



# Progressive Gunnery/Weapons Training



UNCLASSIFIED

# Gunnery Program



- A gunnery program is a comprehensive training approach using a series of tables to train Soldiers from crew through battalion how to engage targets with direct and indirect fire, maneuver and command formations.
- It provides training for individuals, crews, sections, squads, platoons, company's and battalions to maneuver direct fire weapon systems, delivering fire on a target using the target itself as a point of aim for either the individual weapon system or the leader controlling fires.
- The gunnery training program is also used to incorporate command and control tasks, developing leaders from crew through battalion.



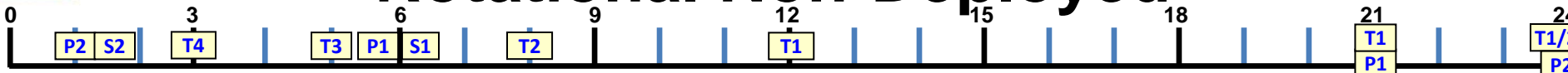
# Current Vice Progressive

- Current approved programs follow a twice a year old “Band of Excellence” Cold War methodology.
- An Progressive program still train crew through company but over 9 to 11 month timeframe in a deliberate and progressive process.
- This gunnery program is broken into three phases, crew level gunnery tables (I-VI), section/platoon tables (VII-XII), and company/BN FCX tables (XIII-XV).
- All phases blend live and virtual training and are conducted three to four months apart or less depending on the time units enter Train/Ready and MCTC schedule.
- This approach provides leaders with a comprehensive set of events to hone complex fire and distribution, maneuver and leader tasks that’s not provided under a bi-annual individual/crew/squad/platoon approach.
- A comprehensive program to tie homestation training to MCTC.

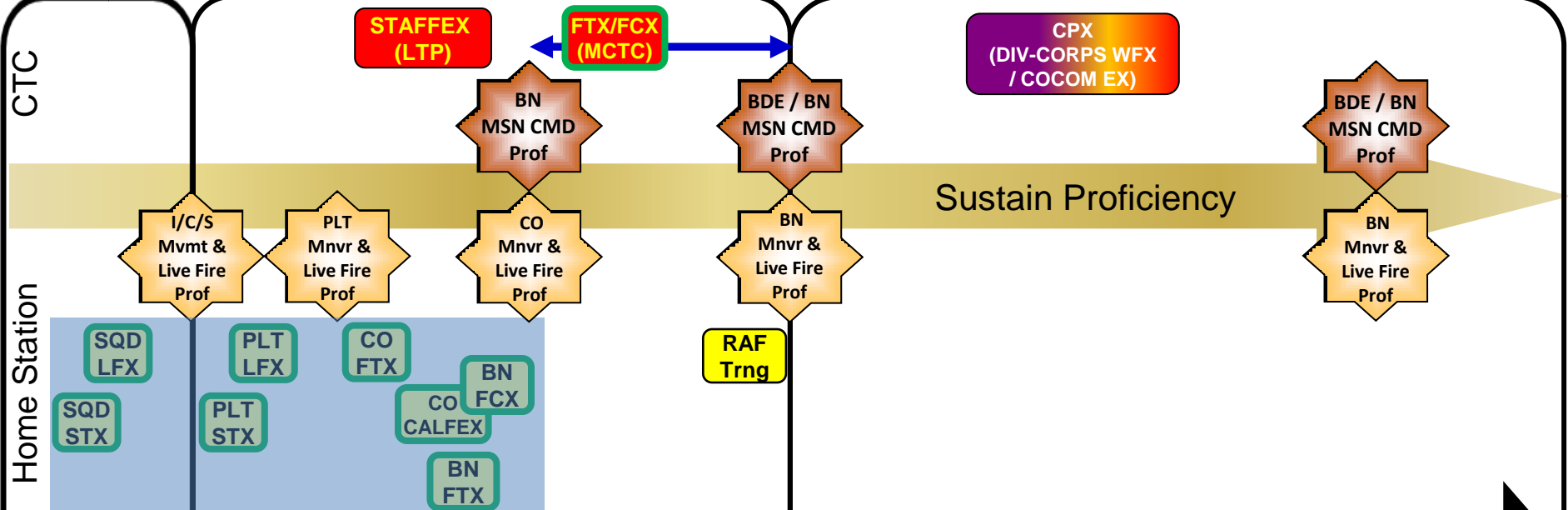


# AC BCT [A-I-S]

## Rotational Non-Deployed



RESET TRAIN/READY AFPD AVAILABLE



**Decisive Action Training** → **Region Specific Training**

<p>SQD: STX PLT: STX CO: STX BN: STAFF TRNG BDE: STAFF TRNG</p>	<p>SQD: STX, LFX CREW, SECT: GNRV PLT: GNRV, STX, LFX CO: STX BN: STAFFEX, CPX BDE: STAFFEX, CPX, FTX</p>	<p>SQD: STX, LFX CREW, SECT: GNRV PLT: GNRV, STX, LFX CO: STX, FTX, CALFEX BN: STAFFEX, CPX, FTX, FCX BDE: STAFFEX, CPX, FTX, FCX</p>
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**Institutional Training and Leader Development**

