

CHAPTER 2

URBAN ASSAULT COURSE

This chapter describes the Urban Assault Course (UAC), which incorporates doctrine and tactics from FM 90-10-1 and the ARTEP MTPs. The UAC contains five stations: Individual and Team Task/Technique Trainer Station 1, Squad and Platoon Task/Technique Trainer Station 2, Grenadier Gunnery Trainer Station 3, Urban Offense/Defense Building Station 4, and the Underground Trainer Station 5. These stations are designed for individual tasks and small-unit collective task training. Various types of organizations with a variety of missions can train at the UAC. Tactical operations in an urban environment may include combat to stability and support tasks. The UAC is a dismounted training facility.

2-1. PURPOSE

The purpose is to provide squad and platoon size units with a facility to train and evaluate urban operations tasks (Figure 2-1). With the exception of Station 3, Grenadier Gunnery, the UAC is not intended for live-fire training. Station 3, Grenadier Gunnery Trainer, is designed to support 40-mm TP and 5.56-mm service ammunition.

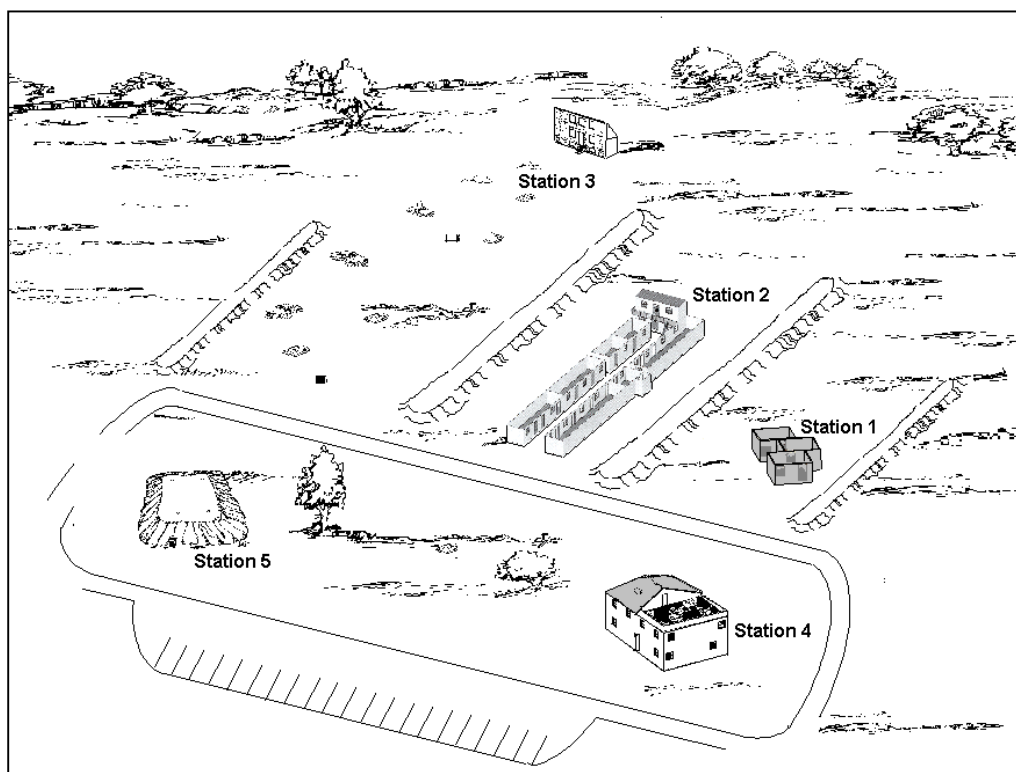


Figure 2-1. Urban assault course.

a. **Facility Description.** The UAC has five training stations that facilitate the crawl/walk/run training concept.

(1) **Station 1, Individual and Team Trainer.** This station is a three-room trainer where team leaders and squad leaders train the basics of building and room clearing.

(2) **Station 2, Squad and Platoon Trainer.** This station is a four-structure trainer with multiple rooms. Squads build upon tasks learned at Station 1 and begin to learn the concepts of clearing multiple buildings. The station is designed in such a way that it can be used as individual buildings with a narrow street or as rooms inside a building with a long connecting hallway.

(3) **Station 3, Grenadier Gunnery Trainer.** This station is a live-fire station where M203 gunners master target engagements in an urban area, move tactically, and respond to the fire commands.

(4) **Station 4, Offense/Defense House.** This station is where a platoon can train to attack and or defend a building. This station can also be divided into a number of smaller training stations to reinforce training or to train tasks not yet trained at the other stations. (For example, upper-level entry techniques.)

(5) **Station 5, Underground Trainer.** This station provides training for subterranean operations.

b. **Targetry.** Targets throughout the UAC are either 3D precision targets (for engagements less than 50 meters) or 2D non-precision targets (for engagements greater than 50 meters).

(1) Precision targets support short distance engagements. Sensors contained within the precision target respond only to lethal shot placement. The torso lethal zone is 18 inches by 8 inches and the neck-head lethal zone is 4 inches by 8 inches.

(2) Non-precision targets support engagements that are at ranges greater than 50 meters. These targets are 2D pop-up type targets.

c. **Training Audience.** The facility provides Infantry, Engineer, Military Police, Cavalry, and other units with a facility to train the individual soldier through platoon-level UO skills.

d. **Training Information.** Combat, CS, and CSS units can use this facility and the UAC can also be used as a mission rehearsal exercise site. Recommended training frequency is quarterly.

(1) The following information is provided for each UAC station, if applicable.

(a) **Purpose.** States the purpose of the station. Units may use the station in the manner originally intended, or they may modify it to meet their unique training needs.

(b) **Description.** Describes the station and its design.

(c) **Targetry.** Recommends the targetry required to train at the station. Targets may be moved, modified, or added based on available target systems and or training requirements.

(d) **Controller Requirements.** Based on unit's needs at each station.

(e) **Safety Requirements.** Provides the safety information and considerations for the station. The unit or installation range SOP may mandate additional safety requirements.

(f) **Individual MOUT Tasks or Skills Trained.** ARTEP 7-8-MTP, Chapter 2, contains a list of related common, individual, and urban specific training and evaluation outlines (T&EOs).

(g) **Training Support Requirements.** Describes minimum materiel requirements to support training at each station.

(h) *Conduct of Training*. Describes sample training scenarios and sequence of events for that station.

(2) The UAC can accommodate an assortment of training ammunition and pyrotechnics.

2-2. STATION 1: INDIVIDUAL AND TEAM TASK/TECHNIQUE TRAINER

This station is used to train individual and collective tasks, tactics, techniques, and procedures. Specifically: Enter a Building and Clear a Room, Engage Targets (Figure 2-2).

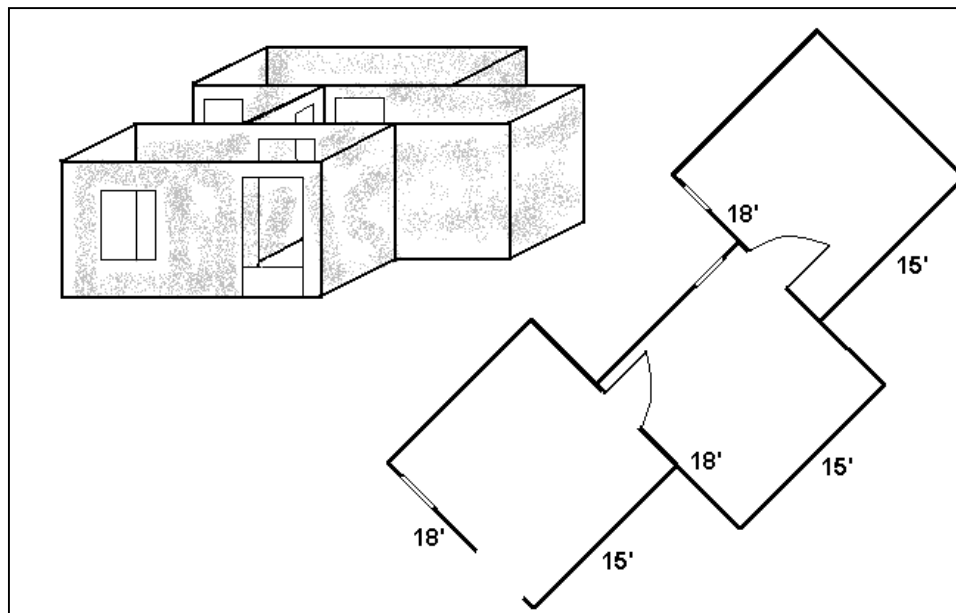


Figure 2-2. Individual and team task/technique trainer.

a. **Description**. This station is a single wood structure with three rooms that have open doorways, windows, and a man-size hole.

b. **Targetry**. Targets present realistic close quarters combat situations (0 to 15 meters), consisting of a possible mixture of combatant and noncombatant targets. Target discrimination is trained by presenting up to six precision targets. Targetry sensors respond only to lethal shot placement and also facilitate training during limited visibility.

c. **Controller Requirements**. As required by unit.

d. **Safety Requirements**. Only smoke, practice grenades, or M84 stun grenades may be used at this station.

WARNING

To avoid injury, place the weapon on SAFE when climbing through obstacles such as windows, fences, and walls during training.

e. **Individual and or Collective Tasks Trained.** (Non-inclusive.)

(1) **Collective Task.** Enter a Building/Clear a Room.

(2) **Supporting Individual Tasks.**

- 071-311-2007, Engage Targets With M16A1/2 Rifle.
- 071-315-2308, Engage Targets With M16A1/2 Rifle Using a Night Vision Sight AN/PVS 4.
- 071-010-0006, Engage Targets With M249 Machine Gun.
- 071-325-4407, Employ Hand Grenades.
- 071-326-0503, Move Over, Through, or Around Obstacles (Except Minefields).
- 051-193-1013, Neutralize Booby Traps.
- 071-326-0501, Move as a Member of a Fire Team.
- 071-326-0541, Perform Movement Techniques During MOUT.
- 071-326-0557, Select Hasty Firing Positions During MOUT.
- 071-326-5605, Control Movement of a Fire Team.
- 071-326-5611, Conduct the Maneuver of a Squad.
- 071-710-0008, Operate Night Vision Goggles AN/PVS7B.

