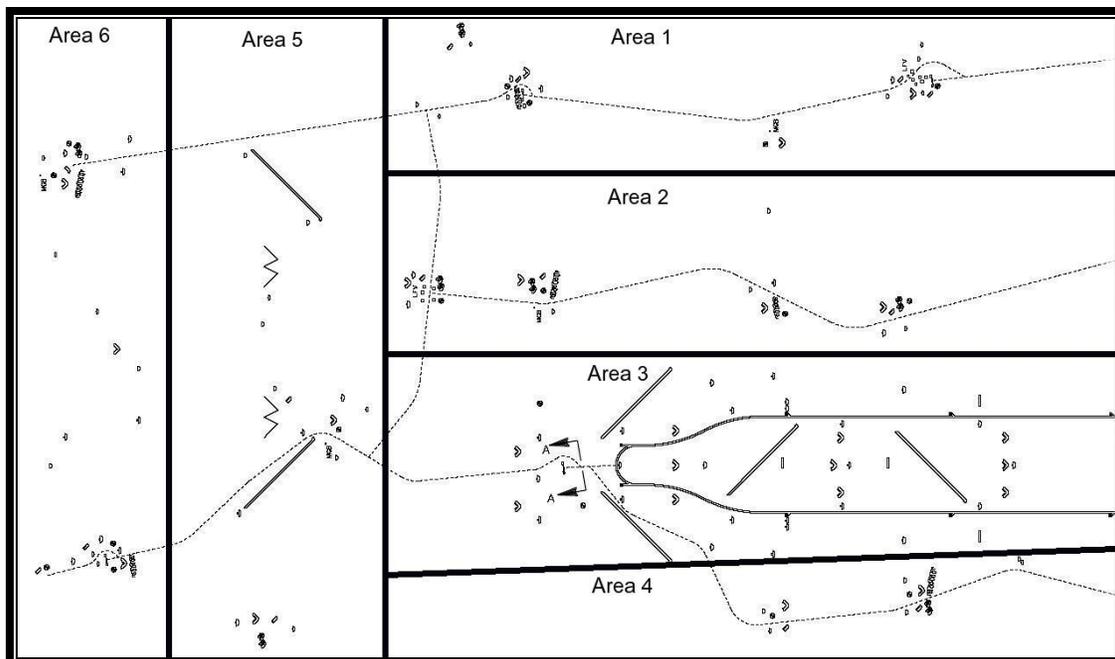


## BATTLE AREA COMPLEX (BAX) NARRATIVE DESCRIPTION



BAX Layout

**Purpose:** The information in this document is based on TC 25-8 Training Ranges (DRAFT) dated 2006, FCC 17870. The Battle Area Complex (BAX) provides a collective live fire home station training facility for all elements of the Stryker Brigade Combat Team (SBCT). SBCT crews and dismounted soldiers train and test their ability to detect, identify, engage and defeat stationary and moving combined arms targets in both open and urban terrain environments.

The BAX supports tactical live-fire operations either independently of, or simultaneously with, supporting vehicles in free maneuver. Combined Arms Live Fire Exercises (CALFEX) may also be conducted at this facility.

To enhance training realism, the BAX utilizes thermal targets, night illumination devices, hostile-fire, target-kill, and visual flash simulators.

The BAX is composed of a free maneuver lane and a vehicle gunnery qualification lane. The gunnery qualification lane may be used during free maneuver training to support the commanders training intent. This complex accommodates training with sub-caliber and/or laser training devices.

Primary features include:

- 44 Stationary Armor Targets w/ Battle Effects Simulator
- 6 Moving Armor Targets w/ Battle Effects Simulator
- 35 Stationary Infantry Targets
- 25 SIT clusters w/ 7 SIT emplacements per cluster
- 14 Moving Infantry Targets
- 4 Machine gun bunkers w/ sound effects simulator
- 4 Facades
- 4 Breach wall/Building Facades w/ SAT lifter
- 18 Battle Effects Simulator
- 36 Human Urban Targets, 3 per Live Fire Village building
- 2 Live fire villages: 1 with 7 buildings  
1 with 5 buildings
- 2 Trench lines
- 2 Lanes: 2 course roads in 1 lane  
no course roads in the free maneuver lane
- 8 Hasty battle positions
- 3 Landing zones

Layout:

**General:** The complex consists of two lanes. The BAX drawing is divided into 6 areas only for the intent of this document and will be discussed below. Areas 1, 2, 4, 5, and 6 supports tactical live fire operations either independently of, or simultaneously with supporting vehicles in free maneuver. Area 3 closely resembles the Digital Multipurpose Training Range (DMPTR) and supports collective training facilities for SBCT crews/platoons to train and test the skills needed to defeat stationary and moving targets from a stationary or moving vehicle. The targets are set in a tactical array.

**Course Roads:** The BAX has 2 course roads approximately 1800 meters in length in Lane 2. The course roads are separated approximately 400 meters. There are no constructed course roads in the free maneuver lane; however there are service trails that may or may not be used for tactical maneuver. Refer to the Civil Details in the Appendix of this document for detailed course road information.

