

ATTERBURY-MUSCATATUCK

Camp Atterbury Map

	AMMUNITION STORAGE		OBSERVATION POINT
	DROP ZONE		HELO LANDING ZONE (LZ)
	IMPACT AREA		FIRING POINT (FP)
	RANGE		EXTERIOR GATE
	RESTRICTED AREA		

0 0.5 1 Mile
0 1 2 Kilometers

MAP REVISED 14 DECEMBER 2017

FOB 3 - NIGHTHAWK

- 83-acre bivouac site
- DFAC/classrooms
- LAMS-A

RG062 - 3RD WORLD VILLAGE

- IED Defeat Lane
- Search House
- Mine-clearing Lane

FOB 2 - BAYONET

- 56-acre bivouac site
- DFAC/classrooms
- LAMS-A

TADSS - TA118

- EST / CFFT / RVTT
- LAMS-A

FOB 1 - WARRIOR

- 35-acre bivouac site
- DFAC/classrooms
- RNG56 Base Defense LF
- LAMS-A

RG026 - MULTIPURPOSE RANGE

- Mounted Gunnery Tables I - VI
- Sniper unknown distance
- 7.62mm / MK19 (TP)

RG033 - LIGHT DEMO

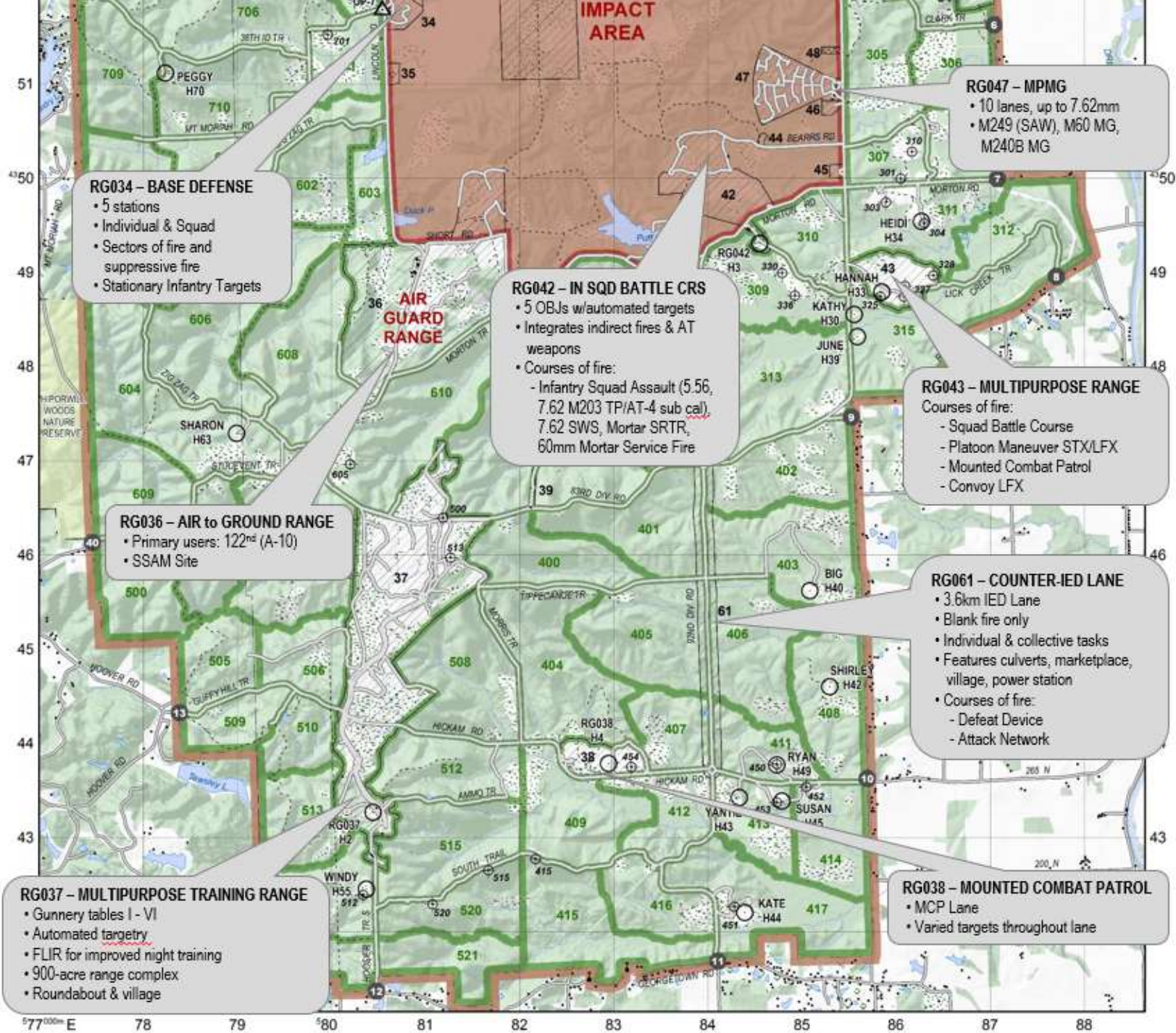
- 6 stations: wire, mines, steel, timber, concrete, cratering
- Missile-proof shelters

