK M82 LNKD	100	100			200

LEGEND

ATWESS	ANTITANK WEAPON EFFECT SIGNATURE SIMULATOR	LNCHR	LAUNCHER
BLNK	BLANK	LNKD	LINKED
CTG	CARTRIDGE	mm	MILLIMETER
DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	SIM	SIMULATOR
FCX	FIRE COORDINATION EXERCISE	SMK	SMOKE
FTX	FIELD TRAINING EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
GM	GROUND MISSILE	SURF	SURFACE
GREN	GRENADE	TOW	TUBE-LAUNCHED, OPTICALLY-TRACKED, WIRE- OR WIRELESS-GUIDED
LFX	LIVE-FIRE EXERCISE	TRCR	TRACER

Figure A-25. Recommended Stryker antitank guided missile munitions per crew

Note. When firing live missiles, the unit must coordinate for the appropriate firing position with an approved, safety-certified impact area. Units should coordinate through their installation's range support division when developing the live-fire scenario.

STYKER BRIGADE COMBAT TEAM MORTARS

A-49. Figure A-26, page 170 illustrates the recommended munitions for mortar units within the SBCT formation. The munitions listed in the figure are recommendations per mortar unit. These mortar units are expected to participate in the training events. The munitions listed for all mortars are by organization and not by tube. The quantities are grouped by the formation in which they reside. Units must consider the crew-served weapons assigned to each vehicle when calculating munitions requirements for the STX and FTX. The munitions listed are to support the maneuver section and platoon training plans within their organization. They are not for training the mortar section or platoon.

SBCT MORTAR FORMATION
RECOMMENDED TRAINING MUNITIONS

BATTALION MORTARS

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
C871	CTG, 81-mm ILLUM M853A1 W/M772 MTSQ			2	8	10
CA66	CTG, 81-mm HE M821 WITH M734A1 MOF			2	32	34
C625	CTG, 120-mm ILLUM M930 W/M776 MTSQ			2	8	10
CA04	CTG, 120-mm HE M934A1 WITH M734A1 MOF			2	32	34

COMPANY MORTARS

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
BA04	CTG, 60-mm ILLUM M767 IR			2	8	10
BA44	CTG, 60-mm HE M720A2 WITH M734A1 MOF			2	18	20
C625	CTG, 120-mm ILLUM XM930			2	8	10
CA04	CTG, 120-mm HE M934 with MOF M734A1			2	18	20

CAVALRY TROOP MORTARS

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
C625	CTG, 120-mm ILLUM XM930			2	8	10
CA04	CTG, 120-mm HE M934 with MOF M734A1			2	18	20

LEGEND

CTG	CARTRIDGE	LFX	LIVE-FIRE EXERCISE
DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	mm	MILLIMETER
		MOF	MULTIOPTION FUSE
FCX	FIRE COORDINATION EXERCISE	MTSQ	MECHANICAL TIME, SUPER QUICK
FTX	FIELD TRAINING EXERCISE	SBCT	STRYKER BRIGADE COMBAT TEAM
HE	HIGH EXPLOSIVE	STX	SITUATIONAL TRAINING EXERCISE
ILLUM	ILLUMINATION	W	WITH
IR	INFRARED		

Figure A-26. Recommended Stryker brigade combat team mortar munitions by formation

Note. On installations where the dedicated impact area is separate from the training location expected for the live-fire events, the unit may use an observation point separate from the primary training facility to conduct the leader call for fire tasks when firing HEs.

STRYKER BRIGADE COMBAT TEAM FIELD ARTILLERY

A-50. The munitions listed in figure A-27 are for the field artillery units, which are resourced by the unit and not by individual mortar tube to support the maneuver platoon. Units must consider the crew-served weapons assigned to each vehicle when calculating munitions requirements if the unit intends to integrate training within the STX and FTX events. The munitions listed are to support the maneuver section and platoon training events and are not part of the field artillery training strategy.

SBCT FIELD ARTILLERY
RECOMMENDED TRAINING MUNITIONS

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
DA51	PROJ, 155-mm HE M107 with Fuze Well (COMP B + TNT)			5	10	15
DA66	PROJ, 155-mm WP M110 Series				6	6
DA57	PROJ, 155-mm ILLUM M485 Series			6	6	12
D529	PROJ, 155-mm HE M795				6	6

LEGEND

COMP-B	COMPOSITION-B (EXPLOSIVE)	LFX	LIVE-FIRE EXERCISE
DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	mm	MILLIMETER
		PROJ	PROJECTILE
FCX	FIRE COORDINATION EXERCISE	SBCT	STRYKER BRIGADE COMBAT TEAM
FTX	FIELD TRAINING EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
HE	HIGH EXPLOSIVE	TNT	TRINITROLUENE
ILLUM	ILLUMINATION	WP	WHITE PHOSPHOROUS

Figure A-27. Recommended Stryker brigade combat team field artillery per supporting unit

Note. On installations where the dedicated impact area is separate from the training location expected for the live-fire events, the unit may use an observation point separate from the primary training facility to conduct the leader call for fire tasks when firing HE or white phosphorous munitions.

INFANTRY BRIGADE COMBAT TEAM AMMUNITION REQUIREMENTS

A-51. Figures A-28 to A-33, pages 172 to 177 list the recommended munition quantities for weapons, systems, and platforms specific to the IBCT. It illustrates the weapons, systems, and platform munitions requirements discussed in the IBCT platoon.

IBCT PLATFORMS	REMARKS
Mounted machine guns Mobile Protected Firepower TOW/ITAS Mortars Artillery	Munitions identified in this section reflect the quantity by type recommended for each platform expected to participate in the training event.

LEGEND

IBCT	INFANTRY BRIGADE COMBAT TEAM	TOW	TUBE-LAUNCHED, OPTICALLY-TRACKED, WIRE- OR WIRELESS-GUIDED
ITAS	IMPROVED TARGET ACQUISITION SYSTEM		

Figure A-28. Infantry brigade combat team weapons, systems, and platforms

A-52. The munitions listed in figures A-29 through A-33, pages 173 to 177 for the platforms within the IBCT formation do not include field artillery, engineer, or air defense artillery recommended quantities. Units should see the appropriate chapter within DA Pam 350-38 to identify the resources authorized for platoon collective training events.

A-53. Cavalry platforms follow the mounted machine gun recommended munitions. Units should consider augmenting those munitions with a complement of dismounted munitions for their reconnaissance elements, as appropriate.

AMMUNITION RECOMMENDATIONS ARE FOR SECTION AND PLATOON TRAINING COMBINED

All training ammunition quantities listed in this appendix are recommendations. The quantities are to conduct both section and platoon training. Units must build their unit training plan and ammunition requirements for both section and platoon events and distribute those ammunition requirements.

MOUNTED MACHINE GUN

A-54. Figure A-29 illustrates the recommended munitions for each Stryker Infantry carrier vehicle or reconnaissance vehicle platform participating in the collective training event. The figure lists the quantities per truck within the platoon-size organization. The munitions listed are for section and platoon training.

IBCT MOUNTED MACHINE GUN
RECOMMENDED TRAINING AMMUNITION

M240B, MEDIUM MACHINE GUN

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
AB86	CTG, 7.62-mm 4 BALL/ 1 TRCR Linked, Lead Free			75	100	175
A111	CTG, 7.62-mm BLNK M82 LNKD	100	100			200

M2A1, HEAVY MACHINE GUN

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
A557	CTG, .50 CAL 4 BALL/1 TRCR LNKD M33 for M2			300	300	600
A598	CTG, .50 CAL BLNK for M2 (MILES)	50	50			100

MK19, GRENADE MACHINE GUN

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
BA55	CTG, 40-mm, TP, DAY/Night/Thermal High Velocity for M918E1			96	56	152

LEGEND

BLNK	BLANK	LFX	LIVE-FIRE EXERCISE
CAL	CALIBER	LNKD	LINKED
CTG	CARTRIDGE	MILES	MULTIPLE INTEGRATED LASER ENGAGEMENT SYSTEM (or similar device)
DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	mm	MILLIMETER
FCX	FIRE COORDINATION EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
FTX	FIELD TRAINING EXERCISE	TP	TARGET PRACTICE
IBCT	INFANTRY BRIGADE COMBAT TEAM	TRCR	TRACER

Figure A-29. Mounted machine gun platform recommended munitions

MEDIUM TANK, M10 BOOKER

A-55. Figure A-30 illustrates the recommended munitions for each medium tank platform participating in the collective training event. The figure lists the quantities per medium tank within the platoon size organization. The munitions listed are for section and platoon training.

MEDIUM TANK
RECOMMENDED TRAINING AMMUNITION

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
C511	CTG, 105-mm TP-T, M490A1				2	2
CA37	CTG, 105-mm TP-T, M467A1				5	5
CA40	CTG, 105-mm CANISTER, M1040				3	3
CA58	CTG, Tank, 105-mm DS-TP M724A1E1 Short Range for TNKGUN				1	1
A557	CTG, .50 CAL 4 BALL/ 1 TRCR LNKD M33 for M2			200	100	100
AB86	CTG, 7.62-mm 4 BALL/1 TRCR LNKD, Lead Free			600	400	1000
A598	CTG, .50 CAL BLNK for M2 (MILES)	100	100			200
A111	CTG, 7.62-mm BLNK M82 LNKD	200	200			400
LA53	SIM, Target Hit XM35 (BES)			21	16	37
LA54	SIM, EXP DET XM34 (BES)			21	16	37

LEGEND

BES	BATTLE EFFECTS SIMULATOR	LFX	LIVE-FIRE EXERCISE
BLNK	BLANK	LNKD	LINKED
CAL	CALIBER	MILES	MULTIPLE INTEGRATED LASER ENGAGEMENT SYSTEM (or similar device)
CTG	CARTRIDGE		
DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	mm	MILLIMETER
		SIM	SIMULATOR
DS-TP	DISCARDING SABOT TARGET PRACTICE	STX	SITUATIONAL TRAINING EXERCISE
EXP DET	EXPLOSIVE DETONATION	TNKGUN	TANK GUN
FCX	FIRE COORDINATION EXERCISE	TP-T	TARGET PRACTICE TRACER
FTX	FIELD TRAINING EXERCISE	TRCR	TRACER

Figure A-30. Medium tank, M10 Booker recommended munitions

TUBE LAUNCHED, OPTICALLY TRACKED, WIRE GUIDED SYSTEMS OR IMPROVED TARGET ACQUISITION SYSTEMS

A-56. Figure A-31 illustrates the recommended munitions for each tube launched, optically tracked, wire guided system or improved target acquisition system or platform participating in the collective training event. The figure lists the quantities per weapon system within the platoon-size organization. The munitions listed are for section and platoon training.

ANTITANK MISSILE SYSTEM
RECOMMENDED TRAINING AMMUNITION

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
WH05	GM, TOW-2-SURF Practice				1	1
LA77	SIM, Launch Antitank (ATWESS) M22	4	2			6
G978	GREN LNCHR, SMK SIM Screen M82	2	1	1	4	8

WITH ASSIGNED M240B, MEDIUM MACHINE GUN

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
AB86	CTG, 7.62-mm 4 BALL/1 TRCR Linked, Lead Free			50	50	100
A111	CTG, 7.62-mm BLNK M82 LNKD	200	200			400

LEGEND

ATWESS	ANTITANK WEAPON EFFECT SIGNATURE SIMULATOR
BLNK	BLANK
CTG	CARTRIDGE
DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE
FCX	FIRE COORDINATION EXERCISE
FTX	FIELD TRAINING EXERCISE
GM	GROUND MISSILE
GREN	GRENADE
LFX	LIVE-FIRE EXERCISE
LNCHR	LAUNCHER
LNKD	LINKED
mm	MILLIMETER
SIM	SIMULATOR
SMK	SMOKE
STX	SITUATIONAL TRAINING EXERCISE
SURF	SURFACE
TOW	TUBE-LAUNCHED, OPTICALLY-TRACKED, WIRE- OR WIRELESS-GUIDED
TRCR	TRACER

Figure A-31. Tube launched, optically tracked, wire guided system or improved target acquisition system recommended munitions

INFANTRY BRIGADE COMBAT TEAM MORTARS

A-57. Figure A-32 illustrates the recommended munitions for mortar units within the IBCT formation. It lists munitions as recommendations per mortar unit that is expected to participate in the training events. The munitions listed for all the mortars are by organization and not by individual mortar tube. The quantities are grouped by the formation in which they reside. Units must consider the crew-served weapons assigned to each vehicle when calculating munitions requirements for the STX and FTX. The munitions listed are to support the maneuver section and platoon training events and are not part of the mortar element's training plan. The munitions listed are for section and platoon training.

IBCT MORTAR FORMATION
RECOMMENDED TRAINING MUNITIONS

INFANTRY BATTALION MORTARS

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
C871	CTG, 81-mm ILLUM M853			2	8	10
CA66	CTG, 81-mm HE			2	29	31
C625	CTG, 120-mm ILLUM XM930			2	8	10
CA04	CTG, 120-mm HE M934 with MOF M734A1			2	29	31

INFANTRY MORTARS

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
BA04	CTG, 60-mm ILLUM XM767 IR			2	8	10
BA44	CTG, 60-mm, HE, IMX-104, M720A2 W/ M734A1 MOF			2	18	20

CAVALRY TROOP MORTARS

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
BA04	CTG, 60-mm ILLUM XM767 IR					
BA44	CTG, 60-mm, HE, IMX-104, M720A2 W/ M734A1 MOF					
C625	CTG, 120-mm ILLUM XM930			2	8	10
CA04	CTG, 120-mm HE M934 with MOF M734A1			2	18	20

LEGEND

CTG	CARTRIDGE	ILLUM	ILLUMINATION
DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	IR	INFRARED
		LFX	LIVE-FIRE EXERCISE
FCX	FIRE COORDINATION EXERCISE	mm	MILLIMETER
FTX	FIELD TRAINING EXERCISE	MOF	MULTIOPTION FUSE
HE	HIGH EXPLOSIVE	STX	SITUATIONAL TRAINING EXERCISE
IBCT	INFANTRY BRIGADE COMBAT TEAM	W	WITH

Figure A-32. Recommended Infantry brigade combat team mortar training munitions by formation

IBCT MORTAR FORMATIONS, CONTINUED
RECOMMENDED TRAINING MUNITIONS

BATTALION MORTARS

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
CA04	CTG, 120-mm HE M934 with MOF M734A1			2	29	31
C625	CTG, 120-mm ILLUM XM930			28	10	38

CAVALRY TROOP MORTARS

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
CA04	CTG, 120-mm HE M934 with MOF M734A1			2	18	20
C625	CTG, 120-mm ILLUM XM930			2	8	10

LEGEND

CTG	CARTRIDGE	IBCT	INFANTRY BRIGADE COMBAT TEAM
DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	ILLUM	ILLUMINATION
		LFX	LIVE-FIRE EXERCISE
FCX	FIRE COORDINATION EXERCISE	mm	MILLIMETER
FTX	FIELD TRAINING EXERCISE	MOF	MULTIOPTION FUSE
HE	HIGH EXPLOSIVE	STX	SITUATIONAL TRAINING EXERCISE

Figure A-32. Recommended Infantry brigade combat team mortar training munition by formation, continued

Note. On installations where the dedicated impact area is separate from the training location expected for the live-fire events, the unit may use an observation point separate from the primary training facility to conduct the leader call for fire tasks when firing HE rounds.

INFANTRY BRIGADE COMBAT TEAM FIELD ARTILLERY

A-58. Figure A-33 illustrates the recommended munitions for IBCT field artillery supporting units. The munitions for the field artillery units are listed by the unit, not by the tube, to support the maneuver section and platoon training events. Units must consider the crew-served weapons assigned to each vehicle when calculating munitions requirements if the unit intends to integrate training within the STX and FTX events.

IBCT FIELD ARTILLERY
RECOMMENDED TRAINING MUNITIONS

DODIC	MUNITION TYPE	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX	TOTAL
DA51	PROJ, 155-mm HE M107 with Fuze Well (COMP B + TNT)			5	10	15
DA66	PROJ, 155-mm WP M110 Series				6	6
DA57	PROJ, 155-mm ILLUM M485 Series			6	6	12
D529	PROJ, 155-mm HE M795				6	6

LEGEND

COMP-B	COMPOSITION-B (EXPLOSIVE)	ILLUM	ILLUMINATION
DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	LFX	LIVE-FIRE EXERCISE
		mm	MILLIMETER
FCX	FIRE COORDINATION EXERCISE	PROJ	PROJECTILE
FTX	FIELD TRAINING EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
HE	HIGH EXPLOSIVE	TNT	TRINITROLUENE
IBCT	INFANTRY BRIGADE COMBAT TEAM	WP	WHITE PHOSPHOROUS

Figure A-33. Recommended Infantry brigade combat team field artillery per supporting unit

Note. On installations where the dedicated impact area is separate from the training location expected for the live-fire events, the unit may use an observation point separate from the primary training facility to conduct the leader call for fire tasks when firing HE or white phosphorous munitions.

Appendix B

Building Collective Training

This appendix is an overview of the general process to build a collective training event for maneuver units. It includes warfighting function integration requirements, scenario development, targetry, and other actions to develop robust and effective training events. Commanders can use this appendix as a guide to build a scenario that meets the integration requirements of their event, particularly those that are evaluated externally. For each requirement at echelon, examples are given to show possible methods of completing the integration requirement. These examples provided are not finite. They provide the intent of the integration requirement and various methods.

For each integrated function, notes are provided for live and virtual environments, as well as live-fire and force-on-force conditions, as appropriate. Units cannot integrate all warfighting functions in all environments or under all conditions. Units can select from multiple tasks to meet the requirements, notional options, or other methods to achieve the intent of the integrated function.

Commanders and staff developing the training scenarios should review the examples to understand the intent of the integration. Units are encouraged to develop other methods to integrate the warfighting function requirements, provided the intent is maintained. All training maneuver collective training events focus on the unit's mission-essential tasks and inherent or implied collective tasks.

UNIT TRAINING PLAN DEVELOPMENT

B-1. Developing a unit training plan is a lengthy process. It requires research and analysis to create the commander's assessment, mission-essential tasks with enabling and supporting collective tasks, warfighting skills, training goals, training objectives, and collective training best practices, at a minimum. Units conduct the research and analysis of these and other topics and integrate the command training guidance into the development process. Leaders and planners must be familiar with and see FM 7-0 for detailed information pertaining to unit training.

COMMANDER'S ASSESSMENT

B-2. Prior to developing any unit training plan, commanders must make a complete assessment of the unit's proficiency, training strengths, weaknesses, and the standards they wish to achieve. This assessment must be comprehensive to design training that achieves, improves, or sustains proficiency. Commanders assess and evaluate all aspects of training, including the planning, preparation, and execution. Leaders continuously monitor the unit's collective tasks that support the higher echelon unit's mission-essential task proficiency to determine a quantifiable snapshot of the unit's current, direct fire training proficiency. From this snapshot, the unit can develop a training plan to correct deficiencies, sustain fundamentals, improve mastery, and build collective proficiency.

B-3. The commander uses the specific task standards whenever possible to measure the abilities of subordinate unit proficiency using assessments from previous training and evaluation outlines and LFX records. Accurate and honest evaluations are necessary to identify where to place training emphasis.

COLLECTIVE TASKS

B-4. The Department of the Army standardizes the unit collective tasks for maneuver units to the platoon level to ensure that similar units have like-capabilities, regardless of their location, higher headquarters, or expected area of operations.

B-5. Time, resources, and command emphasis must focus on training tasks that support the mission-essential task list. Commanders, platoon leaders, and platoon sergeants should use the appropriate individual and collective tasks that support their training objectives using the following references:

- CATS.
- Central Army Registry.
- Digital Training Management System (DTMS).
- Soldier's manuals.
- Soldier training publications.
- DA Pam 350-38 for the fiscal year of training.
- Deployment or mobilization plans.
- Mission-essential tasks.
- Supporting collective tasks.
- Tactical mission tasks.
- Army, area command, and local regulations.
- Local SOPs.

B-6. Commanders use training and evaluation outlines for the collective tasks, drills, and individual tasks that support the unit's mission-essential task list. Commanders can access the outlines through DTMS and CATS found on the Army Training Network website.

B-7. For the purposes of maneuver collective training at the platoon level, there are 16 maneuver formation variations within the three BCT formation types. Each of these formations has their specific mission-essential tasks and branch-unique enabling task sets. The mission-essential tasks and the enabling task sets create the foundation of collective training for the organization.

B-8. Commanders build the entire training plan so their organizations can train to become proficient in their collective tasks. Commanders use their assessments of their organizations and subordinate units' proficiency and training deficiencies to determine which supporting collective and supporting individual tasks to include in each of the prerequisite table training events. Table IV, FTX, serves as the unit's collective task proficiency EXEVAL to rate the unit's demonstrated proficiency executing supporting collective and mission-essential tasks against a trained OPFOR. Table VI serves as the unit's LFX EXEVAL. This evaluation includes tactical and live-fire demonstrations of proficiency for the commander.

DEVELOPING THE TRAINING SCENARIO

B-9. Figure B-1 describes a general outline for developing a squad/section and platoon-size training event. The outline is for reference only and is not all-inclusive. The outline shows the key actions, tasks, or steps units should review when developing the training scenario for their training event.

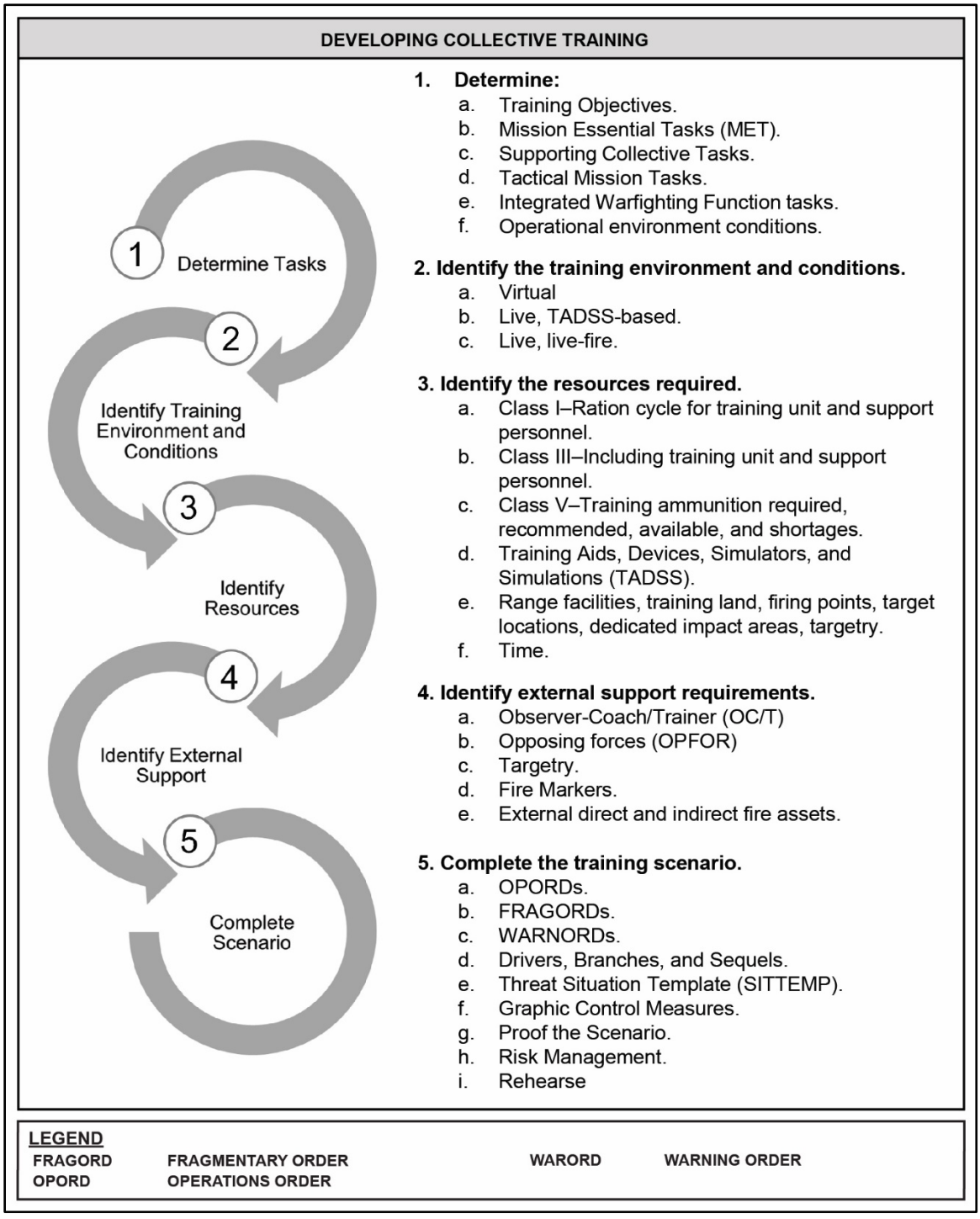


Figure B-1. Developing the training scenario

DETERMINE REQUIRED TASKS

B-10. The section and platoon training strategies require organizations to perform certain tasks for evaluation using either Table IV, FTX or Table VI, LFX. These tasks are required to achieve unit proficiency.

B-11. The required tasks are derived from the following:

- Mission-essential task.
- Supporting collective task—five to seven tasks listed as critical, collective tasks as part of the mission-essential task.
- Decisive action enabling task.
- Basic tactical task.
- Integrated warfighting function tasks—integrated warfighting function tasks required to show proficiency at a specific capability, function, or action.
- Operational environment—four or more operational environment conditions must be included in the scenario.
- Commander selected—determined by commanders based on their current unit assessment or command training guidance.

Collective Task Requirements

B-12. Each collective task and supporting collective task have an associated training and evaluation outline that the evaluation commander and the training unit can use during the evaluation to gain an objective assessment of their unit's performance. The commander and training unit use collective tasks training and evaluation outlines alone during the evaluation. The collective tasks training and evaluation outlines are not aggregated to the supported collective task. Task and evaluation outlines can be accessed through the Army Training Network or CATS website.

B-13. Figures B-2 through B-5, pages 183 through 184 illustrate the required collective task training and evaluation requirements for Table IV, FTX and Table VI, LFX. Commanders have the option to execute the platoon live-fire collective tasks by integrating into the platoon's training event, another unit's live-fire event, or executing a commander-designed LFX as a larger organization provided sufficient external evaluators or OC/Ts are available.

B-14. Commanders must prioritize the training objectives for the prerequisite tables (Tables I, II, and III). Table IV requires the execution and EXEVAL of all collective tasks. For Tables V and VI, commanders select one or more collective tasks that can be evaluated under live-fire conditions as depicted in figures B-2 through B-5, pages 183 through 184. The collective tasks selected for Table VI are externally evaluated.

B-15. Figure B-2 provides platoon-level collective tasks for mounted and dismounted rifle platoons within all three brigade types. These tasks are used for section and platoon training events. Squads or sections will typically train to proficiency prior to the platoon training.

MOUNTED AND DISMOUNTED RIFLE PLATOON COLLECTIVE TASKS							
TASK NUMBER	TITLE	TABLE I SOP	TABLE II STX-V	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX
07-PLT-1093	Conduct an Attack–Rifle Platoon (SBCT)				REQ	SEL	SEL
07-PLT-1029	Conduct an Area Defense–Rifle Platoon (SBCT)				REQ		

REQ-Required task for external evaluation during Table IV, FTX to assess collective task proficiency
SEL-Evalutation commander selects a minimum of one collective task for Table VI, LFX, LFPG

LEGEND

FCX	FIRE COORDINATION EXERCISE	SBCT	STRYKER BRIGADE COMBAT TEAM
FTX	FIELD TRAINING EXERCISE	SOP	STANDARD OPERATING PROCEDURE
LFPG	LIVE-FIRE PROFICIENCY GATE	STX	SITUATIONAL TRAINING EXERCISE
LFX	LIVE-FIRE EXERCISE	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
PLT	PLATOON		

Figure B-2. Armored brigade combat team, Infantry brigade combat team, and Stryker brigade combat team mounted and dismounted rifle platoon collective task training requirements, example

B-16. Figure B-3 provides the Armor platoon's collective tasks within the ABCT. These tasks are used for section and platoon training events. Squads/sections will typically train as part of the platoon as a precursor to the platoon training.

ARMOR PLATOON COLLECTIVE TASKS							
TASK NUMBER	TITLE	TABLE I SOP	TABLE II STX-V	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX
07-PLT-1256	Conduct an Attack by Fire–Platoon				REQ	SEL	SEL
07-PLT-3000	Conduct Support by Fire–Platoon				REQ		
07-PLT-1030	Conduct an Area Defense–Platoon				REQ		

REQ-Required task for external evaluation during Table IV, FTX to assess collective task proficiency
SEL-Evalutation commander selects a minimum of one collective task for Table VI, LFX, LFPG

LEGEND

FCX	FIRE COORDINATION EXERCISE	SBCT	STRYKER BRIGADE COMBAT TEAM
FTX	FIELD TRAINING EXERCISE	SOP	STANDARD OPERATING PROCEDURE
LFPG	LIVE-FIRE PROFICIENCY GATE	STX	SITUATIONAL TRAINING EXERCISE
LFX	LIVE-FIRE EXERCISE	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
PLT	PLATOON		

Figure B-3. Armored brigade combat team, Armor platoon collective task training requirements, example

B-17. Figure B-4 provides the weapon's company assault platoon's collective tasks within the ABCT. These tasks are used for section and platoon training events. Squads/sections will typically train as part of the platoon as a precursor to the platoon training.

ASSAULT PLATOON COLLECTIVE TASKS							
TASK NUMBER	TITLE	TABLE I SOP	TABLE II STX-V	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX
07-PLT-1256	Conduct an Attack by Fire–Platoon				REQ	SEL	SEL
07-PLT-3000	Conduct Support by Fire–Platoon				REQ		
07-PLT-9003	Conduct an Area Defense–Platoon				REQ		

REQ-Required task for external evaluation during Table IV, FTX to assess collective task proficiency
SEL-Evalutation commander selects a minimum of one collective task for Table VI, LFX, LFPG

LEGEND

FCX	FIRE COORDINATION EXERCISE	SBCT	STRYKER BRIGADE COMBAT TEAM
FTX	FIELD TRAINING EXERCISE	SOP	STANDARD OPERATING PROCEDURE
LFPG	LIVE-FIRE PROFICIENCY GATE	STX	SITUATIONAL TRAINING EXERCISE
LFX	LIVE-FIRE EXERCISE	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
PLT	PLATOON		

Figure B-4. Assault platoon collective task training requirements, example

B-18. Figure B-5 shows the mounted and dismounted scout platoon collective tasks. These tasks are used for section and platoon training events. Squads/sections will typically train as part of the platoon as a precursor to the platoon training.

MOUNTED AND DISMOUNTED SCOUT PLATOON COLLECTIVE TASKS							
TASK NUMBER	TITLE	TABLE I SOP	TABLE II STX-V	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX
17-PLT-4010	Conduct Zone Reconnaissance–Scout Platoon				REQ	SEL	SEL
17-PLT-9225	Conduct a Screen–Platoon				REQ		

REQ-Required task for external evaluation during Table IV, FTX to assess collective task proficiency
SEL-Evaluation commander selects a minimum of one collective task for Table VI, LFX, LFPG

LEGEND

FCX	FIRE COORDINATION EXERCISE	PLT	PLATOON
FTX	FIELD TRAINING EXERCISE	SOP	STANDARD OPERATING PROCEDURE
LFPG	LIVE-FIRE PROFICIENCY GATE	STX	SITUATIONAL TRAINING EXERCISE
LFX	LIVE-FIRE EXERCISE	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL

Figure B-5. Armored brigade combat team, Infantry brigade combat team, and Stryker brigade combat team mounted and dismounted Cavalry platoon collective task training requirements, example

Integrated Warfighting Function Task Requirements

B-19. Commanders develop their collective training scenarios based on their unit's collective tasks and a critical, objective assessment of their unit's tactical proficiency, and command training guidance that directly affect the success of the platoon to accomplish their mission. Commanders select all the tasks trained during the unit training plan based on collective tasks that require a demonstrated proficiency during Table IV and Table VI.

B-20. Commanders design their scenarios in multiple lanes, phases, or stages, where each portion of the scenario trains one or two collective tasks in a progressive manner. Successful completion of each lane (based on the commander's assessment using the SOP and training and evaluation outlines as a guide) moves the formation tactically to the next lane.

B-21. Trainers brief the training audience on the tasks for each lane for Table III. This builds their proficiency so that they execute the tasks intuitively based on tactical situations during Tables IV, V, and VI, respectively.

B-22. Table III scenarios must include training on commander-selected tasks specific to the warfighting functions. Commanders integrate these tasks across Table II through Table VI. Commanders should include a repetition of the selected tasks during both the day and night phase of the training scenario.

B-23. Each warfighting function includes optional or required tasks commanders integrate into their training scenario. For special purpose weapons, commanders determine how many iterations of the special weapons to integrate during the day and night. Commanders select from the special purpose weapons available to them, as well as how the scenario initiates using those special purpose weapons.

B-24. Commanders integrate tasks as appropriate and where they deem them most beneficial. The section and platoon conduct warfighting function, integrated tasks during limited and unlimited visibility conditions, across the entire training table scenario, not on each maneuver task trained.

Note. For example, during a 2-day Table III at a local training area, the commander selects call for indirect fire during the platoon attack by fire day phase, identifying priority of fires to each platoon conducting the lane. On day 2 of the STX, the commander includes training for each platoon to conduct a call for fire illumination mission. The commander incorporates the call for fire task into the STX day operations using HE and smoke and into night operations using illumination rounds.

B-25. During Tables IV and VI, the scenario must include various warfighting function tasks that are relevant to the squad's/section's and platoon's collective tasks. Figure B-6, page 186 shows the requirements for squad through platoon to illustrate the progressive nature of the training. This figure also serves to articulate the mandatory training tasks or topics units must integrate across their training plan.

B-26. Commanders must incorporate and evaluate the required elements of the warfighting functions listed in figure B-6, page 186 during the execution phase of Table IV, FTX and Table VI, LFX, at a minimum. Elements indicated as optional are not required due to limited availability; however, units are highly encouraged to include these elements into the scenario when possible.

MANEUVER COLLECTIVE TRAINING INTEGRATED WARFIGHTING FUNCTION REQUIREMENTS	
MISSION COMMAND	**REMARKS**
Conduct Troop Leading Procedures Conduct Rehearsal Conduct Reporting	Units integrate these tasks and skills throughout the planning, preparation, and execution of each training event.
MOVEMENT AND MANEUVER	
Execute Movement Techniques • *Traveling* • *Bounding Overwatch* • *Traveling Overwatch*	Units should rehearse these tasks in a dry-fire environment prior live-fire (Tables V and VI)
Execute Direct Fire Planning and Control • *Integrate Direct Fire Support* • *Integrate Special Purpose Weapons*	Units include multiple iterations and repetitions of their battle tasks and battle drills.
Achieve Suppression/Local Fire Superiority Conduct Adjacent Unit Coordination	
FIRES	
Plan Indirect Fire Targets Call for Indirect Fire • *Mortars and/or Field Artillery*	All iterations or repetitions of Table IV and Table VI must include the fires tasks for evaluation.
Call for: • *Close Combat Attack (Army Attack Aviation)* • *Close Air Support*	These tasks are completed notionally. Units may coordinate for CCA and CAS for their training events.
INTELLIGENCE	
Disseminate the Enemy Situation (voice, digital) Report the Enemy Situation • *Contact Report* • *Spot Report* • *Situation Report*	The unit leadership must actively provide voice and digital intelligence reporting routinely.
PROTECTION	
React to CBRN Attack React to Contact (Air) Conduct Camouflage, Concealment, and Emissions Control	Units train active and passive protection measures continuously to establish disciplined execution of crew and battle drills.
SUSTAINMENT	
Conduct Casualty Evacuation (CASEVAC) Conduct Resupply Conduct Field Maintenance	Units demonstrate effective sustainment skills throughout the rehearsals and execution of the event and validate unit standard operating procedures.