(3) **Related Tactics, Techniques, and Procedures.**

(a) FM 90-10-1, Infantryman’s Guide to Urban Operations.

(b) FM 23-9, M16A1/2 Rifle Marksmanship.

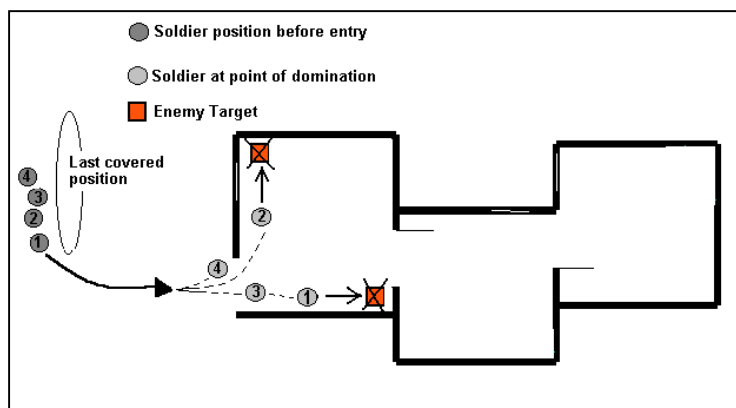
f. **Training Support Requirements.** Use Table 2-1 for the minimum ammunition required to train at this station.

AMMUNITION	ROUNDS PER WEAPON
5.56-mm Blank	10 rounds
5.56 mm Blank (Linked)	15 rounds
Practice Grenade Bodies	2 per team
Practice Grenade Fuses	2 per team

Table 2-1. Support requirements.

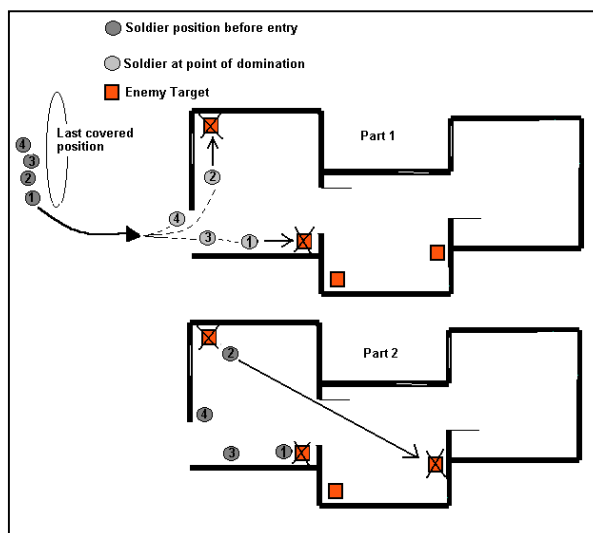
g. **Conduct of Training.** Table 2-2, page 2-6, lists the training sequence and Figures 2-3 and 2-4 provide sample scenarios. The following are only examples. The units should develop their training events based on their METL and training needs.

Example 1: Assault Teams, Battle Drill 6. The team leader first trains to execute Battle Drill 6 using no targets. This technique is the crawl phase of training. The trainer has the assault teams position to various places to demonstrate how the start position can affect the final points of domination. (Figure 2-3.)



**Figure 2-3. Example Scenario 1,
Execute Battle Drill 6, Varied Entry Positions.**

(2) **Example 2:** Assault Teams, Battle Drill 6. The team leader trains soldiers to execute Battle Drill 6 using targets in a multiple room scenario. This technique is the walk phase of the training. The trainer has the assault teams enter the room and engage targets using precision marksmanship techniques with the tactical engagement system (TES) and or SESAMS (Figure 2-4). The assault team enters the first room and engages the targets. As the number two man clears his area of responsibility, he sees and engages the target in the second room, but remains in place until the assault teams finishes clearing the first room. Once the room is clear, the assault team moves to the second room and continues clearing or lets the next team move through.



**Figure 2-4. Example Scenario 2,
Multiple Room Clearing Techniques.**

EVENT	ACTION	ESTIMATED TIME
1	Employ Hand Grenades	30 minutes Crawl, Walk, Run
	Perform Movement Techniques <ul style="list-style-type: none"> • Engage Target with M16 • Target Discrimination 	20 minutes Crawl
		20 minutes Walk
2	Enter a Building	10 minutes Run
		20 minutes Crawl
		20 minutes Walk
3	Enter and Clear a Room	10 minutes Run
		20 minutes Crawl
		20 minutes Walk
4	Conduct an AAR	40 minutes

Table 2-2. Sequence of training and time for Station 1.

2-3. STATION 2: SQUAD AND PLATOON TASK/TECHNIQUE TRAINER

Station 2 is used to train individual and collective tasks, tactics, techniques, and procedures. Specifically, Move Tactically Down a Street (Hallway), Enter a Building and Clear a Room, and Engage Targets. Station 2 increases the complexity of command, control, and maneuver (Figure 2-5).

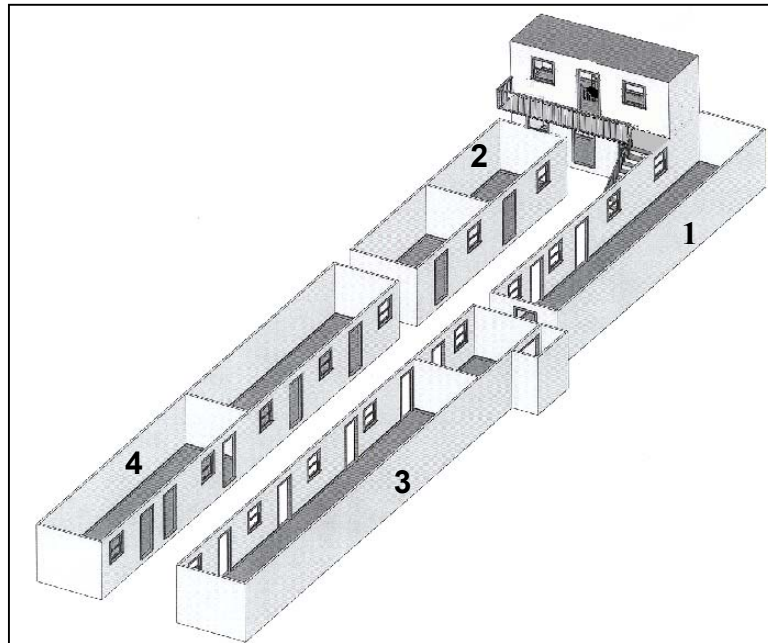


Figure 2-5. Squad and platoon task/technique trainer.

a. **Description.** This station has four separate structures that face inward to create a street and introduces a two-story building.

(1) Building One is an L-shape structure. The long leg of the building to the right looks like it is a single-story building; the short leg of the building to the front is a

two-story structure. A landing is located along the length of the second floor with outside stairs leading down. An inside stairway also joins the floors. The two legs of the L are adjacent, with no access between them to their interiors.

(2) Building Two has a single floor and two rooms; each room has a window and a doorway. An open area much like a street separates this structure from the first.

(3) Building Three is a structure that looks like a row of buildings along a street. The structure is made of wood and has many windows and doorways. At the far end of the structure is an adjoining room.

(4) Building Four is a structure to the left that is a mirror image of building three. It also has a wall on the side at the near end.

NOTE: Units can place additional walls in all the structures by using target cloth or some other material to add to the number of rooms or complexity of the training (Appendix A).

b. **Targetry.** Targets present realistic close quarters combat situations (0 to 15 meters), consisting of a possible mixture of combatant and noncombatant targets. Target discrimination is trained by presenting up to ten precision targets. Targetry sensors respond only to lethal shot placement and also facilitate training during limited visibility.

c. **Controller Requirements.** As required by unit.

d. **Safety Requirements.**

(1) While not intended as a live-fire station, it is capable of supporting live-fire training.

WARNING

To avoid injury, place the weapon on SAFE when climbing through obstacles such as windows, fences, and walls during training.

(2) Only smoke, practice, or M84 stun grenades may be used at this station.

e. Individual and Collective Tasks Trained. (Non-inclusive)

(1) **Collective Task.** Enter and Clear a Building.

(2) **Related Collective Tasks.**

- ARTEP 7-8-MTP, Perform Consolidation and Reorganization.
- ARTEP 7-8-MTP, Treat and Evacuate Casualties.
- ARTEP 7-8 MTP, Defend MOUT Building.
- ARTEP 7-8-MTP, Move Tactically.
- ARTEP 7-8-Drill, Battle Drill 6, Enter a Building/Clear a Room (Squad).

(3) **Supporting Individual Tasks.**

- 071-311-2007, Engage Targets with M16A1 or M16A2 Rifle.
- 071-315-2308, Engage Targets with M16A1/2 Rifle Using a Night Vision Sight AN/PVS-4.
- 071-010-0006, Engage Targets with M249 Machine Gun.
- 071-325-4407, Employ Hand Grenades.
- 113-571-1022, Perform Voice Communications.

- 071-326-0600, Use Visual Signaling Techniques While Dismounted.
- 071-326-0503, Move Over, Through, or Around Obstacles (Except Minefields).
- 051-193-1013, Neutralize Booby Traps.
- 191-377-5250, Handle Enemy Personnel and Equipment.
- 071-326-0501, Move as a Member of a Fire Team.
- 071-326-0541, Perform Movement Techniques During MOUT.
- 071-326-0557, Select Hasty Firing Positions During MOUT.
- 071-326-5605, Control Movement of a Fire Team.
- 071-326-5611, Conduct the Maneuver of a Squad.
- 071-710-0008, Operate Night Vision Goggles AN/PVS-7B.

(4) **Related Tactics, Techniques and Procedure.**

(a) FM 3-06.11 (90-10-1), Combined Arms Operations in Urban Terrain.

- Chapter 3, Offensive Operations.
- Chapter 5, Fundamental Combat Skills.
- Appendix M, Field Expedient Breaching of Common Urban Barriers.

(b) FM 23-9 (FM 3-23.9), M16A1/2 Rifle Marksmanship.

f. **Training Support Requirements.** Use Table 2-3, for the minimum ammunition required to train at this station.

