

LESSON 2

PLANNING A BATTALION DEPLOYMENT/FTX

OVERVIEW

TASK DESCRIPTION:

This lesson requires you to learn, and understand how to develop a battalion field training exercise (FTX) and a platoon live fire situational training exercise (STX).

LEARNING OBJECTIVE:

ACTION: Develop a battalion field training exercise and a platoon live fire situational training exercise.

CONDITION: Given the information in Lesson 2.

STANDARDS: You must correctly answer 70 percent or more of the questions concerning the lesson materials, contained in the subcourse examination.

REFERENCES: The material contained in this lesson was derived from the following publications: ARTEP 7-8 MTP, FM 101-5, FM 101-10-1, FM 25-100, FM 25-101 and FM 25-4

INTRODUCTION

"Every individual, leader, and unit training program must be carefully planned, aggressively executed, and thoroughly assessed."

Carl E. Vuono
General, United States Army
Chief of Staff

Lesson 1 dealt with developing a tentative movement plan and determining resources and requirements for a battalion deployment. This lesson will discuss how to develop both a battalion field training exercise and a platoon live fire situational training exercise.

PART A

FIELD TRAINING EXERCISE (FTX)

1. Description. FTXs are high-cost, high-overhead exercises conducted under simulated combat conditions in the field. They exercise command and control of all echelons in battle functions-intelligence, combat support, combat service support, maneuver, communications against an actual or simulated OPFOR. They are conducted in a realistic environment using the full combined arms teams. They provide both intersystems and intrasystems training to fight AirLand battles, using all unit personnel and equipment. FTXs must include all attached units.

FTXs provide the most realistic environment of all training exercises. FTXs allow participants to appreciate real time and distance factors. FTXs involve several tactical situations in which one or more units participate. They may require movement and communications over long distances. FTXs do not use live fire. However, they may use a training enhancement systems (TES) such as MILES to assess losses realistically. TC 25-6 provides details regarding MILES employment.

FTXs are used to train the commander, staff, and subordinate units---

- o To move and/or maneuver units realistically.
- o To employ organic weapon systems effectively.
- o To build teamwork and cohesion.
- o To plan and coordinate supporting fires.
- o To plan and coordinate logistical activities to support

tactical operations.

FTXs are the only exercises that fully integrate the total force in a realistic combat environment. They involve combat, combat support, and combat service support units to include battle staff, survivability and combined arms training. FTXs encompass battle drills, crew drills, situational training exercises, and other types of training to reinforce individual and collective task integration.

2. Characteristics. FTXs are executed under battlefield conditions. They provide opportunities to practice both offensive and defensive operations. Thus, they enhance the ability of the soldiers and leaders to fight and survive on an integrated battlefield. Such training builds teamwork under conditions likely to prevail in time of war and impresses players, commanders, and staffs with the magnitude and scope of planning and operations.

FTXs portray administrative and logistical situations realistically so that player commanders and staff experience their impact on all aspects of the battle. FTXs should also integrate EW and NBC warfare into exercise play. Doing so familiarizes commanders and staff with the capabilities, availability, and employment doctrine of EW and NBC assets. When properly employed, electronic warfare assets become a combat multiplier that extends a unit's tactical capability. They provide commanders with nonlethal means, which can accomplish desired results and conserve combat capability. Prisoner of war play should be realistic. Trained personnel should act as EPWs so that interrogators and capturing units get realistic training.

FTX controllers, umpires, or evaluators must consider how players will be affected by the information they input. These inputs should make the players aware of the tactical and logistical situations. The input presents situations and requirements that will cause players to act.

Controllers must not influence play artificially. The control group must render prompt and logical rulings in all tactical and logistical situations that arise. When the players and OPFOR controllers make contact, the control group allows the situation to develop until a tactical ruling is indicated or required. The control group assesses casualties and damage. It announces rulings in a manner that provides as much realism as possible. These rulings are based on observation of the player units, as well as on results from war-gaming, player-directed actions. Controllers have free access to player facilities so they can perform their assigned duties. However, they do not interfere with the players.

3. Personnel. Player unit personnel perform their assigned functions and duties. Controllers guide the exercise through OPFOR actions. To do so they create tactical situations which achieve exercise objectives and cause the play to flow to a logical conclusion. Evaluators observe player and OPFOR unit activities and determine whether tasks are performed to predetermined standards. Umpires determine the results of battle engagements, fires and obstacles, and support activities. They report the results to players, evaluators, and controllers. OPFORs replicate enemy forces in the appropriate size and strength to portray the threat activities realistically at specific times and places on the battlefield. The number of controller, umpire, evaluator, and OPFOR personnel that will be required depends upon the size of the player organization and the objectives of the exercise.