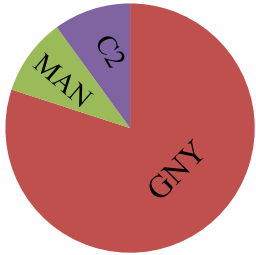
■ CTC Program Events    
   Unit Progression Events    
   Preparatory HS Training Events (From EMM)    
   Joint /Army Training Events



# Gunnery Tables I-VI



**Tables I-VI  
(Crew/Squad)**



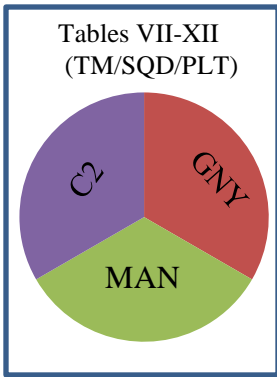
1. **Gunnery:** These tables are primarily focused on a team/squad/crews ability to identify, engage and destroy the enemy. Gunnery tasks at this level include loading/unloading weapon systems, bore sighting/aligning sights, misfire (weapons malfunctions) procedures, re-engagement techniques, and MRS updates.
2. **Maneuver:** These tables have very little focus on the maneuver aspect other than moving the individual/team/squad or vehicle.
3. **C2:** Receiving and passing information such as contact and spot reports, receiving then reacting to message traffic is the focus of C2 during the conduct of these tables.

## Basic Tables

Purpose	Table	Table Name	Focus	Task
Gate to Live Fire	I	Preliminary Instruction & Evaluation	GST/CCS/Weapon Qualification	Skill Level 1 tasks
	II	Simulations Gate to Live Fire	EST/BATS/AGTS/CAGTS/RVS/RVTT/VCOT	Engage and destroy stationary and moving targets from a stationary and moving vehicle in a simulated environment.
	III	Proficiency Course	Fire and Movement Training	Engage and destroy stationary and moving vehicles by using dry fire, training devices, or full-caliber ammunition.
Fundamentals Live Fire	IV	Basic	Fire Team/Crews	Engage targets placed in a tactical array from a defensive posture
	V	Practice	Squad/Crews	Prepare for Qualification
	VI	Qualification	Squad/Crews	Qualify and prepare for collective gunnery.



# Gunnery Tables VII-XII



1. Gunnery: At this stage in the progression, individual and crew level gunnery should be at the practiced/trained level, sustainment training (virtual) should continue for all crews. Controlling of fires, prioritizing weapon/ammo selection and target selection is the focus for sections/platoons.
2. Maneuver: More emphasis is placed on sections/platoon maneuvering on the battlefield utilizing terrain to cover their movement and establish dominate firing positions to destroy an enemy force.
3. C2: There is also more emphasis placed on command and control at this level, squad leaders and vehicles commanders are directing the movement of their vehicle/squad as part of a larger unit, additional reports and message traffic to sort, consolidate and forward.

## Intermediate Tables

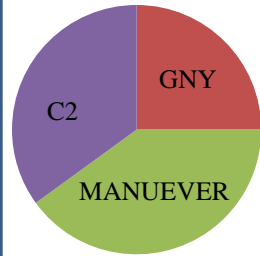
Purpose	Table	Table Name	Focus	Task
Section/Platoon	VII	Collective Simulations GLTF	Section/Platoon	Conduct selected collective tasks while engaging a threat force during both day and night operations in a simulated environment.
	VIII	Collective Basic	Section/Platoon	Synchronize and Integrates the mounted and dismounted elements as well as elements that the commander task-organizes to complete collective tasks.
Section	IX	Section Practice	Section	Conduct selected collective tasks while engaging a threat force during both day and night operations.
	X	Section Qualification	Section	Platoon Collective Simulations and Lanes integrate sections, and platoons together in a simulated environment to conduct CATS tasks in support of the unit's METL.
Platoon	XI	Platoon Practice	Platoon	Conduct selected collective tasks while engaging a threat force during both day and night operations.
	XII	Platoon Qualification	Platoon	Execute collective tasks in a tactical live environment.



# Gunnery Tables XIII-XVIII



Tables XIII-XVIII  
(CO/BN)



1. Gunnery: At this level of progression less emphasis placed on gunnery as all squad and vehicle crews should have mastered closing with and destroying the enemy with assigned weapon/vehicle. Continue with virtual sustainment training so mastery is not lost.