**Firing Positions:** Each course road has 4 hasty battle positions. The placement of the battle positions is based on current gunnery standards, line of site to the targets and terrain. Refer to the Civil Details in the Appendix of this document for detailed hasty battle position information.

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

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

There are 44 Stationary Armor Targets (SATs) emplaced to provide maximum training capabilities for current gunnery standards. Each SAT has a Battle Effects Simulator in the SAT position.

The 25 Stationary Infantry Target (SITs) clusters each have 7 SITs.

There are 35 Stationary Infantry Targets (SITs) arrayed in groups of 2 and 3 targets.

The 14 Moving Infantry Target (MIT) have a 15 meter movement capability.

The 6 Moving Armor Targets (MATs) have a movement capability of 350 meters and are also capable of evasive movement techniques. Each MAT has a Battle Effects Simulator.

The BAX has 4 facades located on the vehicle gunnery lane.

The BAX has 4 breach walls/building façades located in the free maneuver area of the range. Each breach walls/building façades has a Stationary Armor Target as part of the wall/façade.

The BAX has 2 trench lines. Each trench will have 4 SITs. The trench systems are used to train and evaluate dismounted clearing techniques.

There are 2 live fire villages; 1 village with 7 buildings and 1 village with 5 buildings. A mix of 1 and 2 story buildings will be constructed. The Installation will determine type and number of buildings it requires in order to meet training requirements.

There are 36 Human Urban Targets (HUTs). Each building in the Live Fire Villages will have 3 HUTs.

There are 4 machine gun bunkers. Each bunker is equipped with a Sound Effects Simulator (SES).

There are 18 Battle Effects Simulators located throughout the BAX.

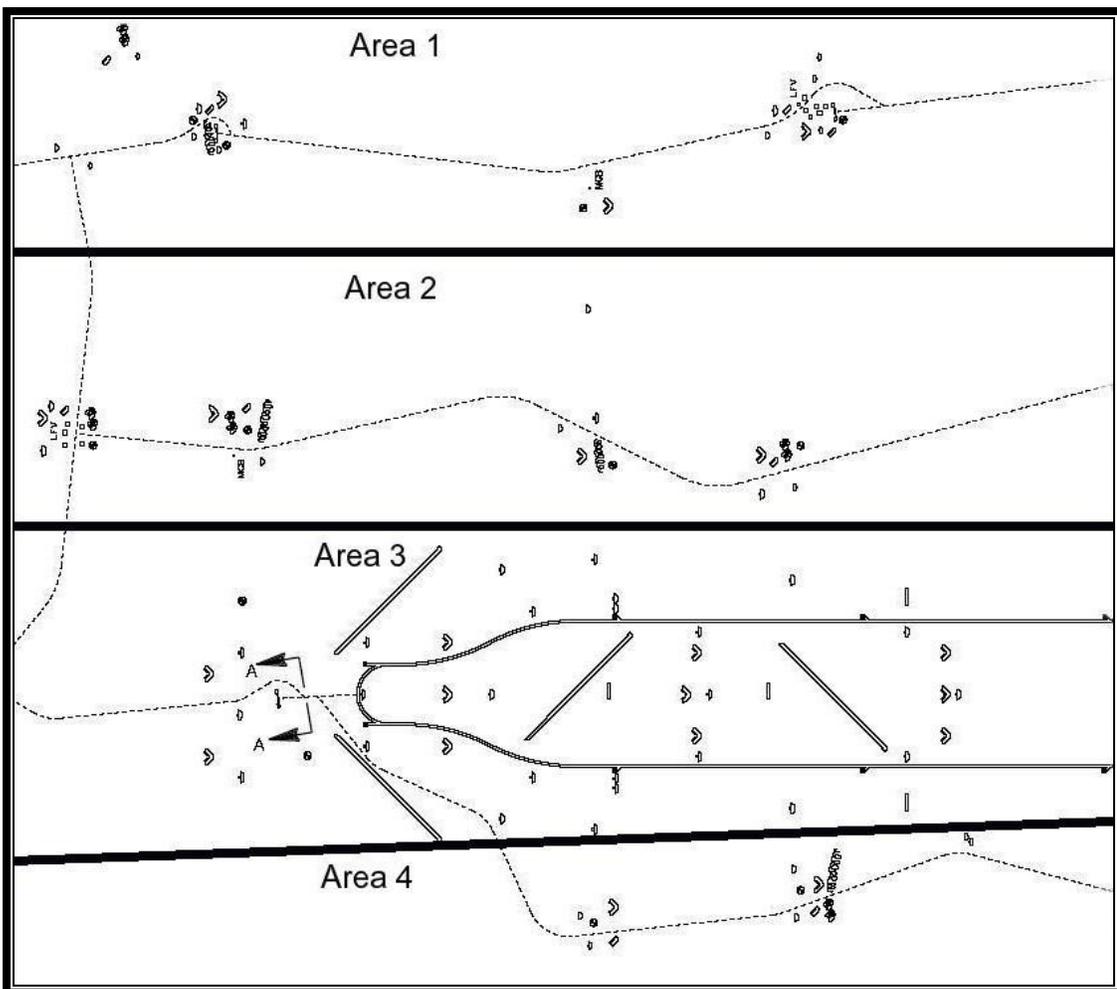
Not shown on the layout drawing are 3 helicopter landing zones. These will be sited in areas approved by the Installation Safety Office.