4. Equipment and Facilities. The equipment required for an FTX consists of--

- o Communications equipment that will portray the higher headquarters of the player unit.
- o General purpose items such as office supplies, overlay production materials, message and journal logs, report forms, unit SOPs, and appropriate reference materials.
- o Equipment that player units at all echelons need to operate in the field for a sustained period.
- o Appropriate military reference materials.

The exercise area should be large enough to allow realistic dispersion of all player units according to AirLand Battle doctrine. TC 25-1 (Training Land) contains guidance in determining space requirements. The site for the control headquarters should ensure good communications. The control headquarters should be located where it will support the exercise and allow for easy travel to and from player headquarters. Facilities in support of the control headquarters include--

- o Security.
- o Visitor reception and briefing.
- o Food service.
- o Medical service.
- o Maintenance.
- o Hygiene facilities.

The amount of outside support required will also depend on the scope and duration of the exercise. Assistance from outside agencies may be required in the following areas:

- o Additional communications capability.
- o Additional map coverage.
- o Maneuver area clearances.
- o Billeting.
- o Medical service.
- o Food service.

5. Phases.

a. Pre-exercise: Prior to selecting the FTX training mode, commanders must determine that subordinate commanders, leaders, and soldiers are proficient in the individual, leader, and collective skills required by their duty positions. Commanders will also ensure that all squads, platoons, and companies have attained basic proficiency in appropriate ARTEP tasks and missions. This must be done to obtain the appropriate training benefit from maneuvering tactical units while conducting a battalion-or brigade-level FTX.

Normally within 72 hours before STARTEX, the planners of the exercise train the controllers and umpires. Controller, evaluator, OPFOR, and umpire training for an FTX involves some or all of the following:

- o Purpose and scope.
- o Training objectives.
- o Maneuver area rights and restrictions.
- o Participating units.
- o Enemy situation.
- o OPFOR organization.
- o Rules of engagement.
- o Communications plan.
- o Controller duties.
- o Casualty and damage assessment.

- o Controller records and reports.
- o Intelligence play.
- o Information flow.
- o Controller communications checks.
- o Controller reconnaissance of exercise area.
- o After-action review.

The chief controller first trains his staff in supporting umpires/controllers. Then the controllers brief the player unit commanders and selected personnel on the exercise.

b. Execution: The LOI should include instructions for moving to the exercise site. Time should be set aside and personnel assigned prior to STARTEX to install the necessary controller communications equipment, to set up the controller TOC, and to prepare maps and overlays.

The controller manning tables for a division FTX found in Appendix D, FM 25-4 (How to Conduct Training Exercises) can be used as guidelines for manning the exercise control center (ECC). Manning tables should be modified to fit the echelon at which the FTX is being conducted. For example, battalion ECCs need fewer personnel than division ECCs, and their functions are narrower.

Immediately prior to STARTEX, the chief controller and controller staff give the player commander and staff a commander's update briefing. This briefing includes any changes to the LOI not already announced or items that require reiteration. Then the chief controller assumes the role of the players' higher commander. He is briefed by the controllers, who represent the staff. This briefing sets the stage for the exercise and imparts realism. At this time, the chief controller, as the higher commander, converts the exercise OPLAN to an OPORD. He then announces that the command staff is available for coordination with their player counterparts. This normally constitutes STARTEX.

The battalion FTX functions as follows:

- o Player units with their respective evaluators and umpires, controller elements, and OPFOR personnel with their controllers and umpires move to initial field positions for STARTEX. They receive an orientation on administrative requirements and exercise objective. The general and initial situations are issued to players.

- o OPFOR personnel are briefed separately and in a different location. They execute their role in the FTX, using predesignated incidents from the schedule of events to trigger player actions.

- o Players fight the battle according to the initial OPORD. OPFOR actions are used to build intelligence estimates, which require players' staffs to make estimates and commanders to issue guidance and make decisions. FRAGOs are issued as needed in order to continue the battle.

- o Players provide reports to higher headquarters, request support, and allocate or apply combat power, as appropriate.

- o Umpires determine the results of maneuver engagements and the effects of the fire support. They assess losses accordingly.

- o Controllers guide battle play in order to accomplish the exercise objectives and to keep the exercise within the limits prescribed by the scenario.

- o Evaluators judge units and soldiers according to established standards in ARTEPs and soldiers manuals.

- o This process continues until the FTX ends. The player commander in coordination with the chief controller should monitor the attainment of the exercise objectives. If necessary, the exercise may be halted to reorient either the OPFOR or the player units in order to accomplish the exercise objectives.

All unit leaders and controllers must stress safety. They ensure that all participants follow the established procedures for preventing injuries and keeping incidents caused by carelessness or overly aggressive personnel from interrupting the exercise. These include:

- o Stand-off distances between troops and vehicles to prevent physical contact.