RG057 - SHOOT HOUSE

- M4/M9
- Door breaching
- 360-degree capability
- Video capture / playback
- 2700 sq ft interior space
- Up to squad-size element

RG051 - URBAN ASSAULT

- 6 stations
- All blanks except station 3
- Up to platoon-size element



RG034 – BASE DEFENSE

- 5 stations
- Individual & Squad
- Sectors of fire and suppressive fire
- Stationary Infantry Targets

RG042 – IN SQD BATTLE CRS

- 5 OBJs w/automated targets
- Integrates indirect fires & AT weapons
- Courses of fire:
 - Infantry Squad Assault (5.56, 7.62 M203 TP/AT-4 sub cal), 7.62 SWS, Mortar SRTR, 60mm Mortar Service Fire

RG047 – MPMG

- 10 lanes, up to 7.62mm
- M249 (SAW), M60 MG, M240B MG

RG043 – MULTIPURPOSE RANGE

Courses of fire:

- Squad Battle Course
- Platoon Maneuver STX/LFX
- Mounted Combat Patrol
- Convoy LFX

RG036 – AIR TO GROUND RANGE

- Primary users: 122nd (A-10)
- SSAM Site

RG061 – COUNTER-IED LANE

- 3.6km IED Lane
- Blank fire only
- Individual & collective tasks
- Features culverts, marketplace, village, power station
- Courses of fire:
 - Defeat Device
 - Attack Network

RG037 – MULTIPURPOSE TRAINING RANGE

- Gunnery tables I - VI
- Automated targetry
- FLIR for improved night training
- 900-acre range complex
- Roundabout & village

RG038 – MOUNTED COMBAT PATROL

- MCP Lane
- Varied targets throughout lane

Atterbury Capabilities

Ranges Overview (1 of 2)

Mounted Gunnery Ranges

2 Gunnery Ranges capable of supporting gunnery tables

2 Convoy Live Fire Ranges

Unknown Distance Sniping

TADSS support available

Tank Gunnery on RG 37



Infantry Squad Live Fire

Supports up to
7.62 SBF

Sniper Over watch
Positions

60 mm Indirect
Fire Support

Infantry Live Fire
Battle Drill 1A



Urban Ops

5 station Urban
Assault Course

Live Fire Shoot
House

Indoor AAR
Facility

Strategically
placed Cameras
for video play
back



Direct Fire Ranges

Crew Served
Weapons
Qual

7.62mm

KD ranges
supporting
from 25 m
to 2100 m

Combat Pistol
Qual

M4/M16 Record
Fire Ranges

M249 AR Range

M2 & MK 19
Field Fire
Ranges



Atterbury Capabilities

Ranges Overview (2 of 2)

