

# INFANTRY NEWS



THE ENLISTED TRAINING program that is being developed for Bradley infantry fighting vehicle (BIFV) soldiers provides for both progressive and crossover training.

Progression training refers to the transfer of hardware (system-oriented) and software (leadership-oriented) skills that must be mastered at successive skill levels.

Crossover training is needed to provide a transfer of skills in which 11B20 through 11B40 soldiers can be trained and qualified in the 11M MOS at their skill levels.

Once they are qualified in MOS 11M, noncommissioned officers will continue to be assigned to BIFV units through Skill Level 4. Modified NCOES courses will continue to emphasize leadership training, and specific BIFV courses will not replace the courses now provided under the NCOES program.

Entry level soldiers will receive common skills training during the first 12 weeks of one station unit training (OSUT), and will graduate as 11B infantrymen. Certain selected soldiers will then be given an additional three weeks of training in a special fighting vehicle infantryman course. These additional weeks of training are needed because of the number of critical tasks in which MOS 11M soldiers must be trained. These soldiers will also be trained in BIFV maintenance and driving as well as in the basic operation of the turret and its weapon systems.

Of every nine soldiers who will be trained in MOS 11M, one will also be trained during his OSUT as a gunner for a medium antitank weapon, and will be awarded the C2 ASI when he successfully completes the training.

Since all Skill Level 2 BIFV soldiers will be trained to be qualified gunners, and to insure that all BIFV gun-

nery training is standardized, the Infantry School has proposed that this training be held at only two locations — at Fort Benning and at the Seventh Army Training Command (7ATC) in Europe. Thus, mechanized infantry units in the United States would send their soldiers to Fort Benning to receive this Skill Level 2 training, while units in Europe would send their soldiers to 7ATC.

The gunner's course will not duplicate the training now being given in the Primary Noncommissioned Officer Course (PNCOC). Because the latter is primarily a leadership course, 11M20 soldiers will have to attend both courses. The BIFV gunner's course will be four weeks in length.

At Skill Level 3, progression training will be taken care of through the NCOES program, although certain specific training will be needed for the 11M30 soldiers who will be assigned to BIFV units. These soldiers will have to attend the BIFV commander's course — six weeks in length — at Fort Benning to qualify in the skills they will need to perform effectively as BIFV commanders and trainers. The first such course is scheduled to begin in February 1983. All 11M30 soldiers will also attend the Basic Noncommissioned Officer Course (BNCOC).

Those 11M40 soldiers who will go to BIFV units will receive their crossover training through the BIFV commander's course and their progression training through the Advanced Noncommissioned Officer Course (ANCOC). BIFV training will eventually replace M113 training in the ANCOCs.

Skill Level 5 infantry soldiers whose backgrounds have been in MOSs other than 11M will also attend the BIFV commander's course at Fort Benning. There is no course within

the NCOES program into which specific training at this skill level can be incorporated.

Officers (lieutenant through lieutenant colonels) assigned to BIFV battalions will also attend the BIFV commander's course. Their periods of instruction will be tailored to fit their skill levels, duty positions, and specific needs. Certain common subjects will be given to all the officers. Eventually, BIFV training will become part of the core curriculum for the officer basic and advanced courses. BIFV training in the Infantry Pre-Command Course will be made a course elective at the appropriate time.

In December 1981, IOAC students received a two-hour course on BIFV doctrine and tactics. During July 1982, an additional 16 hours of instruction on Abrams/Bradley offensive and defensive tactics will become part of the IOAC curriculum. Beginning in March 1983, BIFV doctrine and tactics will be taught in the BIFV commander's course.

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UNITED STATES ARMY RESERVE units that have training affiliations with Active Army units now may wear the shoulder sleeve insignia of the Active Army units, but local approval for wear of the insignia is subject to a mutual agreement between the Reserve unit's major U.S. Army Reserve Command and the Active Army unit commander.

The new policy is included in an interim change to AR 670-1, which was published in the Fall of 1981.

Before this action was taken, only Army National Guard units were permitted to wear the patches of their affiliated Active Army units.

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THE RATTLER ANTIARMOR SYSTEM, which is being considered as a replacement for the Dragon, is the subject of a study now being conducted at the Infantry School.

The Rattler can be deployed and manned by a single soldier. It is expected to be highly effective against all known armor systems in both day and night engagements and against low-flying helicopters and fortified point targets under almost any battle-field condition. Its low launch smoke and noise levels will improve an infantryman's effectiveness when he has to fight from an enclosure or a built-up urban area position.

The weapon system will consist of a round (a missile or projectile in a launch tube) and a reusable target acquisition and control device, which can be disconnected from a spent round and attached quickly to a new round to engage successive targets.

Several new developments are available for use with the Rattler:

**The Laser Beamrider** uses a projected laser beam to guide the missile either to attack a target head on or, using sensors to detect the target, to cause the warhead to fire downward onto it to kill it from the top.

**The Tank Breaker** uses a shaped trajectory to attack a target from the top. A fire-and-forget system, it uses a seeker on the missile to home in on an armored target. In a somewhat similar system, fiber optic links could be used as a guidance system to relay an image of the target from the seeker on the missile to a ground-based guidance computer and display unit where a gunner, viewing the target image, could make any needed corrections.

**The STAFF system** (Smart Target Actuate Fire-and-Forget) is similar to the old 90mm recoilless rifle, but the projectile flies over a tank and fires down through the tank's thinner top armor, using sensors to detect the tank's presence.

The Rattler study is to be completed some time in April 1982.

ON THE NEW battle dress uniform (BDU), a "pea green" look results when the sleeves of the jacket are rolled up, because the wrong side of the fabric shows.

