



INFANTRY SQUAD BATTLE COURSE (ISBC)



NARRATIVE DESCRIPTION



Purpose

The ISBC is used to train and test infantry units up to the squad level, either mounted or dismounted, on the skills necessary to conduct tactical movement techniques, detect, identify, engage and defeat stationary and moving infantry and armor targets in a tactical array. The squad can conduct individual maneuvers as well as collective maneuvers (battle drills).

The dismounted squad has an area to practice the critical training maneuvers:

- Ambush
- Movement to contact
- Attack
- Raid
- Retrograde
- Defend
- Reconnaissance/security

The standard ISBC does not accommodate aerial gunnery support activities.

The facility can support live fire training exercises only when the range meets all safety aspects. The ISBC also supports non-live fire conditions that include dry fire, MILES (laser), and blanks prior to live fire.

Primary Features

Refer to the other sections of the RDG for additional details and infrastructure requirements for target emplacements, ROCA facility standards, range specific items, etc.

Range

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

ROCA

- Control Tower – Small Arms
- Operations/Storage Building
- Classroom Facility
- Latrine
- Bleacher Enclosure
- Covered Mess
- Ammunition Breakdown Building

Layout

The ISBC occupies an area approximately 1000 meters wide by 1000 meters deep, plus an area for the ROCA facilities. Refer to the Layout Details in the Appendix of this document for a typical ISBC layout. The ISBC drawings show the objectives laid out as six enemy defensive battle positions laid out to simulate typical threat scenarios. Use the standard layout and distances shown as a starting point then tailor the layout to depict the installations training requirements, the type of weapons and ammunition used, and specific site terrain features. Base the strategies for the final range layout on the following criteria:

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

Consider terrain as a critical element when selecting a suitable location for a battle course. The site's terrain features should support the user's training requirements as well as the critical training maneuvers. Site the various objectives in a tactically correct layout for the terrain on the chosen site. Coordinate range layout closely with the installation training staff.

ROCA

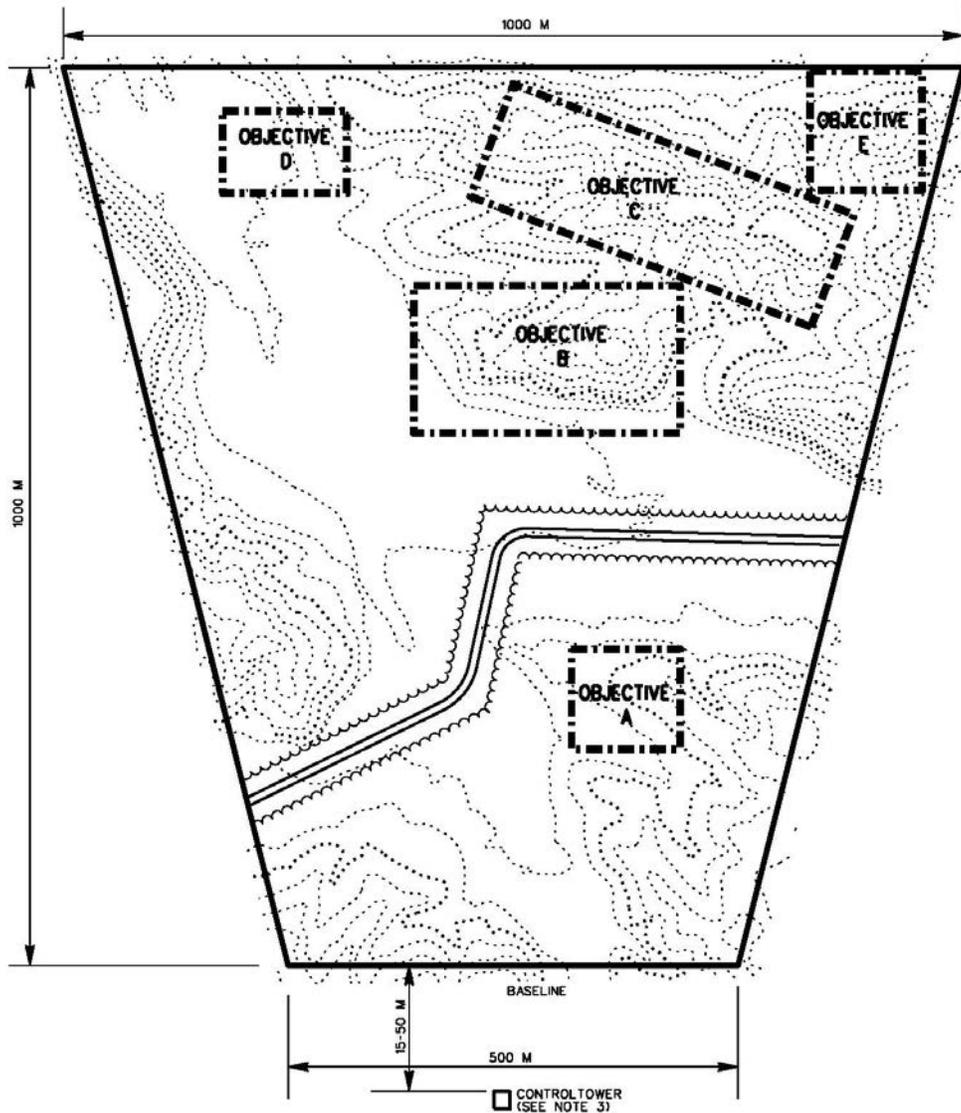
Site the Range Control Tower 15-50 meters from the baseline preferably in an area that will provide an unobstructed view of the baseline. Site the ROCA approximately 250 meters behind the baseline. When possible, locate both the Tower and the ROCA to the side of the baseline. This provides unobstructed assembly and maneuver areas for the soldiers training on this facility. The Control Tower does not need to be able to view the entire range. Ranges have Observer/Controllers maneuver with the squad to control the training scenarios and as a safety measure.