AMMUNITION	ROUNDS PER WEAPON
5.56-mm Blank	16
5.56-mm Blank (Linked)	24
Practice Grenade Fuses	8 per Squad
Practice Grenade Bodies	8

Table 2-3. Support requirements.

g. **Conduct of Training.** Table 2-4 depicts sequence of events and Figures 2-6 through 2-28 depict sample scenarios that can be conducted at this station. This is only an example, and the unit should develop its training events based on their METL and training needs.

EVENT	ACTION	ESTIMATED TIME
1	Conduct Tactical Movement in a Built-up Area Move Across an Open Area Move Parallel to Buildings	10 minutes Crawl 20 minutes Walk 10 minutes Run
2	Enter and Clear a Room (SQUAD) Clear a Stairwell Clear a Hallway Conduct a Breach	10 minutes Crawl 20 minutes Walk 10 minutes Run
3	Enter and Clear a Building (PLATOON) Clear Multiple Rooms Consolidate and Reorganize	10 minutes Crawl 20 minutes Walk 10 minutes Run
4	Conduct AAR (Squad)	10 minutes
NOTE: Training should include techniques outlined FM 3-06.11 (90-10-1).		

Table 2-4. Sequence of events and time requirements for Station 2.

(1) The squad is clearing Station 2 as if it is a single building, and the street is a hallway.

(a) Fire Team A moves down the left side, throws the appropriate grenade IAW ROE, enters, engages the target and clears the room on that side. The last man remains outside and secures the rear. Fire Team B prepares to enter the next room (Figure 2-6).

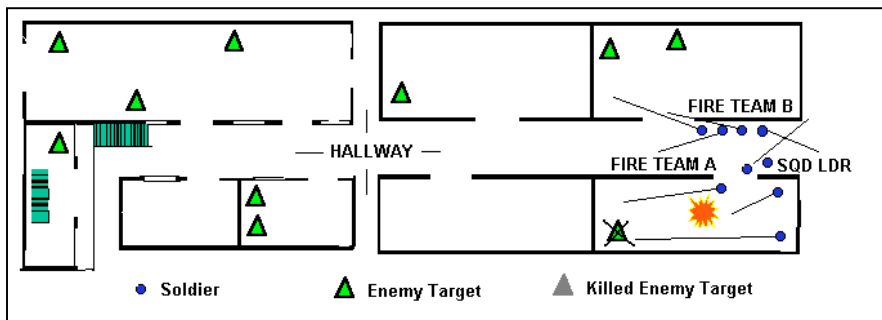


Figure 2-6. Move tactically.

(b) Fire Team B throws the appropriate grenade, enters, engages the targets, and clears the room on the right while the last man secures the rear. Fire Team A prepares to continue movement to the next room (Figure 2-7).

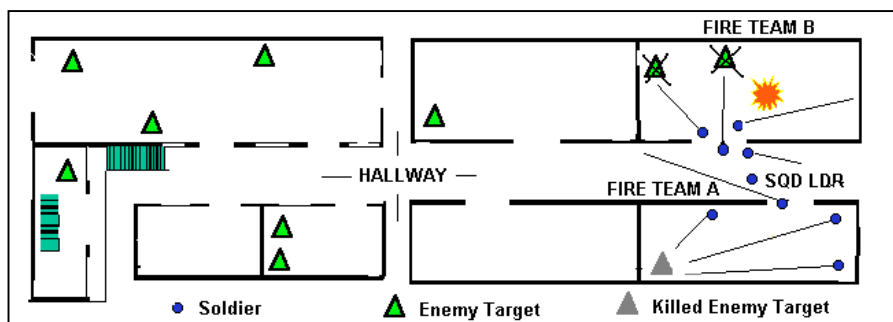


Figure 2-7. Team B clearing a building.

(c) Fire Team A moves across the hall, throws the appropriate grenade, enters, engages the target, and clears the next room. Three team members enter the room, the fourth remains in the doorway and secures the hallway (Figure 2-8).

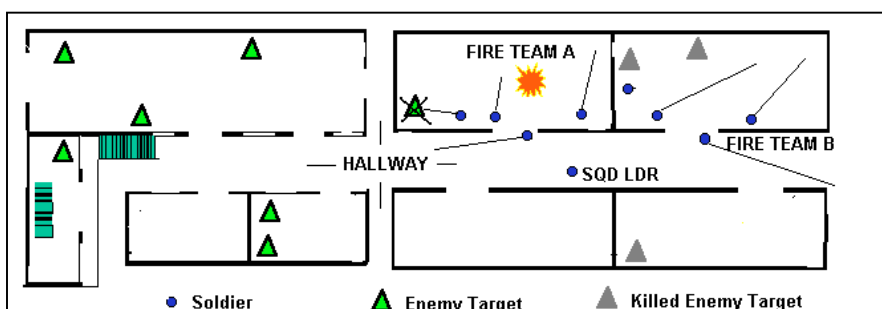


Figure 2-8. Team moving across the hall.

(d) Fire Team B moves in a cross-cover formation down the hallway to the next room, throws the appropriate grenade, and clears the room. As Fire Team B passes the security man of Team A, he turns and picks up rear security. The last man in Fire Team B remains in the vicinity of the doorway and secures the hallway (Figure 2-9).

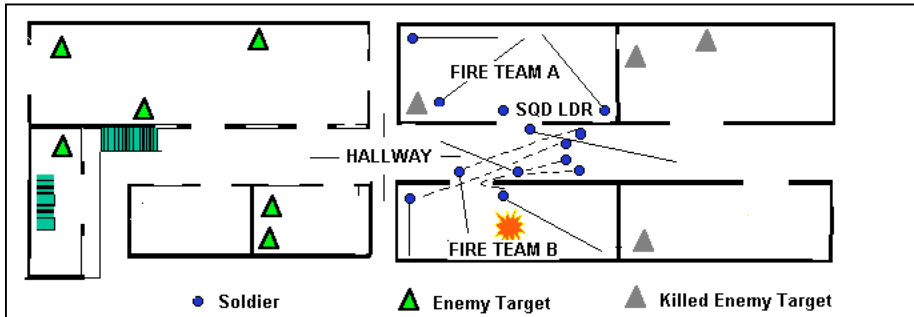


Figure 2-9. Team B in cross cover formation.

(e) Fire Team A clears the hallway intersection while Team B uses the Rolling-T technique to pass through Team A in route to the next room (Figure 2-10).

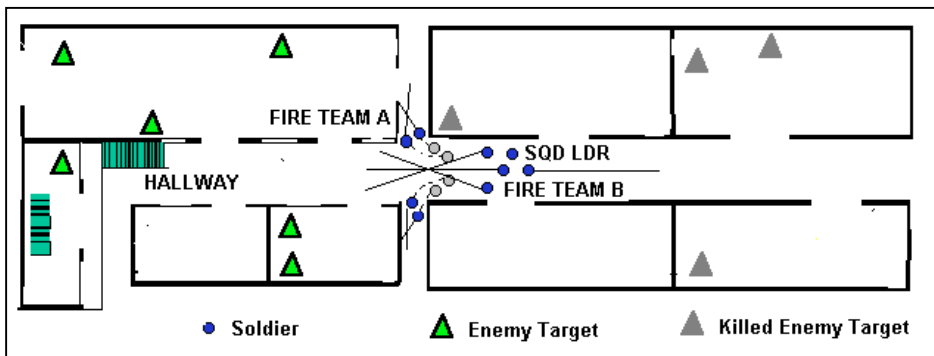


Figure 2-10. Team A clearing a hallway intersection.

(f) Fire Team B throws the appropriate grenade, enters, engages the targets, and clears the room. Only three men enter while the fourth man picks up rear security. Fire Team A prepares to move (Figure 2-11).

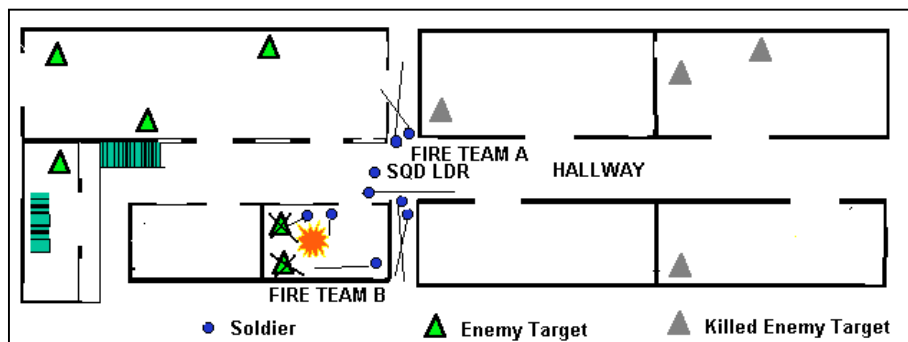


Figure 2-11. Team B clearing a room.

(g) Fire Team A moves from the intersection, throws the appropriate grenade, enters, then engages the targets, and clears the next room. All team members enter because of the size of the room. Fire Team B prepares to move (Figure 2-12).

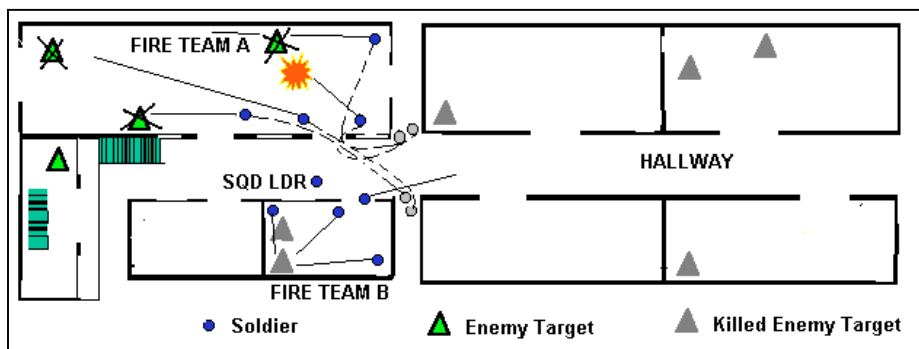


Figure 2-12. Team A clearing room by room.

(h) Fire Team B throws the appropriate grenade, enters, engages the target, and clears the next room using three men, the fourth man remains in the doorway and secures the rear. Fire Team A prepares to move up the stairs (Figure 2-13).

