

GUN-TARGET ENGAGEMENT MATRIX NARRATIVE

Purpose: Per TC 25-8 Training Ranges dated 5 April 2004, paragraph 5-20 a Gun-Target Engagement Sequence (Target Matrix) is required. A trainer must develop & plot a gun-target engagement sequence capability to ensure that training requirements can be met and that ballistics can be contained within the designated impact area without endangering personnel or creating a hazard to property or facilities. Although primarily used on multipurpose range complexes, a Target Matrix is a valuable tool that helps determine target array options on any range. The matrix lists all targets that can be engaged from each firing position for specific engagement criteria. It identifies the targets that can be selected to generate training scenarios.

The example Target Matrix contained in this Appendix is based on the primary vehicle/weapon system gunnery qualification table this specific range was designed for. This example matrix is accompanied by the layout drawing of this range with all targets and battle positions numbered in a logical manner. The standard layout is based on a flat terrain model with no visibility interference; therefore this example will not be applicable in real-world terrain. The engagements are derived from current gunnery Field Manuals.

In the table below: engagement A4 from Tank Table VIII fired on the standard design. The engagement requires a Stationary PC (SAT), a RPG Team (SIT cluster), and a Stationary Flank Technical Truck (SAT). The ranges to the targets are in the Target Specifics of the Engagement column. This table shows that the engagement can be fired from Battle Positions 1B and 1E. If no targets are located in the required range bands or the engagement cannot be fired from that Battle Position, a NTA, (No Target Available) is displayed.

TANK TABLE VIII <i>DEFENSIVE</i> ENGAGEMENT POSSIBILITIES TRAIL 1						
TT VIII Task #	BP1A	BP1B	BP1C	BP1D	BP1E	Target Specifics of Engagement
A4	NTA	V25 / P11 / V22	NTA	NTA	V85 / P40 / V80	1 Stat PC, 700-900m / 1 RPG Tm, 100-300m (15 Sec delay) / 1 Stat Flank Technical Truck, 600-800m (15 Sec delay)