LEGEND

CBRN	**CHEMICAL, BIOLOGICAL, RADIOLOGICAL, AND NUCLEAR**	**CCA**	**CLOSE COMBAT ATTACK**

Figure B-6. Maneuver collective training integration requirements

Operational Environment Requirements

B-27. Units are required to develop scenarios that include influences of operational variables (political, military, economic, social, information, infrastructure, physical environment, and time) on METT-TC (I). Figure B-7 provides scenario examples of operational environment variables. For section and platoon training events, scenarios must be dynamic and complex. Scenarios must include four or more operational environment conditions that include a hybrid threat, various types of terrain, time restrictions, and social variables. Commanders can select additional variables at their discretion.

OPERATIONAL ENVIRONMENT VARIABLE (PMESII-PT)		SCENARIO EXAMPLES
P	POLITICAL	The rules of engagement can be used to replicate a highly volatile situation that requires the firing unit to exercise restraint. For example, the commander can initiate the scenario by incorporating an escalation of force criteria or "fired-only-if-fired upon" situation. The commander could expose several hostile target types without the use of a hostile fire indicator. Doing so requires the firing unit to exercise restraint until a target is presented that incorporates a battle effects simulator cartage simulating a hostile act. As soon as the engagement criteria is met, the unit is authorized to engage and destroy the enemy force.
M	MILITARY	Units incorporate designated friendly target types into the scenario. For example, the M1 Abrams and the HMMWV incorporated into a scenario present obvious target signatures every Soldier is expected to recognize and avoid firing at or near. Units that are regionally aligned are encouraged to incorporate their partnered military counterpart's equipment into the scenario.
E	ECONOMIC	The designation of off-limits areas or no-fire areas of a live-fire range can be used to emphasize or protect infrastructure. For example, commanders can restrict the firing unit to course roads to preserve notional agricultural areas.
S	SOCIAL	The designation of off-limits areas or no-fire areas of a live-fire range can be used to emphasize social implications. For example, commanders can specify religious or historical sites that must not be damaged.
I	INFORMATION	Public perception may be a critical element of the training event's OPORD.
I	INFRASTRUCTURE	Many digital ranges provide simulated urban clusters that can be incorporated into the scenarios. This allows the commander to train and challenge the unit with the complexities that combat in an urban environment entail.
P	PHYSICAL ENVIRONMENT	Units should link training areas into the live-fire plan to present the firing unit with adequate movement and maneuver training. Most installation's training areas have a diverse physical environment that contains challenges, such as wooded areas, bodies of water, and restrictive terrain.
T	TIME	A condensed or accelerated operational timeline may be used to require the unit to cross the line of departure or as an added criterion for mission completion.

LEGEND

HMMWV	HIGH MOBILITY MULTIPURPOSE WHEELED VEHICLE	PMESII-PT	POLITICAL, MILITARY, ECONOMIC, SOCIAL, INFORMATION, INFRASTRUCTURE, PHYSICAL ENVIRONMENT, AND TIME
OPORD	OPERATION ORDER		

Figure B-7. Operational environment variable scenario, examples

Threat or Target Presentations

B-28. There are three method threats presented to the training unit: static, dynamic, and complex. These methods vary based on the nature of the event environment.

Static

B-29. The threats or targets are fixed in nature. Static threats are not used during force-on-force events. During live fire, static threats are represented as a fixed target scenario that is presented once per engagement. Targets that are not defeated are not re-presented.

Dynamic

B-30. Dynamic targetry or threats deplete through battlefield loss during the engagement. During live fire, the dynamic threat is depicted through a depleting series of presentations. During the initial target presentation, the unit is presented with a fixed number of enemy targets. Subsequent target presentations include only the number and type that are not adequately serviced or defeated by the firing unit.

Complex

B-31. The complex threats or targets presented to the training element deplete through battlefield loss during the engagement. through all environments, the training unit may experience losses of combat power during the engagement. This is done either through simulations modeling, laser-based devices during force-on-force events, or OC/T interaction during live fire. The complex threats provide the most realistic dilemmas within the constraints of the training environment.

- Force-on-force events:
  - The OPFOR has the maximum latitude to aggressively conduct movement and maneuver to gain positions of advantage.
  - A complex live training environment requires a minimum of four—economic (terrain), time, military (threat), and social (population)—or more operational variables.
  - Brigade and higher units require all eight operational variables to be replicated in varying degrees based on the task being trained.
- Live-fire events:
  - Complex threats in live-fire scenarios have depleting targetry and can move tactically, evasively, or close-with the training unit.
  - The complex aspect is depicted through a depleting or reinforcing enemy scenario.
  - During the initial target presentation, the unit is presented with a fixed number of enemy targets.
  - Subsequent target presentations are based upon the speed, accuracy, and efficiency of the firing unit's ability to maximize direct fires and integrate indirect fire to defeat the enemy.

B-32. Figure B-8 shows the type of threat presentations by training event environment that can be used in each of the training events. Table I, TACSOP is a hands-on and written evaluation and does not require any threat or targetry presentations.

SCENARIO OPERATIONAL ENVIRONMENT TARGETRY VARIABLES					
TABLE I TACSOP	TABLE II STX-V	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX
	STATIC			STATIC	STATIC
	DYNAMIC	DYNAMIC	DYNAMIC	DYNAMIC	DYNAMIC
	COMPLEX	COMPLEX	COMPLEX	COMPLEX	COMPLEX

LEGEND

FCX	FIRE COORDINATION EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
FTX	FIELD TRAINING EXERCISE	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
LFX	LIVE-FIRE EXERCISE	TACSOP	TACTILE STANDARD OPERATING PROCEDURE

Figure B-8. Threat presentation methods by event (training environment)

B-33. The decisive action training environment is a composite of conditions, circumstances, and influences that units could encounter in current and future military operations. A decisive action training environment reflects a real-world operational environment as it is geographically centered on a region that provides the entire operational environment and hybrid threat (OPFOR) conditions needed to represent training conditions realistically and effectively that challenge any Army task; it uses fictitious names to comply with AR 350-2.

B-34. The exercise support application and the exercise design tool are online programs that host existing exercise support packages complete with—

- Validated operational environment compliant scenarios.
- OPORDs and road to war.
- Role player scripts and human networks.

B-35. The exercise support application allows users to download exercise products into computer-based program tools. The application enables training developers to use automated tools that update or change existing exercise support packages or create new ones from scratch. The exercise support application and the exercise design tool are available at the U.S. Army Training and Doctrine Command G-2 Information Operations Network website.

IDENTIFY THE TRAINING ENVIRONMENT AND CONDITIONS

B-36. The unit conducts each training event in a specific training environment. The conditions of the training environment determine the supporting requirements that build the training scenario. In general, the training strategy includes the following environment and condition combinations:

- Virtual.
- Live, TADSS-based.
- Live, live fire.

B-37. The commander uses the appropriate environment and condition set to determine the training resource requirements. The training unit acquires the training resources organically or externally from the evaluation commander (see figure B-9).

RESOURCE RESPONSIBILITIES			
UNIT PROVIDED RESOURCE	**ENVIRONMENT, CONDITIONS**		
	VIRTUAL	**LIVE, TADSS**	**LIVE, LIVE-FIRE**
Training Ammunition		Blank only	Authorized Training Ammunition
Pyrotechnics		Smoke, Signals, Simulators	Smoke, Signals, Simulators
TADSS		MILES	MILES*
Training Facilities	CCTT or Similar	Training Area	Ranges, TA, FP
EXTERNALLY PROVIDED RESOURCE	**ENVIRONMENT, CONDITIONS**		
	VIRTUAL	**LIVE, TADSS**	**LIVE, LIVE-FIRE**
Threat Type	Virtual	OPFOR	Targetry: Type, Quantity, Location, and Sequence
Support Personnel	System Operators	OPFOR, OC/T	Range OPs, OC/T
Training Ammunition (OPFOR)		Blank only	
Pyrotechnics		Smoke, Signals, Simulators	Smoke, Signals, Simulators, BES
	System Operators	OPFOR and OC/T	OC/T
Vehicles		OPFOR and OC/T	OC/T Tasked Unit
TADSS		MILES and Controller	LTID** and Controller
Evaluation Packets	Select T&EOs	Select and Mandatory T&EOs	Select and Mandatory T&EOs

Note: * MILES utilized for battle damage, casualty, or assessment and safety of blue force during live fire.
** LTID used on targetry to support TADSS-based missile engagements (TOW, ATGM, AT-4) when required.

LEGEND

ATGM	ANTITANK GUIDED MISSILE	OP	OPERATION
BES	BATTLE EFFECTS SIMULATOR	OPFOR	OPPOSING FORCE
CCTT	CLOSE COMBAT TACTICAL TRAINER	TA	TRAINING AREA
FP	FORCE PROTECTIONS	TADSS	TRAINING AIDS, DEVICES, SIMULATORS, AND SIMULATIONS
LTID	LASER TARGET INTERFACE DEVICE	TOW	TUBE-LAUNCHED, OPTICALLY-TRACKED, WIRE-OR WIRELESS-GUIDED
MILES	MULTIPLE INTEGRATED LASER ENGAGEMENT SYSTEM (or similar device)	T&EO	TRAINING AND EVALUATION OUTLINE
OC/T	OBSERVER-COACH/TRAINER		

Figure B-9. Training event environment and conditions cross-reference

IDENTIFY RESOURCES REQUIRED

B-38. Once the unit selects the training event (see figure B-10) and the training environment and conditions for the training event, the unit plans and coordinates for the appropriate resources. This figure shows the common training resources for each event within any maneuver collective training strategy. It shows the level of responsibility to coordinate and secure the training resource.

TRAINING RESOURCE	RESPONSIBILITY	TABLE					
		I	II	III	IV	V	VI
		Live	Virtual	TADSS	TADSS	Live-Fire	Live-Fire
Training Ammunition	Unit			Yes	Yes	Yes	Yes
Pyrotechnics	Unit			Yes	Yes	Yes	Yes
TADSS	Unit			Yes	Yes	Yes	Yes
Training Facilities	Unit or Brigade	Yes	Yes	Yes	Yes	Yes	Yes
Support Personnel	Brigade		Yes		Yes	Yes	Yes
Ranges	Brigade					Yes	Yes
Land, Training Areas	Brigade	Yes		Yes	Yes	Yes	Yes
Firing Points	Brigade					Yes	Yes
Impact Areas	Brigade					Yes	Yes

LEGEND
TADSS TRAINING AIDS, DEVICES, SIMULATORS, AND SIMULATIONS

Figure B-10. Training resources and responsible coordinator by table, example

B-39. For Table III, STX through Table VI, LFX, the unit coordinates for threat and targetry resources. These resources are specific to presenting the threat or targets during events, scenarios, or engagements. Figure B-11 shows the common threat and targetry resources and the responsible coordinating element.

EXEVAL RESOURCE	RESPONSIBILITY	TABLE					
		I TACSOP Live	II STX-V Virtual	III STX TADSS	IV FTX TADSS	V FCX Live Fire	VI LFX Live Fire
OPFOR	Evaluation Commander			Yes	Yes		
Training Ammunition	Tasked OPFOR Unit			Yes	Yes		
Pyrotechnics	Tasked OPFOR Unit			Yes	Yes		
Training and Certification	Evaluation Commander			Yes	Yes		
Vehicles	Tasked OPFOR Unit			Yes	Yes		
TADSS	Tasked OPFOR Unit			Yes	Yes		
Life Support	Tasked OPFOR Unit			Yes	Yes		
Targetry	Brigade		Yes			Yes	Yes
Battle Effects Simulators	Brigade					Yes	Yes

LEGEND

EXEVAL	EXTERNAL EVALUATION	STX	SITUATIONAL TRAINING EXERCISE
FCX	FIRE COORDINATION EXERCISE	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
FTX	FIELD TRAINING EXERCISE	TACSOP	TACTILE STANDARD OPERATING PROCEDURE
LFX	LIVE-FIRE EXERCISE	TADSS	TRAINING AIDS, DEVICES, SIMULATORS, AND SIMULATIONS
OPFOR	OPPOSING FORCE		

Figure B-11. Threat and targetry resources by table, example

B-40. Figure B-12 lists the EXEVAL requirements for each event within the maneuver collective training strategy. It lists the common evaluation tools and resources and the responsible coordinating element.

EXEVAL RESOURCE	RESPONSIBILITY	TABLE					
		I TACSOP Live	II STX-V Virtual	III STX TADSS	IV FTX TADSS	V FCX Live Fire	VI LFX Live Fire
OC/T	Evaluation Commander			Yes	Yes	Yes	Yes
Pyrotechnics	Tasked OC/T Unit			Yes	Yes	Yes	Yes
TADSS (Controller)	Tasked OC/T Unit			Yes	Yes	Yes	Yes
Vehicles	Tasked OC/T Unit			Yes	Yes	Yes	Yes
Communication Equipment	Tasked OC/T Unit			Yes	Yes	Yes	Yes
Evaluation Packets	Evaluation Commander			Yes	Yes	Yes	Yes
Training and Certification	Evaluation Commander			Yes	Yes	Yes	Yes
Life Support	Tasked OC/T Unit				Yes	Yes	Yes
Impact Areas	Brigade					Yes	Yes

LEGEND

EXEVAL	EXTERNAL EVALUATION	STX	SITUATIONAL TRAINING EXERCISE
FCX	FIRE COORDINATION EXERCISE	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
FTX	FIELD TRAINING EXERCISE	TACSOP	TACTILE STANDARD OPERATING PROCEDURE
LFX	LIVE-FIRE EXERCISE	TADSS	TRAINING AIDS, DEVICES, SIMULATORS, AND SIMULATIONS
OC/T	OBSERVER-COACH/TRAINER		

Figure B-12. External evaluation resources by table, example

TRAINING FACILITIES

B-41. Each training event requires sufficient facilities to support the company-size element. This includes movement and maneuver space, surface danger zone considerations, bivouac locations, OPFOR assembly areas and maneuver space, and life support for the training audience, OPFOR, and external evaluator or OC/T elements.

B-42. The design of most maneuver live-fire range and digital multipurpose range facility live-fire ranges support crew through platoon-size elements through qualification. Planners must identify and secure these limited resources early in the planning process. Planners, if necessary, should strive to link noncontiguous training areas and live-fire ranges that are near one another to facilitate a realistic flow of the scenario. The close proximity of the training areas and live-fire ranges enables planners to develop realistic and logical graphic control measures and to support accurate reports.

B-43. Due to the sensitive infrastructure found on many live-fire ranges, obstacle emplacement and breaching with live demolitions may be prohibited. Local installation training areas should support these types of tactical enabling tasks. An effective method is to have the training unit perform the breach (offense) or establish an obstacle (defense) in an adjacent training area prior to moving onto the live-fire range. Units must work closely with their local range operations during this nonstandard range development process. The most common facilities that support maneuver collective live-fire training are shown in figure B-13.

COLLECTIVE LIVE-FIRE CAPABLE FACILITIES							
FACILITY		Depth (meters)	Lanes	SIT	MIT	SAT	MAT
BATTLE AREA COMPLEX	BAX	4,000m	2 (4)	234	14	43	6
DIGITAL AIR GROUND INTEGRATION RANGE	DAGIR	12,000m	2 (4)	315	15	70	10
DIGITAL/MULTIPURPOSE RANGE COMPLEX	D/MPRC	8,000m	3 (6)	324	15	80	12
MULTIPURPOSE RANGE COMPLEX	MPRC	8,000m	3 (6)	324	15	80	12
DIGITAL/MULTIPURPOSE TRAINING RANGE	D/MPTR	3,500m	1 (2)	137	4	30	6
MULTIPURPOSE TRAINING RANGE	MPTR	3,500m	1 (2)	137	4	30	6
SCOUT/RECON GUNNERY COMPLEX	SRGC	2,500m	1 (2)	112	4	35	4
INFANTRY PLATOON BATTLE COURSE	IPBC	4,000m	0	43	14	6	1

Note: Units may not use the IPBC if training includes crew platforms with 25mm or larger primary armament.

LEGEND

MAT	MOVING ARMOR TARGET	RECON	RECONNAISSANCE
MIT	MOVING INFANTRY TARGET	SAT	STATIONARY ARMOR TARGET
m	METER(S)	SIT	STATIONARY INFANTRY TARGET
mm	MILLIMETER(S)		

Figure B-13. Collective live fire capable range facilities

ENVIRONMENTAL CONSIDERATIONS

B-44. Leaders should be prepared for seasonal environmental impacts during their range time. (See figure B-14.) Leaders should consider the following conditions during range planning:

ENVIRONMENTAL CONSIDERATIONS		
ENVIRONMENT	**CONDITION**	**CONSIDERATIONS**
All	Day, Night, Limited Visibility	RSO and lane safety Identification. Standard road guard vest during the day; Orange chemical light or LED flashlight at night and inclement weather.
<50 degrees	Snow, freezing rain, wind	Warming tent or shelter to support multiple firing orders. Coffee, tea, and soup requests to the supporting dining facility (coordinate for flatware, cups, garbage bags, etc. through unit supply or S-4).
>35 degrees	Inclement Weather	Dry, secure space for multiple firing orders. Coffee, tea, and soup requests to the supporting dining facility (coordinate for flatware, cups, garbage bags, and so forth through unit supply or S-4).
>70 degrees	Dry, no indication of rain in forecast	Be prepared for restrictions against tracer ammunition use. Coordinate to develop a “no tracer” backup plan.
>70 degrees	Storm Warning	Understand the actions required for thunderstorms, tornado warnings, or high wind advisories. Verify with the installation range operations office for the appropriate actions, including any river crossing, flash flood, or other critical hazards that occur frequently during the season.
All	All	Multiple forms of communication. Ensure tasked range personnel have a solid communications plan, to include transportation elements (bus, cargo, ammunition, and so forth), range OIC and NCOIC, range safety officers, barrier guards, and range operations or firing desk.

LEGEND

>	GREATER THAN	OIC	OFFICER IN CHARGE
<	LESS THAN	RSO	RANGE SAFETY OFFICER
LED	LIGHT EMITTING DIODE	S-4	BATTALION OR BRIGADE LOGISTICS STAFF OFFICER
NCOIC	NONCOMMISSIONED OFFICER IN CHARGE		

Figure B-14. Environmental consideration examples

Facility Support Personnel

B-45. Except for force-on-force training areas, each facility used during the company training plan has assigned or required support personnel. These personnel ensure the safe conduct of the event, the delivery of combat-realistic scenarios, and administrative functions. Units must coordinate with their installation to understand the organic support personnel for each facility scheduled, their hours of operation during the training event, the level of service provided, and identify any unit-provided support requirements.

Training Ammunition

B-46. Appendix A includes lists of training ammunition recommendations for each training event by weapon, system, or unit. The munitions listed, including pyrotechnics, are the baseline start point recommendation. The amount of ammunition authorized and available has a direct correlation to the number of targets that trainers can incorporate into the scenario throughout the development process.

B-47. When selecting the number of live-fire targets to incorporate and present during the live-fire scenario, commanders, Master Gunners, and planners must consider the amount of ammunition available.

B-48. Throughout the unit's live-fire training plan, it is likely that units will be able to harvest ammunition from previous live-fire events, commonly known as first-round hit savings. Units that have additional training ammunition should include additional targets within their scenarios during Tables V and VI or ensure sufficient munitions are secured for any necessary retraining. When adding additional targetry where harvested training ammunition is available, units should follow the target increase rules of thumb as described in figure B-15, page 198. This figure provides the standard ammunition-to-target ratio for the most common weapons found within maneuver platoons.

TARGET SETS BY AMMUNITION AVAILABLE GUIDELINES		
CALIBER OR WEAPON	**RATIO**	**RULE OF THUMB**
5.56mm (M4)	1:100	1 target per 100 rounds
5.56mm (M249)	1:50	1 target set per 50 rounds
7.62mm (M240B)	1:50	1 target set per 50 rounds
7.62mm (SDMR or Sniper)	1:5	1 target set per 5 rounds
Caliber .50	1:50	1 target set per 50 rounds
40mm (M203/M320)	1:3	1 target per 3 rounds
40mm (MK19)	1:8	1 target per 8 rounds
25mm (BFV)	1:8	1 target per 8 rounds
30mm (Stryker)	1:8	1 target per 8 rounds
105mm (Booker)	1:1.5	1 target per 1.5 rounds
120mm (Abrams)	1:1.5	1 target per 1.5 rounds

Note: The ratio is read, "One target (or target set for troop-type targets) for every xxx rounds available to the firer."

LEGEND

BFV BRADLEY FIGHTING VEHICLE
mm MILLIMETER(S)
SDMR SQUAD-DESIGNATED MARKSMAN RIFLE

Figure B-15. Targetry increases by ammunition available

B-49. During scenario or engagement development for the collective training event, the unit determines the training combat load by type of firer, platform, or system. The training combat load is multiplied by the number of firers, platforms, or system, respectively. Dividing those results by the ratios listed provide the maximum number of target sets the scenario can integrate for the entire event.

B-50. A best practice for small arms for the individual Soldier is to provide training munitions comparable to the actual combat load per Soldier. For example, a Soldier assigned an M4-series carbine should be provided 210 rounds of the training munition for the event. This represents a complete combat load and reinforces the "train as you fight" tenant of training. It is not meant that the Soldier will expend all these rounds, but rather have the weight and restrictive range of motion carrying the combat load during training. The unit will reconcile the unused munitions back into their training account at the end of the training density and reforecast them as appropriate.

B-51. When unexpected training munition availability occurs, units should work to integrate their use into the training event. Units can incorporate these unforeseen munitions in several ways that are beneficial to the training unit, proficiency, the number of repetitions, and increased experience.

B-52. One option is to incorporate an additional branch or sequel into the live-fire scenario. One example is to have the unit break contact, bound back to a previous battle position, and then re-present the targets associated with that phase of the scenario. This allows the commander to incorporate displacement criteria, evaluate an additional collective task, and provides the unit with additional live-fire training.

B-53. Another option is to present the appropriate number of alternate targets (based upon the amount of additional ammunition) together with primary targets. Doing so exposes the unit to a target-rich environment and provides the unit with additional live-fire training without the need to develop additional drivers, branches, or sequels. These additional target sets in the presentation may negatively impact the unit's ability to achieve the kill standards expected of their live-fire tactical mission tasks or collective tasks. See the kill standards platoon for more information.

Targetry to Support the Live-Fire Scenario

B-54. Master Gunners and planners determine the number of targets or target sets that must be presented during the training event overall. They apply the ratios listed in figure B-14, page 196 to the training ammunition available to the unit. The scenario develops when the targets are presented by phase of the operation and how they are presented to the appropriate subordinate unit so the units can effectively engage them.

TRAINING AMMUNITION TO TARGETRY

Although the ammunition quantity is available, it is not expected that it is all expended. It is provided to provide sufficient targetry in tactical arrays, the unit can adequately demonstrate its lethality, provide sufficient munitions for retraining, and replicate combat loads for individual and some crew-served weapons. Unused training munitions must be quickly accounted for, turned-in to the supporting ammunition supply point, reconciled in the Total Army Munitions Information System, and re-forecasted to support subsequent training events.

B-55. Targets support the live-fire scenario by portraying the enemy threat and evoke specific actions from the training unit. Planners must use special consideration when selecting the amount, location, and types of threat targets to present to the training unit. Companies, platoons, sections, squads, crews, and Soldiers train to use specific battle drills, weapons, munitions, and engagement techniques to defeat various types of threats. The scenario developer must build the targets into the scenario as drivers to initiate these actions.

B-56. Special purpose weapons and some integrated warfighting function tasks may require specialty targets. Specialty targets include bunkers, trenches, building facades, and high-value targets. Units must identify any targetry requirements that require instrumentation, either with TADSS or with facility-provided equipment that facilitate safety, combat realism, or effect evaluations during the training event. Planners should see TC 3-20.31, TC 25-8, and DA Pam 385-63 for information pertaining to live-fire operations and scenario development.

B-57. All target sets must be presented to 90-percent visibility to the primary firer or element through 90 percent of the engagement presentation, during the offense or defense tasks. Units must proof their scenarios to ensure the Army-standard target visibility is maintained for all presentations. For those targets that cannot achieve the 90-percent visibility through 90-percent movement through the firing box standard, units should relocate the emplacement, select another emplacement, or alter the height when reasonable.

B-58. All targets on collective training live-fire events must have a method of thermalization applied. This can include thermal blankets, reverse polarity applications, or other means that provide a clear contrast between the target, mechanical heat sources, and the background. Thermalization is required during both day and night engagements as thermal optics and sensors are the primary sights on most weapons and systems.

B-59. For the purposes of collective live-fire training, targetry has two types: panel targets and troop sets. Units must understand these terms to build the scenario steps correctly to evaluate the unit's lethality, employment techniques, and tactical mission tasks properly involving live-fire engagements.

- Panel—individual plywood or similar construction material panels that replicate vehicles, systems, or aircraft.
- Troop set—multiple troop or troop-like panels that replicate a single dismounted troop, three troop rocket-propelled grenade team, or seven troop threat dismounted squad.

B-60. These two targetry types are used to determine the appropriate kill standard for the collective tasks directed within the event's OPORD or FRAGORDs where the unit is specifically assigned to conduct a collective task or tactical mission task. Figure B-16 provides several examples of each live-fire targetry type.

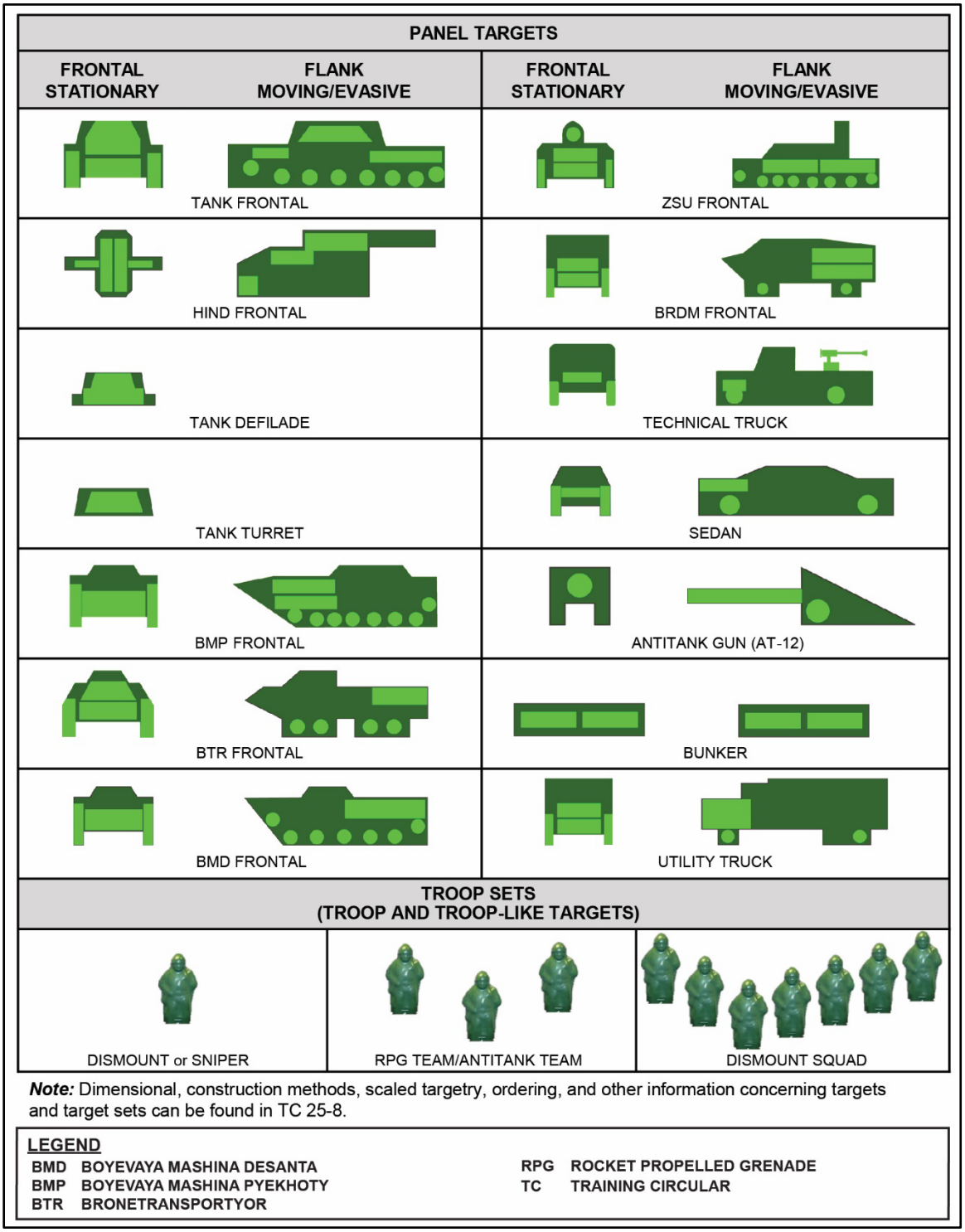


Figure B-16. Targetry examples by type

Kill Standard

B-61. A kill standard determines if a target is defeated, a target set is effectively serviced, or a tactical mission task is completed to standard. Units must understand these three types of kill standards to build the live-fire scenario and the threat presentations, as well as understand how they translate into live-fire proficiency.

- Panel kill standard—the number of hits required to defeat a target or target set by caliber.
- Troop set kill standard—typically, when one silhouette in the target set is hit with small-arms munitions, or when the strike of a grenade or simulated explosive training projectile (for example, 40-millimeter grenade) strike within 5 meters around the target set itself.
- Tactical mission task kill standard—the percentage of the scenario step's overall targets and target sets have met their target or target kill standards.

B-62. For example, if three targets and one troop set are presented during a defensive task, the unit must defeat 75 percent of those threats in the presentation by achieving the corresponding target or target set kill standard. In this example, the training unit must successfully achieve the kill standard on three of the four targetry presented overall.

B-63. Figure B-17, page 202 provides an example of kill standards for panels and troop sets by caliber.

Note. Not all caliber or munition types can defeat each threat target. This list is for training purposes only. It imposes common range restrictions (for example, medium and large caliber versus troop sets) and does not include varying capabilities of some munition types for range to target, spin decay, or other considerations.

KILL STANDARDS BY CALIBER								
TARGET LIST	SMALL ARMS		25mm, 30mm, 50mm			105mm, 120mm		
	5.56mm 6.5mm 7.62mm 40mm	CAL .50	AP	HE	HEAB	KE	CE	CAN
TROOP	1	1			1			
RPG TEAM	1	1			1			
DISMOUNT SQUAD	25%	25%			3			
MASS TROOP	25%	25%			9			1
TANK			3			1	1	
IFV, BMP, BMD		5	3	3	3	1	1	
APC, BTR		5	3	3	3	1	1	
ROTARY WING		5	3	3	3	1	1	
TRUCK, UTILITY	3	3	1	1	1		1	1
TRUCK, BRDM	3	3	1	1	1		1	1
SEDAN	3	3	1	1	1		1	1
TRUCK, TECHNICAL	3	3	1	1	1		1	1
BUNKER				5	5		1	
ATGM				3	3		1	
ANTITANK GUN				3	3		1	1

LEGEND

%	PERCENT	CAL	CALIBER
AP	ARMOR PIERCING	CE	CHEMICAL ENERGY
APC	ARMORED PERSONNEL CARRIER	HE	HIGH EXPLOSIVE
ATGM	ANTITANK GUIDED MISSILE	HEAB	HIGH EXPLOSIVE AIR BURSTING
BMD	BOYEVAYA MASHINA DESANTA	IFV	INFANTRY FIGHTING VEHICLE
BMP	BOYEVAYA MASHINA PYEKHOTY	KE	KINETIC ENERGY
BTR	BRONETRANSPORTYOR	mm	MILLIMETER
CAN	CANISTER	RPG	ROCKET PROPELLED GRENADE

Figure B-17. Kill standards by threat and caliber

B-64. Figures B-18 and B-19, page 204 provide the kill standards for any live-fire collective task or tactical mission task. These are applied to the steps or engagements built within the event's scenario where the training unit is directed to conduct a task that requires a live-fire component.

TASK					
PLATOON		**COMPANY**		**BATTALION**	
TASK	KILL STANDARD	TASK	KILL STANDARD	TASK	KILL STANDARD
AMBUSH	50%	AMBUSH	50%		
ATTACK	50%	ATTACK	50%	OFFENSE	50%
DEFEND	75%	DEFEND	75%	DEFENSE	75%
		RETROGRADE	50%	RETROGRADE	50%
RECON	25%	RECON	25%	RECON	25%
SECURE	75%	SECURE	75%	SECURITY	75%
		MOVEMENT TO CONTACT	50%	MOVEMENT TO CONTACT	50%
		RAID	50%		
TACTICAL MISSION TASKS					
TASK	KILL STANDARD	TASK	KILL STANDARD	TASK	KILL STANDARD
ASSAULT	50%	DESTROY	75%	OCCUPY	75%
ATTACK BY FIRE	50%	DISENGAGE	25%	PROTECT	75%
BLOCK	50%	DISRUPT	25%	REDUCE	50%
BREACH	75%	FIX	50%	RETAIN	25%
BYPASS	25%	FOLLOW & ASSUME	25%	RUPTURE	25%
CANALIZE	25%	FOLLOW & SUPPORT	25%	SECURE	75%
CLEAR	100%	HOLD	25%	SEIZE	75%
CONTAIN	50%	INTERDICT	25%	SUPPORT BY FIRE	25%
COUNTER-RECON	25%	ISOLATE	25%	SUPPRESS	25%
DEFEAT	75%	LINK UP	25%		

LEGEND
% PERCENT

Figure B-18. Collective task and tactical mission task kill standards by type

B-65. Figure B-19 is a cross-reference of the kill-standard percentages by collective task and tactical mission task types. This cross-reference is the same as the previous figure's information but structured by kill standard percentages and alphabetized tasks.

KILL STANDARD TO TASK CROSS REFERENCE			
25%	**50%**	**75%**	**100%**
BYPASS	AMBUSH	BREACH	CLEAR
CANALIZE	ASSAULT	DEFEAT	CONTROL
COUNTER-RECON	ATTACK	DEFEND	NEUTRALIZE
DISENGAGE	ATTACK BY FIRE	DEFENSE	
DISRUPT	BLOCK	DESTROY	
FOLLOW AND ASSUME	MOVEMENT TO CONTACT	OCCUPY	
FOLLOW AND SUPPORT	OFFENSE	PROTECT	
HOLD	RAID	SECURE	
INTERDICT	REDUCE	SECURITY	
ISOLATE	RETROGRADE	SEIZE	
LINK UP			
RECON			
RETAIN			
SUPPORT BY FIRE			
SUPPRESS			

LEGEND
% **PERCENT**

Figure B-19. Kill standard percentages to task cross-reference

Training Aids, Devices, Simulators, and Simulations

B-66. TADSS are key enablers to effective maneuver training in force-on-force and live-fire events. Units must plan for the training, draw, installation, and alignment of the available systems.