- o Safety procedures for firing blanks and using pyrotechnics.

- o Search procedures for captured personnel.

- o Procedures for returning captured personnel to their own units as quickly as possible so the soldiers can continue FTX training.

- o Safety procedures to halt all exercise activity.

- o Safety requirements for vehicle movement at night or in limited visibility.

FTXs must be thoroughly planned and executed, or extensive maneuver damage can result. Great care must be taken to prevent water pollution or damage to roads, fields, crops, trees, animals, or man-made structures.

c. Postexercise: At ENDEX, the chief controller holds an immediate After Action Review (AAR) for all players and controllers in order to obtain the maximum training benefit from the exercise. This AAR will--

- o Provide an opportunity for the players and controllers to exchange information, ideas, and lessons learned.

- o Allow the OPFOR controllers to explain their battle plans, the battle results, and their strength at ENDEX. They should also present an assessment of future OPFOR capabilities.

PART B

SITUATIONAL TRAINING EXERCISES

1. General. Situational training exercises are used to practice, evaluate, and sustain collective tasks and mission proficiency. They permit multiechelon training, and they integrate individual tasks, leader tasks, drills, and subordinate unit collective missions in support of unit missions.

2. Situational Training Exercises. STXs are short, scenario-driven, mission-oriented, tactical exercises that train a single collective task (T&EO) or a group of related battle drills and collective tasks.

STXs provide the leader a method to train, using doctrinally approved tactics and techniques, but unlike a battle drill, it does not establish the method of execution as doctrine. STXs may be performed without ammunition, with blank ammunition or live fire, or without MILES, and under all environmental conditions. Although mission-oriented an STX does not train all tasks required for a mission.

An STX is a series of collective tasks arranged in a logical sequence to train a portion of a mission. STXs also require leader tasks, such as planning, controlling, and reporting, to conduct the supporting battle drills/collective tasks. While each STX focuses on a specific mission, it does not stand alone (under all conditions) as the only STX required for total mission proficiency. Therefore, to accomplish mission proficiency, several STXs with the same mission must be trained. This is a

continuous process that must be repeated for each mission.

a. STX Development. At platoon level, STXs are conducted extensively. The trainer selects from the example STXs shown in chapter 2, mission outline, (ARTEP 7-8 MTP) or develops his own (using the matrixes in chapter 2 or the operation outlines in chapter 3) based on the factors of METT-T, training needs, and commander's guidelines.

Each STX plan should consist of the following: (Figure 2-1)

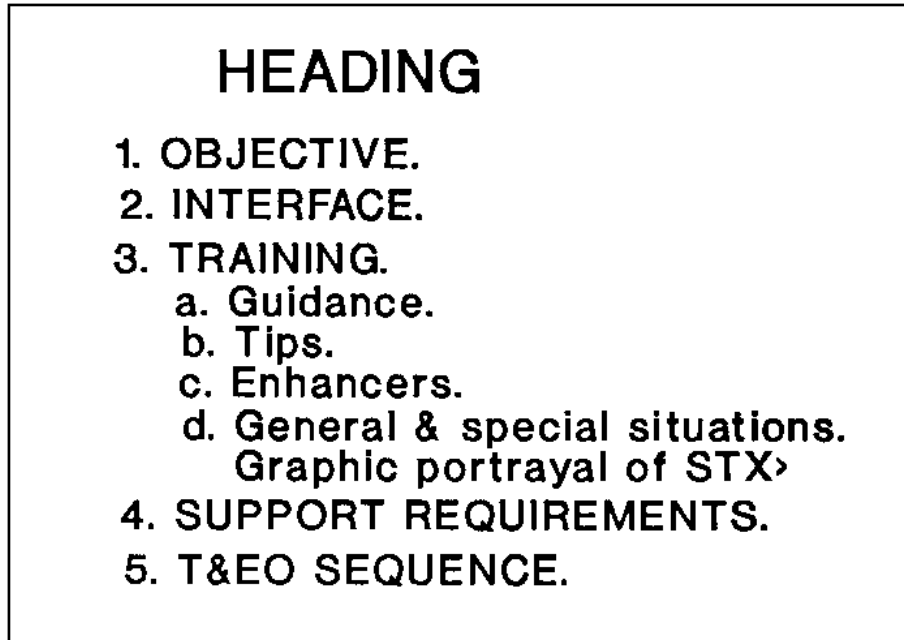


Figure 2-1. STX Planning Format

(1) Heading. The heading includes the unit for which the STX was prepared, title of the STX, and the training matrix identification of the STX.

(2) Objective. The objective identifies who the STX is designed to train and what operation it supports.