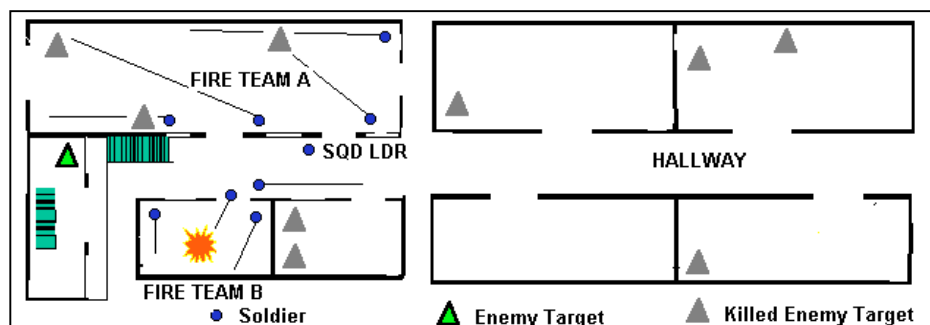


Figure 2-13. Team B clearing the next room.

(i) Fire Team A begins movement up the stairs and onto the landing. The team prepares to enter the room off the landing. Fire Team B splits and two members move around the corner and secure the area across from the stairs on the lower level. The other two members of Team B secure back down the hallway from where the squad moved from (Figure 2-14).

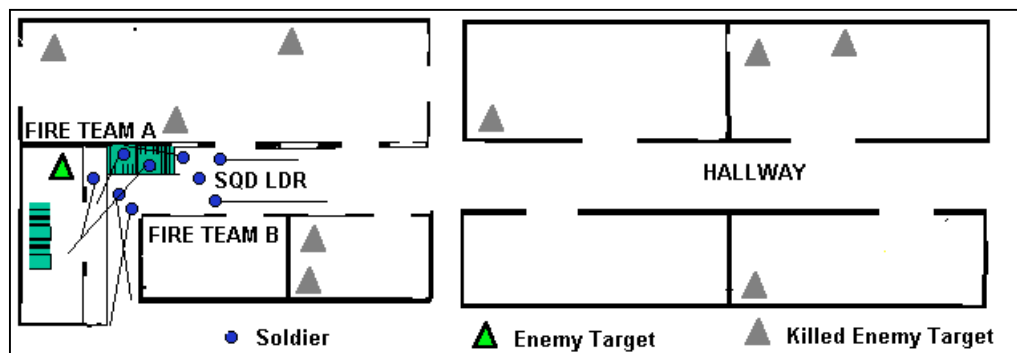


Figure 2-14. Securing the stairs and hallway.

(j) Fire Team A throws the appropriate grenade, enters, engages the target, and clears the room finding another set of stairs and prepares to continue clearing up the stairs. Fire Team B continues to secure the rear while the other team members move down to the end of the short hallway and secure both directions (Figure 2-15).

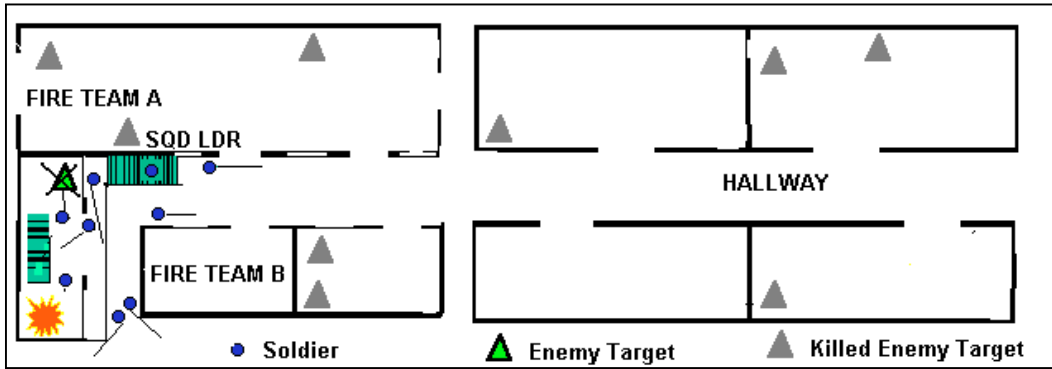


Figure 2-15. Preparing to clear more stairs.

(k) Fire Team A clears the stairs and the landing. Fire team B continues to secure the ground level ready to assist the other team, if necessary (Figure 2-16).

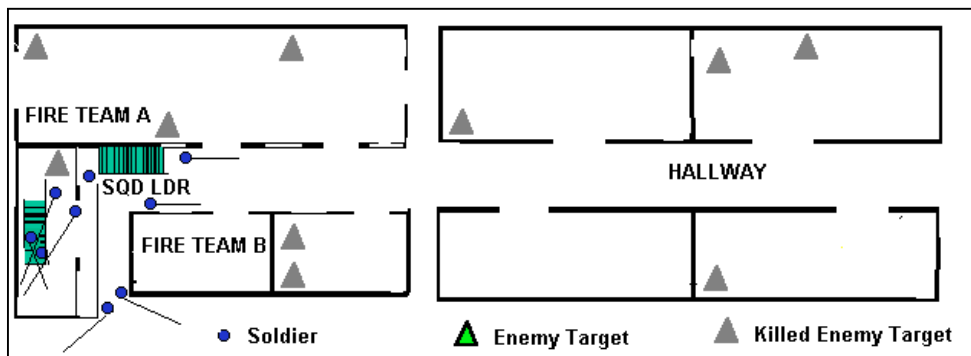


Figure 2-16. Team A clearing stairs and landing.

(2) The example was without noncombatant targets using blanks/SESAMS and TES. This technique is the crawl phase for this station. Once the squad is ready to move on to more challenging exercises the platoon leader/sergeant can add targets into the scenario. As proficiency increases, mixing both combatant and noncombatant targets can be added. At any point, the platoon leader/sergeant can include multiple squads on the station, which increases the complexity of the scenarios until the platoon has achieved proficiency.

(3) The following is an example of a platoon scenario. There are noncombatants on the battlefield. The platoon has decided to clear through the buildings without using the streets for movement from building to building whenever possible. The platoon is using two squads to assault and one squad in support/reserve.

(a) The support element isolates the buildings while the assault team for each squad prepares and executes the breach of each building to be able to gain a foothold (Figure 2-17).

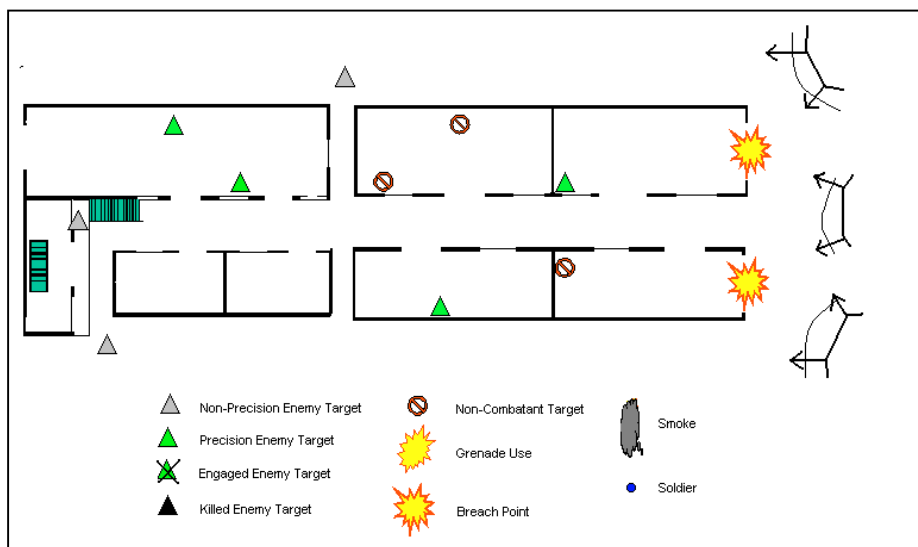


Figure 2-17. Preparing to gain a foothold.

(b) The assault teams throw a grenade into the breach and follows, engaging enemy targets, securing and moving noncombatants to the collection point (CP) (Figure 2-18).

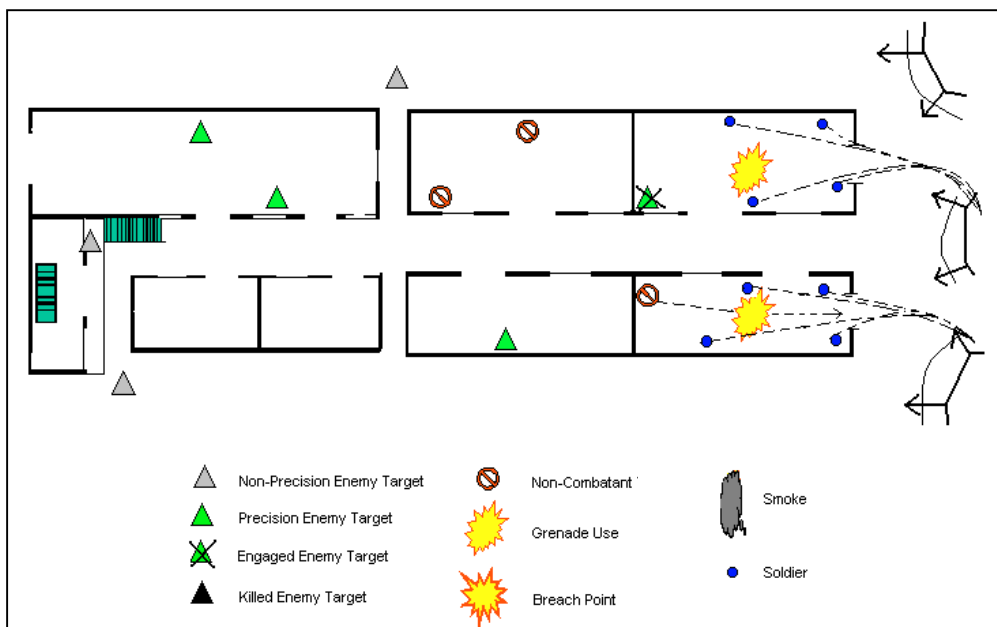


Figure 2-18. Secure and move noncombatants to the CP.

(c) The teams prepare and detonate wall breaches to continue movement through the building. Once the charges are ready for detonation, the assault teams move to a covered position and execute the breach (Figure 2-19).