2. Maneuver: Emphasis on maneuver has been expanded at this level, commanders and platoon leaders now maneuver their units along with other combat elements. BN Commanders have to employ additional enablers (UAV, aircraft, EOD,..etc) along with his battalion to close with and destroy the enemy.

3. C2: The greatest C2 emphasis at this level of training centers on threat data from battlefield observation and Intel feeds through mission command. FRAGOs to initiate maneuver or direct/indirect fire selection / implementation, larger volume of reports to sort and forward.

## Advance Tables

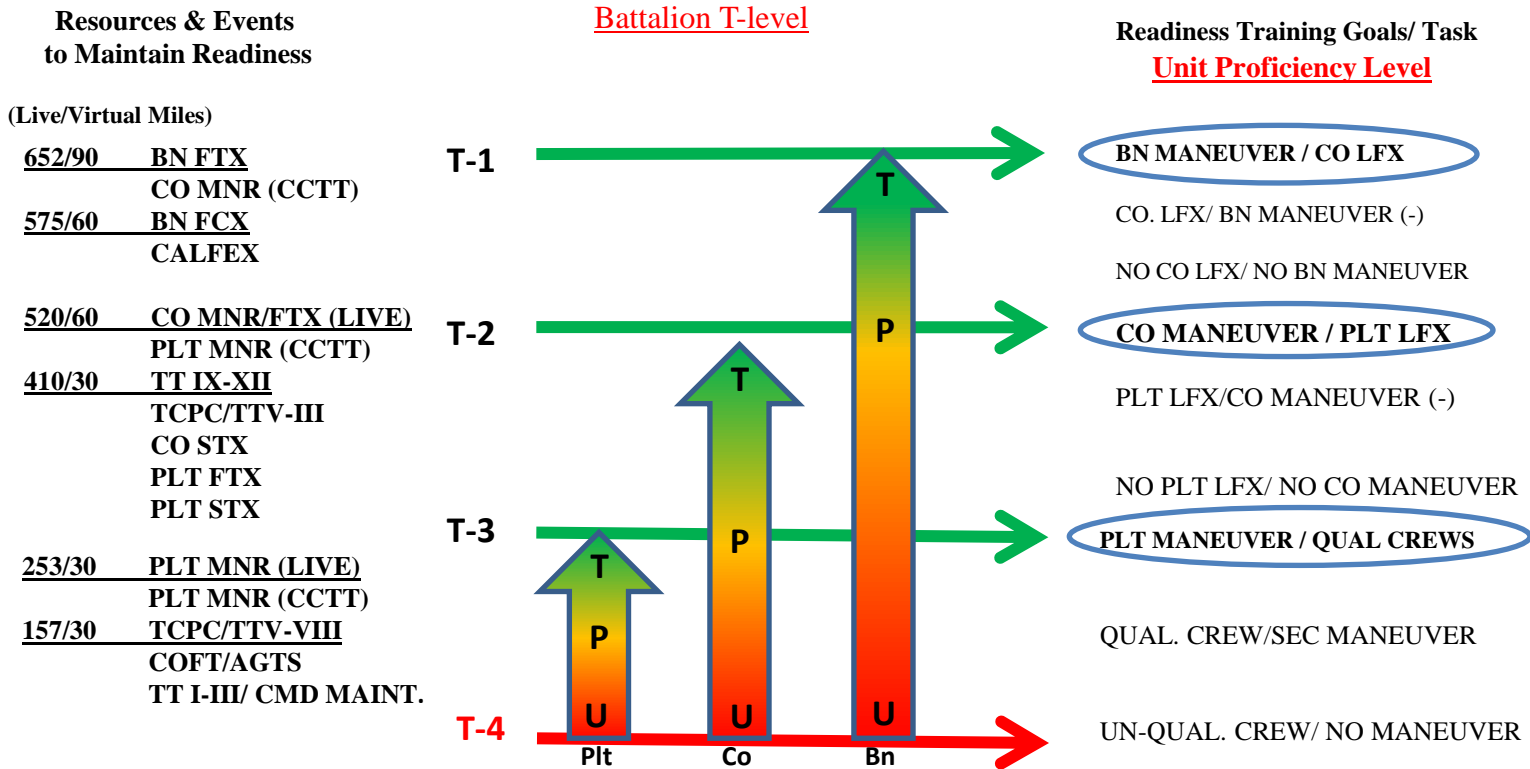
Purpose	Table	Table Name	Focus	Task
Company	XIII	STX	Company	Critical in order to make squad and platoon live fires more efficient and productive.
	XIV	CALFEX	Company	Focuses on the synchronization and integration of fires, the correct use of terrain and movement enables the unit to maximize its combat power
	XV	BN FCX	Battalion	Allows the unit commander to synchronize and integrate direct and indirect fires using sub-caliber munitions, MILES CVS/PGS, and representative portions of the combined arms team on a scaled range complex.
CTC	XVI	Defend	To Be Developed	Cooperative effort between FORSCOM, MCTC, AND MCOE
	XVII	Attack	To Be Developed	Cooperative effort between FORSCOM, MCTC, AND MCOE
	XVIII	Movement to Contact	To Be Developed	Cooperative effort between FORSCOM, MCTC, AND MCOE