B-67. During force-on-force, Table III, STX and Table IV, FTX events, units must ensure the appropriate laser-based systems are available for their entire formation, including the OPFOR. This includes all weapons, systems, and crew platform systems. When systems are not available for a weapon or system, units should coordinate for a similar system. Units must ensure the appropriate training munitions (blanks, backblast simulators, and main gun simulators) are forecasted to support the TADSS. Units must also ensure sufficient controllers are available for the external evaluator or OC/T structure assigned to the event.

B-68. During live fire, Table V, FCX and Table VI, CALFEX events, units must use TADSS such as the laser target interface device for antitank guided missile systems when practice or live missiles are unavailable. The TADSS allows the scenario to include specific targetry capable of providing downrange feedback during device-based engagements. Units should consider keeping TADSS systems installed on their Soldiers, weapons, systems, and crew platforms as a means for the external evaluator or OC/T to assess casualties or battle damage and to shape the training event to meet specific drivers, branches, and sequel actions.

B-69. All targets (panels) are required to provide a hostile fire signature after the first 8 seconds of presentation. Once the training unit achieves the specific kill standard for the target, the defeated target must present a steel-on-steel or similar battle effect simulator. This indicates to the training unit the target panel was defeated and is in the process of lowering.

B-70. All troop sets (troop and troop-like targets) must provide a visible muzzle flash for the overall target set that begins at 8 seconds of presentation, and periodically present a muzzle flash every 5 to 8 seconds for the remainder of the presentation. Once the training unit achieves the kill standard for each specific target set presented, the target set will be lowered.

DETERMINE EXTERNAL SUPPORT REQUIREMENTS

B-71. When conducting an externally evaluated training event, the battalion staff must coordinate for the OPFOR and external evaluator or OC/T element support. These elements are tasked according to the commander's intent. Both the OPFOR and external evaluator or OC/T element must be trained and certified to the evaluation commander's satisfaction to ensure the most effective, objective assessment of the training audience's proficiency can be effectively determined. The battalion staff is also responsible for ensuring the necessary training munitions, pyrotechnics, vehicles, and life support for the duration of the tasking are properly resourced.

Opposing Force

B-72. The OPFOR element must be sufficient in composition, capability, and strength to present an effective aggressor for the training scenario, its drivers, branches, and sequels. The evaluation commander determines the OPFOR composition, training, and certification based on the assessed tasks, conditions, standard, and event flexibility discussed in paragraphs B-73 through B-80.

Composition

B-73. The OPFOR must be of sufficient composition to enable multiple or simultaneous iterations. The OPFOR possesses the flexibility to provide retraining while another unit is conducting the event.

Ammunition

B-74. The tasked unit provides training for the OPFOR. The evaluation commander's staff must ensure sufficient munitions are available and specified to the tasked unit for proper forecasting, draw, use, and reconciliation.

Pyrotechnics

B-75. The OPFOR requires pyrotechnics in the form of smoke, signals, and simulators. OPFORs' pyrotechnics are based on their role, composition, and number of iterations expected.

Training and Certification

B-76. Evaluation commanders determine the training and certification process for the OPFOR element to ensure they are presenting the tactical dilemmas, observable, or discoverable level of threat to the training audience. Their actions serve as drivers during the tactical scenario that instigate expected and desirable reactions from the training audience. Their training and conduct are a vital component to the training event's effectiveness.

Virtual Opposing Force Academy

B-77. An online application that educates leaders on how to execute company-level OPFOR counter-tasks in support of unit training objectives. The curriculum is also relevant to training at the platoon level. The Virtual OPFOR Academy provides downloadable OPFOR tactical counter-tasks with task-condition-standard of a CATS to users. The Virtual OPFOR Academy also provides an instructor-led video that explains each OPFOR task and an immersive video that demonstrates the task being conducted. The Virtual OPFOR Academy website also provides users access to hybrid threat (OPFOR) doctrine, OPFOR TTP, the Worldwide Equipment Guide, the decisive action training environment and OPFOR smart book, and other useful products.

Vehicles

B-78. The tasked unit provides vehicle support to the OPFOR. This includes not only tactical vehicles that replicate commanders' OPFOR composition but also any administrative vehicles that directly support their mission.

Training Aids, Devices, Simulators, and Simulations

B-79. All OPFOR weapons, systems, and crew platforms must be provided laser-based training systems, respectively. Some systems, such as the M3 MAAWS or MK19, do not have associated laser-based training devices. Units should provide comparable devices (for example, AT-4 MILES) or direct the use of fire markers or external evaluators or OC/Ts to assess damage or casualties.

Life Support

B-80. The evaluation commander is responsible to provide the OPFOR any necessary life support or task a subordinate unit with those functions during the conduct of the event. Life support includes bivouac or housing, ration cycle, and field hygiene, at a minimum. The tasked unit is responsible for maintenance and recovery activities to ensure the OPFOR maintains its operational readiness.

Observer-Coaches/Trainers

B-81. The external evaluator or OC/T element must be sufficient in composition, capability, and strength to provide an effective assessment of proficiency of the evaluated tasks, a close-proximity safety officer, and a means to induce additional rigor to the training audience as the evaluation commander directs. It also may serve the running scenario by acting as a fire marker, assessing casualties, and determining battle damage to both blue force and OPFOR elements.

B-82. The evaluation commander determines the external evaluator or OC/T composition, training, and certification based on the assessed tasks, conditions, standards, and event flexibility. The minimum number of trained and certified external evaluators or OC/Ts for squad/section and platoon-level training events are shown in figure B-20.

OBSERVER–COACH/TRAINER (OC/T) TEAM CALCULATIONS

OC/T COVERAGE	OC/T SME REQUIREMENT	RTO or DRIVER
Platoon Leader	1 each 1LT or above (branch qualified)	1 each, single-net minimum
Platoon Sergeant	1 each SFC or above	1 each, single-net minimum
Each subordinate Squad Leader	1 each SSG or above	1 each, single-net minimum

Note: OC/T requirements are for each section and subordinate element assigned or attached. For example, a section with four subordinate squads, requires six total OC/Ts with six each RTOs and driver. Vehicle support is implied to motorized or mechanized elements.

For dismounted sections, the overall RTO requirement may be reduced or eliminated by the evaluation commander.

LEGEND

1LT	FIRST LIEUTENANT	SME	SUBJECT MATTER EXPERT
RTO	RADIO TELEPHONE OPERATOR	SSG	STAFF SERGEANT
SFC	SERGEANT FIRST CLASS		

Figure B-20. Observer-coach/trainer and radio-telephone operator driver minimum requirements

COMPLETE THE TRAINING SCENARIO

B-83. Planners visualize the training event by drawing an event sketch and detailing how the unit can execute the training. They write a list of actions that meet the specified training objectives. They consider the time

available to train versus the number of possible iterations to attain proficiency. This visualization serves as the concept for executing the training event. Once planners develop a sketch and visualized concept from start to end and the commander approves it, additional resourcing for the event can begin.

B-84. Planners identify and request resources early and track their availability throughout the planning and preparation phases. Effective planners use the CATS, training and evaluation outlines, and unit historical records as a starting point to identify resources. Typically, historical records document resources the unit needed and when it needed them. Successful planners know what resources they used previously for similar training events. The event planner ensures all event resources are available by including any newly identified resources. DTMS has a checklist tool that allows users to set up and track the status of training resources associated with training events.

B-85. An event administrative OPORD is required to execute the training and includes all necessary coordination. It explains the training concept, concept of support, training resourcing requirements, and subordinate unit and staff responsibilities to execute the training event. Additionally, the plan identifies both tactical orders and OPFOR orders to drive the training and stimulate task execution.

B-86. Units use the operations process to develop the training scenario by including WARNORDs, OPORDs, FRAGORDs, and detailed graphic control measures. The different forms of orders are used during the execution of the scenarios to initiate the desired action or response from the training unit beginning with an initial OPORD. The various forms of orders in the scenario are used as drivers, branches, and sequels within the scenario to contribute to the method of executing the STX lanes for each unit.

DRIVERS, BRANCHES, AND SEQUELS

B-87. Units should plan to include a series of drivers, branches, and sequels to meet their training objectives to achieve proficiency in their platoons. These are training terms used for maneuver collective training that build the story boards for the training events. They provide pre-build alterations to the tactical missions based on the training unit's performance, capability, or reactions to tactical dilemmas.

B-88. They assist in steering the training unit toward the expected conditions of the task, establish the appropriate tempo, build the battlefield effects, and develop the tactical situation. Figure B-21 provides an example of drivers, branches, and sequels for collective training events, Table II through Table VI.

- Drivers—
  - Are the intelligence, real or notional, used to instigate the training unit to execute a task, drill, or action.
  - Are the task, drill, or action that directly supports the tempo, orientation, direction, and rigor of the scenario (mission).
- Branches—are contingency plans or options built into the base plan for changing the disposition, orientation, or direction of movement during the mission.
  - For collective training scenarios (missions), they provide the commander with options to alter the training focus during the mission, based on observed performance.
  - They aim to create the best possible results or conditions for the training unit.
- Sequels—are actions taken at the conclusion of the mission.
  - They are based on the outcomes of the mission.
  - Sequel actions provide missions for subordinate units and establish new objectives.
  - For collective training scenarios (missions), units use sequels when they have successfully met the training objectives to posture them for a continuing mission, follow-on lane, or subsequent phase.

Note. The definitions for drivers, branches, and sequels are for training purposes only as they apply to collective training events and the development of the various training scenarios.

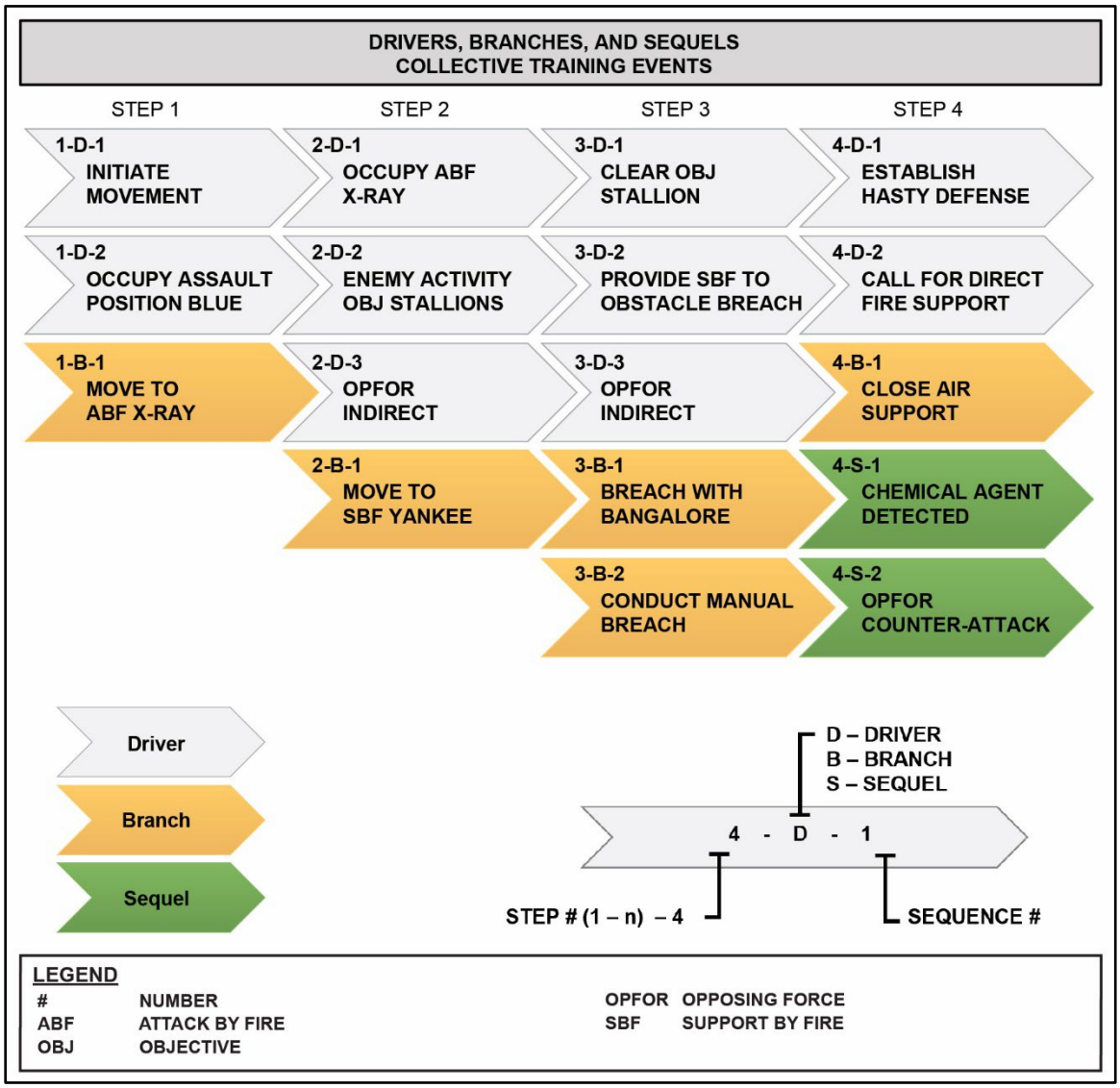


Figure B-21. Drivers, branches, and sequels, example

B-89. Driver, branches, and sequels are developed to provide the most comprehensive training plan to ensure the unit is—

- Challenged, not overwhelmed.
- Learning, not complacent.
- Rewarded and retrained, as necessary.

B-90. Scenario developers must coordinate and collaborate with the installation's Training Soldier System assets, range safety office, and installation and other local agencies, particularly when developing live-fire scenarios. Units must follow the most stringent regulation or policy, from a Soldier safety perspective, when developing any training event.

MISSION COMMAND WARFIGHTING FUNCTION INTEGRATION

B-91. Unit planners must consider building scenarios that provide commanders the opportunity to exercise their use of the six Army warfighting functions. This allows unit commanders to be more proficient when integrating available enablers that may assist in accomplishing specified tasks assigned from higher headquarters. Commanders may inject thought-processing scenarios during rehearsals if desired enablers are not readily available during Tables I and II. This allows subordinate leaders to execute tactical decision-making during rehearsals and the training event. Units should maximize the use of enablers during each table to develop or reinforce unit SOPs and build coordination between supporting elements prior to live fire. Figures B-13 through B-18, pages 195 through 203 describe how enablers can be integrated into training from collective Tables I through VI.

B-92. Figure B-22 provides some examples of integrating mission command into the training scenarios. These general examples are not all encompassing. Units are encouraged to develop additional methods to integrate these skills in each collective training event.

MISSION COMMAND/COMMAND AND CONTROL INTEGRATION ACROSS COLLECTIVE TRAINING EVENTS

MISSION COMMAND ITEM	TABLE I	TABLE II	TABLE III	TABLE IV	TABLE V	TABLE VI
Graphics overlay	Unit constructs terrain model with key leaders.	Additional direct fire control measures are implemented.	Unit receives operations graphics from HHQ.	Graphics overlay is disseminated to subordinate elements.	Fire support graphics are integrated.	Templated threat positions and obstacles are integrated to current overlay.
OPORD	Section Leaders issue OPORD; back briefs conducted with subordinate leaders.	Subordinate elements back brief leaders upon receiving the OPORD.	Section leaders provide subordinate leaders with locations of enemy or friendly forces.	Unit employs assets available and executes specified tasks.	Section leader addresses sustainment situations with company or troop leaders.	Section leaders exercise command and control within section.
FRAGORD	Section leader issues OPORD; FRAGORD is injected during rehearsals with subordinate leaders.	Subordinate leaders disseminate FRAGORD to subordinate elements; leaders conduct back brief with subordinates.	Subordinate leaders back brief section leader upon receiving the FRAGORD.	Section or section elements conduct rehearsals needed to support current FRAGORD specified tasks.	Unit leaders conduct confirmation briefs using map and overlays to emphasize critical elements of FRAGORD.	Section leader receives FRAGORD from HHQ and updates subordinates through mission command systems.
Operate a CP	Unit conducts radio rehearsals with key leaders and HHQ; conducts COMMEX; and creates and maintains COP.	Section Leader reports to the CP to enable battle tracking of the maneuver friendly force during operations in a virtual environment.	CP coordinates with adjacent unit and increases situational understanding.	Section leader sends and receives reports via FM and digital to CP.	Section maintains SA with adjacent elements and forwards any information from HHQ to subordinate elements; CP updates COP.	Section maintains communication with unit CP.

LEGEND

COMMEX	COMMUNICATIONS EXERCISE	HHQ	HIGHER HEADQUARTERS
COP	COMMON OPERATING PROCEDURE	FRAGORD	FRAGMENTARY ORDER
CP	COMMAND POST	OPORD	OPERATION ORDER
FM	FREQUENCY MODULATOR	SA	SITUATIONAL AWARENESS

Figure B-22. Integrating mission command into the training event, example

MOVEMENT AND MANEUVER WARFIGHTING FUNCTION INTEGRATION

B-93. Figure B-23 provides some examples of integrating movement and maneuver into the training scenarios. These general examples are not all encompassing. Units are encouraged to develop additional methods to integrate these skills in each collective training event.

MOVEMENT AND MANEUVER INTEGRATION ACROSS COLLECTIVE TRAINING EVENTS

FUNCTIONS	TABLE I	TABLE II	TABLE III	TABLE IV	TABLE V	TABLE VI
Direct fire support	Subordinate leaders identify tentative sectors of fire with the use of current operational graphics.	Section leader develops direct fire plan and coordinates fires in a simulated virtual environment.	Section leader coordinates with sniper teams to conduct overwatch and identify potential HVTs and HPT in AO.	Section leader employs heavy weapons teams to provide direct fire support for the maneuvering force.	Section leaders refine RFLs and MELs within the section's direct fire plan.	Section executes SBF or ABF to support the maneuver element and achieve fire superiority.
Conduct quartering party activities; occupy an AA	Section leader identifies and disseminates information on potential AA location.	Subordinate leaders prepare quartering party for movement; PCCs, PCIs, and convoy briefs (ABCT, SBCT).	Quartering party secures new unit AO and conducts initial site survey.	Quartering party leader supervises movement; unit executes SP, checkpoints, and RPs; and reports route changes.	Quartering party leader supervises preparation tasks (establish internal communications, identify entrance or exit points, and mark unit areas.	Quartering party supervises reception of main body and performs guide functions.
Conduct tactical movement	Section conducts back briefs with subordinate leaders and HHQ.	Section moves to LD using designated routes, using cover and concealment and ensuring contact is made with the smallest element.	Section executes movement using various movement techniques based on METT-TC (I).	Section maintains correct interval, speed, and lateral dispersion while providing security and sufficient firepower forward.	Section maintains SA of friendly, maneuvering, and adjacent forces.	Section reacts to enemy contact and continues movement to designated point specified in the OPORD.

LEGEND

AA	ASSEMBLY AREA	OPORD	OPERATION ORDER
ABCT	ARMORED BRIGADE COMBAT TEAM	PCC	PRECOMBAT CHECK
ABF	ATTACK BY FIRE	PCI	PRECOMBAT INSPECTION
AO	AREA OF OPERATIONS	RFL	RESTRICTIVE FIRE LANE
HHQ	HIGHER HEADQUARTERS	RP	RELEASE POINT
HPT	HIGH PAYOFF TARGET	SA	SITUATIONAL AWARENESS
HVT	HIGH VALUE TARGET	SBCT	STRYKER BRIGADE COMBAT TEAM
LD	LINE OF DEPARTURE	SBF	SUPPORT BY FIRE
MEL	MAXIMUM ENGAGEMENT LINE	SP	START POINT
METT-TC (I)	MISSION, ENEMY, TERRAIN AND WEATHER, TROOPS AND SUPPORT AVAILABLE, TIME AVAILABLE, CIVIL CONSIDERATIONS, AND INFORMATIONAL CONSIDERATIONS		

Figure B-23. Integrating movement and maneuver into the training event, example

FIRES WARFIGHTING FUNCTION INTEGRATION

B-94. Figure B-24 provides some examples of integrating fires into the training scenarios. These general examples are not all encompassing. Units are encouraged to develop additional methods to integrate these skills in each collective training event.

FIRES
INTEGRATION ACROSS COLLECTIVE TRAINING EVENTS

FUNCTIONS	TABLE I	TABLE II	TABLE III	TABLE IV	TABLE V	TABLE VI
*Attack aviation	Section Leader subordinate leaders of available aviation assets for the mission and conducts rehearsals.	Unit receives, processes, and disseminates intelligence collected by attack aviation assets.	Location of friendly and enemy forces sent to attack aviation assets; unit increases situational understanding for assets.	Section integrates attack aviation assets into the unit's scheme of maneuver.	Coordination with attack aviation assets finalized; unit maintains communication with aviation support.	Section integrates attack aviation assets, performs combat assessment, and reports BDA to HHQ.
*Field artillery	Section leader receives priority of fires to support the decisive operation and conducts risk management.	Section leader conducts confirmation briefs with subordinates on fire support tasks and intent.	Section clear air in operational area before executing indirect fire missions.	Section coordinates indirect fire support through battalion or squadron FSO.	FO conducts fires rehearsal; fire plan sent to HHQ.	Forward observers execute fire mission with the use of FA assets.
*Mortars (company or troop, or battalion or squadron)	Section conducts coordination with company or troop mortars and FSO to synchronize fires.	Section conducts appropriate CFF missions to achieve desired results for mission intent.	Section leader identifies potential MFP locations.	Section integrates notional indirect fires with company mortars to achieve target destruction or meet disengagement requirement.	Section relocates and reestablishes at alternate MFP location.	Section integrates IDF as part of the maneuvering plan for and reports BDA to HHQ.
*Air defense or counterfire	Section leader informs subordinate leaders of available air defense assets.	Simulated AN/TPQ-50 radar reports enemy mortar positions to commander; information sent to section leader.	Unit executes reconnaissance of primary and alternate radar sites; elements conduct local security for radar team when stationary or moving.	Section coordinates air or ground surveillance to provide early warning for the maneuvering force.	Section commander plans for and places air defense assets along likely air avenues of approach to provide protection for key C2 nodes.	Section and radar assets conduct counterfire target acquisition to identify point of origin of enemy artillery.

Note: *denotes that enablers may not be available to the unit based on structure and type of the organization.

LEGEND

BDA	BATTLE DAMAGE ASSESSMENT	FSO	FIRE SUPPORT OFFICER
C2	COMMAND AND CONTROL	HHQ	HIGHER HEADQUARTES
CFF	CALL FOR FIRE	IDF	INDIRECT FIRE
FA	FIELD ARTILLERY	MFP	MORTAR FIRING POINT
FO	FIRE OFFICER		

Figure B-24. Integrating fires into the training event, example

INTELLIGENCE WARFIGHTING FUNCTION INTEGRATION

B-95. Figure B-25 provides some examples of integrating intelligence into the training scenarios. These general examples are not all encompassing. Units are encouraged to develop additional methods to integrate these skills in each collective training event.

INTELLIGENCE
INTEGRATION ACROSS COLLECTIVE TRAINING EVENTS

FUNCTIONS	TABLE I	TABLE II	TABLE III	TABLE IV	TABLE V	TABLE VI
*UAS, UGS, or SUAS	Coordinate with UAS or SUAS and rehearse employment; submit ROZ request.	Section conducts coordination with UAS to conduct an overwatch in a virtual environment.	Section emplaces UGS as early warning sensors; subordinate leader prepares a sensor sketch map.	Section receives intelligence information collected by company or troop.	Section coordinates forward and rearward passage of lines with UAS assets; unit maintains contact with UAS assets.	Section integrates sUAS and conducts reconnaissance and security tasks.
Digital icon population	Distribution listing disseminated to subordinate leaders; leaders rehearse digital reporting procedures.	Unit CP populates templated enemy positions using digital systems for section leaders.	Location of friendly/enemy forces are disseminated to subordinate elements by digital means (FBCB2, JCR, JBC-P).	Section updates locations of friendly/enemy forces, obstacles, service support assets, and any significant actions to increase SA.	Platoon leadership populate threat-based icons for section/section SA.	Section populates threat-based icons for company or troop SA.
Digital reports	Establish unit DISTRO listing; rehearse digital reporting procedures through echelons.	Exercise digital reporting requirements during virtual simulations IAW the unit's SOP.	Digitally send or receive movement, logistical, and intelligence reports to HHQ; SP/LD/RP, LOGREP.	Digital CBRN 1 report sent within 5 minutes of activity.	Company or troop FSO sends CFF missions to battalion or squadron FSO through digital reporting systems.	Unit leaders send or receive digital reports rapidly and accurately to HHQ or as situation permits.

Note: *denotes that enablers may not be available to the unit based on structure and type of the organization.

LEGEND

CBRN	CHEMICAL, BIOLOGICAL, RADIOLOGICAL, AND NUCLEAR	JCR	JOINT CAPABILITIES RELEASE
CP	COMMAND POST	LD	LINE OF DEPARTURE
CFF	CALL FOR FIRE	LOGREP	LOGISTICS REPORT
DISTRO	DISTRIBUTION	RP	RELEASE POINT
FBCB2	FORCE XXI BATTLE COMMAND, BRIGADE AND BELOW	ROZ	RESTRICTED OPERATING ZONE
FSO	FIRE SUPPORT OFFICER	SA	SITUATIONAL AWARENESS
HHQ	HIGHER HEADQUARTERS	SOP	STANDARD OPERATING PROCEDURE
IAW	IN ACCORDANCE WITH	SP	START POINT
JBC-P	JOINT BATTLE COMMAND-PLATFORM	sUAS	SMALL UNMANNED AIRCRAFT SYSTEM
		UAS	UNMANNED AIRCRAFT SYSTEM
		UGS	UNMANNED GROUND SYSTEM

Figure B-25. Integrating intelligence into the training event, example

PROTECTION WARFIGHTING FUNCTION INTEGRATION

B-96. Figure B-26 provides some examples of integrating protection into the training scenarios. These general examples are not all encompassing. Units are encouraged to develop additional methods to integrate these skills in each collective training event.

PROTECTION INTEGRATION ACROSS COLLECTIVE TRAINING EVENTS						
FUNCTIONS	**TABLE I**	**TABLE II**	**TABLE III**	**TABLE IV**	**TABLE V**	**TABLE VI**
CBRN (hasty or deliberate)	Section identifies CBRN protective measures required and conducts rehearsals.	Section executes command-directed MOPP-level procedures in a simulated virtual environment.	Section assumes MOPP; CBRN-detection equipment employed.	Section ensures CBRN warning and reporting systems are operational; elements reinforce fighting positions to increase protection.	Section integrates and employs CBRN reconnaissance and surveillance teams.	Leaders adjust MOPP level by performing MOPP analysis; MOPP exchange as required.
Maintain operational security	Section leader integrates risk management and identifies recognition methods for friendly forces.	Section leader conducts back briefs with subordinate leaders and HHQs on force protection method.	Unit elements camouflage personnel and equipment to blend in with operational environments.	Subordinate leaders employ observation posts and conduct reconnaissance and surveillance patrols.	Section protects friendly information, graphics, and other sensitive material.	Section leader conducts assessment of current operations security and reports SITREPs to HHQ.
Perform field sanitations functions	Leaders identify and assign field sanitation personnel within section.	Platoon leadership ensure field sanitation functions are understood by subordinate elements.	Unit leaders monitor sanitation activities and coordinate assistance from HHQ support, when necessary.	Unit field sanitation team conduct and enforce field sanitation measures.	Unit leaders verify individual sanitation procedures are performed.	Section leader assesses performance conducted regarding field sanitation-related tasks.
Conduct risk management	Commander establishes a force protection policy and publishes a commander's safety philosophy to the section leader, who subsequently disseminates the information.	Squads identify and train on risk management needed for their position and responsibilities.	Unit leaders apply the principles and steps of risk management during all phases of the operation.	Section leader analyzes operational hazards and considerations to identify appropriate risk level for operations.	Develops risk management controls and makes risk decisions as needed.	Section leader supervises and evaluates controls implemented; unit leaders monitor and enforce the risk management controls at all times.

Note: *denotes that enablers may not be available to the unit based on structure and type of the organization.

LEGEND

CBRN	CHEMICAL, BIOLOGICAL, RADIOLOGICAL, AND NUCLEAR	MOPP	MISSION-ORIENTED PROTECTIVE POSTURE
HHQ	HIGHER HEADQUARTERS	SITREP	SITUATION REPORT

Figure B-26. Integrating protection into the training event, example

SUSTAINMENT WARFIGHTING FUNCTION INTEGRATION

B-97. Figure B-27 provides some examples of integrating sustainment into the training scenarios. These general examples are not all encompassing. Units are encouraged to develop additional methods to integrate these skills in each collective training event.

SUSTAINMENT
INTEGRATION ACROSS COLLECTIVE TRAINING EVENTS

FUNCTIONS	TABLE I	TABLE II	TABLE III	TABLE IV	TABLE V	TABLE VI
CASEVAC	Section leader issues OPORD and injects scenarios during rehearsals.	CASEVAC plan developed IAW unit SOP; radio rehearsals conducted.	Section integrates company or troop medical support into CASEVAC plan.	Unit elements conduct movement of casualty to appropriate CCP for transport.	Section sends CASEVAC report to HHQ IAW unit SOP.	Section evacuates casualty to next higher level of medical care.
MEDEVAC		MEDEVAC plan developed IAW unit SOP; radio rehearsals conducted.	Section integrates company or troop medical support into MEDEVAC plan.	Appropriate medical treatment rendered to casualty; SITREP sent to HHQ.	Unit leader identifies potential EVAC site based on METT-TC (I).	Section executes a 9-line MEDEVAC and maintains operational security.
Consolidation and Reorganization	Section leader identifies consolidation and reorganization sites by phase of operations.	Platoon leadership identifies templated locations for resupply, CASEVAC, and maintenance.	Section provides 360-degree local security and is prepared to execute follow-on missions.	Section identifies and requests resupply of critical shortages with HHQ.	Section conducts required maintenance operations.	Squads conduct cross-level of personnel, ammunition, and other supplies as directed by the platoon leadership.

LEGEND

CASEVAC	CASUALTY EVACUATION	METT-TC (I)	MISSION, ENEMY, TERRAIN AND WEATHER, TROOPS AND SUPPORT AVAILABLE, TIME AVAILABLE, CIVIL CONSIDERATIONS, AND INFORMATIONAL CONSIDERATIONS
CCP	CASUALTY COLLECTION POINT		
EVAC	EVACUATION		
HHQ	HIGHER HEADQUARTERS		
IAW	IN ACCORDANCE WITH		
MEDEVAC	MEDICAL EVACUATION	OPORD	OPERATION ORDER
		SITREP	SITUATION REPORT
		SOP	STANDARD OPERATING PROCEDURE

Figure B-27. Integrating fires into the training event, example

COLLECTIVE TRAINING BEST PRACTICES

B-98. During all collective training events, units should invest time and effort developing training discipline to provide passive protection, freedom of maneuver, and the ability to reduce detection by threats operating in multiple domains (land, air, sea, space, and cyber).

B-99. The following paragraphs list some best practices to introduce into the unit's training discipline as often as possible. This is a condensed and generalized list of past and current discipline issues that plague operations. They have been tailored in context to the unit's training plans but are equally important during the offense and defense.

ACTIVE PROTECTION AGAINST DETECTION IN ALL DOMAINS (PROTECTION)

B-100. Units must practice and enforce noise, light, litter, and cellular discipline during training. Ongoing operations across the globe have proven discipline in these areas is critical to the unit's survival. Units that lack discipline in these four areas provide obvious, rapid target detection and acquisition. Units must deliberately incorporate discipline in these four areas into their training and strictly enforce those standards during all training events.

TRAIN DISPLACEMENT CRITERIA (PROTECTION)

B-101. Near-peer adversaries have enablers and capabilities across all the warfighting functions. To maintain overmatch, training must focus on applying combat power effectively and faster. Near-peer adversaries focus on counter-batteries, counter-unmanned aircraft systems (C-UASs), and other active protection measures against friendly combat power. To maintain initiative, combat power, and overmatch, units must practice displacement criteria as often as possible. A stationary maneuver force can become a combat-ineffective maneuver force quickly. Mortars, field artillery, and crew platforms must deliberately practice displacement, movement to hide, alternate, or subsequent positions to minimize or eliminate their stationary signature.

REDUCE ELECTROMAGNETIC FOOTPRINT (PROTECTION)

B-102. Cell phones should not be part of the unit's primary, alternate, contingency, and emergency (PACE) communication plan. Personal cellular phones have no place in any tactical training environment. Units are adding commercial cell phones as an emergency communications device in their PACE plan, which will prove lethal in a combat environment; furthermore, units create an enormous electromagnetic signature. However, the use of cell phones as an emergency means of communication may be prudent only for the personnel supporting training.

MASTER DIGITAL SKILLS, MASTER ANALOG FUNDAMENTALS (MISSION COMMAND)

B-103. Units operate to the maximum extent using secure tactical communications systems. Units lack experience in maximizing system ranges, planning for retransmission positioning, and operating in frequency hopping modes on tactical radios. Secure communication may not be possible during live-fire training events based on range and installation safety requirements; however, units must force mastery whenever possible.

MAP READING IS A CRITICAL SKILL (MOVEMENT AND MANEUVER, PROTECTION)

B-104. Units must train to operate without the aid of GPS for accurate positional data. They develop techniques and identifiable terrain reference systems to validate positional data through manual land navigation skills to enhance readiness, practice a perishable skill, and identify when GPS spoofing occurs. A simple survey of personnel can reveal that the average person would tend to believe an inaccurate GPS position over their own assessment of physical position due to lack of confidence in manual land navigation skills.

MAINTAIN REDUNDANT CAPABILITIES (DIGITAL TO ANALOG) (MISSION COMMAND, PROTECTION, INTELLIGENCE)

B-105. Units must develop criteria and procedures to switch to analog tracking of the common operating picture to continue operations. Units focus on the cyber threat and feel that they can secure themselves from network intrusion by operating in more secure modes. This does not account for environmental threats to digital systems that likely pose a greater chance of occurrence, such as maintenance faults, component failures, battle damage to systems and antennas, and other incidents that may also affect digital reliance. Practice operating and maintaining situational awareness using analog tracking systems for extended periods, and then further develop the procedures to capture the data back into digital systems when they become available.

CONCEAL AND CAMOUFLAGE (PROTECTION)

B-106. Units equip, practice, and discipline the use of camouflage, concealment, and deception in tactical operations. This is the first and easiest C-UAS mitigation strategy, which enhances force protection from indirect fires.

AIR DEFENSE IS MORE IMPORTANT THAN EVER (PROTECTION)

B-107. Units practice and train on combined arms for air defense. Not only is this relevant to the C-UAS fight against sUASs, but the near-peer threat can employ rotary-wing aircraft with destructive effects as well.

EMPLOY ATTACK AVIATION (MOVEMENT AND MANEUVER, FIRES)

B-108. Units plan and integrate attack aviation as a maneuver force operating in a dense air defense artillery environment. Units employ this enabler in this capacity to drive airspace management, suppression of enemy air defense planning, and mission command decision point operations when determining specific target criteria and conditions for commitment.