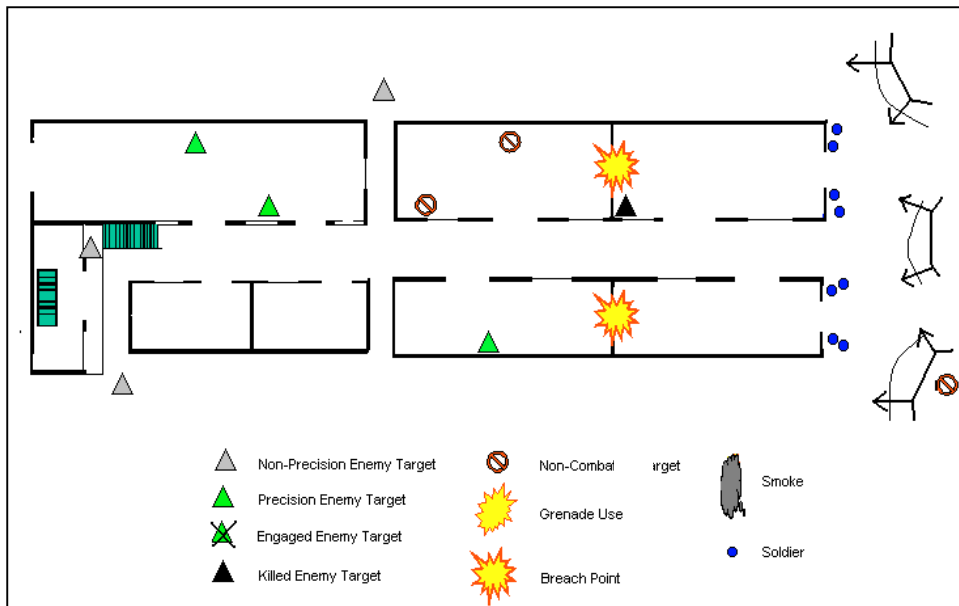


Figure 2-19. Execute breach.

(d) The assault teams lead into the next room with a grenade. Upon entering the teams engage any enemy targets and secure and move noncombatants to the CP. At the same time, the next assault team moves into the foothold. (Figure 2-20).

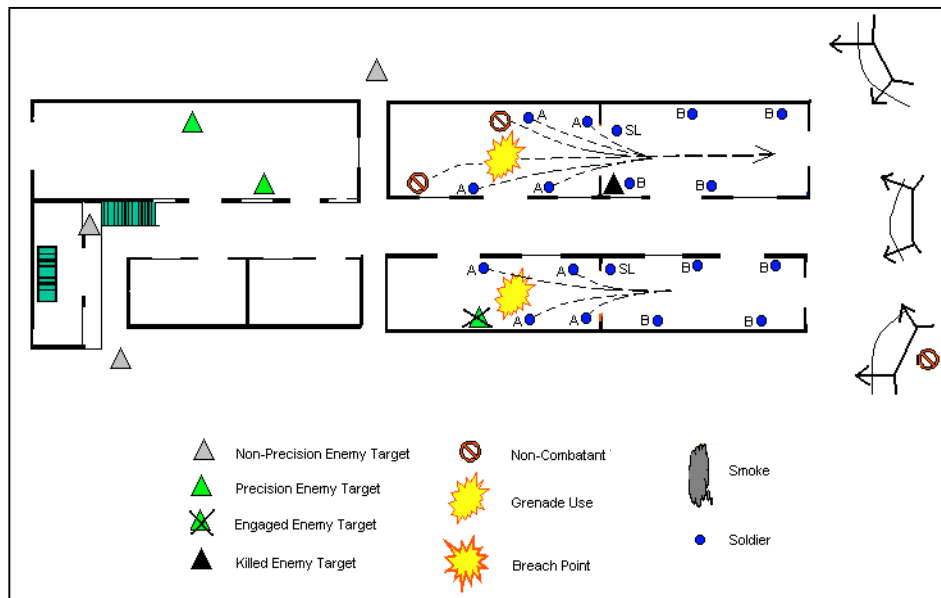


Figure 2-20. Move to the foothold.

(e) With the second room secured, the next assault team moves forward and prepares to breach the next wall. Once the charges are placed, the teams move back to a covered position and execute the breach. At the time the breach is executed, the first non-precision target is exposed and engaged by the support element (Figure 2-21).

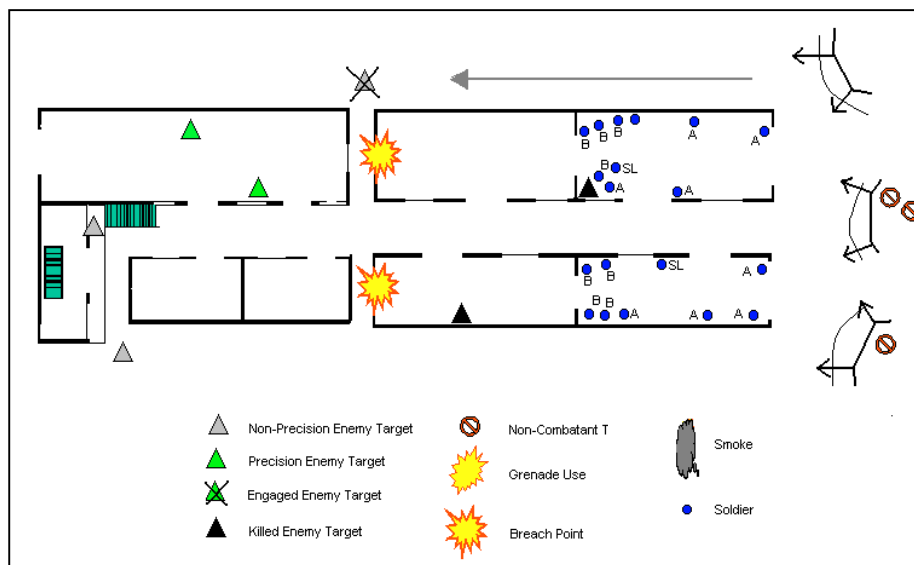


Figure 2-21. Breach the wall.

(f) Upon inspecting the breach, the assault teams find that they have an alley with another wall to breach. Smoke is employed to obscure the teams placing the breaching charge. The first assault teams take up securing positions throughout the already cleared areas while the follow-on assault teams move to a covered position and execute the breach (Figure 2-22).

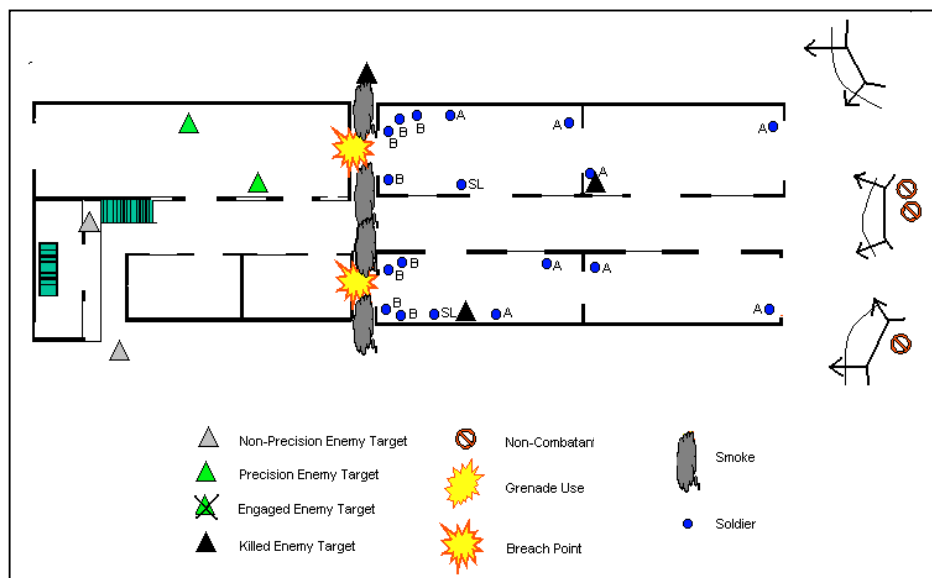


Figure 2-22. Secure a wall in an alley.

(g) Once the breach is executed, the assault teams must determine if there is still enough smoke to cover their movement, or if more smoke must be deployed. When obscurity is obtained, the assault teams throw in a grenade, then enter, engage any enemy targets, and clear the rooms (Figure 2-23).

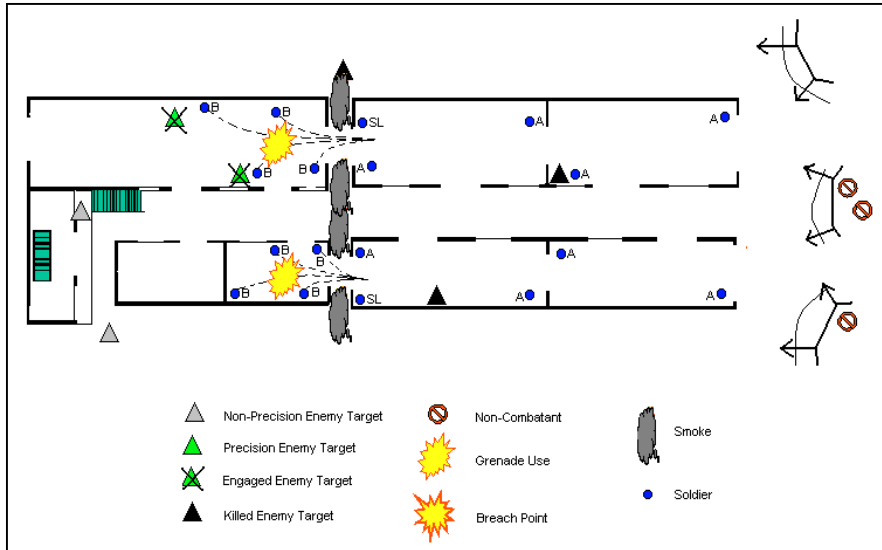


Figure 2-23. Obtain obscurity.

(h) While one team finds itself at the end of the building in their sector, the other team is faced with another wall and more clearing. While one team prepares to breach the wall, the other team takes up a hasty position and prepares for any counterattack. When the breach is executed, the next non-precision target is presented and is engaged by the support element (Figure 2-24).