**A Proficient Unit -**



- A unit that has demonstrated skill with organizational equipment (assigned weapons, weapons systems, unit equipment) and is capable of performing the organization's tactical and technical tasks to standard.
- Skill is evaluated using applicable Standards in Training (STRAC)/Combined Arms Training Strategies (CATS) standards and events
- Is trained (T) in Full Spectrum Operations Mission Essential Tasks



**Platoon Maneuver and Live Fire Proficiency (Combat Arms Units)**

- The Platoon Leader has demonstrated technical and tactical proficiency while commanding, controlling, and maneuvering subordinate and/or attached elements in a Field Training Exercise (FTX) conducted under the control of a higher headquarters.
- The platoon and its subordinate squads/sections/crews are weapons qualified and gunnery trained IAW applicable Field Manuals (FM) and resourcing publications (e.g. Standards in Training Commission (STRAC))
- Evaluation requires a minimum of a platoon FTX conducted under the control of a higher headquarters

**Company Maneuver and Live Fire Proficiency (Combat Arms Units)**

- Company Commander has successfully conducted Fire Coordination Exercise (FCX) and demonstrated proficiency in command, control, and distribution of fires while maneuvering subordinate and/or attached units within the past year (365 days).
- Subordinate platoons have achieved Platoon Maneuver and Live Fire Proficiency .
- Evaluation requires a minimum of a company FTX under the control of a higher headquarters

**Battalion Maneuver and Live Fire Proficiency (Combat Arms Units)**

- Battalion Commander has successfully conducted a (Combined Arms Live Fire Exercise (CALFEX) or Fire Coordination Exercise (FCX) and demonstrated proficiency in command, control, and distribution of fires while maneuvering subordinate and/or attached units within the past year (365 days).
- Subordinate companies have achieved Company Maneuver and Live Fire Proficiency
- Evaluation requires a minimum of battalion level FTX conducted under the control of a higher headquarters





# Standards

- **Crews:** Qualified on Table VI within the **last nine months**. Allow the commander to place a qualified Vehicle Commander with a different qualified Gunner and maintain a qualified crew through the next Gunnery rotation. Reduces qualified crew turbulence due to promotion, duty position change, PCS, ETS, etc.
- **Sections:** Qualified section that successfully completes Table IX with a minimum of two platforms or elements, including the tactical maneuver tasks selected by the commander within the **last nine (9) months**. Units must maintain **70%** of sections qualified.
- **Platoons:** A qualified platoon is a Platoon Leader and/or Platoon Sergeant that successfully completes Table XII, including the tactical maneuver tasks selected by the commander within the **last nine (9) months**. Units must maintain **70%** of all assigned MANEUVER platoons qualified.
- **Company:** A qualified Company/Troop is a Commander and/or XO and **66%** of his qualified platoons (Table XII) successfully executing a Combined Arms Live Fire Exercise (CALFEX)/Collective Live Fire Exercise (CLFX) within the last **nine (9) months**.



# FORSCOM GUNNERY PROPOSAL

- **CURRENT STRATEGY**

- TOTAL TABLES (STRATEGY)

M1: **102 - (100%)**

M2: **808 - (100%)**

- TABLES I-VI (X2)

M1: **85 rounds**

M2: **480 rounds**

- TABLES VII-XII/CALFEX (X1)

M1: **17 rounds**

M2: **328 rounds**

- TRAINING DAYS **21 (100%)**

- RANGE REQUIREMENTS

(Days per Range)

MPTR: **15**

MPRC: **6**

TOTAL: **21 (100%)**

- CREW STABILIZATION

6 MONTHS

- OPTEMPO - **228 (100%)**

- **FORSCOM PROPOSED STRATEGY**

- TOTAL TABLES (STRATEGY)

M1: **70 - (68%) (additional 32 rounds fired at CTC)**

M2: **568 - (70%) (additional 240 rounds fired at CTC)**

- TABLES I-VI (X1)

M1 **50 rounds**

M2: **240 rounds**

- TABLES VII-XII/CALFEX/FCX (X1) (VII-XII + XIII-XV)

M1: **20 rounds**

M2: **328 rounds**

- TRAINING DAYS **16 (76%)**

- RANGE REQUIREMENTS

(Days per Range)

MPTR: **12**

MPRC: **4**

TOTAL: **16 (76%)**

- CREW STABILIZATION

9 MONTHS

- OPTEMPO – **172 (75%)**