Indirect Live Fire Exercise

- Able to support up to 155mm
- Artillery Firing Points
- Mortar Firing Points
- Direct Lay – Range 22
- Observation Points
- Call For Fire Trainer: 12 stations



Asymmetric Warfare HSTL (Range 61/62)

- 3.6 KM length
- Village
- Power Station
- Marketplace
- Ramp for VBIED event
- Overpass
- Multiple culverts
- Water pump station
- Gas station/repair shop
- Bomb making site



Mounted Combat Patrol (Range 43)

- Automated Targetry
- Under belly IED capability
- Low water crossings
- MRAP capable
- Capable of integrating vehicle recovery
- Urban engagement
- Day/Night Capable
- Engagements from both sides of vehicle
- Supports up to 7.62mm, Mk19 TP
- Both mounted & dismounted engagements



Villages (Multiple locations)

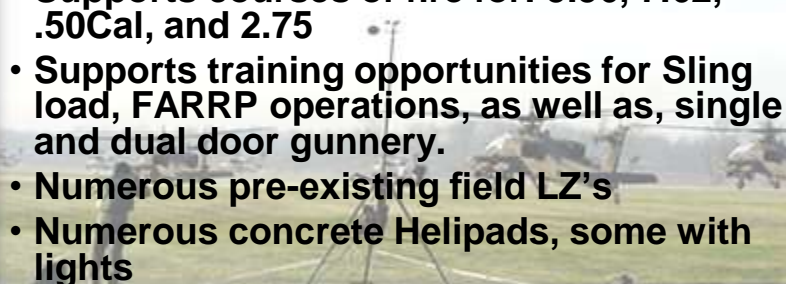
- Blank fire only
- Cordon and search
- TCP Operations
- Counter IED
 - Defeat the Device
 - Defeat the Network
- Mission Rehearsal Exercise/Culminating Training Event
- MOUT operations – collective tasks
- Cultural engagements



Atterbury Capabilities

Ranges Overview (3 of 3)

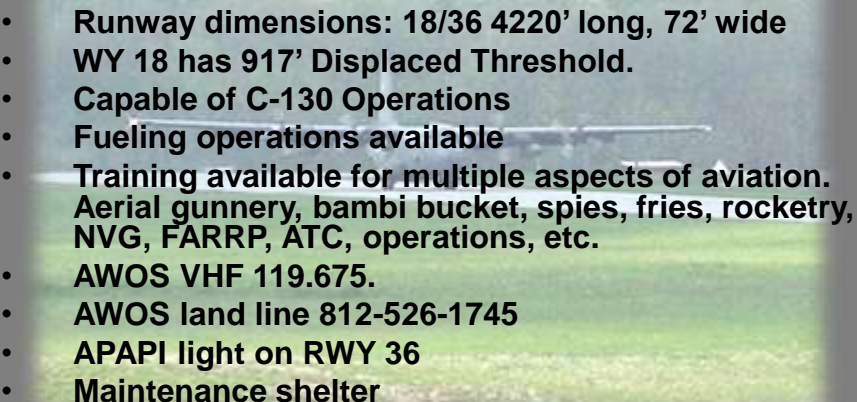
Rotary Winged Gunnery

- Supports courses of fire for: 5.56, 7.62, .50Cal, and 2.75
 - Supports training opportunities for Sling load, FARRP operations, as well as, single and dual door gunnery.
 - Numerous pre-existing field LZ's
 - Numerous concrete Helipads, some with lights
- 

