

# TRAINING NOTES



## MOUT and the Inter-Active Video Disc

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The growing urbanization of areas in which the U.S. Army is likely to operate in the future emphasizes the importance of realistic training in military operations on urban terrain (MOUT). Recent events in Grenada, Lebanon, El Salvador, and Nicaragua also point to the need for our soldiers and leaders to be well-trained to fight an urban battle.

For many years, students attending the Infantry Officer Basic Course and the Advanced Noncommissioned Officer Course at the Infantry School have had their leadership and tactical abilities tested during MOUT training. This training, with the aid of the Inter-Active Video Disc (IAVD) system, can now be taken one step further.

The MOUT IAVD introduces the student to the tactical considerations that are unique to urban terrain before he actually conducts training on a MOUT site. (It is not in any way intended to replace either classroom instruction or "hands-on" training.) The advantages of this system are substantial, including savings in training time and resources, not to mention savings in precious training dollars.

The IAVD system consists of a computer, a video disc player, and two television monitors. The software used with it is a computer program

and a video disc. The MOUT disc, which contains thousands of views of the selected urban area, allows the student to "see the battlefield" through the use of surrogate travel over the area.

In effect, the student gets a panoramic view of a town or village as if he were in a helicopter flying at various altitudes. Using a control box with a video game "joy stick" to control the direction and speed of his movement, he can hover at locations of his choice to get more in-depth views. The com-

puter allows a student to travel at will through an area as he uses the control box to select the video disc views he wants displayed.

He can travel through his sector looking at it from inside and out, leaving no stone unturned. He can get an on-the-ground view up every street from every direction, as well as views of each building's exterior construction. He can enter buildings at random and move from floor to floor or room to room. He can examine every closet, nook, and cranny within a building.



Instructor explains how to use the IAVD.

At the same time he can observe the terrain around the buildings from inside them by looking out the windows, once again, with the same perspective as if he were actually in those buildings.

The current defensive scenario used with the MOUT IAVD takes place in western Europe. This scenario puts the student in the northern half of a fictional German village called Bonnlund where he is to defend against an enemy attack on that village from the north.

So that he can develop a logical course of action and refine it into a final defensive plan, the student is given 12 training objectives to accomplish after he completes his ground and aerial reconnaissance. These objectives all relate to what he, as a platoon leader, would normally consider when developing a course of action and formulating a tentative plan for a platoon defense of an urban area:

- Identify key terrain.
- Select locations for observation posts.
- Select positions for M60 machine-guns.
- Select positions for Dragons.
- Assign squad sectors.

• Identify buildings that require fortification.

- Identify coordination requirements with adjacent units.
- Develop an obstacle plan.
- Select appropriate locations for a squad-sized antiarmor ambush.
- Develop a communications plan.
- Prepare a platoon sector sketch.
- Check target reference points and direct fire assignments.

At the start of the computer program, a series of operation instructions is used to guide the student through the program. Once he is confident of his ability to operate the control box, he proceeds with the tasks of conducting his reconnaissance and planning his platoon defense. He is allowed two hours to complete these tasks.

Then, having developed a tentative plan, the student arrives at the "testing section" of the IAVD. In this section, he must respond to both doctrinal and tactical questions on the 12 training objectives that he was given at the start of the program. As he proceeds through the questions, the student responds by pressing the appropriate button on his control box to indicate the answer he has selected.

The computer, through a display on one of the two monitors, tells him whether he is right or wrong. If his response is incorrect, the student is provided with the correct or best answer to the question. At the completion of this section the student is given a percentage score on his overall solution.

The development of a platoon defensive plan for a MOUT situation is only one use of the IAVD system. This technology can be used at other levels of command and for other phases of combat operations. Mounted land navigation, for example, can be easily adapted to the IAVD.

The Training and Doctrine Command is now evaluating this technology with a view to providing the IAVD system to the Army's major units. Although the IAVD does not replace on-the-ground practical exercises, it does help prepare leaders better to participate in those exercises.

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# ITV Combat Qualification Course

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The 21 improved TOW vehicles (ITVs) in a mechanized infantry battalion represent an extremely potent antiarmor force and one that requires a dynamic training program.

In an effort to increase the combat readiness of its assigned ITV sections,

the Combat Support Company, 2d Battalion (Mechanized), 34th Infantry, Fort Stewart, Georgia, devised and conducted a section qualification course. The objectives were to develop a program that would challenge and measure the abilities of all section per-

sonnel to exercise the full combat capabilities of the vehicle and to use all available training devices for realism and economy.

The course was conducted in two phases — Gunnery and Section Qualification — using training guidelines