Objective A

This objective simulates an enemy observation post. Site Objective A 200 to 300 meters downrange on a ridgeline or other strategic area that can be engaged from a frontal suppressing posture and a lateral (flanking) defeating posture. Objective A includes 4 SITs.

Objective B

Objective B is the final objective, consisting of two groupings with three SITs and a single MIT in each grouping. Infantry targets should be located approximately 15 meters apart in each grouping. Each target grouping will also include one enemy trench, one SAT, and one machinegun bunker. Locate the target groupings approximately 500 to 600 meters from the baseline. Locate with line of site to Objective C. This requires the squad to place suppressive fires on Objective C while maneuvering to engage and secure Objective B.



Standard Layout

Objective C

This objective simulates an enemy counterattack/overwatch force. Locate about 200 meters from Objective B with line of sight from/to Objective B. This makes the training unit place suppressive fires from Objective B while a maneuver force moves to engage and secure. Objective C includes five SITs, two MITs, and one SAT.

Objectives D and E

Objectives D and E are counterattack forces consisting of five SITs, two MITs, one SAT, and one machinegun bunker. Locate the objectives with line of sight back to areas within objectives B and C.

Danger Area

A danger area is any area void of a protective cover that could aid in the concealment of the unit during movement exercises. The danger area is not a mandatory feature for all ISBCs, but is an option to force the maneuvering element into situations that control direction of fire and help contain Surface Danger Zones (SDZ).

Targetry

Targets are fully automated, using 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).

Consider the use of below grade target emplacements rather than the standard typical above grade target berms. This presents a more realistic battlefield and causes the training soldiers to look for the enemy rather than the target berms.

Requirement Document

- FM 3-20.8 Scout Gunnery
- FM 3-22.1 Bradley Gunnery
- FM 7-8 Infantry Rifle Platoon and Squad
- ARTEP 7-8-Drill Battle Drills for the Infantry Platoon and Squad
- ARTEP 7-8-MTP Mission Training Plan for the Rifle Platoon and Squad
- TC 7-9 Infantry Live Fire Training

Additional Information

Target locations are site adapted. All must be located in areas that support desired tactics and the user's training requirements. All trenches, bunkers, and target emplacements must simulate typical threat scenarios. Helicopter landing zones (LZ/PZ) are tactical elements of the range; not designed to airfield requirements. Locate them to support aerial insertion and extraction.



SIT Array



Typical Trench