USE UNMANNED AIRCRAFT SYSTEM AT SQUAD THROUGH BRIGADE ROUTINELY (INTELLIGENCE, PROTECTION)

B-109. Units train and certify the appropriate number of crews and operators to leverage UASs fully. Units must understand the UAS operator's training requirements and integrate their use into the maneuver collective training events as often as possible.

LIVE-FIRE EXERCISE SCENARIO EXAMPLE

B-110. During collective training, units should plan and execute their LFX through maximizing training time and space available. Unit planners must consider developing the type of scenario to meet the unit's training objectives and commander's intent. The scenario development process provides commanders and planners with the flexibility to design their scenario using the selected collective tasks, type of training space, resources available, and training time available. The unit may choose to conduct a single-lane or multiple-lane LFX scenario that best suits its collective training goals. Units should select the lane configuration that is optimal for the unit's training plan and scheduled training time while still achieving the desired end state.

B-111. Units should consider using a single-lane LFX scenario when training time or available maneuver space is limited. A single lane LFX scenario provides commanders with the ability to train collective tasks to their units using a single training lane. The selected collective tasks are arranged on a single lane in a progressive manner to ensure the platoon executes each task from start to finish.

B-112. Unit planners should develop the LFX scenario based on the OPORD and the commander's intent (see figure B-19 and figure B-22, pages 204 and 211). The unit should provide operational graphics that depict friendly or enemy templated positions, control measures, axis of advances, and any additional warfighting function terms and graphics as needed (see figure B-20, page 207). Unit planners must develop their LFX scenarios using tactical emphasis to ensure that the designated collective tasks are in logical sequence based on the structure of the unit and its higher command's intent (see figure B-19 and figure B-21, pages 204 and 209).

B-113. The unit creates an OPORDs that builds the context of the training event. Figure B-28 and figure B-29, pages 220 and 221 show an example OPORD for a collective live-fire event. This example event can simultaneously train and evaluate platoons and their platoons. The OPORD is written to the platoon level to create the concept of the operation sufficiently to build a robust collective live-fire event.

UNCLASSIFIED // CUI

Copy 1 of 1
A company (CO) [#-#] armor (AR)
Fort (FT) Moore, Georgia (GA)
01 JUN 1200 2023

Operation order (OPORD) (OPERATION BREAK-THROUGH 20-23) (UNCLASSIFIED / CUI)

References:
(U) Company OPORD 12020 (Operation Break-through 20-23).
(U) Company Tactical standard operating procedures (TACSOP).

(U) Time Zone Used Throughout This Order: Local**.**

(U) Task Organization: A CO: (Headquarters [HQ] platoon [PLT], 1st PLT, 2nd PLT, 3rd PLT, Company Mortars).

1. **(U) Situation.**
   - **a. (U) Terrain. No change.**
   - **b. (U) Weather. No change.**
   - **c. (U) Enemy Forces.** The enemy will consist of reconnaissance elements with motorized capabilities designed to expedite movement of dismounted recon teams within the area of operations (AO). The enemy force may deploy infantry mounted / dismounted elements to reinforce objective (OBJ) STALLION or the templated obstacle belt located along phase line (PL) CHARLIE. Firendly intelligence reports possible antitank (AT) weapon teams may be used to eliminate friendly armor and impede movement of friendly forces during operations. As a supporting effort the enemy force, a tank platoon and / or section will be used to provide diret fire support for forward elements in order to (IOT) maintain control of OBJ STALLION and the obstacle belt.
   - **d. (U) Friendly Forces.**
     - (1) (U) #-# ABCT conducts decisive action within AO EAST IOT deny enemy presence for future operations. The brigade (BDE) main command post will continue operations southwest of tactical assembly area (TAA) HAMMER until AO EAST is secured. #-# ABCT elements will establish BDE footprint within AO EAST not later than (NLT) 181500 FEB 2023.
     - (2) (U) #-# Field artillery (FA) establishes a firing point within position area for artillery (PAA) 1, north of the company boundary, and provides direct support indirect fire to A CO #-# AR.
     - (3) (U) #-# Cavalry (CAV) will screen south of the #-# AR IOT secure the BDE's southern flank.
2. **(U) Mission.** 1st PLT, A CO #-# AR conducts a movement to contact from PL ALPHA to PL DELTA NLT 04 1200 FEB 2023, IOT defeat enemy forces within the AO and seize control of OBJ STALLION. On order (O/O), 1st PLT, A CO, #-# AR executes a support by fire and attack by fire vicinity (VIC) PL CHARLIE and defends along PL DELTA against enemy counterattack.
3. **(U) Execution.**
   - **a. (U) Commander's Intent.** (see comments from paragraph [Para] 1.d.).
     - (1) (U) Purpose. The purpose of this mission is to set the conditions for follow-on friendly forces to pass through, and beyond, A CO's defense.
     - (2) (U) Key Tasks. IOT pass forward friendly forces, 1st PLT must seize OBJ STALLION, maneuver through the platoon lane withing the enemy obstacle belt and integrate into the company's linear defense along PL DELTA to ensure the capability of defending against a company-sized counterattack.
     - (3) (U) End state. Success for this mission is defined as passing follow-on forces forward of PL DELTA IOT defeat the enemy counterattack.
   - **b. (U) Concept of Operations.** This operation will be conducted in four phases:
     - (1) (U) Phase I: Planning / Preparation and Deployment to PL ALPHA.
     - (2) (U) Phase II: Seize control of OBJ STALLION.
     - (3) (U) Phase III: Obstacle Breach along PL CHARLIE.
     - (4) (U) Phase IV: Company Defense on PL DELTA limit of advance (LOA)

UNCLASSIFIED // CUI

SAMPLE

LEGEND
ABCT ARMORED BRIGADE COMBAT TEAM
CUI CONTROLLED UNCLASSIFIED INFORMATION

Figure B-28. Live-fire exercise operation order, example

B-114. Figure B-29 contains the scheme of movement and maneuver, coordinating instructions, and the sustainment and command and signal paragraphs. This is a rough shell for the staff to create the training scenarios from. Once the scenario is complete, the base order is modified as appropriate.

UNCLASSIFIED // CUI

c. (U) Scheme of Movement and Maneuver.

(1) (U) Phase I: Phase I begins upon the receipt of this order and ends when 1st PLT, A CO is set along PL ALPHA. Critical to this phase are: troop leading procedures, precombat checks / precombat inspections (TLP, PCC/PCI).

(2) (U) Phase II: Phase II begins when 2st PLT is set on PL ALPHA and ends when 1st PLT seizes OBJ STALLION. Critical to this phase is the occupation of assault position (ASLT) BLUE, establishment of assault by fire (ABF) positions along PL BRAVO, and the raid on OBJ STALLION.

(3) (U) Phase III: Phase III begins when 1st PLT has seized OBJ STALLION and ends upon successful maneuver through the breach of the obstacle along PL CHARLIE. Critical to this phase is identification of obstacle belt, identification of the breach lane, and proper movement techniques through the breach lane.

(4) (U) Phase IV: Phase IV begins upon completion of obstacle breach and ends when 1st PLT has integrated into the company defense, the destruction of enemy armored reinforcements beyond PL DELTA, and the consolidation / reorganization of platoon supplies (Class I, Class III, Class V, and Class VIII).

d. (U) Coordinating Instructions.

(1) (U) Subordinate elements will submit logistics status (LOGSTAT) to the Platoon Sergeant NLT 0500 and 1700 daily.

(2) (U) All elements will have at least 73 hours of CLASS III supply prior to start point (SP) from TAA.

(3) (U) 1st PLT will occupy ABF position NLT 06 2000 FEB 2023.

4. (U) Sustainment. No change.

5. (U) Command and Signal. No change.

SAMPLE

UNCLASSIFIED // CUI

LEGEND

CO	COMPANY	OBJ	OBJECTIVE
CUI	CONTROLLED UNCLASSIFIED INFORMATION	PL	PHASE LINE
NLT	NOT LATER THAN	PLT	PLATOON

Figure B-29. Live-fire exercise operation order, example (continued)

B-115. Figure B-30 is the sample graphic control measures built to the live-fire facility and training areas scheduled for the event. This is a basic set of graphics that will change as the training scenario, OPORD, and tasks expected to train evolve to the final product.

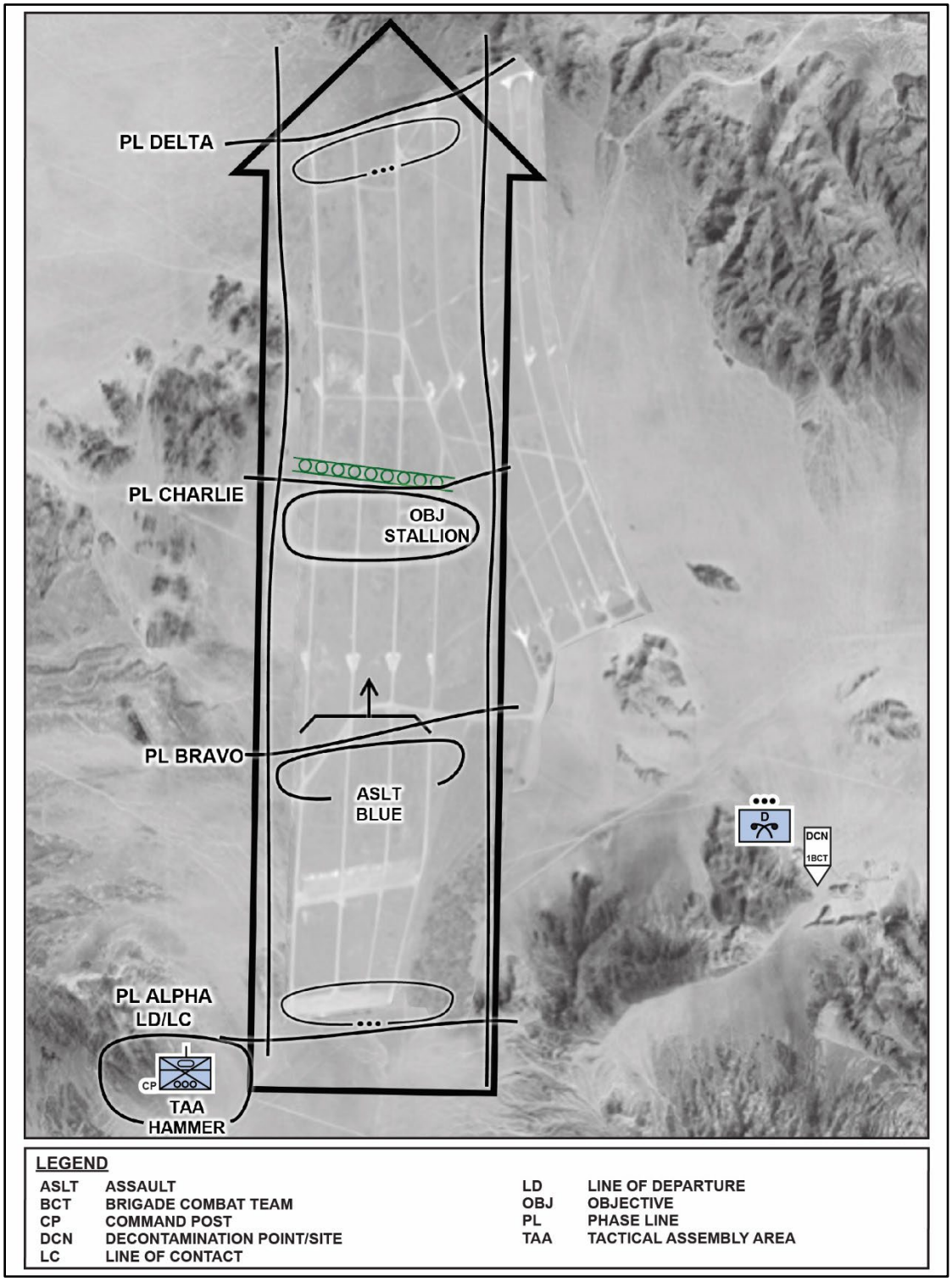
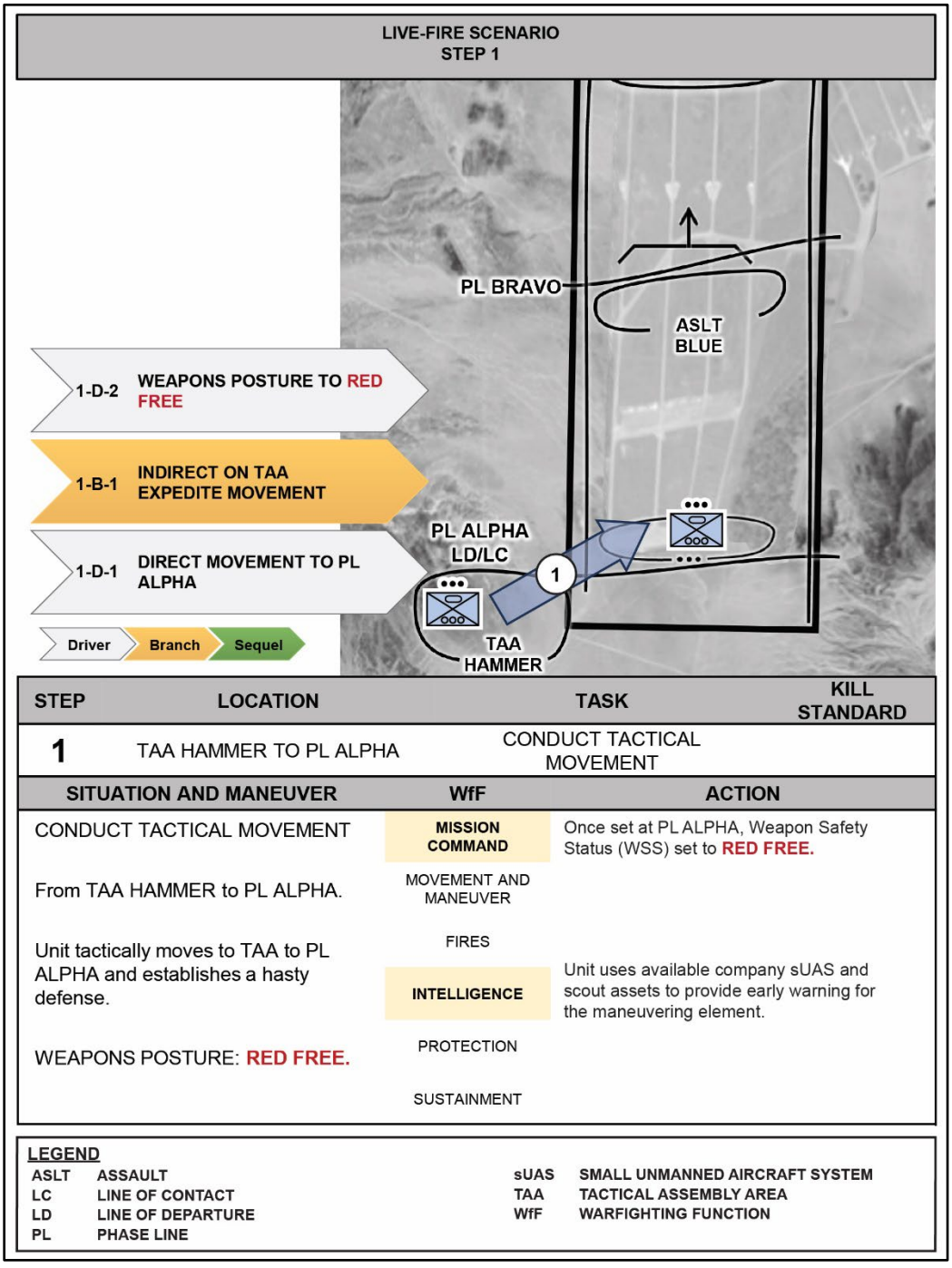


Figure B-30. Live-fire exercise template example

B-116. Figure B-31 is the scenario built for the first phase of the tactical mission. When programmed into the range facility targetry software, or range operating software, it is the first step in the overall scenario. The scenario overall is listed in steps. This enables the appropriate software programming, live-fire evaluation of target hits versus presented, a commander's decision matrix, and a list of planned or optional drivers, branches, and sequels.

B-117. These step charts are multi-use products that can assist in tower operations, throughput management, target presentation, commander options, and kill standard requirements for the primary task. This step moves the training unit on to the range facility from its tactical assembly area.



STEP	LOCATION	TASK	KILL STANDARD
1	TAA HAMMER TO PL ALPHA	CONDUCT TACTICAL MOVEMENT	

SITUATION AND MANEUVER	WfF	ACTION
CONDUCT TACTICAL MOVEMENT	MISSION COMMAND	Once set at PL ALPHA, Weapon Safety Status (WSS) set to RED FREE.
From TAA HAMMER to PL ALPHA.	MOVEMENT AND MANEUVER	
Unit tactically moves to TAA to PL ALPHA and establishes a hasty defense.	FIRES	
	INTELLIGENCE	Unit uses available company sUAS and scout assets to provide early warning for the maneuvering element.
WEAPONS POSTURE: RED FREE.	PROTECTION	
	SUSTAINMENT	

LEGEND

ASLT	ASSAULT	sUAS	SMALL UNMANNED AIRCRAFT SYSTEM
LC	LINE OF CONTACT	TAA	TACTICAL ASSEMBLY AREA
LD	LINE OF DEPARTURE	WfF	WARFIGHTING FUNCTION
PL	PHASE LINE		

Figure B-31. Live-fire exercise, Step 1, example

B-118. Figure B-32 shows the LFX step 2 actions. Within this example, step 2 directs the unit to conduct a hasty defense along PL Alpha. The branches and sequel are listed on the left of figure B-32. These provide options to the commander to shape the training from the base (driver) plan for this segment/phase of the training scenario.

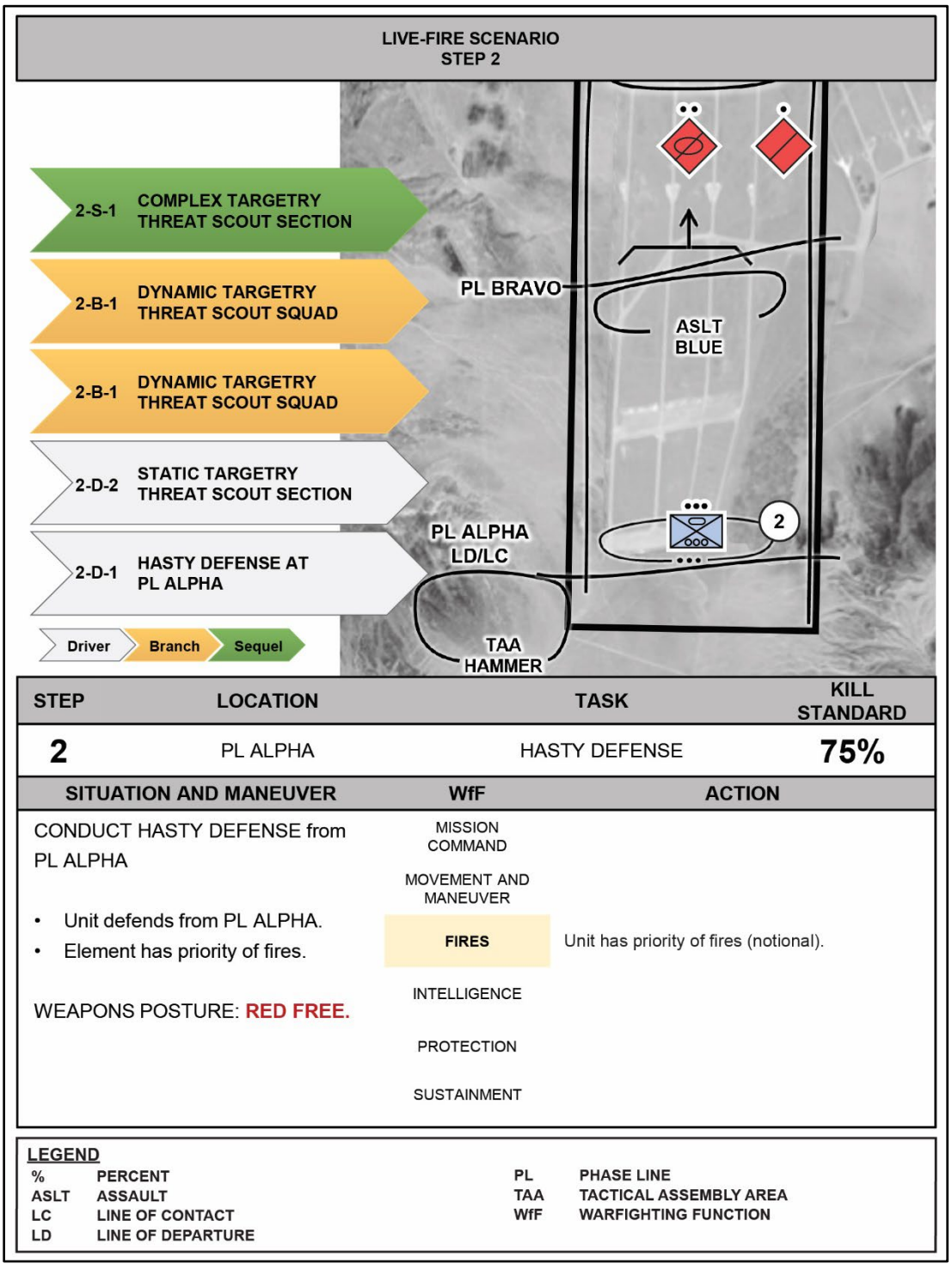


Figure B-32. Live-fire exercise, Step 2, example

B-119. In step 3, figure B-33, the training unit is directed to conduct a movement to contact. The drivers include the tactical command for the movement to contact, indirect fires along PL Alpha to stimulate the unit to move with a sense of urgency, and a threat presentation while bounding north. The branch listed is a trigger to present dynamic targetry where the targets not hit during the initial presentation (depleting target array) are presented in a continuation of the movement to contact. When the commander perceives the unit is performing at a high level, they can trigger the sequel, listed as 3-personnel staff officer, which will present threats not defeated in another location (complex targetry).

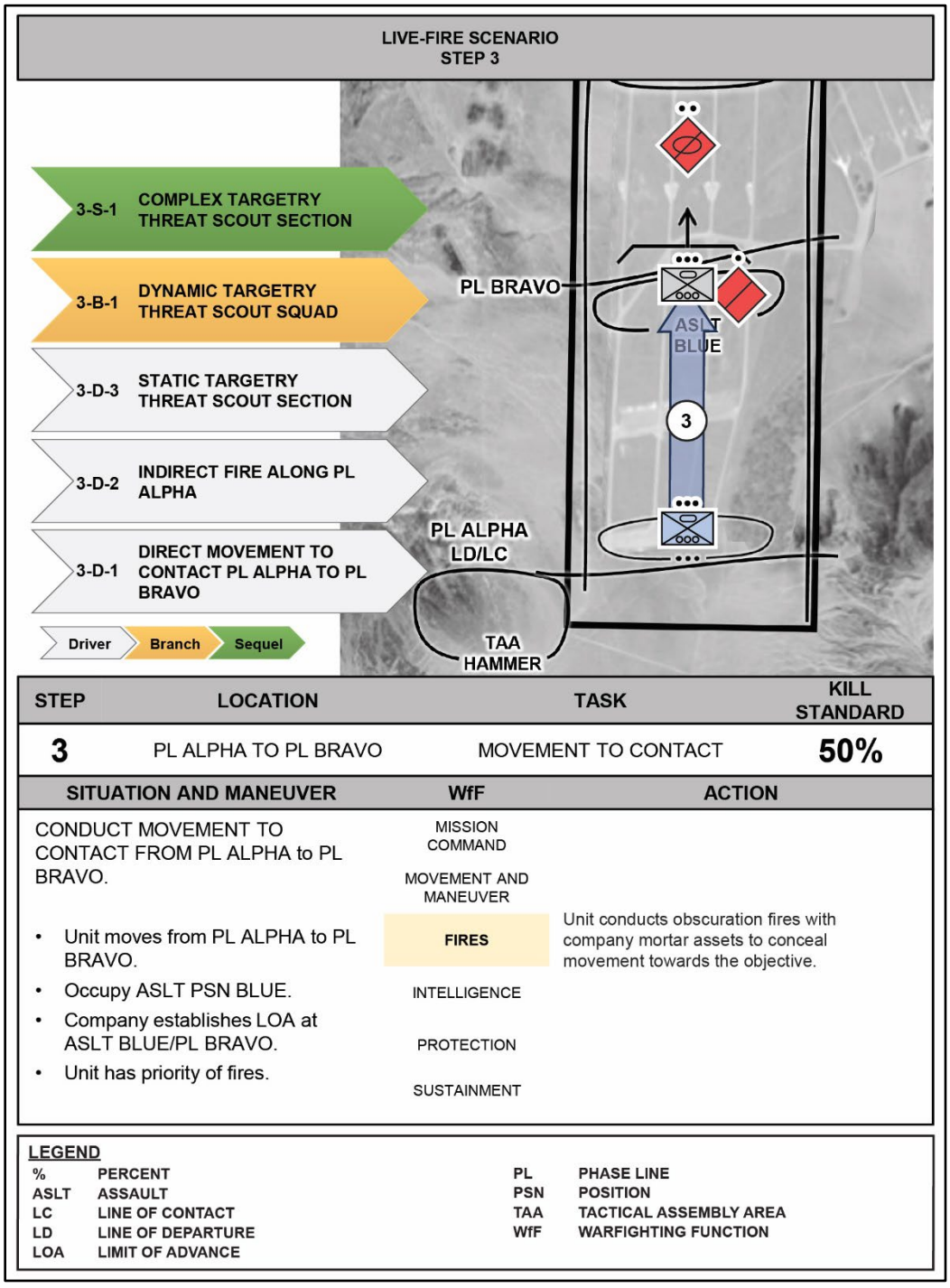


Figure B-33. Live-fire exercise, Step 3, example

B-120. Figure B-34 is the scenario card for step 4. In this step, the unit conducts a hasty defense at PL Bravo. The targetry initially presented is static, but branches to dynamic targetry. This engagement is where the dismounted leader calls a vehicle forward to defeat a threat on their behalf. This is a critical skill for all dismounted leaders during collective training.

Note. Call for support requirement is included in driver 4-D-3 and the branch 4-B-2 of figure B-34.

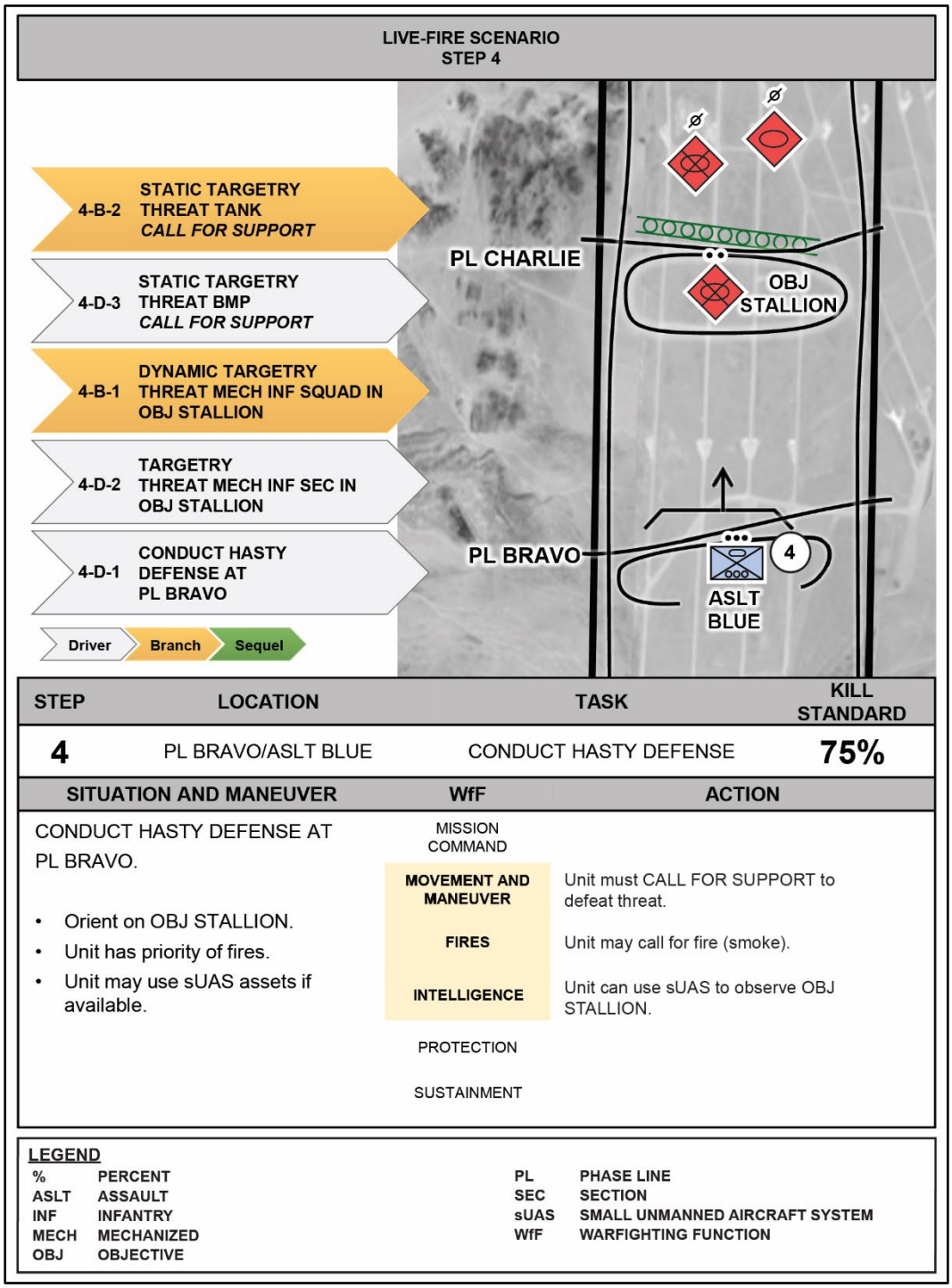


Figure B-34. Live-fire exercise, Step 4, example

B-121. In step 5, shown in figure B-35, the higher headquarters initiates immediate smoke mission on the objective. This is planned for training with an electrically fired smoke pot to replicate the immediate smoke fire mission. The training element is then directed to attack through to PL Charlie on the far side of the objective. A branch is included that directs the element to execute a hasty defense in step 5-B-1. This can be used to slow the progress of the unit to synchronize the step, or to provide additional targetry presentations when the unit requires retraining on demand.

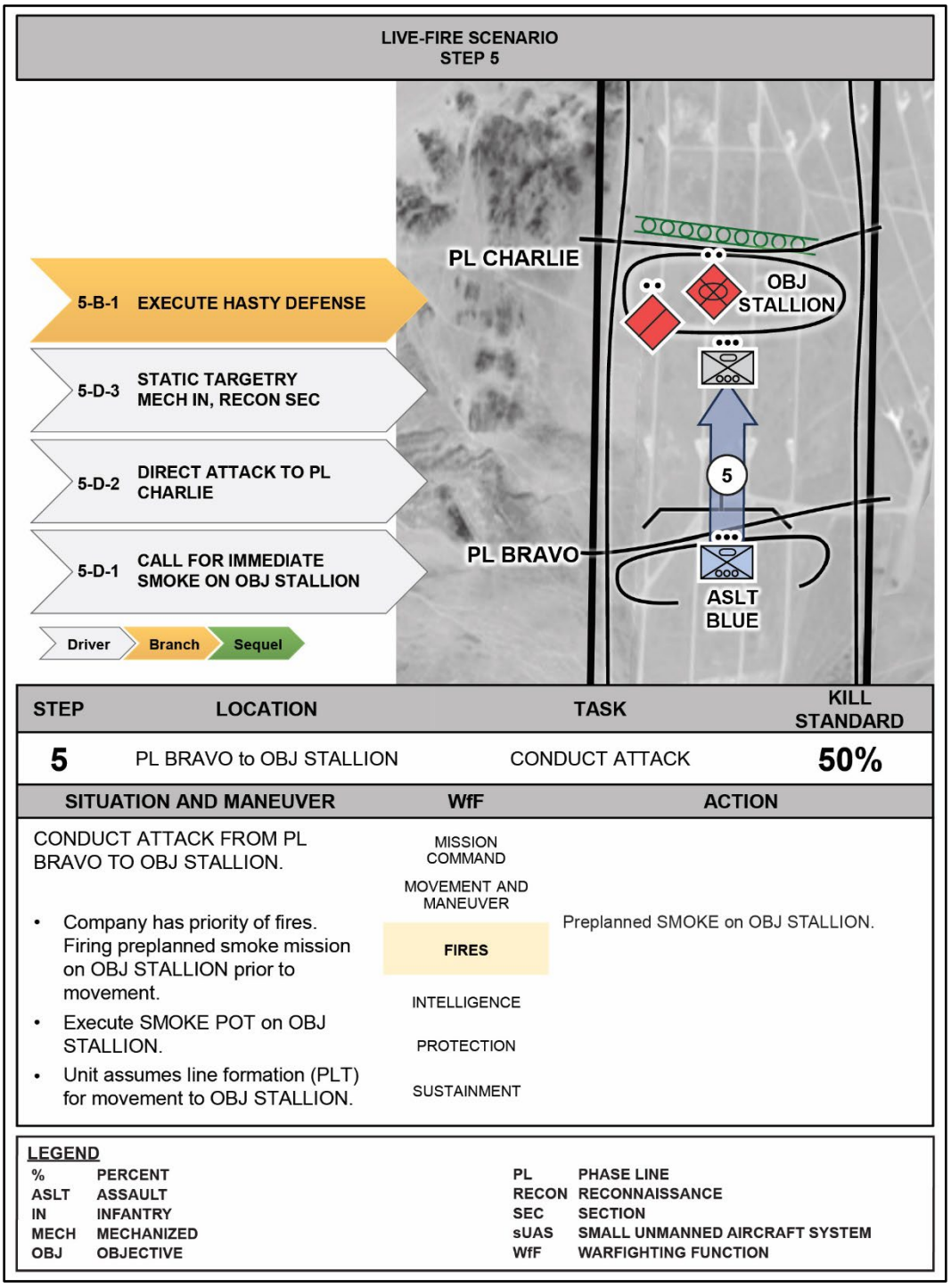


Figure B-35. Live-fire exercise, Step 5, example

B-122. In the next phase, step 6 directs the unit to secure the objective. As shown in figure B-36, the targetry is presented in a static manner, but can increase in difficulty on demand of the situation with two branches. These two branches present the original target array as a dynamic presentation, followed on demand of the commander as a complex target array.