Airborne Operations

- 5 Personnel Drop Zones
 - 1 Equipment Drop Zone
- 

Atterbury Himsel Airfield Operations

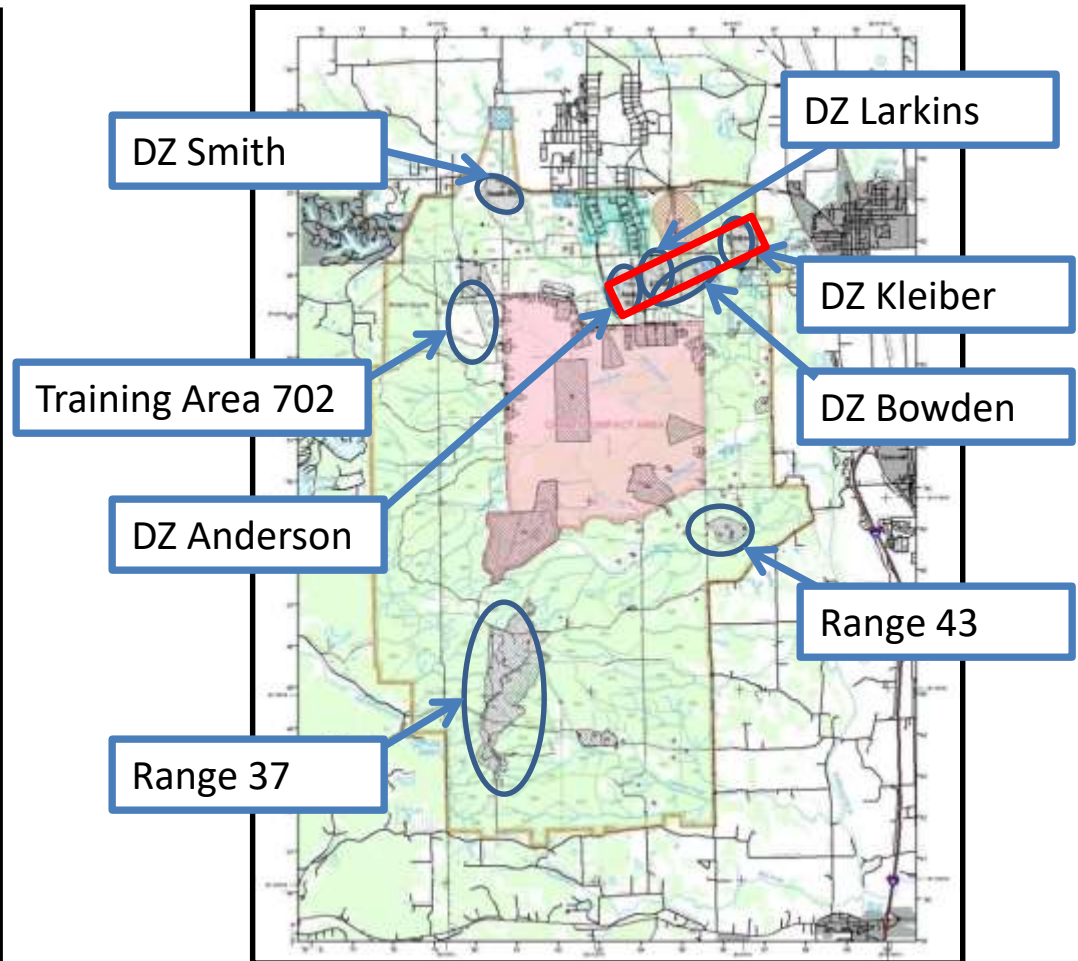
- Runway dimensions: 18/36 4220' long, 72' wide
 - WY 18 has 917' Displaced Threshold.
 - Capable of C-130 Operations
 - Fueling operations available
 - Training available for multiple aspects of aviation. Aerial gunnery, bambi bucket, spies, fries, rocketry, NVG, FARRP, ATC, operations, etc.
 - AWOS VHF 119.675.
 - AWOS land line 812-526-1745
 - APAPI light on RWY 36
 - Maintenance shelter
- 