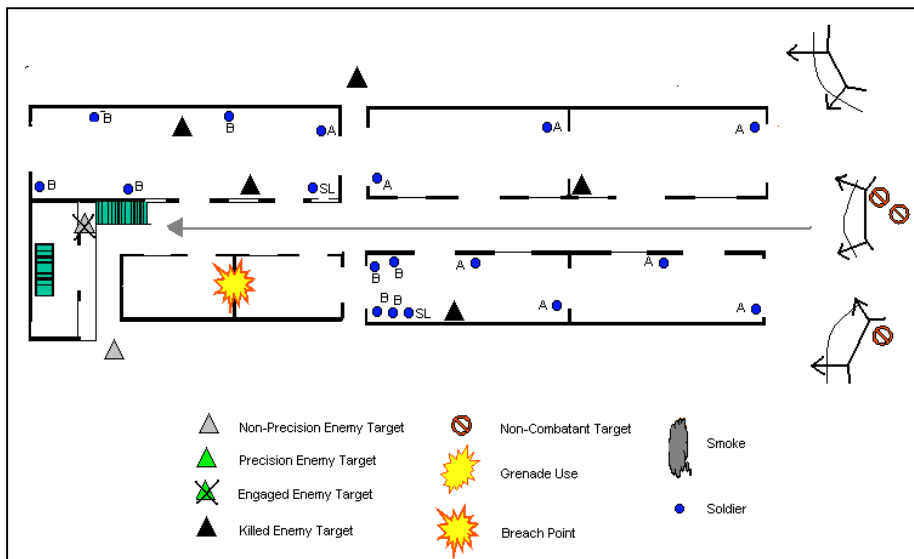


Figure 2-24. Clear the wall.

(i) A grenade is thrown through the breach and the assault team enters and secures the room. When the grenade explodes in the room, the final non-precision target is presented and engaged by the support element (Figure 2-25).

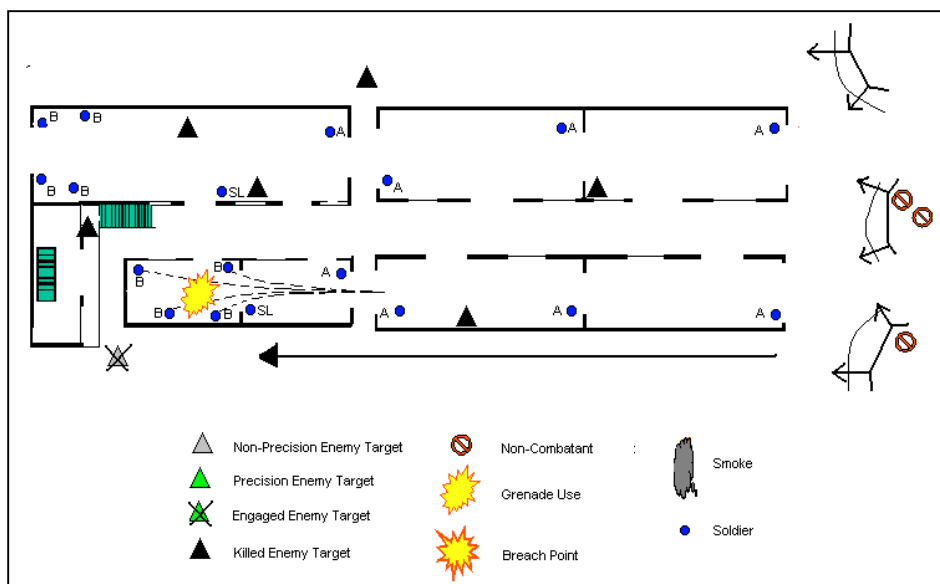


Figure 2-25. Secure a room.

(j) With the first squad reaching its limit of advance and the second squad reaching the end of the building, the platoon leader calls forward another assault team from the reserve. The reserve assault team moves forward through the buildings and positions to clear up the outside stairs of the two-story structure. The second squad places and detonates loophole charges on the far wall of the building so they can support the clearing of the last building (Figure 2-26).

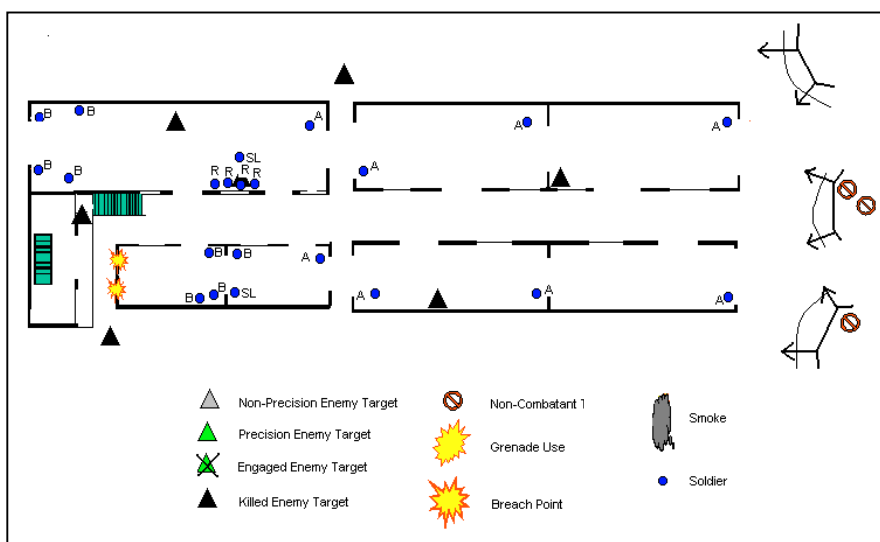


Figure 2-26. Reserve assault team.

(k) Team B of the second squad moves into supporting fire positions and the new assault teams move up the outside stairs to the second floor of the final structure and clear the balcony and the first room on the second floor. The support by fire position shift fires to the lower floor of the same structure that is being cleared (Figure 2-27).

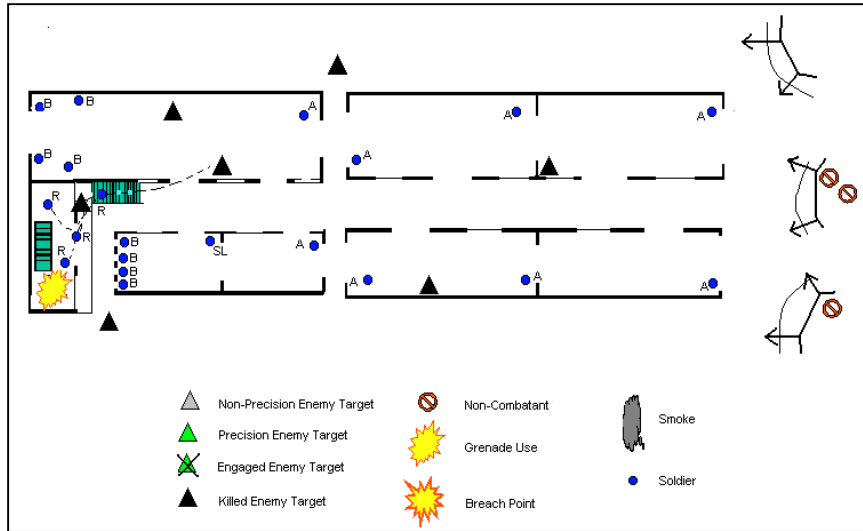


Figure 2-27. Team B, second squad, moves into the supporting fire position.

(l) Once the floor is secure, the assault team moves down the stairs and clears the remaining floor (Figure 2-28). During this time, the platoon repositions its soldiers and conducts consolidation and reorganization.

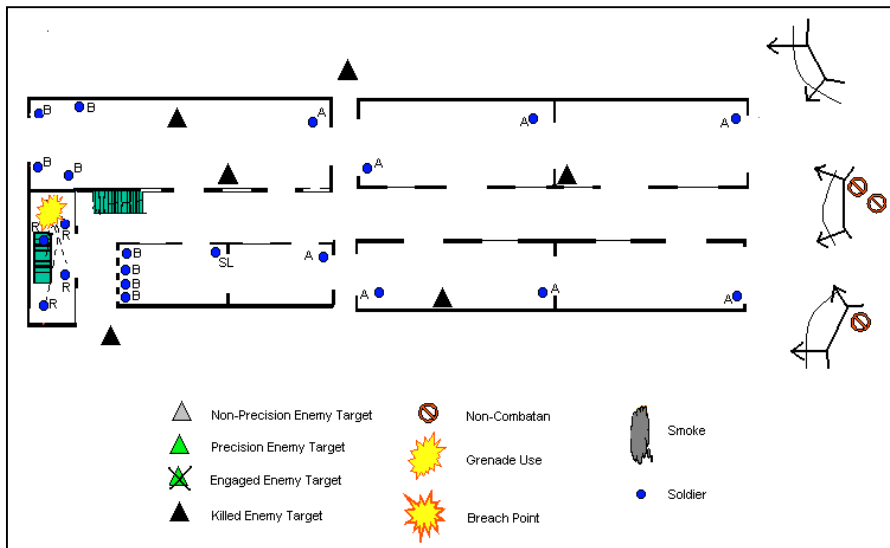


Figure 2-28. Consolidation and reorganization.

2-4. STATION 3: GRENADE GUNNERY TRAINER

This station is used to train M203 (Dual-Purpose Weapon) gunners on the engagement of targets in an urban area. Specifically, M203 point-type targets, M16 targets 50 to 150 meters. Tactical movement and fire commands are also trained at this station.

a. **Description.** This station has two main parts:

(1) The first part is a wooden facade wall that depicts a two-story building. This facade is about 20 feet high by 30 feet wide. It has three upper floor windows and two lower floor windows, a doorway with outside steps, and two basement windows at ground level (Figure 2-29).