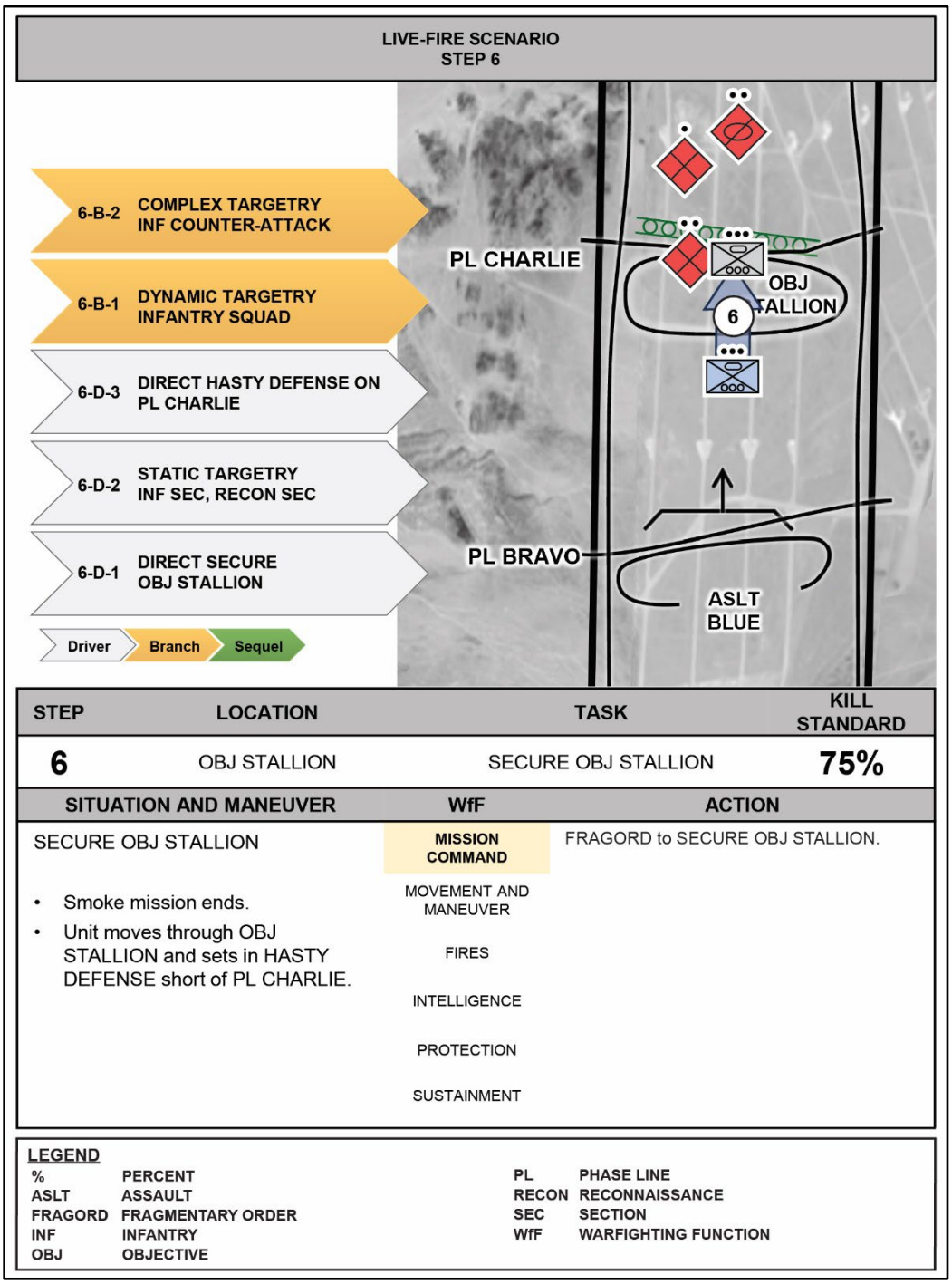


Figure B-36. Live-fire exercise, Step 6, example

B-123. In step 7, shown in figure B-37, the LFX continues with the unit defending PL Charlie. In this defensive engagement, the kill standard for the step is 75 percent. This indicates that of the total number of

targets and troop sets presented overall, the unit must achieve the kill standard on 75 percent of them to receive a GO for this phase or step.

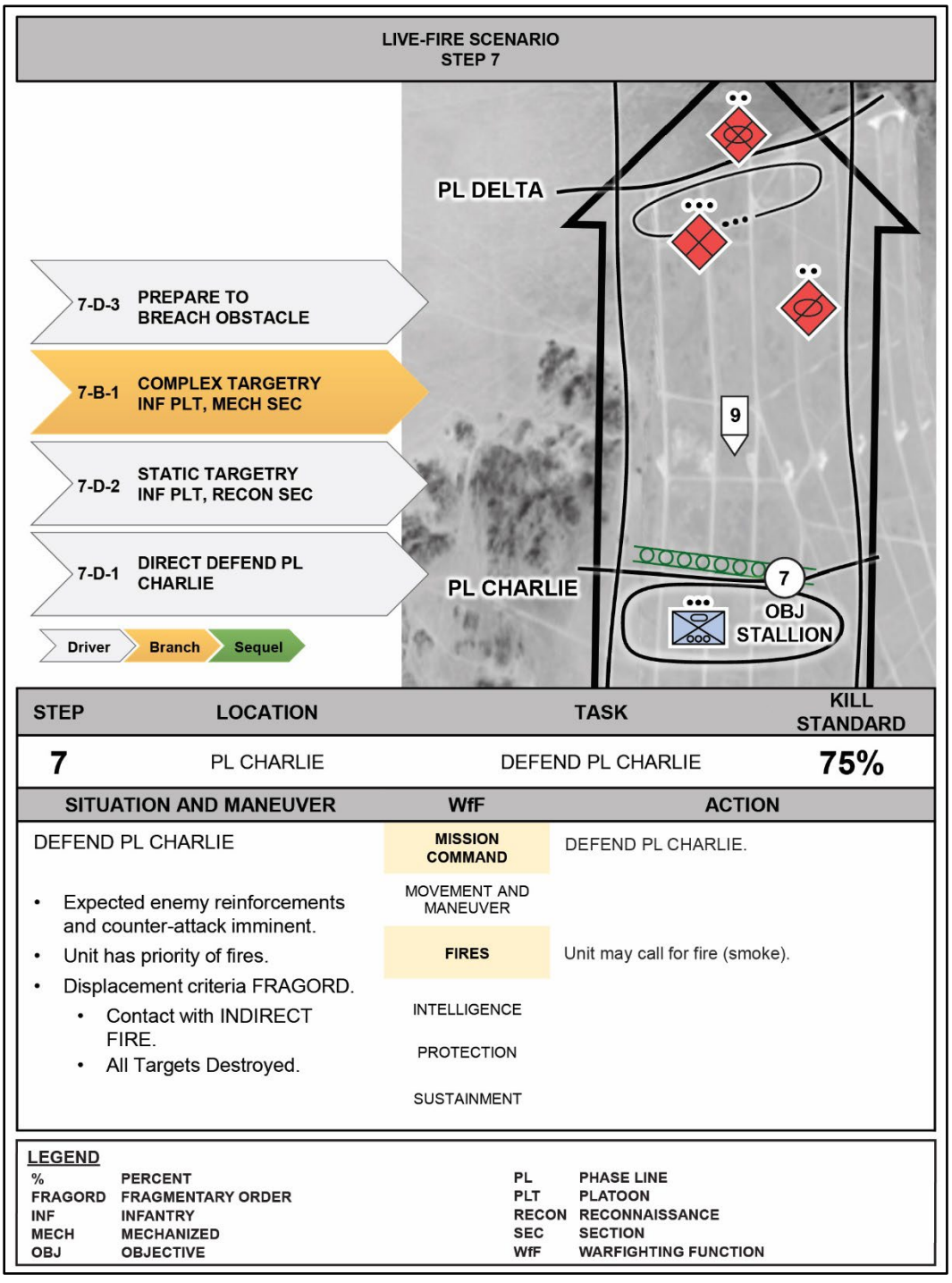


Figure B-37. Live-fire exercise, Step 7, example

B-124. As the training scenario unfolds, step 8 directs the unit to breach the obstacle. In this case, the lanes are already identified and open, as shown in figure B-38. The unit uses a FRAGORD as part of mission command to direct the elements through the appropriate breach/passage lane.

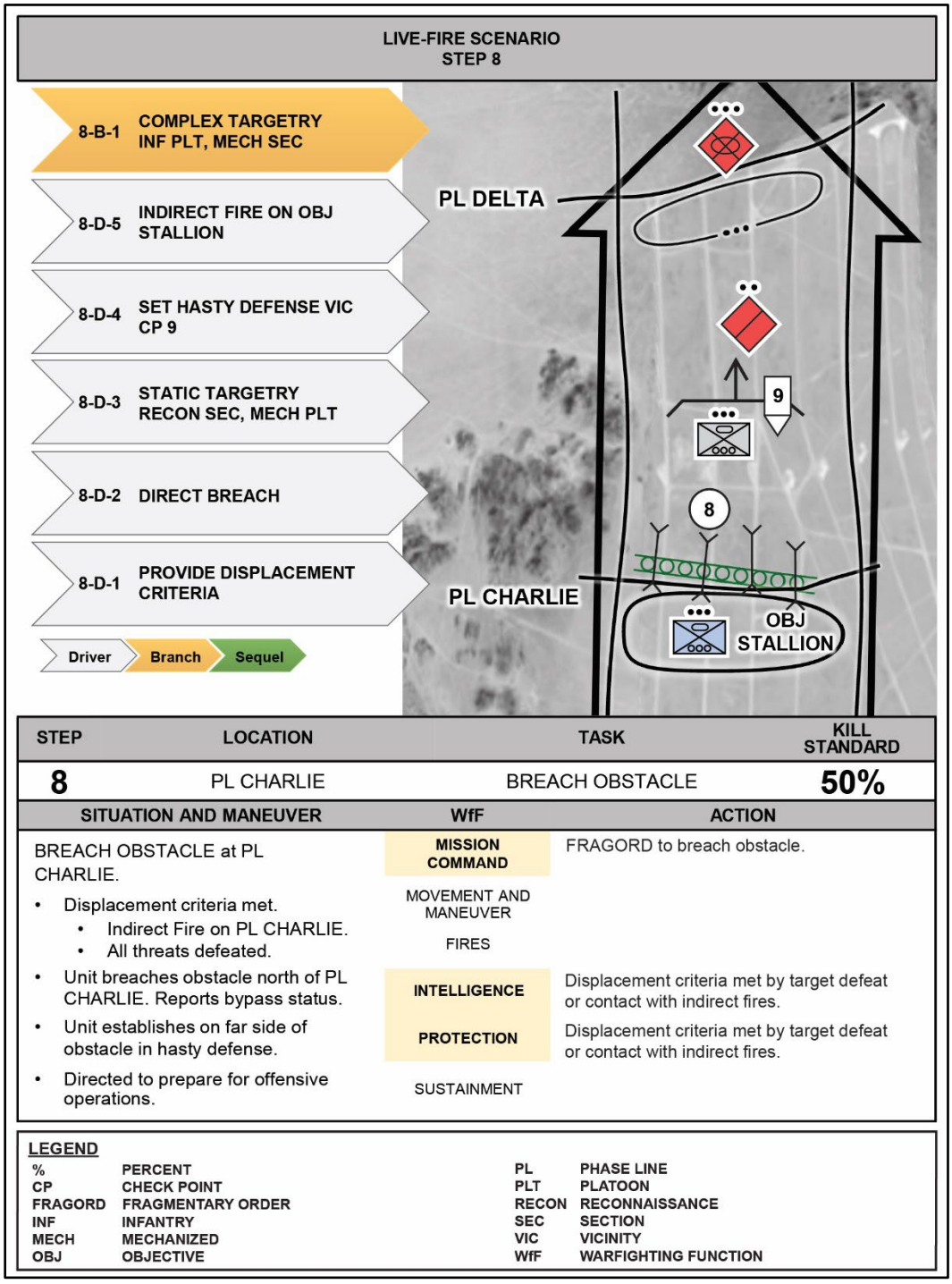


Figure B-38. Live-fire exercise, Step 8, example

B-125. Step 9, shown in figure B-39, provides a complete step for the commander to initiate solely sequels to the training scenario for the training unit. The purpose of the sequel is to continue to challenge a unit that may be excelling at the training event. The sequels presented provide a significant increase in complexity, rigor, and required accuracy and ammunition management. The commander may not exercise the sequel capabilities for all training units. This step only consists of sequel engagements. This is possible when the training unit begins the step option in the defense.

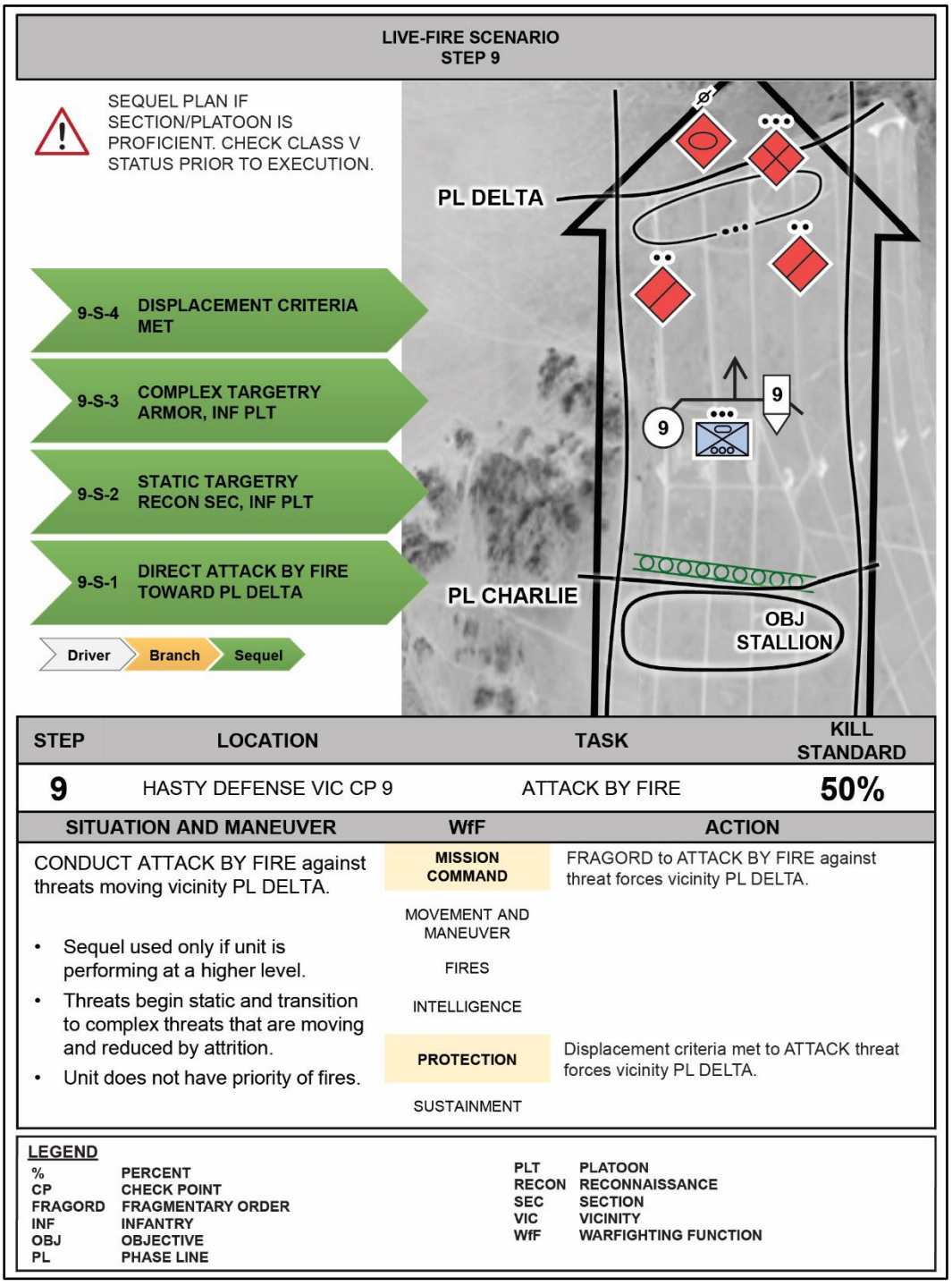


Figure B-39. Live-fire exercise, Step 9, example

B-126. In step 10, figure B-40, the normal training scenario continues from the hasty defense positions at Checkpoint 9. A FRAGORD is given to the training element to attack through to PL Delta.

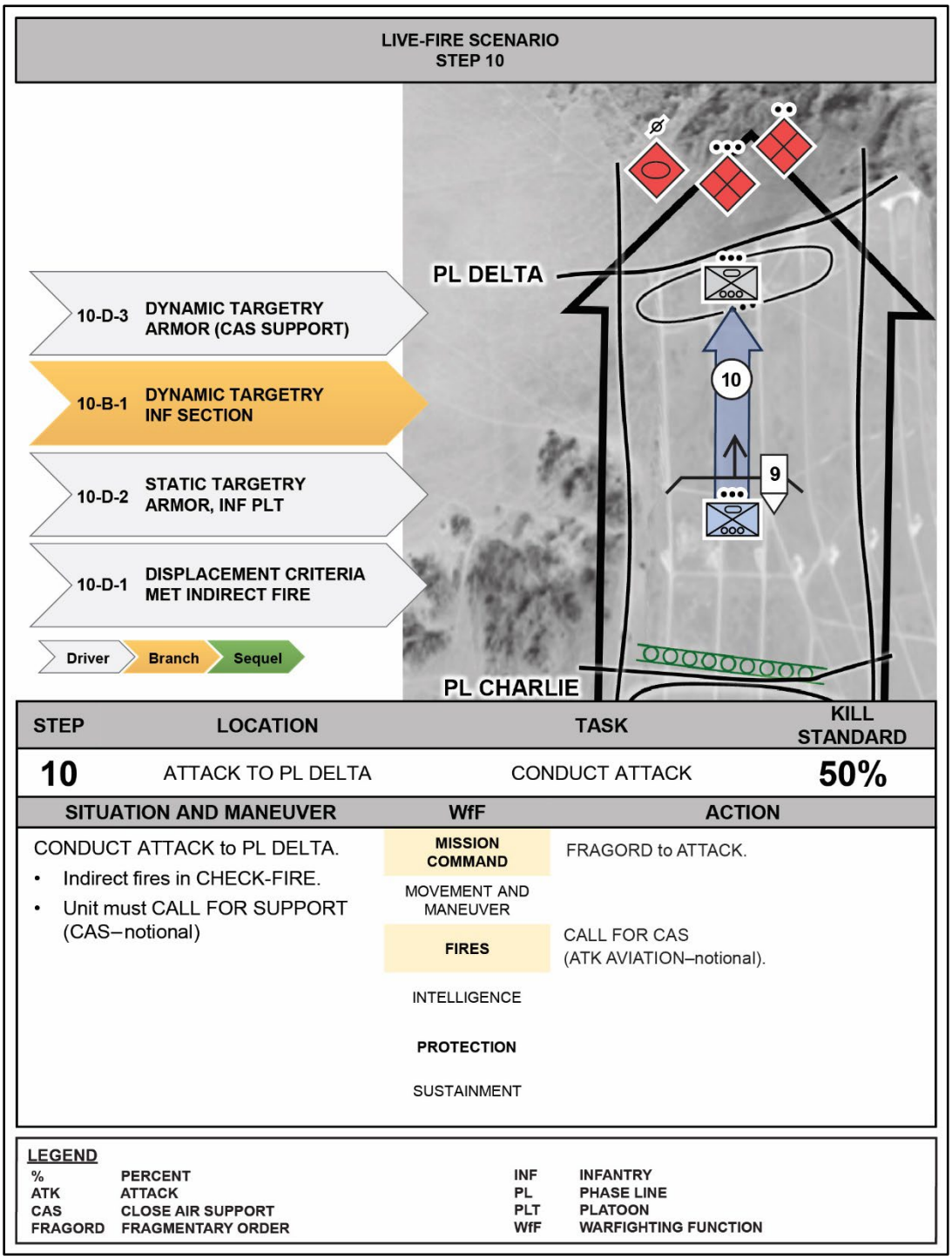


Figure B-40. Live-fire exercise, Step 10, example

B-127. Figure B-41 shows the actions available to the commander in step 11. This step begins with the unit defending along PL Delta. In this step, the unit integrates sUASs, if available, for target acquisition and tracking. The commander has the option to stimulate a sequel with a chemical attack. This example includes the chemical attack at the end of the live-fire training scenario where the unit can demonstrate proficiency defeating threats in a chemical environment. It is specifically placed at the end of the day phase of training to maximize throughput on the range facility.

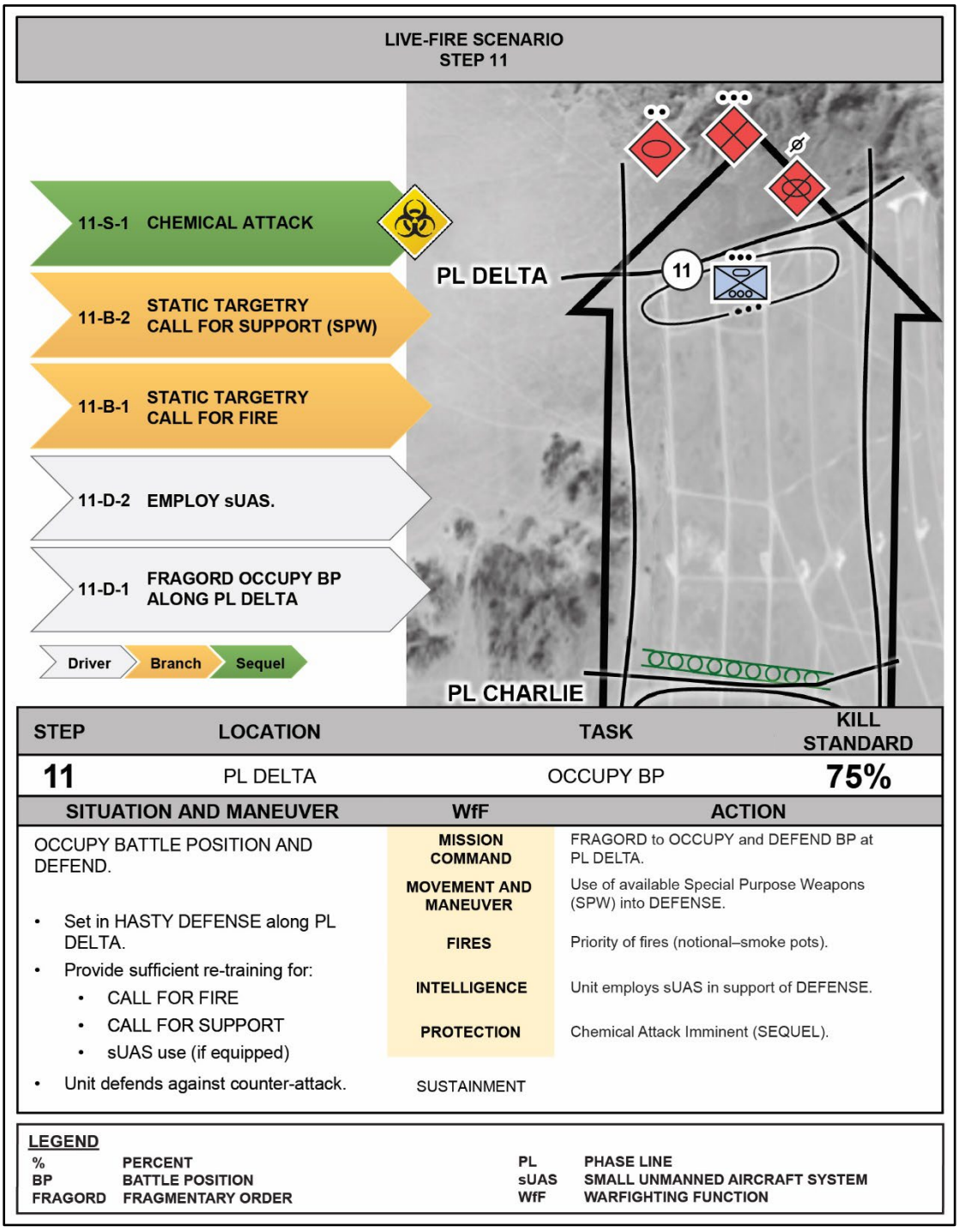


Figure B-41. Live-fire exercise, Step 11, example

B-128. Step 12, shown in figure B-42, also includes a commander sequel option for a chemical attack on the training unit. In the previous step, the commander may keep the unit in chemical protective gear through step 11 and then step 12.

B-129. For step 12, this provides the commander a second stand-alone option to instigate operations in a chemical environment. It is the commander's decision when to execute those sequels, and on which of the training elements. Operating in a chemical environment is a requirement for at least one engagement during the day and once during the night phase of training.

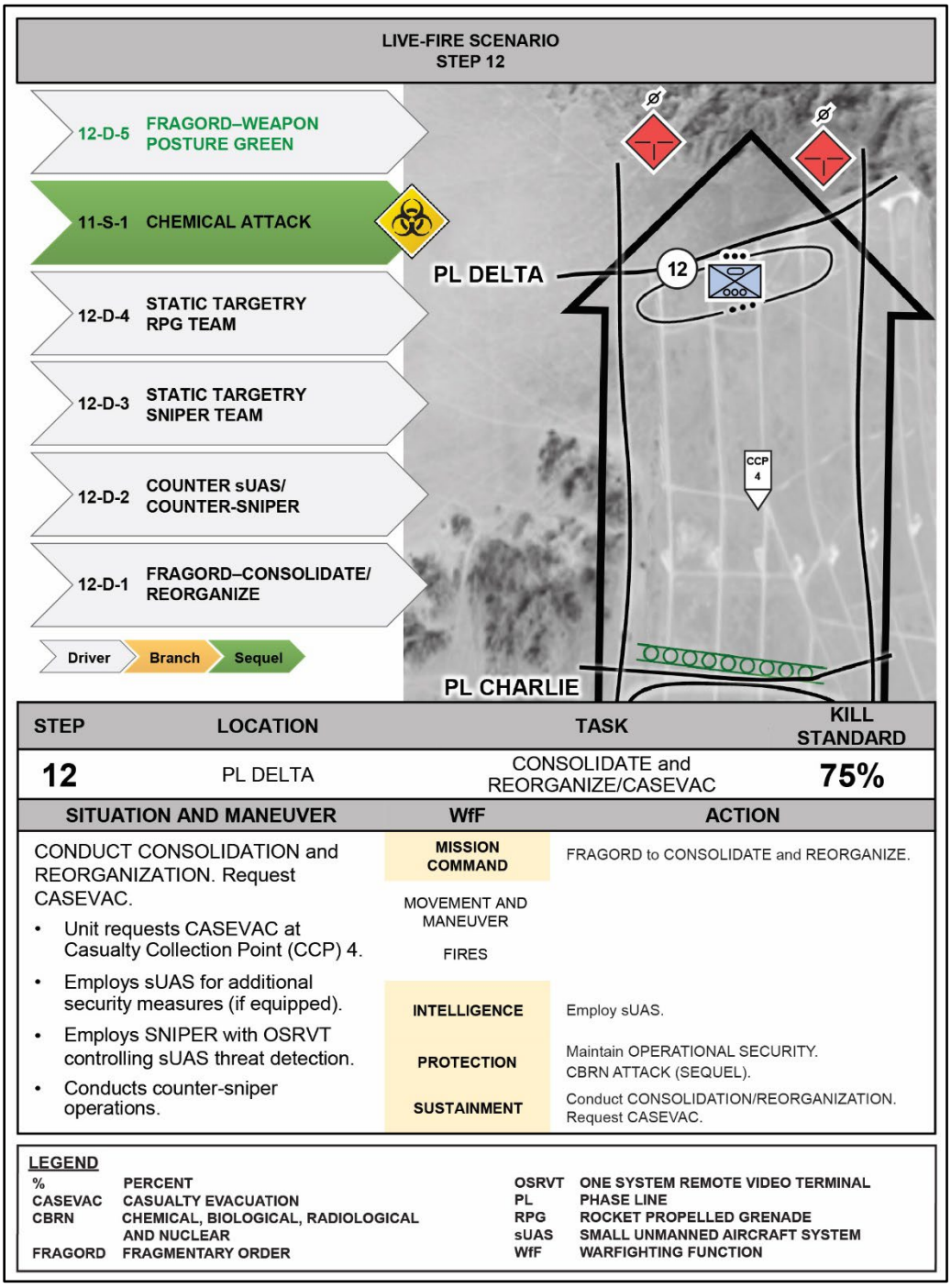
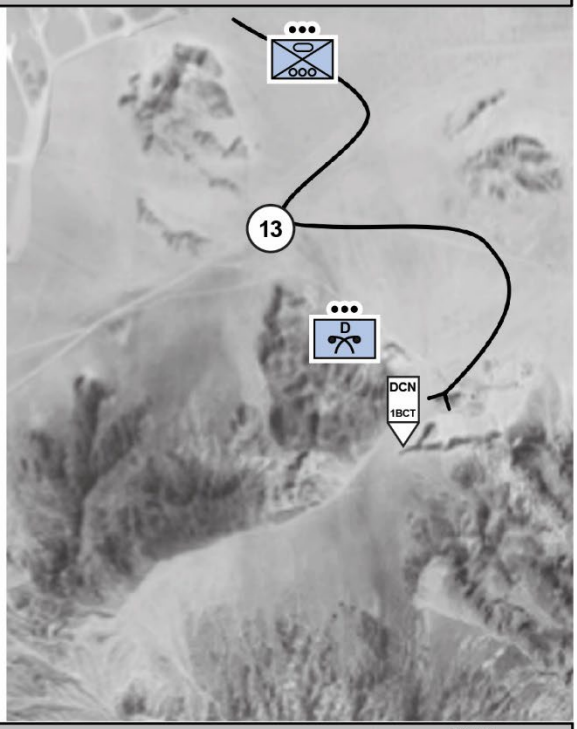


Figure B-42. Live-fire exercise, Step 12, example

B-130. Step 13 is the final step of the day phase of training. In this step, the training unit has cleared its weapons, systems, and platforms, and have been cleared by the appropriate RSO. This step includes one driver for the commander to direct to complete the day phase of training. This driver moves the training unit to a hasty decontamination site outside of the range facility's composite surface danger zone, as shown in figure B-43. The OC/T will evaluate these tasks for the commander at that location.

LIVE-FIRE SCENARIO
STEP 13



13-D-1 FRAGORD–HASTY DECONTAMINATION

Driver | Branch | Sequel

STEP	LOCATION	TASK	KILL STANDARD
13	DECON	CONDUCT HASTY DECONTAMINATION	

SITUATION AND MANEUVER	WfF	ACTION
FRAGORD to CONDUCT HASTY DECONTAMINATION. Unit conducts HASTY DECONTAMINATION. Unit conducts CASEVAC in a chemical environment.	MISSION COMMAND	FRAGORD to CONDUCT HASTY DECONTAMINATION.
	MOVEMENT AND MANEUVER	
	FIRES	
	INTELLIGENCE	
	PROTECTION	
	SUSTAINMENT	Request CASEVAC in a chemical environment.

LEGEND

BCT	BRIGADE COMBAT TEAM	FRAGORD	FRAGMENTARY ORDER
CASEVAC	CASUALTY EVACUATION	WfF	WARFIGHTING FUNCTION
DCN	DECONTAMINATION POINT/SITE		

Figure B-43. Live-fire exercise, Step 13, example

This page intentionally left blank.

Appendix C

Roles, Responsibilities, and Leader Certification

The collective training strategy described earlier in this manual provided general information used to plan and prepare for the training events properly. This appendix provides a more descriptive process to detail the roles and responsibilities of those who support the training. The information provided is not all-inclusive but provides key topics for units to include in their detailed planning process to enable and facilitate a well-executed training event.

This appendix outlines the front-end analysis, procedures, personnel requirements, and other planning considerations to plan and establish both permanent and temporary live-fire ranges and tactical courses effectively. The training program requires the use of assets in the live-fire domain to efficiently reach collective proficiency.

OVERVIEW

C-1. The commander is responsible for safety during all phases of training; however, the commander designates key personnel to run or operate the training event. The evaluation commander is responsible to verify all training event support personnel are certified to perform their role or function. The commander and executive officer will coordinate with the higher headquarters' staff officers where appropriate.

C-2. Supporting collective training in simulations, while conducting force-on-force events, and while executing live-fire events require varying levels of support. This appendix discusses the most common personnel that require some level of certification or understanding of their role and responsibility during the event. This is a generalized list which may be altered by the unit as necessary. These certifications, roles, and responsibilities are included for the following:

- Personnel officer.
- S-2.
- Operations staff officer.
- Logistics officer.
- Signal officer (S-6).
- FSO.
- Evaluation commander.
- Officer in charge (OIC).
- Noncommissioned officer in charge (NCOIC).
- RSO.
- Radio-telephone operators.
- Ammunition NCO.
- Medical officer.
- Medical support team.
- Barrier NCO.
- Entry control point NCO.
- Range support personnel.
- External evaluators or OC/Ts.

EXERCISE CONTROL

C-3. The unit plans and prepares to execute control of the training event. Planning identifies the EXCON structure for the event. The number of personnel varies from unit to unit and event to event. Units should coordinate for external support early to prepare those tasked Soldiers on their roles and responsibilities during the event. Figure C-1 shows a common, although complex EXCON structure that uses organic and external support. This structure can easily adapt to support collective training events within the training strategy. It includes force-on-force personnel as well as live-fire event requirements.

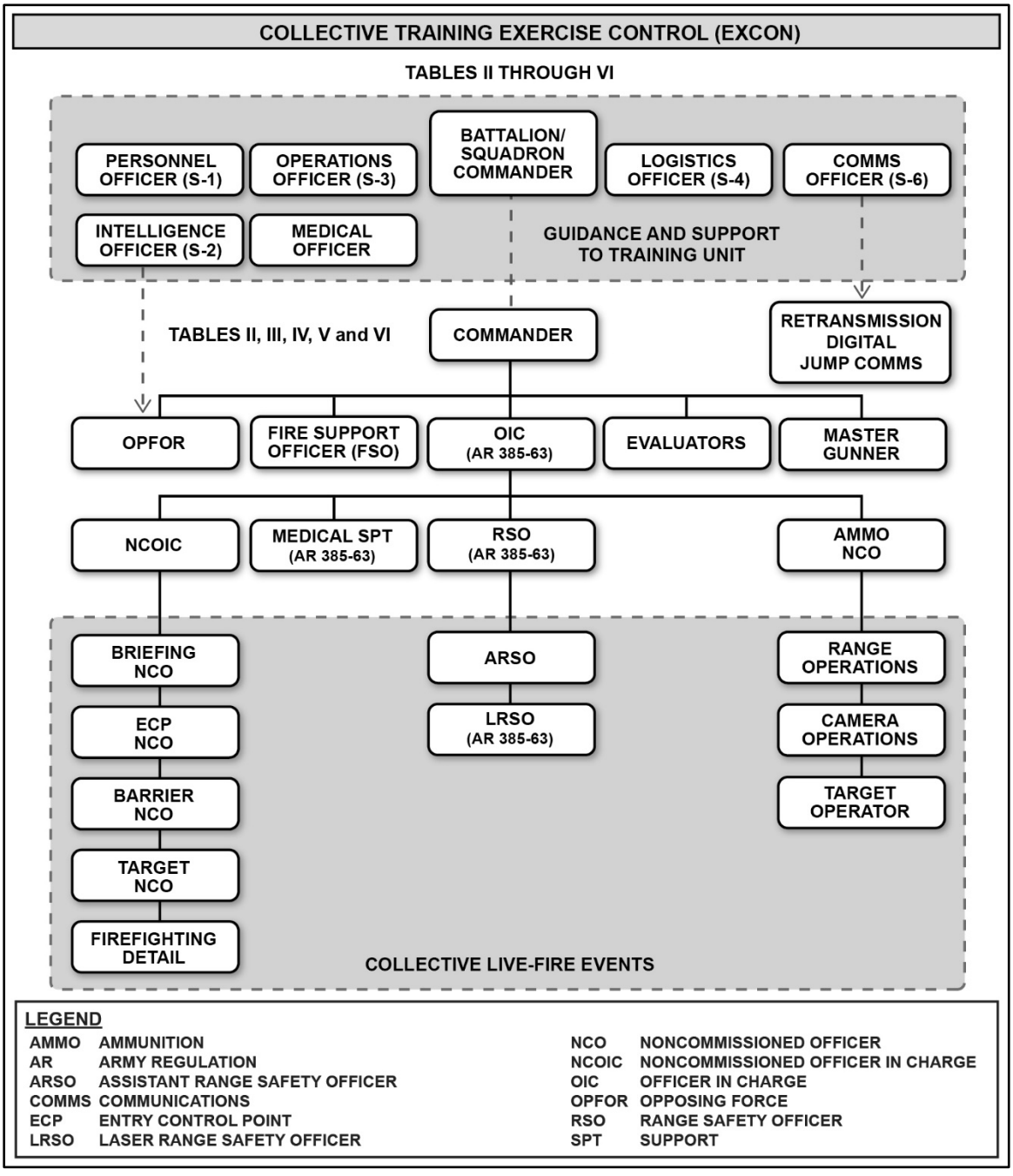


Figure C-1. Common exercise control structure, example

C-4. The battalion or squadron commander and staff have specific tasks and functions to ensure the collective training density is resourced, synchronized, and planned effectively. This platoon provides critical planning considerations for the battalion or squadron commander and the staff. Figure C-2 shows their relationship with the other range operations personnel.