UAS Capabilities

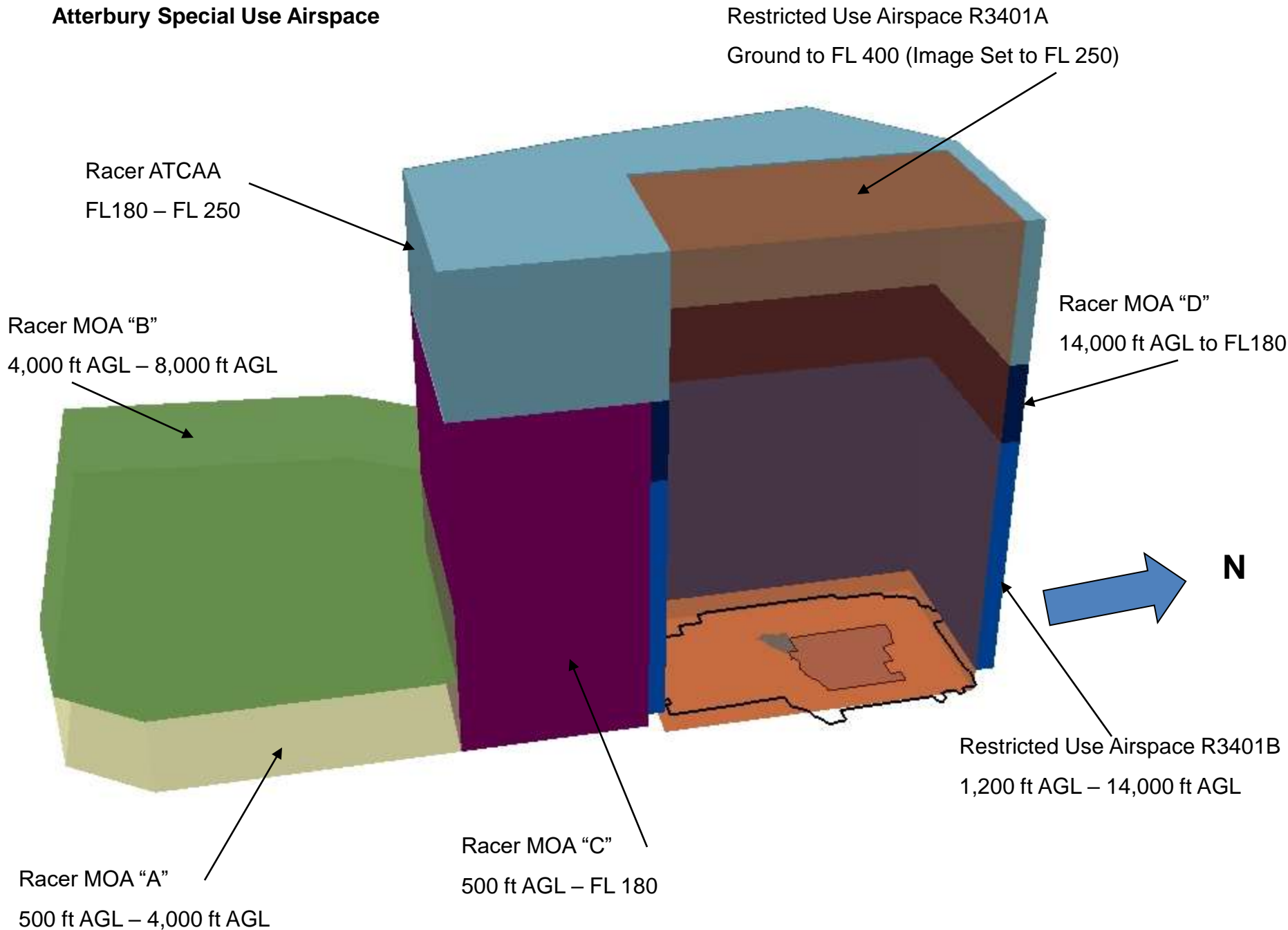
- Air Traffic Control / Airspace Management (Restricted Areas)
 - Frequency Management
 - Motor Pool Availability
 - Flight Line Support Equipment
 - Maintenance Space (Grounding and proximity to runway)
 - Admin Space
- 