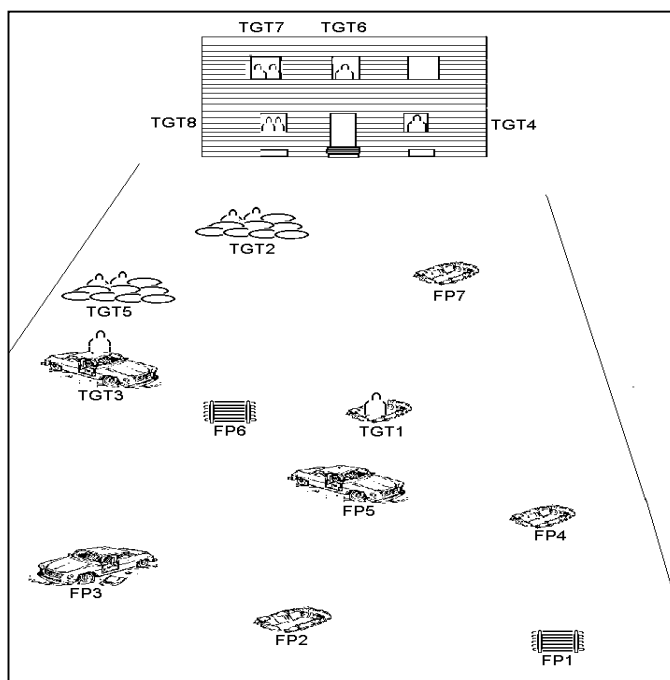


Figure 2-29. Part 1 of grenadier gunnery trainer.

(2) The second part consists of the target engagement lane and seven firing positions that are between the wooden façade and the first firing position. These positions have cover such as sandbags, log walls, and rubble. Firing points can be adjusted to support a variety of training scenarios (Figure 2-30, page 2-20).

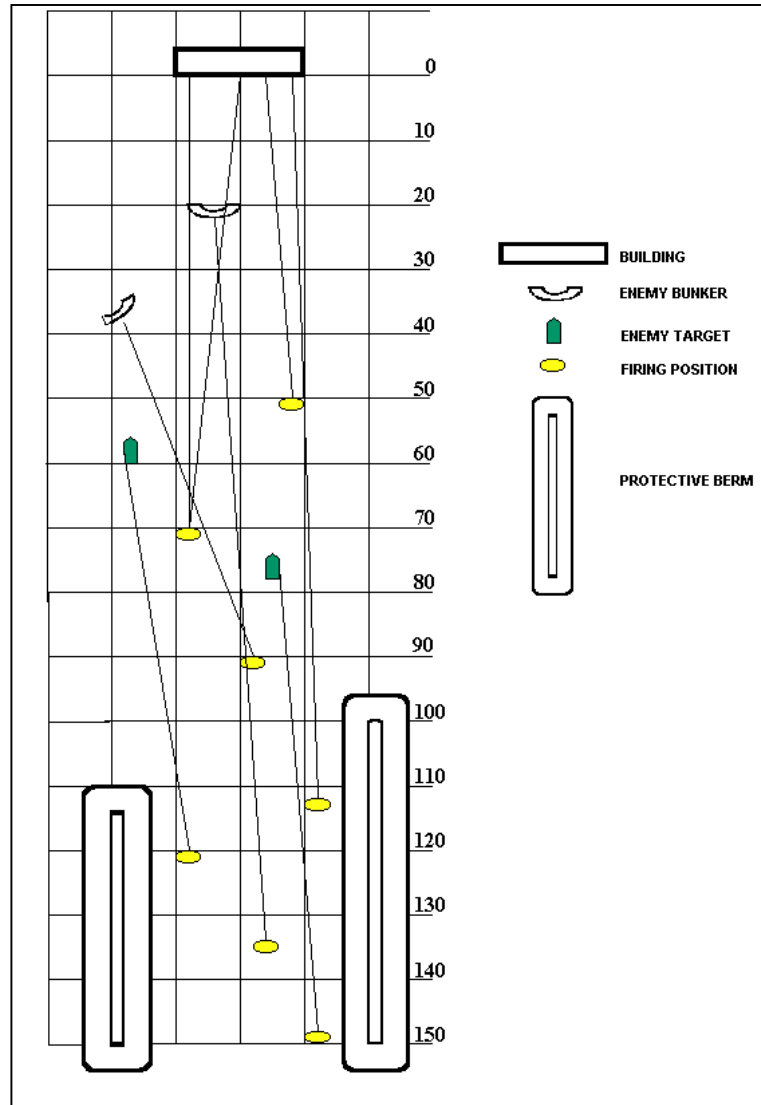


Figure 2-30. Part 2 of grenadier gunnery trainer.

WARNING

Never engage targets with the 40-mm at ranges less than 31 meters, which is the minimum safe range. Trainers ensure the station accommodates this requirement as well as the 14-meter arming range.

- b. **Targetry.** This station has twelve target mechanisms that are arranged in an array that influence the gunners decision as to which munition to use.
- c. **Controller Requirements.** As required by unit.
- d. **Safety Requirements.**
 - (1) Check the unit SOP and local safety regulations regarding live-fire ranges.

- (2) Ensure all weapon systems are on SAFE before moving to the next firing position.
- (3) Ensure that no 40-mm target is engaged at less than minimum arming range.
- e. **Individual and Collective Tasks Trained.** (Non-inclusive.)
- (1) **Supporting Individual Tasks.**
- 071-311-2007, Engage Targets with M16A1/2 Rifle.
 - 071-311-2130, Engage Targets with M203 Grenade Launcher.
 - 071-326-0608, Use Visual Signaling Techniques While Dismounted.
 - 071-326-0503, Move Over, Through, or Around Obstacles (Except Minefields).
 - 071-326-0541, Perform Movement Techniques During MOUT.
 - 071-326-0557, Select Hasty Firing Positions During MOUT.
- (2) **Related Tactics, Techniques and Procedures.**
- FM 3-06.11 (FM 90-10-1), Combined Arms Operations in Urban Terrain.
 - Chapter 3, Offensive Operations.
 - Chapter 5, Fundamental Combat Skills.
 - Appendix M, Field Expedient Breaching of Common Urban Barriers.
- f. **Training Support Requirements.** Use Table 2-5 for the minimum materials required to train at this station.

AMMUNITION	ROUNDS FOR EACH WEAPON	TARGETS REQUIRED
5.56-mm Ball	8	Four non-precision human target mechanisms.
40-mm TP	8	Eight non-precision human target mechanisms.

Table 2-5. Support requirements.

- g. **Conduct of Training.** Table 2-6 depicts a sample sequence of events that can be conducted at this station, with the minimum amount of ammunition required as shown in Table 2-5. Table 2-7, page 2-22, shows a sample target scenario for Station 3.

EVENT	ACTION	ESTIMATED TIME
1	Perform Movement Techniques Select Hasty Firing Position Engage Targets With 5.56-mm (dry run) Engage targets with 40-mm	20 minutes
2	Perform Movement Techniques Select Hasty Firing Position Engage Targets with 5.56-mm (live-fire) Engage targets with 40-mm	10 minutes

NOTE: Training should include techniques outlined in FM 3-06.11 (90-10-1)

Table 2-6. Sequence of events and time for Station 3.

FIRING POSITION	WEAPON	PRESENTATION TIME	RANGE TO TARGET	TARGET PRESENTED
1	5.56-mm	6 seconds	67 meters	Single Human Target
2	40-mm	2 minutes	105 meters	Multiple Human Targets
3	5.56-mm	6 seconds	63 meters	Single Human Target
4	5.56-mm	6 seconds	105 meters	Single Human Target
5	40-mm	2 minutes	57 meters	Multiple Human Targets
6	40-mm	2 minutes	70 meters	Multiple Human Targets
6	5.56-mm	6 seconds	70 meters	Single Human Target
7	40-mm	2 minutes	50 meters	Multiple Human Targets

Table 2-7. Sample target presentation for Station 3.

2-5. STATION 4: URBAN OFFENSE/DEFENSE BUILDING, TASK/TECHNIQUE TRAINER

This station is used to train collective tasks and individual tasks, tactics, techniques, and procedures. This station allows the platoon to exercise the task steps and performance measures associated for the offense and defense tasks. Station 4 increases the complexity of command, control, and maneuver (Figure 2-31).



Figure 2-31. Urban offense/defense building.

a. **Description.** This station is a two-story building with a basement. Each floor has several rooms, windows, doorways, loopholes, and mouseholes. The gabled roof has windows and a hatch to the attic below and half of the rooftop is flat. The building has exterior and interior stairways.

b. **Targetry.** This station has ten target mechanisms.

c. **Controller Requirements.** As required by unit.

d. **Safety Requirements.**

(1) Only smoke, practice and M84 stun grenades may be used at this station.

WARNING

To avoid injury, place your weapon on SAFE when climbing through obstacles such as windows, fences, and walls.

(2) Station 4 is not a live-fire station. Training is conducted using TES with blank 5.56-mm, or TES and or SESAMS. Units should consult with their supporting combat engineers for the proper demolition effects simulators (DES) for use against the blow panels located through-out the station.

DANGER

TO AVOID ASPHYXIATION, NEVER DETONATE SMOKE GRENADES INSIDE BUILDINGS. ANY TYPE IS DANGEROUS IN AN ENCLOSED SPACE.

WARNING

To avoid inflicting carbon burns or more serious injury, never fire blank ammunition at other soldiers within 1 meter.

e. **Individual or Collective Tasks Trained.**

(1) **Collective Task.**

FM 7-8.

- 07-3-1110, Clear a Building.
- 07-3-1118, Defens a Built-up Area/Building.

(2) **Related Collective Tasks.**

- 07-3-4607, Perform Consolidation and Reorganization.
- 08-2-0003.07-3104, Treat and Evacuate Casualties.
- 19-3-3106.07-A256, Handle Prisoners of War.
- 19-3-3105.07-A255, Process Captured Documents and Equipment.
- 7-3-1134, Move Tactically.
- 7-3-1123, Conduct Tactical Roadmarch.

- Battle Drill 6, Enter and Clear a Building; Battle Drill 6a, Enter a Building and Clear a Room.

(3) **Supporting Individual Tasks.**

- 071-311-2007, Engage Targets with M16A1/2 Rifle.
- 071-315-2308, Engage Targets with M16A1/2 Rifle Using a Night Vision Sight AN/PVS-4.
- 071-010-0006, Engage Targets with M249 Machine Gun.
- 071-325-4407, Employ Hand Grenades.
- 113-571-1022, Perform Voice Communications.
- 071-326-0600, Use Visual Signaling Techniques While Dismounted.
- 071-326-0503, Move Over, Through, or Around Obstacles (Except Minefields).
- 051-193-1013, Neutralize Booby Traps.
- 191-377-5250, Handle Enemy Personnel and Equipment.
- 071-326-0501, Move as a Member of a Fire Team.
- 071-326-0541, Perform Movement Techniques During MOUT.
- 071-326-0557, Select Hasty Firing Positions During MOUT.
- 071-326-5605, Control Movement of a Fire Team.
- 071-326-5611, Conduct the Maneuver of a Squad.
- 071-710-0008, Operate Night Vision Goggles AN/PVS-7B.