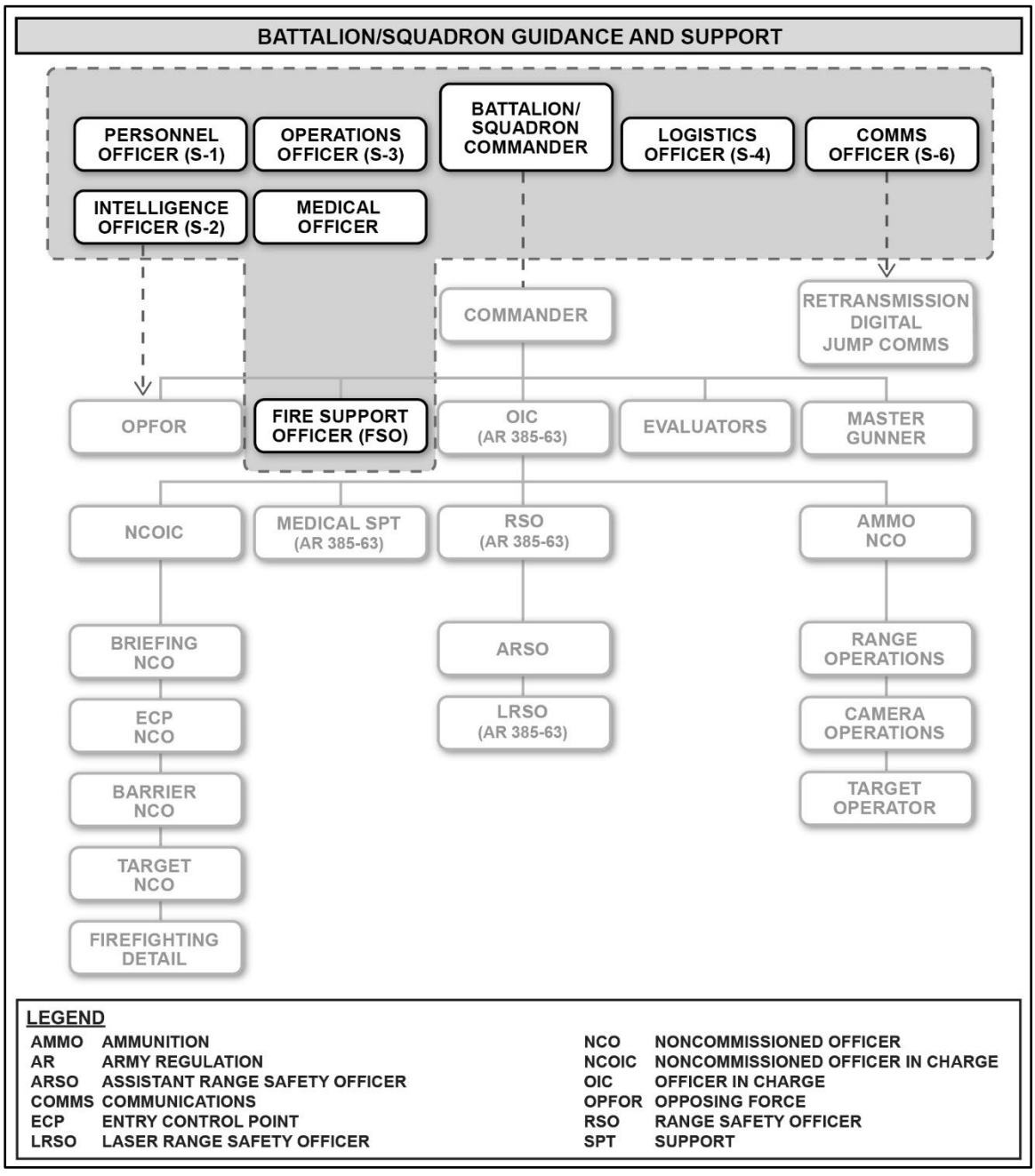


Figure C-2. Battalion/squadron live-fire planning structure, example

COMMANDER

C-5. Effective live-fire training, executed to a high standard before, during, and after execution, is the cornerstone of operational success. The training of the individual critical tasks that Soldiers must accomplish to build and sustain proficiency is directly related to leadership involvement in all aspects of individual weapons training. Units must be able to run a variety of range and training area facilities, with varying levels of support from range operations. To conduct live-fire training events efficiently and effectively, the unit leadership must be present, proactive, involved, and engaged during planning, preparation, execution, and recovery from the training event.

C-6. Battalion/squadron commanders must—

- Provide training guidance and intent for the training density.
- Comply with the installation procedures for the certification of OICs and RSOs.
- Provide sufficient preparation time for junior leaders, range support, and prerequisite training.
- Conduct risk management for all range operations.
- Ensure leadership presence on the range during training.

EXECUTIVE OFFICER

C-7. The battalion/squadron executive officer provides maintenance and sustainment planning considerations during the planning phase. They are responsible for planning maintenance support, activities, reporting, and routine preventative maintenance checks and services throughout the combat training density. They develop the workflow for all maintenance actions and provide coordinating instructions for the OPORD and any necessary alterations to the base plan through WARNORDs or FRAGORDs as necessary.

PERSONNEL OFFICER

C-8. The personnel officer develops the personnel actions plan for the live-fire training density. This includes planning for all personnel actions while deployed in an austere environment, including receiving inbound personnel, evaluation reports coordination, awards guidelines and submission, and Soldier pay actions. The personnel officer develops the awards structure for the live-fire event for inclusion in the OPORD.

INTELLIGENCE OFFICER

C-9. The S-2 collaborates with the Master Gunner to develop the situation template for the live-fire events. This includes integration of combat identification tasks, icon population on joint capabilities release systems, and intelligence collection activities for all training events. The S-2 develops the enemy and friendly forces information for the situation paragraph of the OPORD and any changes required for the WARNORDs or FRAGORDs.

OPERATIONS OFFICER

C-10. The operations officer coordinates the development of the OPORD and all WARNORDs and FRAGORDs to support the combat training density. The operations officer directs all planning for each training event, the scenario development, and coordination of external assets such as vehicle crew evaluators or OC/Ts necessary to meet the commander's intent.

FIRE SUPPORT OFFICER

C-11. The assigned FSO from the supporting field artillery battalion assists integrating indirect fires, call for fire task training and evaluation, and other assigned functions supporting the unit's training plan. Whenever possible, the FSO should be under the operational control of the training unit commander as part of the EXCON element.

LOGISTICS OFFICER

C-12. The logistics officer develops the sustainment paragraph for the OPORD and any necessary logistics updates within the WARNORDs and FRAGORDs, as appropriate. The logistics officer collects all the requirements for durable and expendable supplies to support the mission and provides detailed accounting of the various classes of supply to complete the mission. The logistics officer coordinates and secures all training munitions from the ammunition supply point and provides transportation schedules for delivery.

MEDICAL OFFICER

C-13. The medical officer develops the medical support plan for servicing patients within the training unit during the combat training density. They develop and submit the medical support plan for inclusion in the OPORD and provide any changes to the base plan as appropriate within any subsequent WARNORD or FRAGORD.

C-14. The medical officer will identify all Soldiers' status on the medical protection system not earlier than 2 weeks prior to the combat training density. The medical officer and support will coordinate for all vaccination and testing capable in a field environment such that the training unit can maximize the CASEVAC and MEDEVAC training tasks with required measures.

C-15. The medical officer will report daily to the OIC the number of Soldiers serviced, injuries, and any critical information concerning health issues of the training unit. Additionally, the medical officer will coordinate, plan, and establish the ability to provide:

- Routine medical assessment for the training unit, typically referred to as sick call.
- Dental support through the appropriate installation agencies.
- Annual or periodic eye examinations and provide the details and procedures for inclusion in the OPORD, WARNORDs, and FRAGORDs as necessary.
- Training, evaluation, and assessment of any scheduled CASEVAC or MEDEVAC task directed during the training event.
- Inoculations, immunization, or vaccination requirements for the supporting Soldiers based on the unit's medical protection system analysis to improve overall unit readiness, as capable.
- Assessment the training unit's population history of hot or cold weather injuries and monitor any identified Soldiers that are susceptible to those environmental injuries.
- An assessment of the various risk for injuries based on the tasks, events, or actions planned to the commander for inclusion in the risk assessment.

SIGNAL OFFICER

C-16. The S-6 develops the command and signal paragraph for the OPORD and any updates for subsequent WARNORDs or FRAGORDs, as necessary. Some critical tasks the S-6 plans for include:

- Development of the PACE plan.
- Defines, coordinates, plans, and provides the communications system requirements to support the range personnel using land mobile radio, FM, joint capabilities release digital systems, and other systems.
- Provides planning and execution efforts to support all tactical digital communications requirements for the training density as shown in figure C-3.
- This list is not all inclusive and should be updated to exercise the digital communications systems within the organization.

SIGNAL/COMMUNICATIONS OFFICER SUPPORT		
TASK NUMBER		BASIC TASK TITLE
FBCB2/BFT	JBC-P	
171-170-0010	171-170-0133	Create/prepare digital orders
171-170-0001		Prepare digital combat messages
171-170-0006	171-170-0106	Perform digital message management
171-170-0007	171-170-0107	Create a digital overlay message
171-170-0008	171-170-0108	Prepare digital reports
171-170-0009		Prepare digital fire/alert messages
	171-170-0109	Prepare digital overlay messages
171-170-0017	171-170-0116	Employ digital map functions
	171-170-0118	Perform map procedural functions
171-170-0019		Employ digital flash immediate priority routine (FIPR) message precedence functions
171-170-0020		Employ digital status functions
	171-170-0122	Perform chat functions
171-170-0024	171-170-0111	Employ quick send functions

LEGEND
BFT BLUE FORCE TRACKER
FBCB2 FORCE XXI BATTLE COMMAND, BRIGADE-AND-BELOW
JBC-P JOINT BATTLE COMMAND-PLATFORM

Figure C-3. Digital task list for live-fire events, example

C-17. All units equipped with Force XXI Battle Command, brigade and below (FBCB2) or blue force tracking (BFT) will conduct one day and one-night digital message, icon population, and situation report on Tables III, IV, V, and VI. FBCB2 includes both terrestrial (enhanced position location and report system [EPLRS] based) and celestial (satellite based, commonly referred to as BFT) versions. The use of FBCB2 and FBCB2-BFT requires special planning and preparation to ensure the use of the systems do not become a training distracter.

Digital Communications

C-18. The unit S-6 should ensure that all FBCB2 systems are configured properly and operational prior to the start of the live-fire density. Units should conduct a communications exchange in the motor pool at least 2 weeks prior to the live fire to ensure success.

C-19. EPLRS-based units will need to ensure that the correct communications security has been secured and loaded into their EPLRS radios. The S-6 should confirm that either an EPLRS platoon from the brigade support battalion or the fixed tactical internet is scheduled and coordinated to support the entire live-fire period. EPLRS-equipped units must have network support from either the EPLRS network manager unit or the fixed tactical internet to be successful.

C-20. BFT-equipped units should ensure that the S-6 has made any necessary coordination for satellite time or support through the FBCB2-BFT network operations center (if required). Newer instrumented ranges such as the Digital Multipurpose Training Range, the Digital Multipurpose Range Complex, and the Digital Air-Ground Integration Range have FBCB2 TOC kits and ancillary equipment installed in the tower. Master Gunners and unit S-6 personnel should inspect the FBCB2 set up on the instrumented ranges during their range reconnaissance.

Digital Base Station

C-21. To enable digital (FBCB2) communications, the unit should establish a digital base station using the FBCB2 TOC kit in the tower (where provided), using unit organic TOC kits, or with organic equipment using a vehicle within the unit.

C-22. At a minimum, one evaluator should man, monitor, and evaluate the firing vehicles' digital traffic at the established FBCB2 TOC. The evaluator will provide all digital traffic, icon populations, overlays, and predetermined messages to the firing vehicles as directed by the tower.

C-23. During unit occupation of an instrumented range (digital range), the Master Gunner and S-6 personnel must inspect and configure the TOC kit used to conduct the training event. The following is a list (not all inclusive) of items to do and verify to ensure success:

- Perform complete preventive maintenance checks and services on the FBCB2 system.
- Configure the satellite interface (BFT only).
- Verify the proper database is installed to ensure connectivity with all firing vehicles.
- Configure the role to be used during the training event.
- Clear logs and queues.
- Verify correct map data is loaded on all systems.
- Create an address group.
- Set default message settings.
- Create message folders for each table.
  - Store a free text message for each engagement for use as the "Tower Prompt."
  - Store icon population update information.
  - Store free text messages for any call for engagement scenario as required by the unit's training plan.
  - Create and save free text and long form spot report messages for each engagement in the appropriate folders.
- Load overlays and graphics for the live-fire event from the mission data loader.
- Conduct a communications check with all control elements and training systems.

Data Sets

C-24. Each digital scenario requires a data set consisting of a digital script and one or more overlays. Users can store these data sets in the mission data loader. This provides users an easy method to distribute the data sets to any FBCB2-equipped vehicle in the training event.

C-25. Units must ensure the address group is current in the controlling system to facilitate the rapid exchange of digital information on the range. Failure to maintain an accurate address group significantly reduces the training capabilities of the unit and hinders their progress completing the digital requirements.

Range Overlay

C-26. Units should develop standard overlays, both FBCB2 and hardcopy, for each range. At a minimum, each overlay includes the following graphic control measures:

- Objectives: these are included for orientation.
- Battle positions: in limited visibility, this control measure shows tower and safety personnel the positions of the firing vehicles.
- Boundaries: these usually consist only of outer range safety markers.
- TRPs: these help orient vehicle commanders on the battlefield. They usually include inner and outer range safety markers or easily identified points on the battlefield.
- PLs: these help control movement.
- Routes: these help orient the vehicle and aid in sustainment operations.

C-27. Units must be prepared to include general threat location icon populations to support the training event. This includes using icon populations for UAS, close combat attack, call for fire, and call for MEDEVAC digital tasks as planned.

Icon Management and Engagement Flow

C-28. Each engagement should begin with the base station operator directed to send a free text message from the digital base station to the firing vehicle. The free text message should include critical instructions for the crew to prepare for the upcoming engagement.

Note. All free text messages and spot reports used in the live-fire event should be sent using FLASH (type of prioritized message) precedence. This reduces the amount of latency in message sending and receipt.

C-29. Next, units send a long form spot report which should include the appropriate enemy or friendly icons for the engagement. These can be pre-built and saved under the combat messages folder. Each long form spot report can be named for the step or engagement in the scenario, as appropriate. This increases digital traffic efficiency and ensures that each crew receives the same prompts.

C-30. Units should engage the targets as necessary and complete the engagement by sending a basic combat message situation report.

C-31. Sample engagement flow:

- Base station operator sends free text message, for example: PREPARE FOR DEFENSIVE OPERATIONS, OCCUPY ASSAULT POSITION BLUE, BATTLE CARRY SABOT AND REPORT REDCON ONE ON THE FIRING NET.
- Crew reports REDCON ONE.
- Base station operator sends appropriate spot report.
- Crew receives and interprets spot report.
- Targets are presented.
- Crew engages and reports using a combat message situation report.
- Base station operator sends free text message instructing the crew to prepare for the next engagement.

C-32. Utilize the unit TACSOP to prepare, send, and receive data for digital engagements during LFX. This process validates the unit's TACSOP during the training event.

C-33. The unit should use Quick Send messages and buttons to streamline and simplify the use of FBCB2 when possible. Units can add a Quick Send message to their training event on Tables III, IV, V, or VI, as needed.

Retransmission

C-34. Used to provide extended range secure and plain text FM traffic to outlying stations, based on the needs of the organization. For many installations, the training areas and live-fire facilities that support collective training require the use of a re-transmission site for all FM and digital systems to reach the battalion or squadron rear areas. Units must plan for effective retransmission locations and control to include life support, physical security, and maintenance.

Digital and Jump Station

C-35. Communications are established to conduct digital information traffic using the unit's organic mission command systems like FBCB2/BFT, Joint Battle Command-platform, or similar systems. This provides the unit the ability to conduct communication exercises daily at varying echelons, control the digital traffic to and from the firing vehicles, and enable icon population on digital maps based on the training scenario to exercise the unit's digital capabilities.

C-36. The jump station provides installation, troubleshooting, and communications checks for jump-radio configurations in support of collective training evaluations by enabling recording of the internal interactions of the training unit leadership. This is a valuable addition to the AAR process.

EXERCISE CONTROL PERSONNEL

C-37. The EXCON personnel are required to maintain appropriate certifications or qualifications by Army policy or regulation. Units must maintain the required supporting training and certification documentation on the training facility prior to, during, and at the completion of the training event. Their structure is shown in figure C-4.

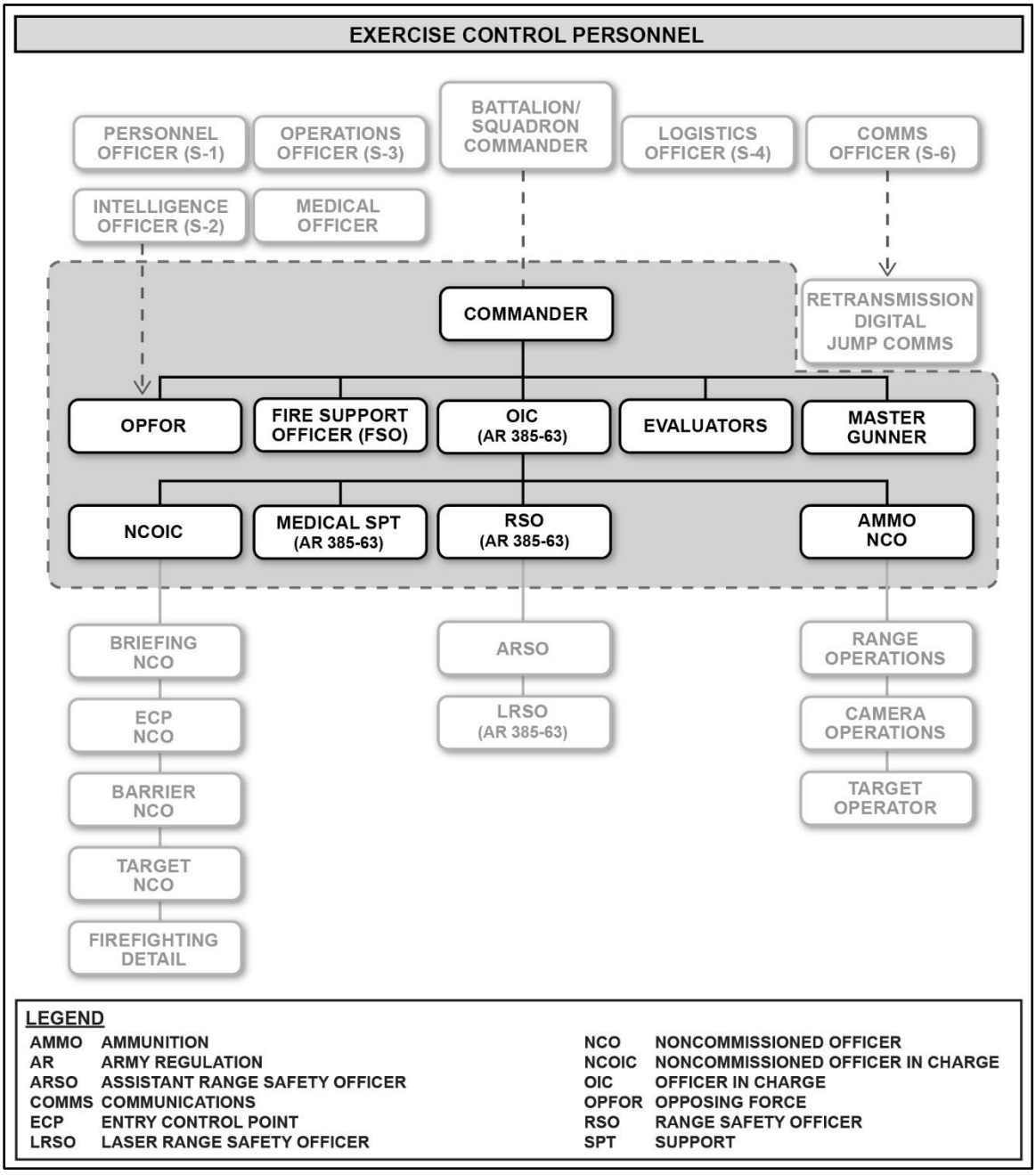


Figure C-4. Exercise control required personnel

C-38. The required personnel and their specific responsibilities are listed in the following platoons. Units may add personnel to the required list based on their experience or local policies.

TRAINING UNIT COMMANDER

C-39. Effective live-fire training, executed to a high standard before, during, and after execution, is the cornerstone of operational success. The training of the individual critical tasks that Soldiers must accomplish to build and sustain proficiency is directly related to leadership involvement in all aspects of individual weapons training. Units must be able to run a variety of range and training area facilities, with varying levels of support from range operations. To conduct live-fire training events efficiently and effectively, the unit leadership must be present, proactive, involved, and engaged during planning, preparation, execution, and recovery from the training event.

C-40. The unit commander must—

- Ensure compliance with DA Pam 385-63, applicable technical manuals, field manuals, training circulars, installation range guidance, and applicable SOPs for safe training and firing for each weapon system within the command.
- Ensure all personnel within the command are briefed on and comply with installation range procedures and safety requirements including required personal protective equipment.
- Designate an OIC and RSO for each firing event and or phase in accordance with AR 385-63 and DA Pam 385-63.
- Certify personnel operating the EXCON element to applicable regulations and local policies or procedures.

C-41. The commander has direct interaction with the other members of the EXCON. Although responsible for the training event, the OIC and RSOs are present in the EXCON as safety representatives and not as part of the training element. They are not authorized to have any other duties during training. Figure C-5, page 248 shows the commander's direct relationships in the EXCON during force-on-force and live-fire training events.

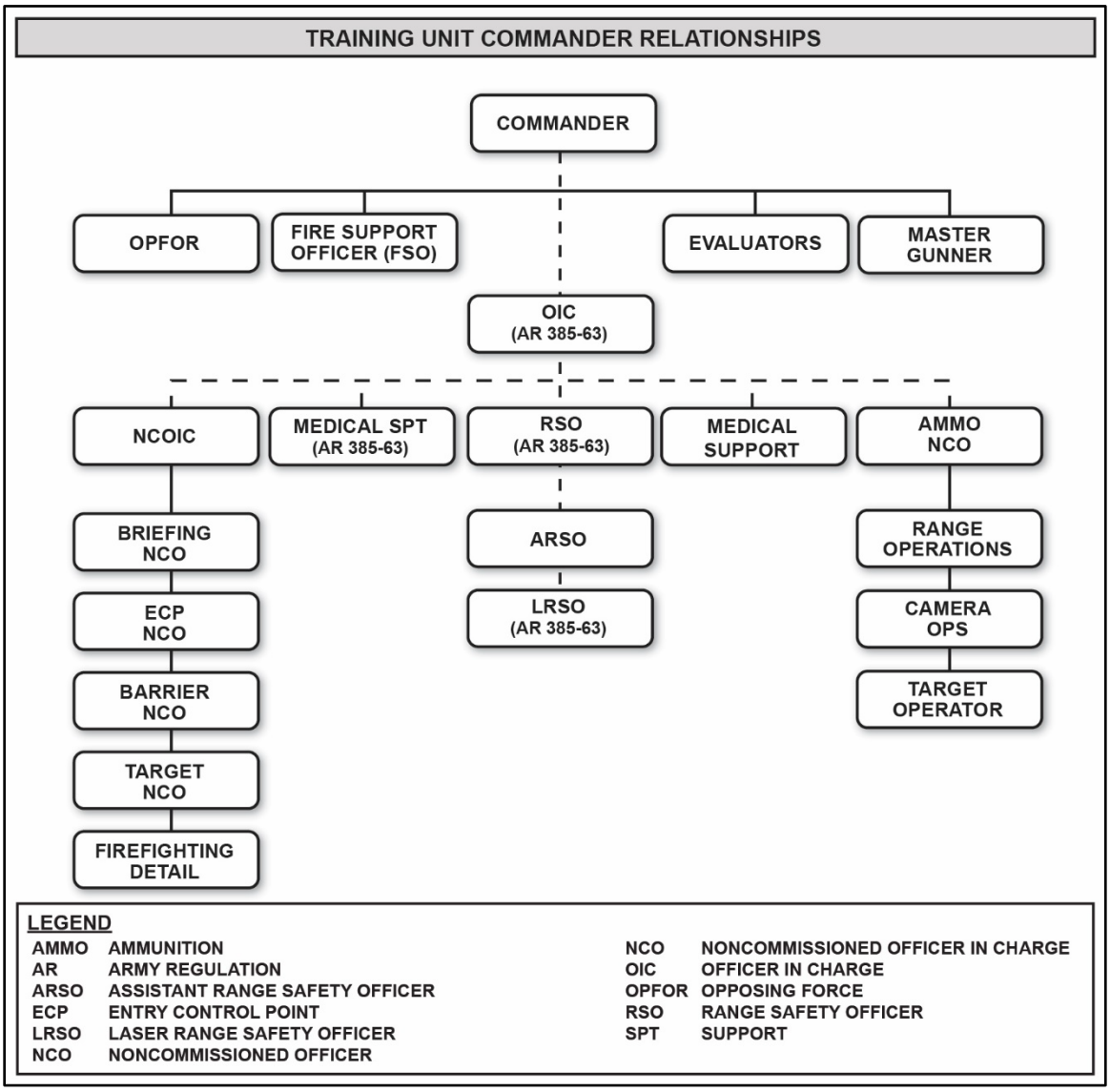


Figure C-5. Training unit commander relationships within the exercise control

FIRE SUPPORT OFFICER

C-42. The FSO provides oversight of all call for fire task requirements during the training event, including training, evaluation, reporting, and re-training. For live-fire training events that include integration of indirect fires, either mortar or artillery, the FSO provides clearance of fires capabilities with the higher headquarters, plotting/planning pre-positioned TRPs based on the indirect munitions capabilities and synchronizing (time and space) of fires to enhance training realism.

C-43. The FSO, with any available Infantry Mortar Leader Course certified mortar leadership assist in the training, planning, evaluation, and re-training of the call for fire tasks for each vehicle commander, depending on the training event's requirements. The certification for the FSO is shown in figure C-6.

FSO

FIRE SUPPORT OFFICER (FSO) CERTIFICATION

	TABLE I *TACSOP*	TABLE II *STX-V*	TABLE III *STX*	TABLE IV *FTX*	TABLE V *FCX*	TABLE VI *LFX*
COLLECTIVE TRAINING STRATEGY USE:		X	X	X	X	X

REQUIREMENT: Lieutenants or Captain assigned or attached to the organization to provide fire support integration, planning, and execution.

PURPOSE: Provides a plan based on the commander's guidance and submits the plan to the commander for approval. The FSO plans, prepares, executes, and provides assessment of all aspects of FS for company operations and provides bottom-up refinement of the FS plan. (ATP 3-09.42) (FM 3-09)

PROCESS: Attends all walk throughs and planning meetings with Battalion Fires support officer and Mortar Platoon in preparation of live-fire.

Reviews the call-for task performance measures, training plan, evaluation plan, and is prepared to conduct evaluations on demand of the training event.

DURATION: AS DIRECTED BY THE TRAINING UNIT COMMANDER

CERTIFIED BY: UNITED STATES ARMY FIELD ARTILLERY SCHOOL

LEGEND

ATP	ARMY TRAINING PUBLICATION	LFX	LIVE-FIRE EXERCISE
FCX	FIRE COORDINATION EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
FM	FIELD MANUAL	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
FS	FIRE SUPPORT	TACSOP	TACTICAL STANDARD OPERATING PROCEDURE
FTX	FIELD TRAINING EXERCISE		

Figure C-6. Fire support officer certification

FIRE MARKERS

C-44. Units employing fire marker personnel or battlefield effects devices to increase the training realism should certify those personnel on the proper use, handling, storage, and accountability of the various pyrotechnics and battle effects simulator systems planned to support the training event. Units should also coordinate with the supporting installation ammunition supply point for any ammunition information notices, safety of use messages, or required training on the devices and training munitions scheduled for the event.

PYROTECHNICS, SMOKE, AND SIGNALS USE

The fire markers must be certified on the use of various pyrotechnics, signals, markers, and smoke devices expected for use. See the pyrotechnics platoon in this appendix for more information.

OPPOSING FORCES

C-45. An OPFOR must be provided for Tables III and IV. The composition of the OPFOR is determined by the commander and the training event design. Typically, a battalion or squadron would task a subordinate unit to provide the OPFOR to allow the training unit to focus on the training events.

C-46. The OPFOR must be outfitted with the appropriate TADSS, including laser-based systems. They must be self-sufficient on these devices for installation, alignment, troubleshooting, and replacement, as necessary.

C-47. The OPFOR must have certified ammunition handlers for the blank, smoke, signals, pyrotechnics, and other training munitions assigned. Staff sergeants and above must successfully complete any installation certification on the use of pyrotechnics, smoke grenades, and signals scheduled for use.

C-48. The OPFOR may need to store training munitions in a holding area. They must follow all regulatory requirements, local policies, and SOPs when creating their own holding areas.

PYROTECHNICS, SMOKE, AND SIGNALS USE

The OPFOR leaders, staff sergeant and above, must be certified on the use of various pyrotechnics, signals, markers, and smoke devices expected for use. See the pyrotechnics platoon in this appendix for more information.

EVALUATOR TEAM

C-49. Trained and experienced evaluators must be used to achieve the goals and objectives of the commander and to determine the level of proficiency of the unit. The external evaluators are the keys to a successful collective training density that builds on the unit's previous performance, increased competence, and confidence. Selecting, certifying, and effectively utilizing these evaluators enable a high-proficiency standard. Multiple teams of evaluators will be required to support a company or troop through their collective training for their squads or platoons (see figure C-7). Each training unit (platoon) requires an evaluator. For motorized or mechanized units, the evaluators require a wheeled vehicle with dual-net radio communications and a driver (optional).

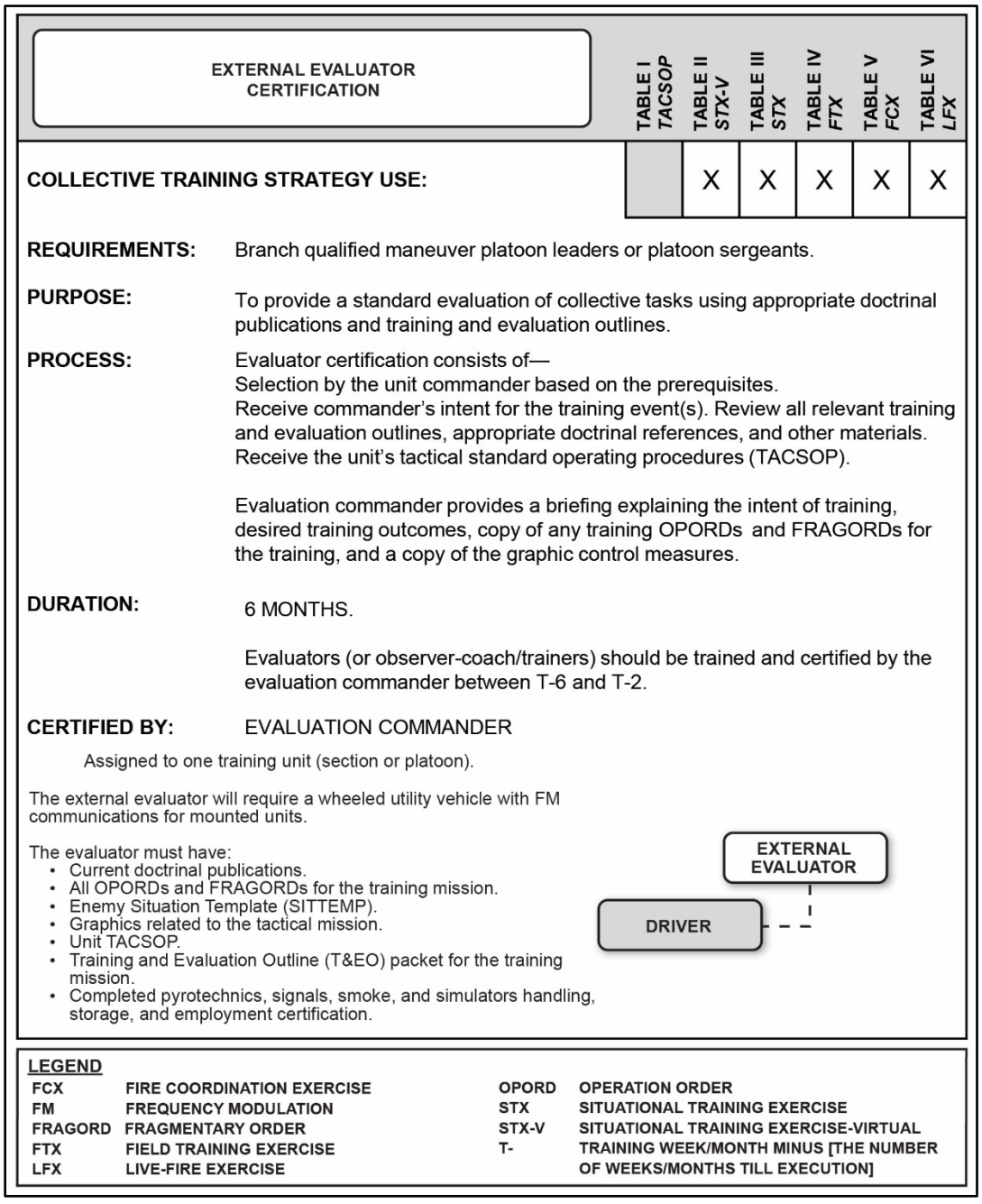


Figure C-7. External evaluator team, example

OFFICER IN CHARGE

C-50. The range OIC is the officer, warrant officer, or NCO responsible for personnel conducting firing or operations within the training complex. The range OIC is overall responsible for the range, its conduct, and the actions of support personnel and training audience. OICs, at a minimum, will be weapon or weapon system certified in the weapon systems for which they are responsible. They must by appointed by the battalion or squadron commander and must have successfully completed and maintain currency in the installation's range safety certification program (see figure C-8).