Airborne Operations

- Personnel Drop Zones
 - Anderson
 - Smith
 - Larkins
 - Bowden
 - Training Area 702
- Equipment Drop Zone
 - Kleiber
- Subject to AF Approval
 - Range 37
 - Range 43



Atterbury Special Use Airspace



Atterbury Special Use Airspace

Restricted Use Airspace R3401A
Ground to FL 400 (Image Set to FL 250)

Racer ATCAA
FL180 – FL 250

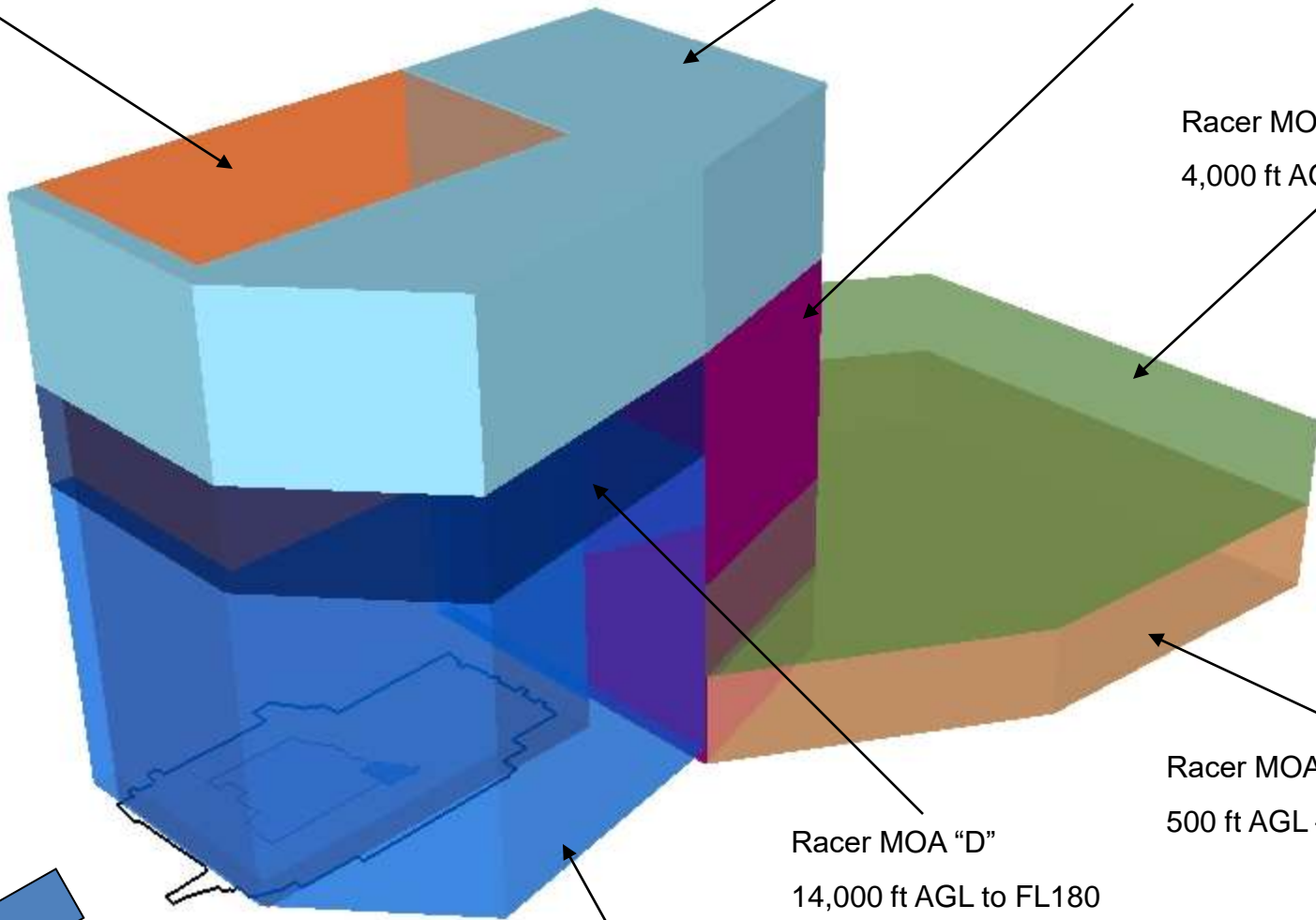
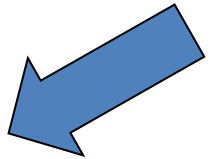
Racer MOA "C"
500 ft AGL – FL 180