(3) Interface. The interface paragraph provides a list of those battle drills (squad, section, and platoon for this MTP) and company or habitually attached and supporting units, if available, that may be trained along with the STX.

(4) Training. The training section includes paragraphs on the following:

- o Guidance on related subordinate unit leader, individual, and collective training that the leader may wish to consider training before the performance of the STX.

- o Tips that aid the leader in preparing and conducting the STX.

- o Training enhancers that provide guidance on the process of integrating NBC operations, OPFOR, limited visibility operations, and so forth, in the STX.

- o General and special situations, or scenarios, and FRAGOs.

(5) Support requirements. This section provides a listing of those items required to conduct the exercise. Examples of specific requirements are number and types of equipment, number of evaluators, number and types of OPFOR, type and size of training area, ammunition, fuel, training aids/devices, and rations.

(6) T&EO sequence. The T&EO sequence lists the T&EO task title and page number from chapter 5 in chronological sequence in which they are executed in the course of the STX.

b. STX Training. STX training should be tailored to train high-payoff tasks identified in the training plan. High-payoff tasks are those individual and leader tasks, battle drills, and other collective tasks that support several operations and will significantly improve mission proficiency. An STX may involve only key participants in a TEWT or may involve the entire unit with all equipment.

Before beginning STX training, make sure that the unit can perform all the subtasks for the T&EOs. Some of these subtasks are individual and/or leader tasks. If in doubt about the unit's ability to perform the subtasks, conduct individual and battle drill training to bring the unit up to standard. Integrated training should be used whenever possible to make the best use of available time.

c. After Action Review. At the end of the evaluation, feedback should be provided to the platoon and squads to increase and reinforce learning. An AAR is not a critique (a recounting of the tasks the unit did well or did poorly). In an AAR, the leaders and soldiers of the evaluated unit are active participants in the process.

Because all members participate, each member becomes a source of feedback information. This provides a richer "data base" from which key points can be drawn. For example, a leader's assessment of the situation and the basis for his decision are known only to him. The AAR leader tries to get this information so that it becomes an important part of the discussion and forms the context for discussing alternative courses of action.

Figure 2-2 is an example format that evaluators may use as a working paper for making detailed observations during an exercise. By collecting and recording the data from these working papers, the evaluator obtains the information needed to conduct the AAR.

<p style="text-align: center;">DETAILED OBSERVATIONS</p> <p>*TRAINING EXERCISE TITLE AND ARTEP MISSION OPFOR ACTION:</p> <p>DESCRIPTION:</p> <p>TIME:</p> <p>OBSERVATIONS (PLAYER ACTION):</p> <p>COMMENTS/CONCLUSIONS:</p> <p>RECOMMENDATIONS:</p> <p>COMMENTS FROM THE AAR:</p> <p>THIS FORMAT MAY BE USED TO RECORD COMMENTS FOR EACH EVENT.</p>
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Figure 2-2. Example of an AAR Working Paper

PART C

PLATOON LIVE FIRE STX

(THIS IS A SAMPLE PLATOON LIVE FIRE SITUATIONAL TRAINING EXERCISE)

1. Objective.

This STX trains collective, leaders, and individual tasks in the platoon's operation, Attack.

2. Interface.

This STX is supported by the following battle drill: React to Contact.

3. Training.

a. Guidance. The trainer should review the individual, leader, and collective tasks that are performed during the STX. Determine which tasks may require initial or refresher training.

(1) Individual Training. Individual training should be on the critical soldier's manual tasks required to support this STX. The Collective Task-to-Individual Task Matrix in Chapter 2 of the MTP should be used as a source for these individual tasks. Individual training is based on the tasks, conditions, and standards in the 11B, 11M, and the common tasks soldier's manuals. Training should be hands-on and performance-oriented. During training, leaders assess soldier proficiency by evaluating task performance against the soldier's manual standards, and provide feedback to the soldiers. The individual training and evaluation program includes SDT, common tasks test, and commander's evaluation.

(2) Collective Training. Collective training should be on the critical collective tasks required for this STX. Battle drills and STXs are key tools for squad and platoon collective training. As with individual tasks, drills should be trained to standard with feedback provided, as required. Collective tasks that could support this STX and mission as well as other missions are in the Mission-to-Collective Task Matrix in Chapter 2 of the MTP and the attack outline in Chapter 3.

(3) Leader Training. Leader training should be on the leader tasks required for the exercise as well as the critical individual tasks. Leader tasks are trained in the same manner as stated in paragraph 3a or by one, or all, of the following methods. When materials and facilities are not available, innovation is the answer. Do not limit training to the methods

listed.

(a) Classroom discussions on how to plan the exercise and how to implement unit SOPs.