(4) **Related Tactics, Techniques, and Procedure.**

(a) FM 3-06.11 (FM 90-10-1), Combined Arms Operations in Urban Terrain.

- Chapter 3, Offensive Operations.
- Chapter 5, Fundamental Combat Skills.
- Appendix M, Field Expedient Breaching of Common Urban Barriers.

(b) FM 23-9 (FM 3-23.9), M16A1/2 Rifle Marksmanship.

f. **Training Support Requirements.** Use Table 2-8 for the minimum ammunition required to train at this station.

AMMUNITION	ROUNDS FOR EACH WEAPON
5.56-mm Blank	16
5.55-mm Blank (Linked)	24
7.62-mm Blank	100
Practice Grenade Bodies	5
Practice Grenade Fuses	10 per platoon
M84 Stun Grenade Bodies	5
M84 Stun Grenade Fuses	10 per platoon
Smoke Grenades	4 per platoon

Table 2-8. Ammunition requirements.

g. **Conduct of Training.** Table 2-9 depicts the sequence of training for Station 4. Figures 2-32 and 2-33 depict sample scenarios of training events that can be conducted at this station. These are only examples. The unit should develop their training events based on their METL and training needs.

EVENT	ACTION	ESTIMATED TIME
1	Clear a Building	2 Hours Crawl
		1 Hour Walk
		30 Minutes Run
2	Defend Built-up Area/Building	1 Hours Crawl
		1 Hour Walk
		2. Hour Run
3	Conduct AAR	1 Hour

Table 2-9. Sequence of training.

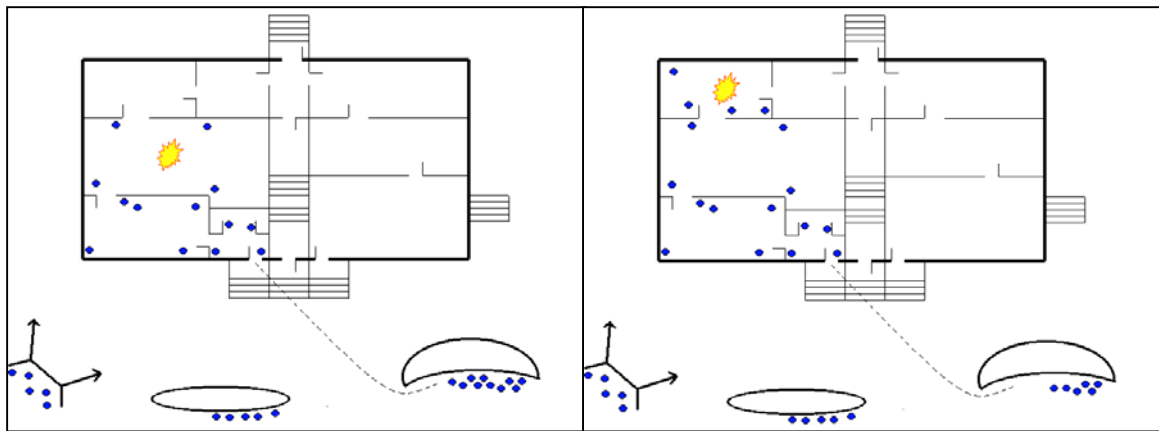


Figure 2-32. Event 1, Clear a building.

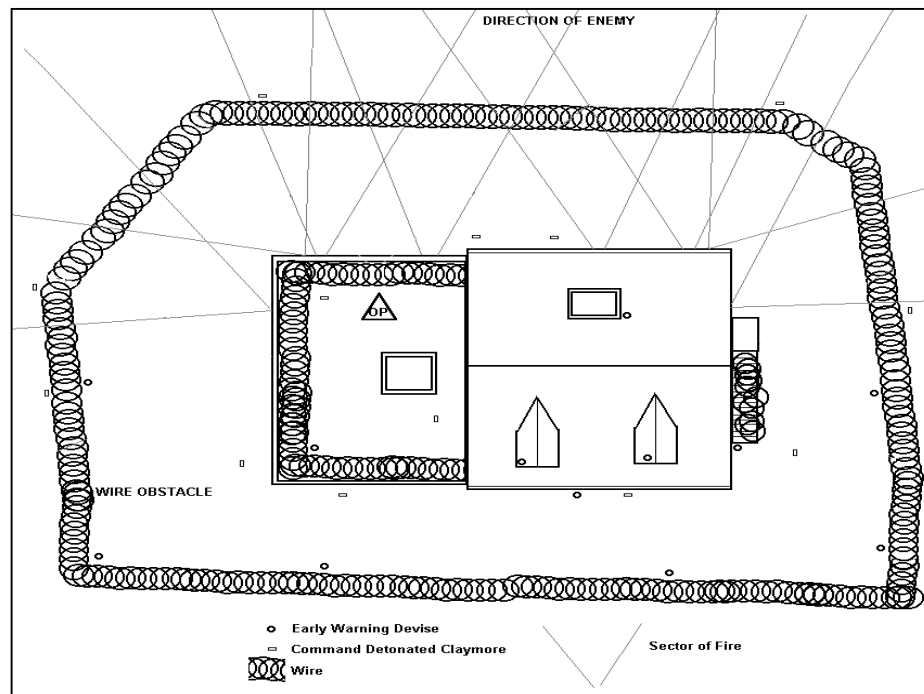


Figure 2-33. Event 2, Defend A Building.

2-6. STATION 5: UNDERGROUND TRAINER

Station 5 is designed to train up to a squad on clear and move tactically in a subterranean environment.

a. **Description.** This station is a sewer system built in an irregular pattern, with four manhole covers. Two access tunnels lead from the outside tunnel to the underground loop, and the station is completely covered by dirt, only the manholes and ground level entrances are exposed (Figure 2-34).

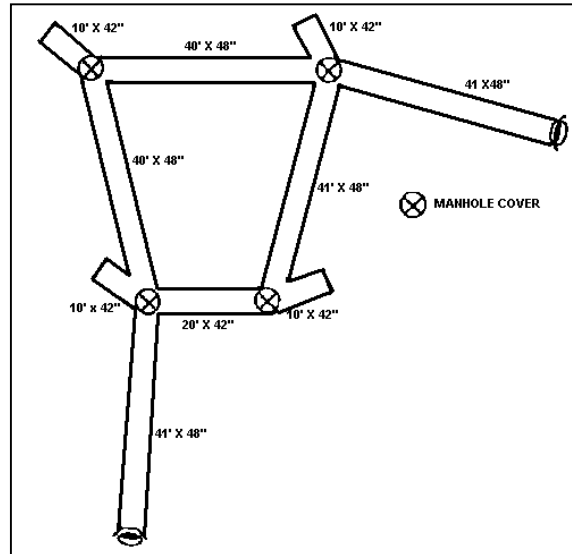


Figure 2-34. Underground trainer.

b. **Targetry.** Station 5 is a force-on-force training station and has no targetry.

c. **Controller Requirements.** As required by unit.

d. **Safety Requirements.**

(1) Soldiers should wear their helmets at all times when in the sewer system to avoid head injuries.

(2) Smoke grenades or M84 stun grenades *WILL NOT* be used in the underground trainer.

DANGER

TO AVOID ASPHYXIATION WHEN IN THE TRAINER, NEVER DETONATE SMOKE GRENADES IN THE SEWER. USING ANY TYPE OF EXPLOSIVE SIMULATOR IS DANGEROUS IN AN ENCLOSED SPACE. THE PROTECTIVE MASK IS NOT EFFECTIVE IN OXYGEN-DEFICIENT ATMOSPHERES.

e. **Individual or Collective Tasks Trained.**

(1) **Collective Task.**

- Move Tactically in a Subterranean Environment.
- Reconnoiter Area.

(2) **Related Collective Tasks.**

- 07-3-1137, Perform Infiltration/Exfiltration.
- 08-2-0003.07-3104, Treat and Evacuate Casualties.

(3) **Supporting Individual Tasks.**

- 071-311-2007, Engage Targets with M16A1/2 Rifle.
- 071-315-2308, Engage Targets with M16A1/2 Rifle Using a Night Vision Sight AN/PVS-4.
- 071-010-0006, Engage Targets with M249 Machine Gun.
- 113-571-1022, Perform Voice Communications.
- 071-326-0600, Use Visual Signaling Techniques While Dismounted.
- 071-326-0503, Move Over, Through, or Around Obstacles (Except Minefields).
- 051-193-1013, Neutralize Booby Traps.
- 191-377-5250, Handle Enemy Personnel and Equipment.
- 071-326-0501, Move as a Member of a Fire Team.
- 071-326-0541, Perform Movement Techniques During MOUT.
- 071-326-0557, Select Hasty Firing Positions During MOUT.
- 071-326-5605, Control Movement of a Fire Team.
- 071-326-5611, Conduct the Maneuver of a Squad.
- 071-710-0008, Operate Night Vision Goggles AN/PVS-7B.

(4) **Related Tactics, Techniques and Procedure.**

(a) FM 3-06.11 (FM 90-10-1), Combined Arms Operations in Urban Terrain.

- Chapter 3, Offensive Operations.
- Chapter 5, Fundamental Combat Skills.
- Appendix M, Field Expedient Breaching of Common Urban Barriers.

(b) FM 3-23.9, M16A1/2 Rifle Marksmanship minimum ammunition required to train at this station.

AMMUNITION	ROUNDS FOR EACH WEAPON
5.56-mm Blank	20
5.55-mm Blank (Linked)	40

Table 2-10. Ammunition requirements.

f. **Conduct of Training.** Table 2-11 depicts the sequence of training that can be conducted at this station. This training is only an example, and the unit should develop their training events based on their METL and training needs.

EVENT	ACTION	ESTIMATED TIME
1	Reconnoiter	30 minutes (Crawl)
		30 minutes (Walk)
		30 minutes (Run)
2	Perform Infiltration/Exfiltration	30minutes (Crawl)
		30 minutes (Walk)
		30 minutes (Run)
3	Conduct AAR	30 minutes

Table 2-11. Sequence of training.