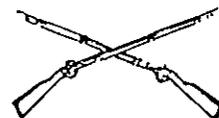




# Commandant's NOTE



**Major General James J. Lindsay**

*Chief of Infantry*

## MOUT

Large numbers of the world's people now live in urban areas, and these numbers continue to increase at a rate that exceeds all expectations. The resulting urban sprawl will have a significant effect on our future battlefield mobility and maneuverability. It is clear that we in the Infantry must be prepared to fight and win in this urban environment.

The Army's tactical doctrine concerning military operations on urbanized terrain (MOUT), as outlined in various manuals, reflects the transition in Army thinking from its former strict orientation on "combat in cities" to the more complex problems of fighting in today's large and sprawling urban masses. (This doctrine is found, for example, in FM 100-5, Operations; FM 90-10, Military Operations on Urbanized Terrain (MOUT); and FM 90-10-1, An Infantryman's Guide to Urban Combat.)

We at the Infantry School recognize these complex problems and have developed a number of programs to help the Infantryman master the art of urban combat. In our noncommissioned officer and officer courses, for instance, we provide a bedrock of MOUT instruction, the purposes of which are to teach doctrine, to foster training standardization, and to train the trainers. And in our One-Station Unit Training, we train our new soldiers in such basic techniques as entering, clearing, and exiting buildings.

Our new multi-building MOUT platoon training complex, which is scheduled for completion in early 1984, will permit us to increase both the scope and the realism of all our MOUT training courses. Although we will not be able to use live fire in this facility, we will use MILES devices for force-on-force exercises. We are also developing a MOUT assault course (MAC), a multi-station course that is designed to train both individual Infantrymen and Infantry teams. With this course, we will be able to use live fire in addition to MILES devices.

To add greater depth to our MOUT instruction, we are using a number of simulation devices and are developing others for the future. A major undertaking has been the development of a MOUT simulation system that incorporated interactive video discs to provide our soldiers with realistic decision-oriented training. Thus, by viewing a television screen and operating a hand controller, a leader can conduct a reconnaissance of streets and buildings with complete visual freedom. Our initial scenario, which involves the defense of a German village against a Threat force, is run in three phases and allows individual leaders to experience the outcome of their decisions, good or bad.

Still other types of battle simulations may prove valuable in the future. One of these is Blockbuster, a manually played terrain board simulation, which has been developed and tested and sent this year to some field units. Another is the jointly produced American, Canadian, Australian, British urban game (ACABUG), a computer-assisted simulation wargame, which can be used to represent a reinforced infantry company defending either an urban or a rural area against a Threat force.

Whatever devices and facilities we may use in the future, we will continue to place a high premium on seeing that all Infantrymen study, develop, and maintain their MOUT skills. There is much we must do to apply our new weapons and time's changing conditions to this special environment.

We have a long way to go before we fully understand all of the problems involved in training to fight on urban terrain, but we are beginning to find solutions to them. We are striving to ensure that the training we are conducting here at Fort Benning will fully prepare our Infantry leaders and soldiers for fighting and winning in a MOUT environment anywhere in the world.