(b) Map reconnaissance that assists in terrain analysis and war-gaming. (Use a map of the area where the STX is to be conducted).

(c) Terrain board or sand table exercises that permit simulations or miniatures to be used to gain three-dimensional perspectives in war-gaming and/or rehearsing the exercise. (Model the terrain board or sand table to match the terrain where the exercise is to be conducted).

(d) Tactical exercise without troops allow leaders to train on the ground, practicing land navigation movement, reporting, and other leader actions.

(e) Simulations and games teach leaders as part of a continuing officer and noncommissioned officer development program.

(f) Training extension courses present information and demonstrate how tasks are performed to standard using audiovisual equipment.

b. Training Tips.

(1) Know the requirements for infiltration (FM 7-70, paragraph 3-5), tactical movement (FM 7-70, paragraph 3-2), and consolidation and reorganization (FM 7-70 paragraphs 5-10 and 8-14).

(2) Conduct a leader's reconnaissance of the training area with squad leaders to ensure that you and your squad leaders do not make time-consuming mistakes.

(3) Review the standards for the T&EOs that support this exercise.

(4) This STX may be conducted using several options.

(a) The exercise may be conducted with ammunition, without ammunition, or live fire. The use of ammunition is encouraged to add more realism to the exercise.

(b) The exercise may be conducted with or without MILES. MILES provides better feedback and should be used if available.

(c) The exercise can be conducted under all

environmental conditions, both day and night, with or without NBC. This scenario involves an active NBC environment.

(5) Instructions for this STX are as follows:

(a) This STX should be initially trained and rehearsed slowly, on open terrain, during good visibility, and with frequent explanations and critiques by leaders. This simple execution, combined with a thorough prebrief and "chalk talk" constitutes the "crawl" stage of STX training. The "walk" phase of this STX entails conducting the training at closer to normal rates, on more difficult terrain, with stops for explanation and critique only when problems occur (except for planned AARs). The STX is executed under conditions as close to those expected in combat as possible for the "run" phase. Full operational security and camouflage, realistic time frames and distances, challenging terrain, and aggressive OPFOR are all needed for the "run" phase. Increased levels of proficiency are then achieved by varying or increasing the conditions of terrain, weather, visibility, OPFOR, NBC environment, and movement distances. This exercise is conducted at full speed after conducting building-block training (individual training drills) to reach the "run" level of execution.

(b) The T&EO standards for this exercise are in chapter 5 of ARTEP 7-8 MTP. These standards must be met to obtain the maximum benefits from the training.

(c) This exercise should be conducted on a recurring basis to sustain proficiency; however, since many of the T&EOs in this STX will be trained in other STXs, practice may occur through integration rather than retraining the STX.

(d) Ideally, the OPFOR replicates enemy forces in size and strength to realistically portray threat activities.

(e) At least one evaluator should be assigned to control OPFOR activities. The evaluator evaluates OPFOR actions, ensures realism, stresses safety, and assesses loss and damage. If the OPFOR is in groups for several simultaneous actions, additional OPFOR evaluators or controllers are necessary.

(f) OPFOR units should look and fight like potential enemy. This assists soldiers in understanding Threat tactics, doctrine, and weapons systems.

c. Training Enhancers. This STX requires the platoon to perform passage of lines, move tactically, overwatch/support by fire, knock out a bunker, and consolidate and reorganize.

(1) When basic proficiency is attained for the tasks in this STX, the STX may be conducted under limited visibility

conditions, both with and without NVDs.

(2) This STX can be conducted under increasing MOPP levels as proficiency increases.

d. General Situation.

(1) The exercise is as follows: Contact with the enemy has been reestablished. Initial reports indicate that he is at 65 to 70 percent strength and has not been reinforced. His defensive positions are not well established. He has the capability for indirect fire and CAS. The enemy has used chemicals and will probably do so again. An attack is ordered to prevent reinforcement and establishment of heavily fortified defense in depth. The platoon is acting as part of a larger force and has indirect fire available. Figure 2-3 on the next page illustrates the graphic scenario of task performance in this exercise.