Racer MOA "B"
4,000 ft AGL – 8,000 ft AGL

Racer MOA "A"
500 ft AGL – 4,000 ft AGL

Racer MOA "D"
14,000 ft AGL to FL180

Restricted Use Airspace R3401B
1,200 ft AGL – 14,000 ft AGL



Direct Fire – Individual Weapons

- Pistol – 2 Automated Combat Pistol Ranges
- M16/M4
 - Four Known Distance Ranges – Ranges 3, 4, 5, 6
 - Zero
 - Alternate Course C
 - Advanced Marksmanship
 - Sniper Training – 7.62mm, .50 caliber
 - Firing points to 500 yards on two ranges
 - Firing points to 1900 yards and 2100 meters on two other ranges
 - Two automated modified record fire ranges with adjacent zero ranges – Ranges 14, 18 for record fire, Ranges 12, 19 for zero

Combat Pistol Qualification Range

Ranges 10 & 15

Weapons:

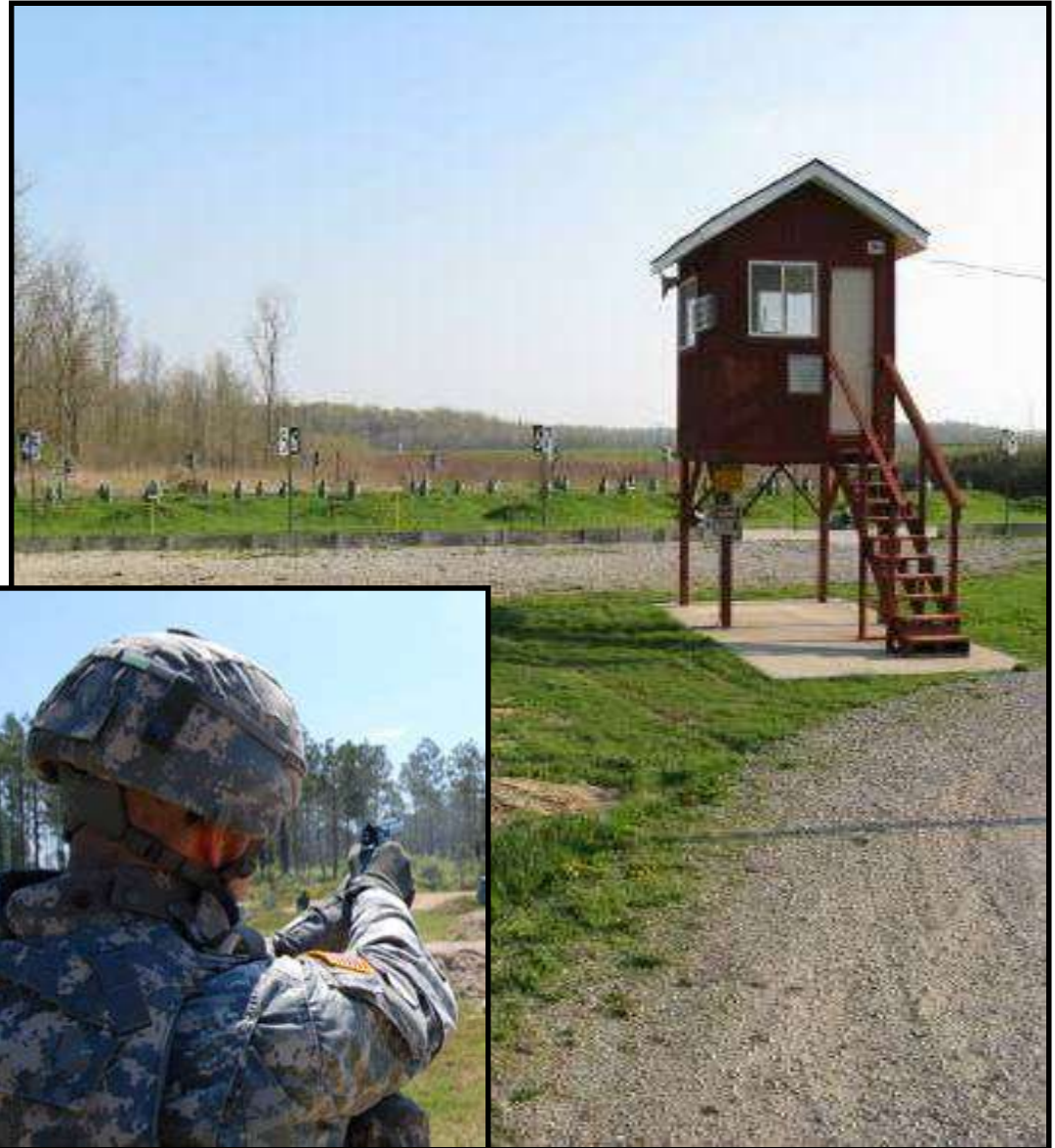
- M9
- M17
- Other Pistols

Courses of Fire:

- CPQC
- Unassisted Night Fire
- Issued Sidearm Familiarization

Key Features:

- Both automated ranges
- Range 15 targetry uses battery power and radio controls
- Each range has 10 lanes



Known Distance Ranges – Rg 3 thru 6



Weapons:

- M16/M4
- Shotgun,
- M9/M17
- 7.62 SWS
- .50 Cal SWS

Courses of Fire:

- 25 M Zero