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

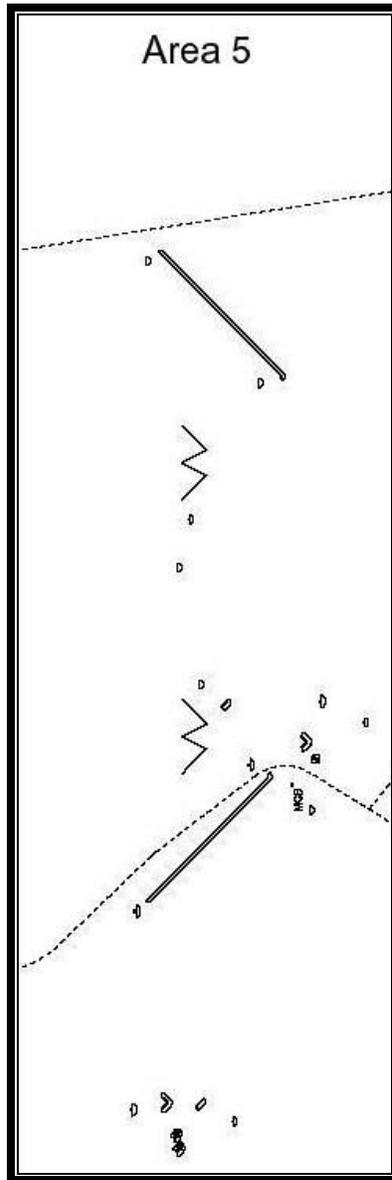
Areas 1, 2, and 4. These areas are composed of target objective areas that can be engaged and secured by SBCT platoons or individual vehicles.

Targets are placed in tactical arrays along the course roads in Lane 2 to allow for Stryker vehicle gunnery qualification.

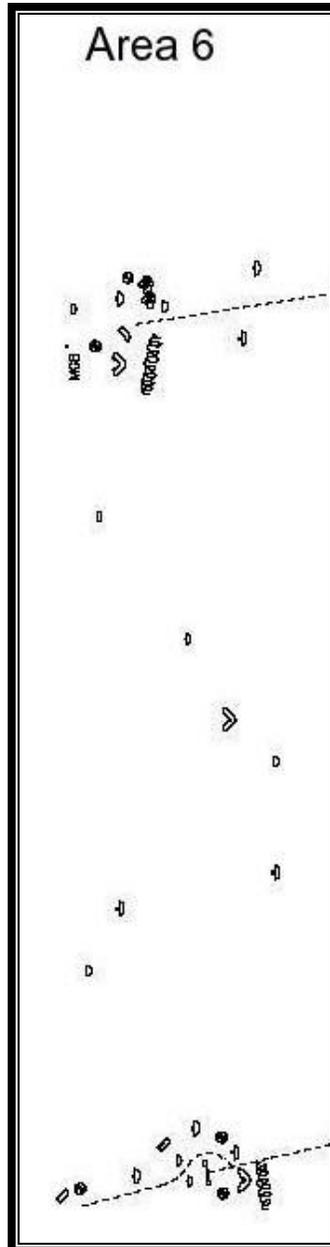
Area 3. Area 3 is primarily a SBCT vehicle gunnery qualification lane. The target arrays, course roads, and battle positions meet the minimum standards for SBCT units training and qualification gunnery tables and Combined Arms Live Fire Exercises (CALFEX). This area may also be used as an additional free maneuver area in support of Areas 1, 2, and 4.



Area 5. Area 5 is an objective area for the maneuver forces. Depending upon the Commanders training intent, Area 5 could be the final maneuver objective or a control measure for further maneuver. This area simulates an entrenched enemy force. This area contains 2 trench networks and associated enemy targets.



Area 6. The targets in Area 6 may either simulate a counterattacking enemy force for the maneuver units occupying Area 5 or the final objective in the commander's operations order.



Associated Range Operations and Control facilities:

Standard Armor ROCA Facilities except:

AAR-Small (17123) replaced by AAR- Large (17124)

No General Instruction Building (17120)

Requirement Document:

FM 3-20.8 Scout Gunnery

FM 3-20.13 Mobile Gun System Gunnery (Draft)

FM 3-21.11 The SBCT Infantry Rifle Company

FM 3-21.9 The SBCT Infantry Rifle Platoon and Squad

FM 3-22.3 Stryker Gunnery

Additional Information: Location of the bore sight must be coordinated with the trainer. Gunnery tasks requiring the usage of dud producing ammunition cannot be fired on the complex. Provisions for these tasks must be made in impact areas adjacent to complex.