OFFICER IN CHARGE (OIC) CERTIFICATION	TABLE I *TACSOP*	TABLE II *STX -V*	TABLE III *STX*	TABLE IV *FTX*	TABLE V *FCX*	TABLE VI *LFX*
COLLECTIVE TRAINING STRATEGY USE:			X	X	X	X

REQUIREMENT: As directed, per AR and DA PAM 385-63.

PURPOSE: Serves as the commander's representative overseeing the safe conduct of a training facility or event in accordance with Army regulations, policies, procedures, and local policies.

Responsible for the safe conduct of all actions on the range, coordinates with external agencies, organizations, or functions, records the significant events or actions occurring on the facility during their charge, and perform all specified tasks to standard.

PROCESS:
- The OIC is trained by the unit and the tenant unit's installation range operations or range safety activity. The OIC must meet the appointment criteria prescribed in AR and DA PAM 385-63, Range Safety, and be specifically assigned by the unit commander.
- OICs must be weapon or weapon system certified. Locally policy may specify additional requirements.
- Recertification processes are locally prescribed.
- Units must maintain enough certified OICs to enable simultaneous use of small, medium, and large caliber facilities.

DURATION: 12 MONTHS (installation policy may reduce the certification duration).

CERTIFIED BY: INSTALLATION RANGE OPERATIONS or RANGE SAFETY

COLLECTIVE TRAINING	OIC[1]		
	OFF	WO	NCO
Practice hand grenades; sub-caliber training devices; laser devices; firing devices; simulators and trip flares; small arms and machine guns.	X	X	SSG
Aerial gunnery and air defense weapons; live grenades, grenade launchers, and grenade machine guns; live mines and demolitions; tank and fighting vehicle cannons.	X	X	SFC
Live-fire exercises using organic weapons, squad through company, battery, troop.	X	X	SFC

Note: For more information concerning OIC requirements, see AR and DA Pam 385-63.
1–Civilians in the grade of GS-07 or above or equivalent may act as OIC.

LEGEND

AR	ARMY REGULATION	OFF	OFFICER
DA PAM	DEPARTMENT OF THE ARMY PAMPHLET	SFC	SERGEANT FIRST CLASS
FCX	FIRE COORDINATION EXERCISE	SSG	STAFF SERGEANT
FTX	FIELD TRAINING EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
GS	DEPARTMENT OF THE ARMY GENERAL SCHEDULE EMPLOYEE	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
LFX	LIVE-FIRE EXERCISE	TACSOP	TACTICAL STANDARD OPERATING PROCEDURE
NCO	NONCOMMISSIONED OFFICER	WO	WARRANT OFFICER

Figure C-8. Officer in charge certification

RANGE SAFETY OFFICER

C-51. The RSO is the officer, warrant officer, or NCO who is the direct representative of the OIC of firing or other operations. The RSO must be weapon or weapon system qualified and have successfully completed the installation's range safety certification course. The RSO is responsible to the OIC for ensuring the adequacy of safety of firing, training operations, and ensuring compliance with laser range safety requirements and local SOPs.

C-52. The RSO must meet the rank and experience requirements based on the type of training event planned, as outlined in AR 385-63 and DA Pam 385-63, and shown in figure C-9. Personnel assigned as RSO will have no other duties during that period of training. Assistant RSOs may be appointed as required.

RANGE SAFETY OFFICER (RSO) CERTIFICATION	TABLE I *TACSOP*	TABLE II *STX-V*	TABLE III *STX*	TABLE IV *FTX*	TABLE V *FCX*	TABLE VI *LFX*
COLLECTIVE TRAINING STRATEGY USE:			X	X	X	X

REQUIREMENT: As directed, per AR and DA PAM 385-63.

PURPOSE: Serves Range Safety Officer supporting the range OIC overseeing the safe conduct of a training facility or event in accordance with Army regulations, policies, procedures, and local policies.

Responsible for the safe conduct of all actions on the range, coordinates with external agencies, organizations, or functions, reports the significant events or actions occurring on the facility during their charge, and perform all specified tasks to standard.

PROCESS:
- The RSO is trained by the unit and the tenant unit's installation range operations or range safety activity. The RSO must meet the appointment criteria prescribed in AR and DA PAM 385-63, Range Safety, and be specifically assigned by the unit commander.
- RSOs must be weapon or weapon system certified. Locally policy may specify additional requirements.
- Recertification processes are locally prescribed.
- Units must maintain enough certified RSOs to enable simultaneous use of small, medium, and large caliber facilities.

DURATION: 12 MONTHS (installation policy may reduce the certification duration).

CERTIFIED BY: INSTALLATION RANGE OPERATIONS or RANGE SAFETY

COLLECTIVE TRAINING	RSO		
	OFF	WO	NCO
Small arms, machine guns, sub-caliber devices, practice hand grenades, laser devices, simulators, trip flares, chemical agents and smokes.	X	X	SGT
Live grenades, grenade launchers, live mines, demolitions, recoilless rifles, direct fire antitank rockets and missiles.	X	X	SSG

Notes: For more information concerning RSO requirements, see AR and DA Pam 385-63.
Civilians in the grade of GS-05 or above or equivalent may act as RSO.
Civilian contractors may serve as an RSO when approved by the installation commander in accordance with the installation's policy and the contract statement of work.

LEGEND

AR	ARMY REGULATION	OFF	OFFICER
DA PAM	DEPARTMENT OF THE ARMY PAMPHLET	SGT	SERGEANT
FCX	FIRE COORDINATION EXERCISE	SSG	STAFF SERGEANT
FTX	FIELD TRAINING EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
GS	DEPARTMENT OF THE ARMY GENERAL SCHEDULE EMPLOYEE	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
LFX	LIVE-FIRE EXERCISE	TACSOP	TACTICAL STANDARD OPERATING PROCEDURE
NCO	NONCOMMISSIONED OFFICER	WO	WARRANT OFFICER

Figure C-9. Range safety officer certification

RANGE NONCOMMISSIONED OFFICER IN CHARGE

C-53. The range NCOIC is the commander and first sergeant representative on the training site responsible for the safe and effective conduct of the range. Units should provide at least one NCOIC for the day phase and night phase.

C-54. The NCOIC directly supports the range OIC in the safe, efficient, and effective conduct of the range. Provides oversight to the entry control point guard force, the barrier guards, target NCO (detail), and the firefighting detail. The range NCOIC is directly responsible for the briefing NCO and the conduct in coordination with the unit Master Gunner. The commander's certification for the NCOIC of the training event is shown in figure C-10.

NONCOMMISSIONED OFFICER IN CHARGE (NCOIC) CERTIFICATION

	TABLE I *TACSOP*	TABLE II *STX-V*	TABLE III *STX*	TABLE IV *FTX*	TABLE V *FCX*	TABLE VI *LFX*
COLLECTIVE TRAINING STRATEGY USE:			X	X	X	X

REQUIREMENT: Platoon Sergeants or senior Vehicle Commanders.

PURPOSE: Provides support to the range OIC to oversee critical range tasks, functions, details, and actions. Provides immediate response to identified shortfalls concerning the conduct of the range. Provides updates to the briefing NCO, guard detail, and barrier details through the assigned NCO. Assists in the orderly movement of vehicles on the range to the ready line, communications checks, jump radio installation, and troubleshooting of various systems and TADSS required for use on the range. Maintains communications with the ammunition NCO, briefing NCO, guard force, barrier guards, medical support team, and jump/commo team. Controls the actions of the firefighting team when mobilized.

PROCESS: Attends the range reconnaissance. Receives detailed conduct of the range briefing, ammunition authorizations per firing vehicle, communications for firing, admin, jump, jump check, and range operations frequencies. Assists in the development of the briefing NCO book based on the training tasks and event. Briefed on the specific tasks and coordinating instructions in the OPORD and understands their responsibilities based on the checklists provided

DURATION: INDEFINITE

CERTIFIED BY: UNIT COMMANDER

LEGEND

FCX	FIRE COORDINATION EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
FTX	FIELD TRAINING EXERCISE	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
LFX	LIVE-FIRE EXERCISE	TACSOP	TACTICAL STANDARD OPERATING PROCEDURE
NCO	NONCOMMISSIONED OFFICER	TADSS	TRAINING AIDS, DEVICES, SIMULATORS, AND SIMULATIONS
OIC	OFFICER IN CHARGE		
OPORD	OPERATION ORDER		

Figure C-10. Noncommissioned officer in charge

MASTER GUNNER

C-55. The Master Gunner is the commander's direct fire technical advisor of the capabilities and limitations of all platform-specific weapon systems against threat systems. The Master Gunner helps the commander and the staff plan, develop, and conduct direct fire training. The Master Gunner develops scenarios based on commander's guidance and previous assessments. Figure C-11 shows the Master Gunner certification process.

MASTER GUNNER CERTIFICATION	TABLE I *TACSOP*	TABLE II *STX-V*	TABLE III *STX*	TABLE IV *FTX*	TABLE V *FCX*	TABLE VI *LFX*
COLLECTIVE TRAINING STRATEGY USE:	X	X	X	X	X	X

REQUIREMENT:	Sergeant through Sergeant First Class.
PURPOSE:	Provides the unit with a school-trained subject matter expert on weapons, armament, ammunition, weapons training, unit training plans, TADSS, and capabilities to assist in individual, crew, and collective training and tactical employment.
PROCESS:	Attends the proponent's Mastery program of instruction for one or more crew platforms. Assigned as Company/Troop or Battalion/Squadron Master Gunner. Continues self-development and experiential learning on larger training support systems, weapons, fire control, ammunition, and other areas of special emphasis spanning the remainder of their service to the nation.
DURATION:	INDEFINITE
CERTIFIED BY:	UNITED STATES ARMY PROPONENT SCHOOL

LEGEND

FCX	FIRE COORDINATION EXERCISE	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
FTX	FIELD TRAINING EXERCISE	TADSS	TRAINING AIDS, DEVICES, SIMULATORS, AND SIMULATIONS
LFX	LIVE-FIRE EXERCISE	TACSOP	TACTICAL STANDARD OPERATING PROCEDURE
STX	SITUATIONAL TRAINING EXERCISE		

Figure C-11. Master Gunner certification

C-56. For units without a Master Gunner, they should task a highly experienced NCO. Key areas of focus for the Master Gunner/subject matter expert include—

- Coordinates external resources such as ammunition, fuel, range, availability, maintenance assets, and recovery assets.
- Prepares weapons and platforms for the firing events, and the following items must be verified or on hand as indicated:
  - Verify borescope, recoil exercise, and pullover completed, or other actions as required by the firing platforms.
  - DA Form 2408-4 (*Weapon Record Data*) card (in accordance with DA Pam 738-751, automated cards for gun tubes are located at the U.S. Army TACOM-Unique Logistics Support Application website.)
  - DA Form 2404 (*Equipment Inspection and Maintenance Worksheet*) for all weapons and optics, as appropriate.
  - DA Form 5988-E (*Equipment Maintenance and Inspection Worksheet [EGA]*) for all equipment and platforms, as required.
- Coordinates scenarios, engagements, and exposure times for targets.
- Coordinates maneuver box verification.
- Coordinates setup of all ranges to ensure they meet the standards in this manual.
- Prepares a surface danger area diagram and range overlay, if required (in accordance with AR 385-63 and DA Pam 385-63).
- Ensures proper conduct of range-firing exercises.
- Coordinates for all required TADSS to support the training plan including training, installation, alignment, troubleshooting, and replacement/repair, as necessary.

MEDICAL SUPPORT

C-57. Certified with dedicated wheeled transportation and communications systems, day and night (see DA Pam 385-63 and local policy). The medical personnel provide immediate medical care based on their capabilities in direct support of the live-fire event. The medical support team may be directly reporting to the OIC, the RSO, or when available the medical officer.

C-58. The type of training event will drive the minimum medical support required for training. Figure C-12 provides the normal medical support requirements. Units should verify with local or installation policies and regulations to ensure they have the appropriate support available.

MEDICAL SUPPORT REQUIREMENTS BY EVENT

TRAINING TYPE	COMBAT LIFESAVER (CLS)	MEDIC	DEDICATED WHEELED VEHICLE	GROUND MEDICAL VEHICLE
SMALL ARMS: Caliber .50 or smaller Single range facility	1 each per 100 Soldier Training		1 each	
COMPLEX, HIGH RISK, or COMBINED ARMS Demolitions, hand grenades, grenade launchers, antitank missiles		2 each		1 each

Note: Combat LifeSaver (CLS) bag MUST BE COMPLETE. If a Soldier is medically evacuated, the minimum medical support must still be available on the range or training location to continue training.

For DEDICATED WHEELED VEHICLES, it must include:
- a DEDICATED LICENSED DRIVER
- Dual frequency radio capability (administration and logistics [ADMINLOG] and firing frequencies, minimum),
- Markings as a medical support vehicle.

Figure C-12. Medical support requirements

C-59. The medical support team will:

- Identify all Soldiers' status on the medical protection system not earlier than 2 weeks prior to the combat training density.
- Ensure the medical officer and support coordinate for all vaccination and testing capable in a field environment such that the training unit can maximize the CASEVAC and MEDEVAC training tasks with required measures, as capable.
- Provide routine medical care and develop the plan for servicing patients during the combat training density.
- Coordinate dental support through the appropriate installation agencies.
- Provide required annual or periodic eye examinations and provide the details and procedures for inclusion in the OPORD, WARNORDs, and FRAGORDs as necessary.
- Provide support and evaluation assistance to complete Individual Task 081-COM-0101 (*Request Medical Evacuation*) based on the training event's requirements.

AMMUNITION NONCOMMISSIONED OFFICER

C-60. The ammunition NCO provides accountability, issue, and management of the training event's munitions. They maintain 100-percent accountability of training munitions, establish and maintain accounting of all munitions by type and DODIC, hand receipt or sign for the munitions to authorized leaders within the training unit to conduct training. The ammunition NCO's certification process is listed in figure C-13.

C-61. The ammunition NCO is provided with a detail of varying size depending on the volume of training munitions, guard requirements, and management functions. The detail personnel may rotate based on the needs of the ammunition NCO or fluctuations in the throughput of the training unit negotiating the training event.

C-62. The ammunition NCO must adhere to Army regulations, local policies, and standard accounting practices to establish and maintain the ammunition pad/issue point. The ammunition NCO must be a certified ammunition handler in accordance with Army and local policies and procedures.

C-63. The Master Gunner, in coordination with the RSO and NCOIC, provides updated firing order information, training munition package requirements, and specific guidance on the conduct of the ammunition pad. The ammunition NCO reports to the Master Gunner on the status of the training munitions a minimum of twice daily and reports any discrepancies in accountability of live munitions or dunnage immediately on discovery of the issue.

AMMUNITION NCO CERTIFICATION

COLLECTIVE TRAINING STRATEGY USE:	TABLE I *TACSOP*	TABLE II *STX-V*	TABLE III *STX*	TABLE IV *FTX*	TABLE V *FCX*	TABLE VI *LFX*
			X	X	X	X

REQUIREMENT: Sergeant through Sergeant First Class.

PURPOSE: Provides accountability, distribution controls, hand receipts, and ammunition issue point/ ammunition pad compliance with Army policy, local regulations, and standard operating procedures.

PROCESS: Attends the ammunition handler's course or hazardous material handler's course at the installation.

DURATION: INDEFINITE

CERTIFIED BY: INSTALLATION AMMUNITION HANDLER'S COURSE

LEGEND

FCX	FIRE COORDINATION EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
FTX	FIELD TRAINING EXERCISE	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
LFX	LIVE-FIRE EXERCISE	TACSOP	TACTICAL STANDARD OPERATING PROCEDURE
NCO	NONCOMMISSIONED OFFICER		

Figure C-13. Ammunition noncommissioned officer certification

COLLECTIVE LIVE FIRE ADDITIONAL PERSONNEL

C-64. The commander typically should assign other personnel to assist in running the training event so they can supervise the overall event more effectively. This is critical on live-fire facilities that support collective training. The recommended additional personnel who the commander should utilize to maximize the quality of training, provide the best utilization of the range facility, and maximize training ammunition and other resources are shown in figure C-14.

C-65. Depending on the range facility, the training event scheduled, the number of Soldiers being trained, and environmental conditions, units may be directed to support additional functions. These directed functions typically include a lead NCO with a supporting detail of two or more Soldiers.

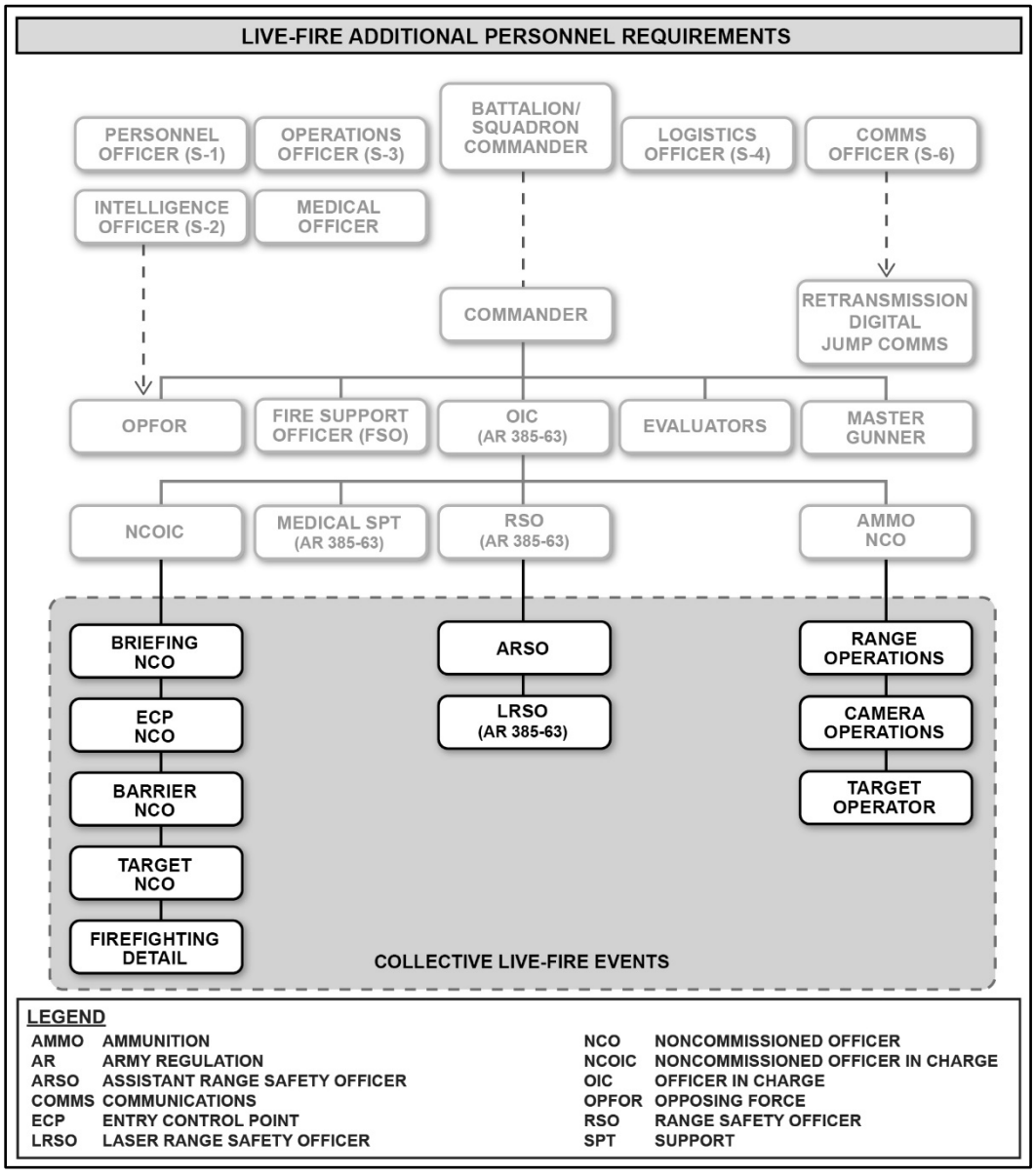


Figure C-14. Collective live fire facility additional personnel requirements

C-66. The descriptions of the recommended personnel are provided in the following platoons. Additional tasks and requirements should be considered by the unit to meet local policies and the commander's intent.

BRIEFING NONCOMMISSIONED OFFICER

C-67. One day and night. Units may rotate several experienced NCOs. Provides detailed training information to unit leaders who are not part of the training audience or select visitors. The briefing NCO controls the movement of visitors to the training event, provides the status of training, and describes an overview of the training tasks, conditions, and standards of the training event.

ENTRY CONTROL POINT NONCOMMISSIONED OFFICER AND GUARD DETAIL

C-68. The entry control point NCO with the assigned guard detail secures the primary entrances to the training facility to control access to reduce training distractors or lost range down time to the training unit. Units must review their supporting installation's range SOPs to review the various guard requirements.

BARRIER NONCOMMISSIONED OFFICER AND DETAIL

C-69. The barrier NCO and appropriate number of detail personnel secure the range or surface danger zone boundaries and entry points as required by the supporting installation. Not all installations or range facilities require this detail. Units must review their supporting installation's range SOPs to review the various barrier detail requirements.

FIREFIGHTING DETAIL

C-70. A firefighting detail is provided as directed by the installation's range SOP or policy. Typically, Soldiers are identified personnel in latter firing order to provide fire-fighting functions as necessary. Units must review their supporting installation's range SOPs to review the various firefighting requirements.

LASER RANGE SAFETY OFFICER

C-71. When lasers are in use on the training facility, a laser range safety officer (LRSO) will be required. One day, one night (see DA Pam 385-63). The LRSO is responsible for the safe use of laser devices. The LRSO reports directly to the RSO for all actions on the facility. Units must review AR 385-63, DA Pam 385-63, and local policies to determine if the training plan of their weapons, crew platforms, or sensors require an LRSO.

RADIO-TELEPHONE OPERATOR

C-72. When units are scheduled for a range facility with a range operations control area, the facility for collective training includes a large footprint. The tower facility will be the primary location for the OIC. While completing the OIC duties, a radio-telephone operator should be tasked to support—one day and one night. Typically, it is a junior Soldier that has experience with radio-telephone operator procedures. This allows communications system operation for the range facility, mandatory means of contact with the installation range operations live-fire desk, and immediate access to medical support teams.

TARGET NONCOMMISSIONED OFFICER AND DETAIL

C-73. As directed by the installation's range SOP or policy, the target NCO and supporting detail personnel provides oversight of target placement, replacement, servicing, and repairs, as necessary. Some installations may require a target detail to assist in the construction of various targets and panels days or weeks prior to the training event.

PYROTECHNICS, SMOKE, SIGNALS, AND SIMULATORS

C-74. All Soldiers that will handle, store, or employ the various pyrotechnics, smoke grenades, signals, and simulators must be certified on their safe use, storage, and handling. This includes the ammunition NCO, OPFOR leaders, external evaluators, fire markers, and any others support personnel with access to or use of these munitions. Their certification is shown in figure C-15.

PYROTECHNICS CERTIFICATION	TABLE I *TACSOP*	TABLE II *STX-V*	TABLE III *STX*	TABLE IV *FTX*	TABLE V *FCX*	TABLE VI *LFX*
COLLECTIVE TRAINING STRATEGY USE:			X	X	X	X

REQUIREMENT:	Certify junior leaders on the components, functioning, hazards, use, and troubleshooting of available Battle Effects Simulator (BES) cartridges (DODICs LA53 and LA54).
PURPOSE:	Provides a working understanding of the components, functioning, emplacement, use, troubleshooting, and hazards when: • Placing BES systems into operation. • Synchronizing functioning. • Installing BES cartridges • Troubleshooting BES systems. • Removing unused BES cartridges. • Conducting safe operations of BES systems.
PROCESS:	The unit coordinates with the local/installation activity for instruction on the available BES systems and their supporting cartridges. Junior leaders must be familiar with the systems, the Operator's User Manual (OUM) for the equipment, and successfully complete training. Additional hazardous material or ammunition handler certification may be required at some locations. When formal instruction is not provided by the local or installation Range Operations on the safe use of the equipment, the unit Master Gunner may certify users as necessary.
DURATION:	INDEFINITE
CERTIFIED BY:	LOCAL/INSTALLATION RANGE OPERATIONS or UNIT MASTER GUNNER (Commander Approved)

LEGEND

DODIC	DEPARTMENT OF DEFENSE IDENTIFICATION CODE	LFX	LIVE-FIRE EXERCISE
FCX	FIRE COORDINATION EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
FTX	FIELD TRAINING EXERCISE	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
		TACSOP	TACTICAL STANDARD OPERATING PROCEDURE

Figure C-15. Pyrotechnics, smoke, signals, and simulators

Appendix D
Collective Evaluation

The training and evaluation outline is the Army's source for individual and collective task training standards. The training and evaluation outline consists of the major procedures (steps or actions) a unit or individual must accomplish to perform a task to standard. A collective task also describes the performance required of a unit under the conditions of the training environment. The training and evaluation outline is a summary document that provides information on individual or collective task training objectives, resource requirements, and evaluation procedures. Training and evaluation outlines are developed, approved, and published by the responsible proponents. This appendix focuses on collective task training and evaluation outlines.

During training events, leaders and evaluators use training and evaluation outlines to measure observed task proficiency. Completed training and evaluation outlines form the backbone of bottom-up feedback that company commanders and first sergeants review at the weekly training meeting. The training and evaluation outlines provide the commander with the necessary objective evaluations to assess unit training proficiency and to assess training readiness.

OVERVIEW

D-1. Units should maximize their time and resources by designing their platoon training plans such that the collective element trains through proficiency to support their platoon and company, whether as an organic small unit, an attachment, or a cross-attachment. This level of synchronization will enable the unit to transition to advanced, higher echelon collective training seamlessly.

COLLECTIVE TASK PROFICIENCY

D-2. Table IV, FTX, is used to determine the element's collective task proficiency. It is an assessment of their collective supporting tasks that support the company and battalion mission-essential tasks.

D-3. Collective task proficiency is based on two separate training events that are externally evaluated. These externally evaluated events provide the commander the primary assessment tool to evaluate the unit's proficiency against an established standard as defined within the respective training publication(s), task training and evaluation outlines, and the unit's SOPs. The unit's proficiency is derived from the externally evaluated events from Table IV, FTX and Table VI, LFX.

LIVE-FIRE PROFICIENCY

D-4. Table VI, LFX, provides the EXEVAL that determines the live-fire proficiency. The live-fire proficiency is evaluated externally on Table VI, LFX. It requires an evaluation of the targets presented and the demonstrated proficiency of the training unit to adequately deliver combat power effectively based on the varying tasks assigned.

TACTICAL TASK EVALUATION

D-5. The standards for each collective task are in the training and evaluation outlines. The Army has several official repositories that contain training and evaluation outlines. Users can access training and evaluation outlines at the—

- Army Training Network.
- DTMS.
- CATS.
- Central Army Registry.

D-6. Users access the DTMS, CATS, and Central Army Registry via the Army Training Network website. The Army Training Network website does not require users to have additional privileges to view and print the training and evaluation outlines.

D-7. The platoon training publications will provide guidance on the appropriate proficiency ratings awarded to a maneuver formation. The proficiency ratings awarded by the evaluation commander are identified within the respective training publication. Generally, commanders award the following proficiency ratings based on the element's performance overall during Table IV, FTX and Table VI, LFX based on their tactical and live-fire performance (see figure D-1):

- T (Fully trained):
  - Unit has attained task proficiency to the Army standard, achieved a GO in 80 percent or more of both performance measures and leader performance measures, and has met 100 percent of all critical performance measures.
  - The task is externally evaluated and meets the remaining requirements as outlined in the training and evaluation outline in accordance with the objective task evaluation criteria matrix.
- P (Practiced):
  - Unit has attained basic task proficiency with shortcomings, achieved a GO in 65 percent or more of all performance measures, achieved 75 percent or more of all leader performance measures, and has met 100 percent of all critical performance measures.
  - The unit's shortcomings require significant training to meet the Army standard.
  - The task is not externally evaluated and meets the remaining requirements as outlined in the training and evaluation outline in accordance with the objective task evaluation criteria matrix.
- U (Untrained):
  - The unit cannot perform the task.
  - It achieved a GO in less than 65 percent of all performance measures, less than or equal to 75 percent in all leader performance measures, and less than 100 percent in all critical performance measures.
  - The unit requires complete training on the task to achieve the Army standard.

SECTION PERFORMANCE MEASURES	UNTRAINED U	PRACTICED P	TRAINED T
PERFORMANCE MEASURES	<65%	65–79%	≥80%
LEADER PERFORMANCE MEASURES	<75%	75–84%	≥85%
CRITICAL PERFORMANCE MEASURES	<100%		100%

LEGEND
> GREATER THAN
< LESS THAN
% PERCENT

Figure D-1. Platoon proficiency ratings

LIVE-FIRE EVALUATION

D-8. The live-fire events are scored separately from the tactical tasks. Figure D-2 provides the number of targets that must be serviced (hit to the kill standard) for the live-fire task of within the scenario step. For collective training, there will not be more than 20 targets (panels or troop sets) presented during any one step.

D-9. Figure D-2 shows the kills standard for each target type, by caliber weapon. This is required to program the automated targetry on a live-fire facility. Each target is programmed to register a kill when the installed hit sensors register the correct number of hits to achieve the kill standard.

KILL STANDARDS BY CALIBER

TARGET LIST	SMALL ARMS		25mm, 30mm, 50mm			105mm, 120mm		
	5.56mm 6.5mm 7.62mm 40mm	CAL .50	AP	HE	HEAB	KE	CE	CAN
TROOP	1	1			1			
RPG TEAM	1	1			1			
DISMOUNT SQUAD	25%	25%			3			
MASS TROOP	25%	25%			9			1
TANK			3			1	1	
IFV, BMP, BMD		5	3	3	3	1	1	
APC, BTR		5	3	3	3	1	1	
ROTARY WING		5	3	3	3	1	1	
TRUCK, UTILITY	3	3	1	1	1		1	1
TRUCK, BRDM	3	3	1	1	1		1	1
SEDAN	3	3	1	1	1		1	1
TRUCK, TECHNICAL	3	3	1	1	1		1	1
BUNKER				5	5		1	
ATGM				3	3		1	
ANTITANK GUN				3	3		1	1

LEGEND

%	PERCENT	CAL	CALIBER
AP	ARMOR PIERCING	CE	CHEMICAL ENERGY
APC	ARMORED PERSONNEL CARRIER	HE	HIGH EXPLOSIVE
ATGM	ANTITANK GUIDED MISSILE	HEAB	HIGH EXPLOSIVE AIR BURSTING
BMD	BOYEVAYA MASHINA DESANTA	IFV	INFANTRY FIGHTING VEHICLE
BMP	BOYEVAYA MASHINA PYEKHOTY	KE	KINETIC ENERGY
BTR	BRONETRANSPORTYOR	mm	MILLIMETER
CAN	CANISTER	RPG	ROCKET PROPELLED GRENADE

Figure D-2. Kill standard for each type of target by caliber

TERMS OF REFERENCE

D-10. To determine the live-fire proficiency, trainers must understand the terms of reference used in the instructions. For simplicity, the general terms are listed in paragraphs D-11 through D-18.

Phase

D-11. The name of the phase of firing within a training event. There are two phases: the day phase and the night phase.

Scenario

D-12. The series of steps within a day or night collective live-fire training mission. There are typically two scenarios: one for the day phase (day firing phase) and one for the night phase. A scenario typically has between 5 and 20 steps per phase.

Step

D-13. A sequence for target arrays, presentations, tactical movement, or administrative commands within a scenario. Only one live-fire task can be used per step (for example, attack, suppress, defend, and so on.)

Engagement

D-14. The actions of the training unit firing deliberately at a target or target array with the intent to achieve the kill standard.

Engaged Target

D-15. The actions of the training unit firing at a threat but failing to achieve the kill standard.

Serviced Target

D-16. When a target has been engaged and the kill standard has been achieved.

Target

D-17. Either a panel or troop set presented during a step within the scenario.

Number of Targets in a Step

D-18. The total number of presented targets—either panels or troop sets—for the training unit to engage. This number is used to determine if the training unit achieved live-fire proficiency at a specific task.

PREPARING TO EVALUATE LIVE FIRE

D-19. The evaluator team creates their own tracking mechanism for evaluating the live-fire event. Taken from the day phase scenario in appendix B, the evaluator can sketch out the key information that determines live-fire proficiency before the event.

D-20. In the targets killed by step format example in figure D-3, the evaluator records the day phase step numbers along the left side of the matrix. Next, they record the tasks conducted for each step format. Each step format should only have one task to complete.

D-21. Next, the evaluator cross references the task kill standard for the live-fire tasks. See figure D-4, page 268 for a chart that cross references the task to the kill standard percentage. For this example, the percentages were listed on the scenario examples in appendix B.

D-22. Lastly, the evaluator coordinates with the unit to get the final approved number of targets used per step format. Static targets have a static number of targets. Dynamic and complex branches and sequels only present threats that were not serviced by the training unit. In essence, the target number is the same but the exposure time for those targets was eventually extended.

TARGETRY PRESENTED/KILLED BY STEP						
STEP	TASK	TASK KILL STANDARD	TARGETS PRESENTED	TARGETS KILLED	GO/NO GO	T&EO RATING T/P/U
1	TACTICAL MOVEMENT	N/A				
2	HASTY DEFENSE	75%	7			
3	MOVEMENT TO CONTACT	50%	4			
4	HASTY DEFENSE	75%	8			
5	ATTACK	50%	4			
6	SECURE	75%	4			
7	DEFEND	75%	6			
8	BREACH OBSTACLE	50%	4			
9	ATTACK BY FIRE	50%	6			
10	ATTACK	50%	4			
11	OCCUPY BY	75%	4			
12	CONSOLIDATE / REORGANIZE	75%	4			
13	HASTY DECON	N/A				
	TOTAL FIRING TASKS	11	TOTAL GO			
TOTAL DAY PHASE LIVE FIRE "GO" PERCENTAGE						

LEGEND

%	PERCENT	T	TRAINED
DECON	DECONTAMINATION	T&EO	TRAINING AND EVALUATION OUTLINE
N/A	NOT APPLICABLE	U	UNTRAINED
P	PRACTICED		

Figure D-3. Number of targets per step, day phase (targets killed by step format)

D-23. Figure D-4 shows the kill standards needed to receive a GO for the live-fire tasks. The kill standard requirement percentage is across the top row with the live-fire tasks listed under their respective kill standard.