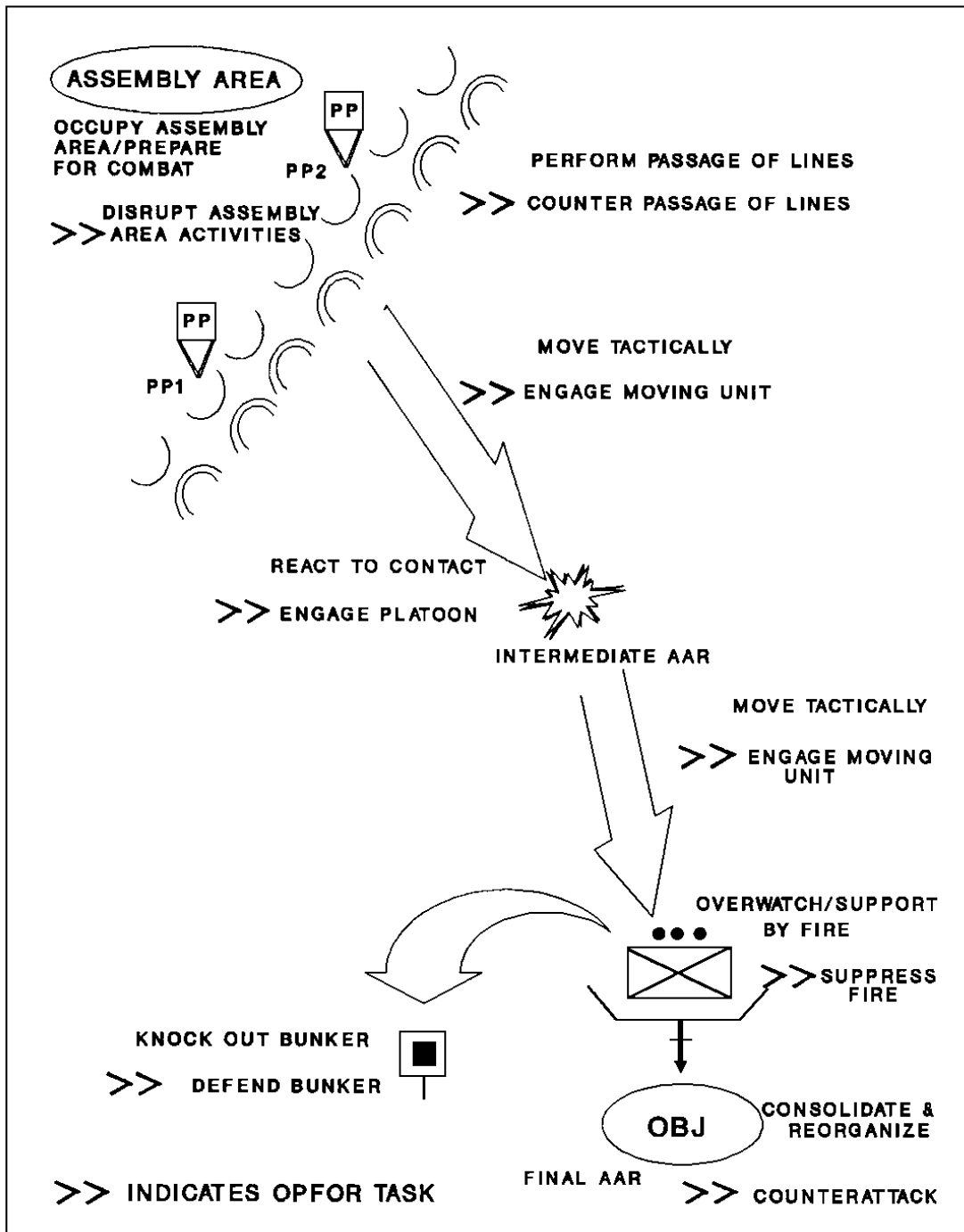


Figure 2-3. Graphic Scenario

(2) This exercise begins with the receipt of a company FRAGO by the platoon and ends after consolidation and reorganization. An AAR should be held after completing the support by fire task and after consolidation and reorganization. A final AAR should be conducted once all evaluation notes are compiled. If necessary, run portions of the exercise again until you are satisfied with your platoon's performance. Figure 2-4 provides a recommended sequence of T&EOs and time for each portion of the STX.

Event	Action	Estimated Time
1	Occupy Assembly Area	1.0 hr
2	Prepare for Combat	2.0 hrs
3	Perform Passage of Lines	30 min
4	Move Tactically	1.0 hr
5	React to Contact	5 min
6	Intermediate AAR	20 min
7	Move Tactically	1.0 hr
8	Overwatch/Support by Fire	2.0 hrs
9	Knock out Bunker	2.0 hrs
10	Consolidate and Reorganize	1.0 hr
11	Final AAR	45 min
*	Maintain Operation Security	
		**Total Time 11 hours
*These tasks are integrated and evaluated throughout the exercise.		
**Additional time is required if great portions of the exercise are conducted <i>at night</i> or during other limited visibility.		

Figure 2-4. STX Sequence

e. Special Situation.

(1) Your platoon is part of a company in a secure assembly area when the platoon receives the following FRAGO to

attack. (Figure 2-5)

(2) The company commander has ordered your platoon to lift your supporting fires. A sister platoon is consolidating on the objective when it receives fire from a bunker. The company commander orders your platoon to knock out the bunker.