Here is a solution:

Step 1. Pull the cuff of the sleeve all the way up to the armpit so that the sleeve is folded over on itself with the inside showing.



Step 2. Make two folds upward toward the armpit.



Step 3. Fold the cuff down over the folds you just made. The buttons and cuff flap should be showing.

This presents a neat cuff with the camouflage pattern covering the rolled-up sleeve.



There are two advantages to this system (in addition to appearance). It allows you to unroll the sleeve quickly by simply pulling down on the cuff — a distinct advantage in a MOPP situation, for example. This method also keeps the camouflage pattern exposed at all times. *(Idea and note prepared by Captain Gregory J. Premo, Command, Tactics, and Doctrine Department, U.S. Army Infantry School.)*

THE PROTOTYPE High Mobility/Multipurpose Wheeled Vehicles (HMMWV) that are being built by three contractors will be tested during the five-month period between 1 May 1982 and 12 September 1982. (See INFRANTRY, November-December 1981, page 5.) The program calls for both Developmental Testing (DT II) and Operational Testing (OT II) to be conducted concurrently.

The purpose of the test program is to provide data and an associated analysis of the data concerning the operational effectiveness and the suitability of the HMMWV to the Department of the Army In Process Review and the Marine Corps System Acquisition Review Council. The analysis of the collected data will assist in the selection of a prime contractor for the system and will also be used to support the production decision.

The tests will be done using 33 HM-

MWVs, 11 provided by each contractor. The 11 vehicles from each contractor will be configured as six TOW and five utility vehicles.

The OT II program will be conducted by the Army's Operational Test and Evaluation Agency at Fort Campbell, Kentucky, using soldiers from the 101st Airborne Division (Air Assault), and by the Marine Corps' Operational Test and Evaluation Agency at Little Creek, Virginia, using Marines from various units.

The DT II program will be conducted by the Army's Test and Evaluation Command at Aberdeen Proving Ground, Maryland, and at Yuma Proving Ground, Arizona.

A Physical Teardown and Logistics Demonstration will be conducted by the Army's Tank-Automotive Command, Detroit.

Further testing of the HMMWV will be necessary later, because only two configuration kits (TOW and utility) will be tested during DT/OT II. The Infantry School has been tasked by TRADOC to be the proponent agency for this additional testing, which will start during Fiscal Year 1983.

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THE INFANTRY OFFICER ADVANCED COURSE writing program has been revised. Group research projects have been added. This change highlights the importance of individual written expression, which is so vital to solid staff work.

During the second week of the course, each IOAC student takes a diagnostic test to measure his basic writing ability. The test results are then used to identify officers who need remedial training. For those who do, a 10-week remedial program has been established; it combines three classroom and two homework hours per week.

The first writing requirement, a 1,000-word philosophy of leadership paper, is graded for composition but is not recorded as part of a student's overall grade. This is followed by a history research project of 100 to 3,500 words in length; this paper

must be completed by the tenth week of the course.

The final project is a staff study that must be presented both orally and in written form.

All projects are graded and carry academic weight. A student who receives a "No Go" on any written requirement will not be eligible for the Commandant's List.

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THE INFANTRY SCHOOL's Director of Combat Developments has established a battle simulation center at the School. An integral part of the center is the BATTLE model, which is a time-preserving, Monte Carlo, computer-assisted manual war game.

The center's goal is to provide training in the tactics that are outlined in Field Manual 100-5. The center also analyzes the adequacy of both ammunition supplies and battle positions, and teaches or reinforces an appreciation for the effective use of terrain, weapon capabilities, smoke effects, and other battlefield considerations.

The materials required for the program include terrain boards that depict specific geographic areas. Currently, the center is using a European setting laid out on a board that is 16 feet square. The board's plywood sections are layered with polystyrene for contour purposes. The horizontal scale is 1 inch to 50 meters, and the vertical plane is 1 inch to 40 meters of elevation.

The weapon miniatures, scaled to 1:300, have distinctive blue and red colorings and are numbered with a four-digit code that enables the computer to monitor their employment during the simulated engagements.

Colored pins are used to identify squads, teams, and indirect fire aim points, while minefields are represented in a uniform density with a total of twelve 50-meter crossing columns possible. Four crossing modes are also provided — fast, slow, open, or buttoned up.

Finally, a WANG 2200 mini-computer system is used with the

BATTLE model. Its features include a central processing unit, a dual disk drive, a CRT console/keyboard, and a printer. A mark-sense card reader can be incorporated to speed up the play of a game. The computer can be used to store or retrieve information and to analyze the effects of the weapons.

The terrain board provides environmental data and possible tactical deployment information to the players; who make all of the tactical decisions. Play begins when information describing a tactical decision is given to the computer. The WANG system then schedules, executes, and evaluates the resultant events.

The model allows for the mounting and dismounting of elements to include ammunition resupply from supply points. It also monitors each force's status of weapon effectiveness and damage assessment. An after action readout gives casualty and logistical information.

The principal value of the model is its ability to "see" the battlefield as the action unfolds. It allows for the introduction of new tactics with reliable feedback as to their probable success. The system can "freeze" a battle at a particular point to focus on smaller tactical actions and on the effects those actions might have on the actions of the larger units.

Thus far, some of the lessons that have been learned have reinforced previous observations battlefield analysts have made. Thus, smoke can drastically influence the course of combat actions. Key weapon systems such as the TOW are wasted if they are not positioned properly and if they cannot shift to other positions quickly. Prepositioned supplies of ammunition at the company level are necessary and a continuous resupply of ammunition must be planned for at all levels. Finally, enemy counterfire can demand the immediate relocation of friendly weapons.

Several features, such as close air support, attack helicopters, counterbattery fires, and nuclear and chemical weapons, that are not now in the model may be added in the future.