MINIMUM NUMBER OF TARGETS KILLED BY STEP (ACHIEVING THE TARGET OR TROOP SET KILL STANDARD)

KILL STANDARD	100%	75%	50%	25%
TARGETS PRESENTED DURING SCENARIO STEP	CLEAR CONTROL NEUTRALIZE	BREACH DEFEAT DEFEND DEFENSE DESTROY OCCUPY PROTECT SECURE SECURITY SEIZE	AMBUSH ASSAULT ATTACK ATTACK BY FIRE BLOCK MOVEMENT TO CONTACT OFFENSE RAID REDUCE RETROGRADE	BYPASS CANALIZE COUNTER-RECON DISENGAGE DISRUPT FOLLOW AND ASSUME FOLLOW AND SUPPORT HOLD INTERDICT ISOLATE LINK UP RECON RETAIN SUPPORT BY FIRE SUPPRESS
20	20	15	10	5
19	19	14	10	5
18	18	14	9	5
17	17	13	9	4
16	16	12	8	4
15	15	11	8	4
14	14	11	7	4
13	13	10	7	3
12	12	9	6	3
11	11	8	6	3
10	10	8	5	3
9	9	7	5	2
8	8	6	4	2
7	7	5	4	2
6	6	5	3	2
5	5	4	3	1
4	4	3	2	1
3	3	2	2	1
2	2	2	1	1
1	1	1	1	1

LEGEND
% PERCENT
RECON RECONNAISSANCE

Figure D-4. Minimum hits by step based on live-fire task

RECORDING THE NUMBER OF SERVICED TARGETS BY STEP FORMAT

D-24. During the live-fire event, the evaluator will communicate with the EXCON to confirm the number of targets presented and hit during the step format. This is done once the step format is complete, including any branches or sequels applied. Figure D-5 is an example where the evaluator filled out the targets killed by step format.

TARGETRY PRESENTED/KILLED BY STEP						
STEP	TASK	TASK KILL STANDARD	TARGETS PRESENTED	TARGETS KILLED	GO/NO GO	T&EO RATING T/P/U
1	TACTICAL MOVEMENT	N/A				
2	HASTY DEFENSE	75%	7	5		
3	MOVEMENT TO CONTACT	50%	4	2		
4	HASTY DEFENSE	75%	8	6		
5	ATTACK	50%	4	2		
6	SECURE	75%	4	4		
7	DEFEND	75%	6	4		
8	BREACH OBSTACLE	50%	4	3		
9	ATTACK BY FIRE	50%	6	3		
10	ATTACK	50%	4	3		
11	OCCUPY BY	75%	4	4		
12	CONSOLIDATE / REORGANIZE	75%	4	1		
13	HASTY DECON	N/A				
	TOTAL FIRING TASKS	11	TOTAL GO			
TOTAL DAY PHASE LIVE FIRE "GO" PERCENTAGE						

LEGEND			
%	PERCENT	T	TRAINED
DECON	DECONTAMINATION	T&EO	TRAINING AND EVALUATION OUTLINE
N/A	NOT APPLICABLE	U	UNTRAINED
P	PRACTICED		

Figure D-5. Targets successfully serviced by step record (targets killed by step format)

ASSESSING LIVE-FIRE PROFICIENCY BY STEP FORMAT

D-25. If the unit successfully achieved the kill standard to the minimum number of threats or more, the unit receives a GO for the step's live-fire outcome. If the unit hits less than the minimum number of targets indicated, the unit receives a NO-GO for the step format.

D-26. Figure D-6 shows where the evaluator verified the appropriate number of kills for the step based on the live-fire task in the targets killed by step format. The evaluator identifies the steps failing to meet the kill standard by annotating NO-GO. At the bottom of the matrix, the evaluator determines the overall percentage of GO is 81 percent. This is greater than the minimum standard of 70 percent. This unit is rated live-fire proficient.

TARGETRY PRESENTED/KILLED BY STEP						
STEP	TASK	TASK KILL STANDARD	TARGETS PRESENTED	TARGETS KILLED	GO/NO GO	T&EO RATING T/P/U
1	TACTICAL MOVEMENT	N/A				
2	HASTY DEFENSE	75%	7	5	GO	
3	MOVEMENT TO CONTACT	50%	4	2	GO	
4	HASTY DEFENSE	75%	8	6	GO	
5	ATTACK	50%	4	2	GO	
6	SECURE	75%	4	4	GO	
7	DEFEND	75%	6	4	NO GO	
8	BREACH OBSTACLE	50%	4	3	GO	
9	ATTACK BY FIRE	50%	6	3	GO	
10	ATTACK	50%	4	3	GO	
11	OCCUPY BY	75%	4	4	GO	
12	CONSOLIDATE / REORGANIZE	75%	4	1	NO GO	
13	HASTY DECON	N/A				
	TOTAL FIRING TASKS	11	TOTAL GO		9	
TOTAL DAY PHASE LIVE FIRE "GO" PERCENTAGE					81%	

LEGEND			
%	PERCENT	T	TRAINED
DECON	DECONTAMINATION	T&EO	TRAINING AND EVALUATION OUTLINE
N/A	NOT APPLICABLE	U	UNTRAINED
P	PRACTICED		

Figure D-6. Assessing proficiency by step (targets killed by step format)

D-27. To achieve live-fire proficiency, the unit must receive 70-percent GO across all live-fire steps. If the unit does not achieve 70-percent GO for the live-fire steps, the commander may direct the unit to conduct a branch or sequel until they achieve the passing 70-percent GO requirement. The commander may also re-cock the live-fire event and either continue the same evaluation (increasing the total number of steps) or start over completely.

ADDING THE TACTICAL ASSESSMENT

D-28. Once the evaluator completes the tactical task training and evaluation outlines for each step's corresponding tasks, the evaluator places the result in the far-right column of the targets killed by step format. Figure D-7 shows all the training and evaluation outline assessments adjudicated and placed on the score sheet.

TARGETRY PRESENTED/KILLED BY STEP						
STEP	TASK	TASK KILL STANDARD	TARGETS PRESENTED	TARGETS KILLED	GO/NO GO	T&EO RATING T/P/U
1	TACTICAL MOVEMENT	N/A				T
2	HASTY DEFENSE	75%	7	5	GO	T
3	MOVEMENT TO CONTACT	50%	4	2	GO	T
4	HASTY DEFENSE	75%	8	6	GO	T
5	ATTACK	50%	4	2	GO	T
6	SECURE	75%	4	4	GO	U
7	DEFEND	75%	6	4	NO GO	T
8	BREACH OBSTACLE	50%	4	3	GO	U
9	ATTACK BY FIRE	50%	6	3	GO	U
10	ATTACK	50%	4	3	GO	T
11	OCCUPY BY	75%	4	4	GO	T
12	CONSOLIDATE / REORGANIZE	75%	4	1	NO GO	T
13	HASTY DECON	N/A				T
	TOTAL FIRING TASKS	11	TOTAL GO		9	10/13
TOTAL DAY PHASE LIVE FIRE "GO" PERCENTAGE					81%	76%

LEGEND			
%	PERCENT	T	TRAINED
DECON	DECONTAMINATION	T&EO	TRAINING AND EVALUATION OUTLINE
N/A	NOT APPLICABLE	U	UNTRAINED
P	PRACTICED		

Figure D-7. Adding the tactical assessment ratings (targets killed by step format)

DETERMINING OVERALL PROFICIENCY

D-29. The evaluator verifies the overall proficiency is adjudicated correctly using their score sheet. Table VI, LFX proficiency is earned by the unit that receives:

- A GO on 70 percent of the live-fire tasks overall.
- Greater than 70-percent "T" or "P" assessments on all live-fire tasks within the day and night scenario.

D-30. Figure D-8 shows the completed day phase from the previous targets killed by step format examples and the results of the night phase of the training event. Those results combined equate to the live-fire proficiency rating.

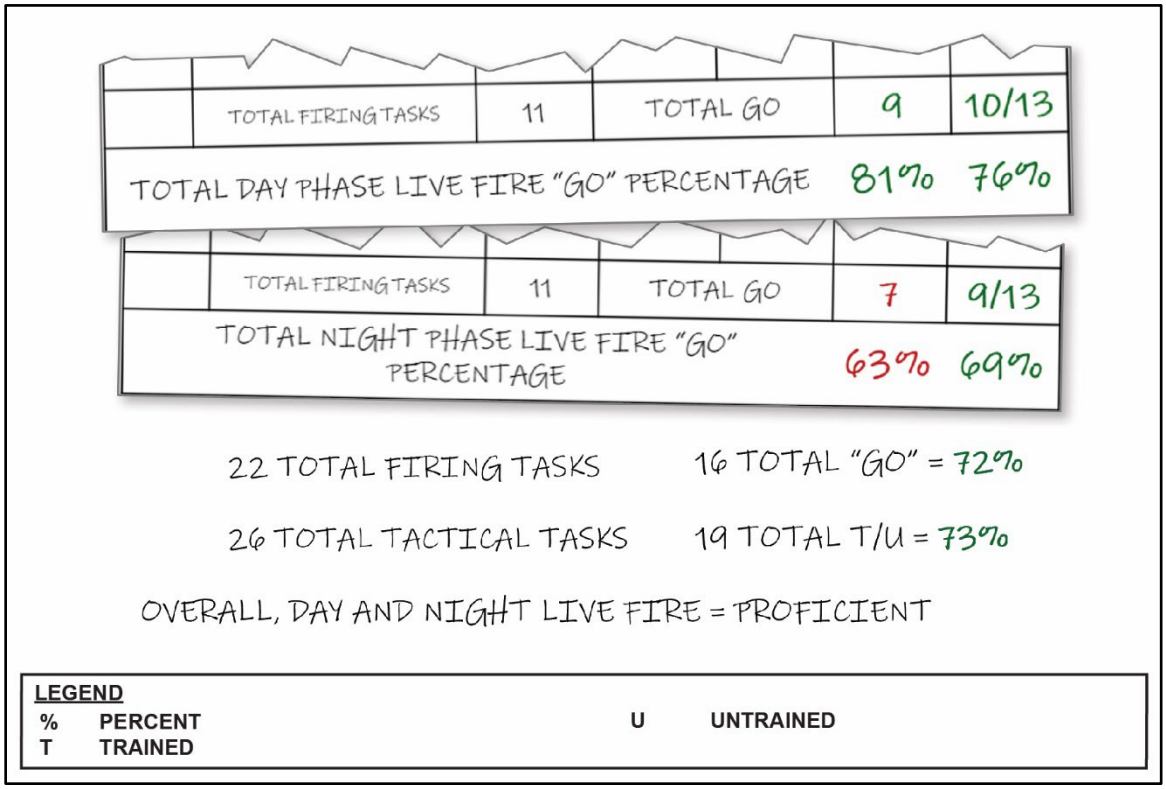


Figure D-8. Overall proficiency rating (targets killed by step format)

D-31. As shown in figure D-8, even with the night live-fire kill percentage is an overall NO-GO, the training unit holistically is rated proficient with both the day and night kill standard and the day and night tactical assessments are both greater than 70 percent.

This page intentionally left blank.

Appendix E

Collective Tasks by Formation Type

This appendix provides a list of platoon collective tasks and unit task lists, broken down by each of the sixteen maneuver formation types found within the three BCTs: ABCT, IBCT, and SBCT. Commanders, platoon leaders, platoon sergeants, and subordinate leaders can use this appendix as a guide to build training plans for their individual Soldiers and small units prior to conducting collective training. The figures listed in this appendix will provide leaders with a quick reference guide for collective tasks on which their unit may be evaluated.

COLLECTIVE TASK REQUIREMENTS

E-1. The platoon training strategy requires organizations to perform certain tasks for evaluation using either Table IV, FTX or Table VI, LFX. These tasks are required to achieve unit proficiency.

E-2. The required tasks are derived from the following:

- Mission-essential task.
- Supporting collective task—five to seven tasks listed as critical, collective tasks as part of the mission-essential task.
- Decisive action enabling task.
- Basic tactical task.
- Integrated warfighting function tasks—integrated warfighting function tasks required to show proficiency at a specific capability, function, or action.
- Operational environment—four or more operational environment conditions must be included in the scenario.
- Commander selected—determined by commanders based on their current unit assessment or command training guidance.

E-3. Figures E-1 through E-16, pages 276 through 283 outline examples of the collective tasks that each unit type will be required to conduct. These tasks are listed by individual table of organization and equipment code. Leaders can use these unique codes, as well as their specific unit identification code, to obtain the proper mission-essential task list, full unit task list, and training and evaluation outlines by utilizing the following resources:

- Army Training Network.
- Central Army Registry.
- CATS.
- DTMS.

ARMORED BRIGADE COMBAT TEAM FORMATION TYPES

E-4. Figures E-1 through E-4 list the required collective task examples for unit types within the ABCT.

RIFLE COMPANY, COMBINED ARMS BATTALION, ABCT
TO&E: 07317K00

TASK NUMBER	TITLE	TABLE I SOP	TABLE II STX-V	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX
07-PLT-1094	Conduct an Attack–Mechanized Infantry Platoon (ABCT)				REQ	SEL	SEL
17-PLT-1030	Conduct an Area Defense –Tank Platoon				REQ		

REQ-Required task for external evaluation
SEL-Evalutation commander selects a minimum of one collective task for Table VI, LFX

LEGEND

ABCT	ARMORED BRIGADE COMBAT TEAM	SOP	STANDARD OPERATING PROCEDURE
FCX	FIRE COORDINATION EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
FTX	FIELD TRAINING EXERCISE	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
LFX	LIVE-FIRE EXERCISE	TO&E	TABLE OF ORGANIZATION AND EQUIPMENT
PLT	PLATOON		

Figure E-1. Rifle company, required collective tasks, example

ARMOR COMPANY, COMBINED ARMS BATTALION, ABCT
TO&E: 17307K000

TASK NUMBER	TITLE	TABLE I SOP	TABLE II STX-V	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX
07-PLT-1256	Conduct an Attack by Fire –Platoon				REQ	SEL	SEL
07-PLT-3000	Conduct a Support by Fire –Platoon				REQ		
17-PLT-1030	Conduct an Area Defense –Tank Platoon				REQ		

REQ-Required task for external evaluation
SEL-Evalutation commander selects a minimum of one collective task for Table VI, LFX

LEGEND

ABCT	ARMORED BRIGADE COMBAT TEAM	SOP	STANDARD OPERATING PROCEDURE
FCX	FIRE COORDINATION EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
FTX	FIELD TRAINING EXERCISE	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
LFX	LIVE-FIRE EXERCISE	TO&E	TABLE OF ORGANIZATION AND EQUIPMENT
PLT	PLATOON		

Figure E-2. Armor company, required collective tasks, example

CAVALRY TROOP, CAVALRY SQUADRON, ABCT TO&E: 17317K000							
TASK NUMBER	TITLE	TABLE I SOP	TABLE II STX-V	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX
17-PLT-4010	Conduct Zone Reconnaissance– Scout Platoon				REQ	SEL	SEL
17-PLT-9225	Conduct a Screen– Platoon				REQ		

REQ-Required task for external evaluation
SEL-Evalutation commander selects a minimum of one collective task for Table VI, LFX

LEGEND

ABCT	ARMORED BRIGADE COMBAT TEAM	SOP	STANDARD OPERATING PROCEDURE
FCX	FIRE COORDINATION EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
FTX	FIELD TRAINING EXERCISE	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
LFX	LIVE-FIRE EXERCISE	TO&E	TABLE OF ORGANIZATION AND EQUIPMENT
PLT	PLATOON		

Figure E-3. Cavalry troop, required collective tasks, example

ARMOR COMPANY, CAVALRY SQUADRON, ABCT TO&E: 17318K000							
TASK NUMBER	TITLE	TABLE I SOP	TABLE II STX-V	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX
07-PLT-1256	Conduct an Attack by Fire –Platoon				REQ	SEL	SEL
07-PLT-3000	Conduct a Support by Fire –Platoon				REQ		
17-PLT-1030	Conduct an Area Defense –Tank Platoon				REQ		

REQ-Required task for external evaluation
SEL-Evalutation commander selects a minimum of one collective task for Table VI, LFX

LEGEND

ABCT	ARMORED BRIGADE COMBAT TEAM	SOP	STANDARD OPERATING PROCEDURE
FCX	FIRE COORDINATION EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
FTX	FIELD TRAINING EXERCISE	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
LFX	LIVE-FIRE EXERCISE	TO&E	TABLE OF ORGANIZATION AND EQUIPMENT
PLT	PLATOON		

Figure E-4. Armor company, required collective tasks, example

INFANTRY BRIGADE COMBAT TEAM FORMATION TYPES

E-5. Figures E-5 through E-14, pages 278 through 282 list the required collective task examples for unit types within the IBCT.

RIFLE COMPANY, INFANTRY BATTALION, IBCT
TO&E: 07217K000

TASK NUMBER	TITLE	TABLE I SOP	TABLE II STX-V	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX
07-PLT-1092	Conduct an Attack–Rifle Platoon (IBCT)				REQ	SEL	SEL
07-PLT-1028	Conduct an Area Defense –Rifle Platoon (IBCT)				REQ		

REQ-Required task for external evaluation
SEL-Evalutation commander selects a minimum of one collective task for Table VI, LFX

LEGEND

FCX	FIRE COORDINATION EXERCISE	SOP	STANDARD OPERATING PROCEDURE
FTX	FIELD TRAINING EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
IBCT	INFANTRY BRIGADE COMBAT TEAM	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
LFX	LIVE-FIRE EXERCISE	TO&E	TABLE OF ORGANIZATION AND EQUIPMENT
PLT	PLATOON		

Figure E-5. Rifle company, required collective tasks, example

WEAPONS COMPANY, INFANTRY BATTALION, IBCT
TO&E: 07218K000

TASK NUMBER	TITLE	TABLE I SOP	TABLE II STX-V	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX
07-PLT-1256	Conduct an Attack by Fire – Platoon				REQ	SEL	SEL
07-PLT-3000	Conduct a Support by Fire – Platoon				REQ		
07-PLT-9003	Conduct an Area Defense –Platoon				REQ		

REQ-Required task for external evaluation
SEL-Evalutation commander selects a minimum of one collective task for Table VI, LFX

LEGEND

FCX	FIRE COORDINATION EXERCISE	SOP	STANDARD OPERATING PROCEDURE
FTX	FIELD TRAINING EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
IBCT	INFANTRY BRIGADE COMBAT TEAM	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
LFX	LIVE-FIRE EXERCISE	TO&E	TABLE OF ORGANIZATION AND EQUIPMENT
PLT	PLATOON		

Figure E-6. Weapons company, required collective tasks, example

RIFLE COMPANY, INFANTRY BATTALION, AIRBORNE, IBCT TO&E: 07217K100							
TASK NUMBER	TITLE	TABLE I SOP	TABLE II STX-V	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX
07-PLT-1092	Conduct an Attack–Rifle Platoon (IBCT)				REQ	SEL	SEL
07-PLT-1028	Conduct an Area Defense –Rifle Platoon (IBCT)				REQ		

REQ-Required task for external evaluation
SEL-Evalutation commander selects a minimum of one collective task for Table VI, LFX

LEGEND

FCX	FIRE COORDINATION EXERCISE	SOP	STANDARD OPERATING PROCEDURE
FTX	FIELD TRAINING EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
IBCT	INFANTRY BRIGADE COMBAT TEAM	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
LFX	LIVE-FIRE EXERCISE	TO&E	TABLE OF ORGANIZATION AND EQUIPMENT
PLT	PLATOON		

Figure E-7. Rifle company, airborne, required collective tasks, example

WEAPONS COMPANY, INFANTRY BATTALION, AIRBORNE, IBCT TO&E: 07218K100							
TASK NUMBER	TITLE	TABLE I SOP	TABLE II STX-V	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX
07-PLT-1256	Conduct an Attack by Fire –Platoon				REQ	SEL	SEL
07-PLT-3000	Conduct a Support by Fire –Platoon				REQ		
07-PLT-9003	Conduct an Area Defense –Platoon				REQ		

REQ-Required task for external evaluation
SEL-Evalutation commander selects a minimum of one collective task for Table VI, LFX

LEGEND

FCX	FIRE COORDINATION EXERCISE	SOP	STANDARD OPERATING PROCEDURE
FTX	FIELD TRAINING EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
IBCT	INFANTRY BRIGADE COMBAT TEAM	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
LFX	LIVE-FIRE EXERCISE	TO&E	TABLE OF ORGANIZATION AND EQUIPMENT
PLT	PLATOON		

Figure E-8. Weapons company, airborne, required collective tasks, example

MOTORIZED CAVALRY TROOP, CAVALRY SQUADRON, IBCT TO&E: 07217K100							
TASK NUMBER	TITLE	TABLE I SOP	TABLE II STX-V	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX
17-PLT-4010	Conduct Zone Reconnaissance–Scout Platoon				REQ	SEL	SEL
17-PLT-9225	Conduct a Screen–Platoon				REQ		

REQ-Required task for external evaluation
SEL-Evalutation commander selects a minimum of one collective task for Table VI, LFX

LEGEND

FCX	FIRE COORDINATION EXERCISE	SOP	STANDARD OPERATING PROCEDURE
FTX	FIELD TRAINING EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
IBCT	INFANTRY BRIGADE COMBAT TEAM	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
LFX	LIVE-FIRE EXERCISE	TO&E	TABLE OF ORGANIZATION AND EQUIPMENT
PLT	PLATOON		

Figure E-9. Motorized Cavalry troop, required collective tasks, example

DISMOUNTED CAVALRY TROOP, CAVALRY SQUADRON, IBCT TO&E: 07219K000							
TASK NUMBER	TITLE	TABLE I SOP	TABLE II STX-V	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX
17-PLT-4010	Conduct Zone Reconnaissance–Scout Platoon				REQ	SEL	SEL
17-PLT-9225	Conduct a Screen–Platoon				REQ		

REQ-Required task for external evaluation
SEL-Evalutation commander selects a minimum of one collective task for Table VI, LFX

LEGEND

FCX	FIRE COORDINATION EXERCISE	SOP	STANDARD OPERATING PROCEDURE
FTX	FIELD TRAINING EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
IBCT	INFANTRY BRIGADE COMBAT TEAM	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
LFX	LIVE-FIRE EXERCISE	TO&E	TABLE OF ORGANIZATION AND EQUIPMENT
PLT	PLATOON		

Figure E-10. Dismounted Cavalry troop, required collective tasks, example

MOTORIZED CAVALRY TROOP, CAVALRY SQUADRON, AIRBORNE, IBCT TO&E: 07217K100							
TASK NUMBER	TITLE	TABLE I SOP	TABLE II STX-V	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX
17-PLT-4010	Conduct Zone Reconnaissance–Scout Platoon				REQ	SEL	SEL
17-PLT-9225	Conduct a Screen–Platoon				REQ		

REQ-Required task for external evaluation
SEL-Evalutation commander selects a minimum of one collective task for Table VI, LFX

LEGEND

FCX	FIRE COORDINATION EXERCISE	SOP	STANDARD OPERATING PROCEDURE
FTX	FIELD TRAINING EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
IBCT	INFANTRY BRIGADE COMBAT TEAM	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
LFX	LIVE-FIRE EXERCISE	TO&E	TABLE OF ORGANIZATION AND EQUIPMENT
PLT	PLATOON		

Figure E-11. Motorized Cavalry troop, airborne, required collective tasks, example

DISMOUNTED CAVALRY TROOP, CAVALRY SQUADRON, AIRBORNE, IBCT TO&E: 07217K100							
TASK NUMBER	TITLE	TABLE I SOP	TABLE II STX-V	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX
17-PLT-4010	Conduct Zone Reconnaissance–Scout Platoon				REQ	SEL	SEL
17-PLT-9225	Conduct a Screen–Platoon				REQ		

REQ-Required task for external evaluation
SEL-Evalutation commander selects a minimum of one collective task for Table VI, LFX

LEGEND

FCX	FIRE COORDINATION EXERCISE	SOP	STANDARD OPERATING PROCEDURE
FTX	FIELD TRAINING EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
IBCT	INFANTRY BRIGADE COMBAT TEAM	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
LFX	LIVE-FIRE EXERCISE	TO&E	TABLE OF ORGANIZATION AND EQUIPMENT
PLT	PLATOON		

Figure E-12. Dismounted Cavalry troop, airborne, required collective tasks, example

RIFLE COMPANY, INFANTRY BATTALION TASK FORCE, IBCT TO&E: 07497K000							
TASK NUMBER	TITLE	TABLE I SOP	TABLE II STX-V	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX
07-PLT-1092	Conduct an Attack–Rifle Platoon (IBCT)				REQ	SEL	SEL
07-PLT-1028	Conduct an Area Defense –Rifle Platoon (IBCT)				REQ		

REQ-Required task for external evaluation
SEL-Evalutation commander selects a minimum of one collective task for Table VI, LFX

LEGEND

FCX	FIRE COORDINATION EXERCISE	SOP	STANDARD OPERATING PROCEDURE
FTX	FIELD TRAINING EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
IBCT	INFANTRY BRIGADE COMBAT TEAM	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
LFX	LIVE-FIRE EXERCISE	TO&E	TABLE OF ORGANIZATION AND EQUIPMENT
PLT	PLATOON		

Figure E-13. Rifle company, required collective tasks, example

WEAPONS COMPANY, INFANTRY BATTALION TASK FORCE, IBCT TO&E: 07498K000							
TASK NUMBER	TITLE	TABLE I SOP	TABLE II STX-V	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX
07-PLT-1256	Conduct an Attack by Fire –Platoon				REQ	SEL	SEL
07-PLT-3000	Conduct a Support by Fire –Platoon				REQ		
07-PLT-9003	Conduct an Area Defense –Platoon				REQ		

REQ-Required task for external evaluation
SEL-Evalutation commander selects a minimum of one collective task for Table VI, LFX

LEGEND

FCX	FIRE COORDINATION EXERCISE	SOP	STANDARD OPERATING PROCEDURE
FTX	FIELD TRAINING EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
IBCT	INFANTRY BRIGADE COMBAT TEAM	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
LFX	LIVE-FIRE EXERCISE	TO&E	TABLE OF ORGANIZATION AND EQUIPMENT
PLT	PLATOON		

Figure E-14. Weapons company, required collective tasks example

STRYKER BRIGADE COMBAT TEAM FORMATION TYPES

E-6. Figure E-15 and figure E-16 list the required collective task examples for unit types within the SBCT.

RIFLE COMPANY, INFANTRY BATTALION, SBCT
TO&E: 07197K000

TASK NUMBER	TITLE	TABLE I SOP	TABLE II STX-V	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX
07-PLT-1093	Conduct an Attack–Rifle Platoon (SBCT)				REQ	SEL	SEL
07-PLT-1029	Conduct an Area Defense –Rifle Platoon (SBCT)				REQ		

REQ-Required task for external evaluation
SEL-Evalutation commander selects a minimum of one collective task for Table VI, LFX

LEGEND

FCX	FIRE COORDINATION EXERCISE	SOP	STANDARD OPERATING PROCEDURE
FTX	FIELD TRAINING EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
LFX	LIVE-FIRE EXERCISE	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
PLT	PLATOON	TO&E	TABLE OF ORGANIZATION AND EQUIPMENT
SBCT	STRYKER BRIGADE COMBAT TEAM		

Figure E-15. Rifle company, required collective tasks example

CAVALRY TROOP, CAVALRY SQUADRON, SBCT
TO&E: 17197K000

TASK NUMBER	TITLE	TABLE I SOP	TABLE II STX-V	TABLE III STX	TABLE IV FTX	TABLE V FCX	TABLE VI LFX
17-PLT-4010	Conduct Zone Reconnaissance–Scout Platoon				REQ	SEL	SEL
17-PLT-9225	Conduct a Screen– Platoon				REQ		

REQ-Required task for external evaluation
SEL-Evalutation commander selects a minimum of one collective task for Table VI, LFX

LEGEND

FCX	FIRE COORDINATION EXERCISE	SOP	STANDARD OPERATING PROCEDURE
FTX	FIELD TRAINING EXERCISE	STX	SITUATIONAL TRAINING EXERCISE
LFX	LIVE-FIRE EXERCISE	STX-V	SITUATIONAL TRAINING EXERCISE-VIRTUAL
PLT	PLATOON	TO&E	TABLE OF ORGANIZATION AND EQUIPMENT
SBCT	STRYKER BRIGADE COMBAT TEAM		

Figure E-16. Cavalry troop, required collective tasks, example

This page intentionally left blank.

Glossary

The glossary lists acronyms and terms with Army or joint definitions. Where Army and joint definitions differ, (Army) precedes the definition. Terms for which TC 3-20.20 is the proponent are marked with an asterisk. The proponent manual for other terms is listed in parentheses after the definition.

SECTION I – ACRONYMS AND ABBREVIATIONS

AAR	after action review
ABCT	Armored brigade combat team
ADP	Army doctrine reference
AR	Army regulation
B	branch
BCT	brigade combat team
BFT	blue force tracking
CALFEX	combined arms live-fire exercise
CAS	close air support
CASEVAC	casualty evacuation
CATS	Combined Arms Training Strategy
CBRN	chemical, biological, radiological, and nuclear
CROWS-J	Common Remotely Operated Weapon Station-Javelin
C-UAS	counter-unmanned aircraft system
D	driver
DA	Department of the Army
DA Pam	Department of the Army pamphlet
DODIC	Department of Defense identification code
DTMS	Digital Training Management System
EPLRS	enhanced position location and report system
EXCON	exercise control
EXEVAL	external evaluation
FBCB2	Force XXI Battle Command, brigade and below
FCX	fire coordination exercise
FIST	fire support team
FM	field manual, frequency modulation
FRAGORD	fragmentary order
FSO	fire support officer
FTX	field training exercise
G-2	Office of the Deputy Chief of Staff for Intelligence
GPS	Global Positioning System

HE	high explosive
IBCT	Infantry brigade combat team
IWTS	integrated weapons training strategy
LFX	live-fire exercise
LRSO	laser range safety officer
MAAWS	Multi-Role, Anti-Armor, Anti-Personnel Weapon System
MEDEVAC	medical evacuation
METT-TC (I)	mission, enemy, terrain and weather, troops and support available, time available, civil considerations, and informational considerations
MILES	Multiple Integrated Laser Engagement System
MTOE	modified table of organization and equipment
NCO	noncommissioned officer
NCOIC	noncommissioned officer in charge
OC/T	observer-coach/trainer
OIC	officer in charge
OPFOR	opposing force
OPORD	operation order
PACE	primary, alternate, contingency, and emergency communication
PL	phase line
RSO	range safety officer
S	sequel
S-2	battalion or brigade intelligence staff officer
S-6	battalion or brigade signal staff officer
SBCT	Stryker brigade combat team
SOP	standard operating procedure
STX	situational training exercise
STX-V	situational training exercise-virtual
sUAS	small unmanned aircraft system
T-X	T-execution
TACOM	U.S. Army Tank-Automotive & Armaments Command
TACSOP	tactical standard operating procedure
TADSS	training aids, devices, simulators, and simulations
TC	training circular
TOC	tactical operations center
TRP	target reference point
TTP	tactics, techniques, and procedures
UAS	unmanned aircraft system
WARNORD	warning order

SECTION II – TERMS

company

A unit consisting of two or more platoons, usually of the same type, with a headquarters and a limited capacity for self-support. (ADP 3-90)

platoon

A subdivision of a company or troop consisting of two or more squads or sections. (ADP 3-90)

section

(Army) A tactical unit of the Army and Marine Corps smaller than a platoon and larger than a squad. (ADP 3-90)

squad

A small miliary unit typically containing two or more fire teams. (ADP 3-90)

troop

A company-size unit in a cavalry organization. (ADP 3-90)

warfighting function

A group of tasks and systems united by a common purpose that commanders use to accomplish missions and training objectives. (ADP 3-0)

This page intentionally left blank.

References

All websites accessed on 18 March 2025.

REQUIRED PUBLICATIONS

These documents must be available to intended users of this publication.

DOD Dictionary of Military and Associated Terms. January 2025.

FM 1-02.1. *Operational Terms*. 28 February 2024.

FM 1-02.2. *Military Symbols*. 23 January 2025.

RELATED PUBLICATIONS

These documents are cited in this publication.

ARMY PUBLICATIONS

Most Army publications are available online: https://armypubs.army.mil.

Individual tasks are available online: https://rdl.train.army.mil.

Most task sets can be found online: https://dtms.army.mil.

ADP 3-0. *Operations*. 31 July 2019.

ADP 3-90. *Offense and Defense.* 31 July 2019.

ADP 7-0. *Training*. 29 April 2024.

AR 220-1. *Army Unit Status Reporting and Force Registration–Consolidated Policies.* 16 August 2022.

AR 350-1. *Army Training and Leader Development*. 10 December 2017.

AR 350-2. *Operational Environment and Opposing Force Program*. 12 March 2024.

AR 385-63/MCO 3570.1C. *Range Safety.* 30 January 2012.

DA Pam 350-38. *Standards in Weapons Training*. 15 November 2024.

DA Pam 385-63. *Range Safety*. 16 April 2014.

DA Pam 738-751. *Functional Users Manual for the Army Maintenance Management System–Aviation*. 28 February 2014.

FM 6-27/MCTP 11-10C. *The Commander's Handbook on the Law of Land Warfare*. 7 August 2019.

FM 7-0. *Training*. 14 June 2021.

Individual Task 081-COM-0101. *Request Medical Evacuation.* 8 May 2023.

TC 3-20.0. *Integrated Weapons Training Strategy (IWTS).* 18 June 2019.

TC 3-20.31. *Training and Qualification, Crew*. 17 March 2015.

TC 25-1. *Training Land*. 31 July 2020.

TC 25-8. *Training Ranges*. 2 November 2021.

WEBSITES

Army Training Network at: https://atn.army.mil.

Combined Arms Training Strategy at https://atn.army.mil/ATNPortalUI/cats.

U. S. Army Training and Doctrine Command G-2 Information Operations Network at: https://oe.tradoc.army.mil/ion-information-operations-network.

U.S. Army TACOM-Unique Logistics Support Application at: https://tulsa.tacom.army.mil/guncard.

Virtual OPFOR Academy at: https://odin.tradoc.army.mil/VOA.

PRESCRIBED FORMS

This section contains no entries.

REFERENCED FORMS

Unless otherwise indicated, DA forms are available online: https://armypubs.army.mil.

DA Form 2028. *Recommended Changes to Publications and Blank Forms*.

DA Form 2404. *Equipment Inspection and Maintenance Worksheet*.

DA Form 2408-4. *Weapon Record Data.*

DA Form 5988-E. *Equipment Maintenance and Inspection Worksheet (EGA).* (Available from unit Level Logistics System [ULLS]).

Index

Entries are by paragraph number.

A

ammunition management. A-1

ammunition requirements. A-3

Armor platoon proficiency. 7-44

assault platoon proficiency. 7-68

B

battle effects. A-7

C

collective task requirements. E-2

commander's assessment. B-2

condemnation criteria. 7-21

D

digital communications. C-18

digital tasks. 1-49

E

external evaluations. 7-10

external support requirements. B-71

F

focus of Table I. 1-18

focus of Table II. 2-4

focus of Table III. 3-5

focus of Table IV. 4-7

focus of Table V. 5-4

focus of Table VI. 6-5

I

Infantry brigade combat team rifle platoon proficiency. 7-49

M

mechanized rifle platoon proficiency. 7-54

motorized platoon proficiency. 7-59

P

platoon formations. 7-35

proficiency ratings. 7-13

S

scout platoon proficiency. 7-63

simulators. A-8

T

tactical task evaluation. D-5

talent management. 7-28

training facilities. B-41

training resources. B-38

training scenario. B-9

U

unit training plan. B-1

V

validation. 7-17

This page intentionally left blank.

TC 3-20.20

25 April 2025

By Order of the Secretary of the Army:

RANDY A. GEORGE
General, United States Army
Chief of Staff

Official:

MARK F. AVERILL
Administrative Assistant
to the Secretary of the Army
2510801

DISTRIBUTION:
Active Army, Army National Guard, and United States Army Reserve. Distributed in electronic media only(EMO).

This page intentionally left blank.

PIN:220487-0000