<p>FRAGMENTARY ORDER</p> <p>1. SITUATION.</p> <p>a. Enemy Forces. The enemy is at 60 to 70 percent strength. He is preparing to counterattack. He is expected to use air-delivered or artillery-delivered nonpersistent nerve agent.</p> <p>b. Friendly Forces. (<i>Battalion designation</i>) Infantry attacks (<i>date/time group</i>) to destroy enemy forces at Objective _____ to disrupt the enemy counterattack.</p> <p>2. MISSION. (_____) Company destroys enemy force at Objective DELTA (<i>grid</i>) NLT (<i>date/time</i>) to prevent the enemy from establishing a heavily fortified defense.</p> <p>3. EXECUTION.</p> <p>a. Concept of the Operation. (See overlay.)</p> <p>(1) Intent. Destroy enemy supply and transport that will support his planned counterattack.</p> <p>(2) Fire support. Priority of fire to (<i>another</i>) Platoon.</p> <p>b. (<i>Another</i>) Platoon.</p> <p>(1) Main attack to seize Objective _____ (<i>grid</i>) and destroy enemy supply trains.</p> <p>(2) Perform passage of lines using Passage Point 2.</p> <p>c. (<i>Evaluated</i>) Platoon.</p> <p>(1) Overwatch/support by fire (<i>another</i>) Platoon's attack on Objective _____</p> <p>(2) Perform passage of lines using Passage Point 1.</p> <p>(3) Be prepared to assume the main attack, on order.</p> <p>d. (<i>Another</i>) Platoon.</p> <p>(1) Defeat enemy units in your zone of action to prevent reinforcement of or escape from Objective DELTA.</p> <p>(2) Perform passage of lines using Passage Point 2.</p> <p>e. Coordinating Instructions.</p> <p>(1) Company RP is (<i>grid</i>).</p> <p>(2) Company linkup point is (<i>grid</i>).</p> <p>(3) Alternate company linkup point is (<i>grid</i>).</p>
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Figure 2-5. Attack FRAGO

4. Supports Requirements.

a. Minimum Trainers/Evaluators: This exercise can be conducted by the company commander or platoon leader who will be the trainer and primary evaluator. At least one other controller or evaluator is required with the OPFOR. Another platoon being trained or evaluated should be used as the platoon making the main attack on the supply site. This platoon will need an additional trainer or evaluators

b. Vehicle/Communications: Those organic to the platoon. Two or three vehicles or trailers should be in the OPFOR supply site.

c. Opposing Force: The OPFOR ground force should be at least a reinforced squad.

d. Maneuver Area: A training area with at least 15 by 4 kilometers for infiltration, cross-country movement, and several allocations for supply sites with a bunker is desired. The terrain should offer multiple, covered and concealed approaches to the objective area. Using terrain that limits the leader to a "geographical" or "school solution" does not allow evaluation of the unit's ability to conduct a terrain analysis and select covered and concealed positions.

e. Consolidated support requirements: This exercise requires the items listed in Figure 2-6 on next page.

AMMUNITION	DODAC	BASIC LOAD	
5.56-mm	1305A080	40 rounds each rifle	
7.62-mm	1305A111	150 rounds each M60	
5.56-mm	1305A075	200 rounds each SAW	
ATWESS cartridge	1370L367	4 (Viper) (for LAW)	
		3 each Dragon	
Hand grenade, body, M69	1330G811	2 each rifleman	
Hand grenade fuze (practice)	1330G878	2 each rifleman	
Simulator, Projectile, ground burst M115A2	1370L594	20 each exercise	
Simulator, hand grenade, M116-series	1370L601	20 each exercise	
OTHER ITEMS			
Batteries			
BA 200 (6-volt)		12 each	
BA 3090 (9-volt)		140 each	
MILES EQUIPMENT	PLATOON	EVALUATORS	OPFOR
M16 system	32		15
M60 machine gun system	3		1
Controller guns		2	
Small-arms alignment fixture		1	

Figure 2-6. Support Requirements

5. T&EO Sequence.

Figure 2-7 lists the T&EOs, in Chapter 5, MTP 7-8 used for evaluating this STX.

TASK/FUNCTION	TASK NUMBER	PAGE
Occupy Assembly Area	7-3/4-1022	5-46
Prepare for Combat	7-3/4-1046	5-158
Perform Passage of Lines	7-3/4-1040	5-61
Move Tactically	7-3/4-1025	5-49
Overwatch/Support by Fire	7-3/4-1007	5-9
Knock Out Bunker	7-3/4-1012	5-17
Consolidate and Reorganize	7-3/4-1047	5-167
Maintain Operation Security	7-3/4-1057	5-141

Figure 2-7. T&EOs

LESSON 2

PARTS A, B, & C.

Practice Exercise

The following exercise will test your knowledge of the material covered in this lesson. There is only one correct answer for each item. When you have completed the exercise, check your answers with the answer key that follows. If you answer any item incorrectly, study again that part of the lesson which contains the portion involved.

Situation: You are the assistant S3 of an infantry battalion. Your unit is presently preparing for a battalion Field Training Exercise. In addition, to planning the FTX, the S3 has also told you to review each of the companies live fire platoon Situational Training Exercises.

1. One major advantage of an FTX (over an STX) is that the FTX provides training in
 - A. live fire activities, not featured in STXs.
 - B. a high-cost, high-overhead environment.
 - C. employment of organic and attached assets.
 - D. staff coordination and interaction.

2. Complete the following statements: FTXs are used to train the commander, staff and subordinate units to
 - move _____ units _____.
 - employ _____ effectively.
 - build _____ and _____.
 - plan _____ fires.
 - plan and coordinate _____ operations.

3. Planners and conductors consider an FTX in three phases, which are:
 - A. Pre-exercise, execution, and post-exercise.
 - B. STARTEX, EX, and ENDEX.
 - C. Planning, execution, and debriefing.
 - D. Front-end, on-board, and back-end.

4. If you are serving as chief controller for a company level FTX, you would normally assume the role of the
 - A. OPFOR (opposing force) commander.
 - B. battalion commander.
 - C. battalion S3.
 - D. battalion XO.

5. The primary purpose of the AAR, at the end of an FTX, is to
 - A. coordinate requirements for terminating the FTX and allow all parties to consolidate and prepare for return to home station.
 - B. facilitate preparation of maneuver damage reports and other required administrative documents.
 - C. account for equipment, weapons, and personnel, prior to departing the training area.
 - D. allow for an exchange of training related information between all parties involved in the FTX.

6. An STX plan should consist of a _____, _____, _____, _____, _____ and _____.

7. An STX will most likely become a failure if
 - A. it is reduced to a TEWT.
 - B. the unit cannot perform T&EO subtasks.
 - C. it immediately follows battle drill training.
 - D. past "lessons learned" serve as basis for the training.

8. In order to determine individual training requirements, necessary to prepare for a particular STX, the best reference is the
 - A. applicable field manuals.
 - B. Mission Training Plan.
 - C. Soldier's Manual.
 - D. Mission Essential Task List.

9. A productive after action review
 - A. identifies the strong and weak points of the player unit.
 - B. provides a forum for discussing actions, results, and alternatives.
 - C. compares a unit's capabilities and limitations with those of like units.
 - D. allows leaders to assess the fighting capability of units.

LESSON 2

PRACTICE EXERCISE

ANSWER KEY AND FEEDBACK

- | Item | Correct Answer and Feedback |
|------|---|
| 1. | C. employment of organic and attached assets.

In order to provide realistic training, FTXs should include all assets with which the unit would fight. The opportunity to employ such assets is not afforded by STXs. (Page 2-2, para 1) |
| 2. | - move and/or maneuver units realistically.
- employ organic weapon systems effectively.
- build teamwork and cohesion.
- plan and coordinate supporting fires.
- plan and coordinate logistical activities to support tactical operations. (Page 2-2, para 1) |
| 3. | A. Pre-exercise, execution, and post-exercise.

The FTX Phases are explained in detail in PART A of the lesson. (Page 2-5, para 5) |
| 4. | B. battalion commander.

As the battalion commander, you would convert the exercise OPLAN to an OPORD, which causes the exercise to begin. (Page 2-6, para 5b) |
| 5. | D. Allow for an exchange of training related information between all parties involved in the FTX.

The chief controller assembles controllers and players for an exchange of information, ideas, and lessons learned, in order to provide maximum training benefit. (Page 2-8, para 5c) |
| 6. | Heading, Objective, Interface, Training, Support Requirements, and T&EO Sequence.

The STX plan is shown in Figure 2-1 and explained in paragraph 4a of the lesson. (Page 2-12, paras 2a[1] - [6]) |

7. B. the unit cannot perform T&EO subtasks.

T&EO subtasks are the foundation blocks upon which STXs should be built. (Page 2-13, para 2b)

8. B. Mission Training Plan.

The MTP mission-to-collective task matrix provides the required collective tasks, which can then be referenced to the collective-to-individual task matrix. The resulting individual tasks comprise the required individual training. (Page 2-15, para 3a)

9. B. provides a forum for discussing actions, results, and alternatives.

The AAR is designed to increase and reinforce learning. It is a forum for open discussion of the exercise, designed to increase proficiency of the unit. All players should participate! (Page 2-13, para 2c)