- Know Distance
- Alt. Course C
- NBC Fire
- Alt. Pistol Qualification
- Sniper Known Distance
- Reflexive Fire
- Buddy Team Live Fire
- Stress Shoot

Key Features:

- Supports many purposes
- Adaptable
- 50 firing points per range
- Berms to more than 2km on 2 ranges and 500m on remaining 2 KD ranges

10M/25M Ranges

Weapons:

- M4/16
- Pistol
- M249
- M240
- Shotgun

Courses of Fire

- 25 Meter Zero
- NBC Fire
- M249 10 Meter Zero
- M240 10 Meter Zero
- Unassisted Night Fire
- M9/45 cal APQC Night Fire
- Issued Sidearm Familiarization
- Alternate Course "C"
- Reflexive Fire
- Assisted Night Fire



Key Features:

- 60 points for 25m zero, NBC fire, & night fire and 30 points for 10m zero & Reflexive Fire (Range 12)
- 50 points (Range 19)
- Range 12 is an Automated Night Fire Small Arms Range
- Near Record Fire Ranges
- Can conduct on Ranges 3, 4, 5, 6, 12, 13, 19, 20, 21, 24A

Modified Record Fire Range – Ranges 14 & 18

Weapons

- M16/M4
- M249 (Range 18 only)

Courses of Fire:

- Record Fire (day & night)
- Unassisted Night Fire
- Assisted Night Fire
- Reflexive Fire (Range 18 only)
- M249 Qualification in AR mode (Range 18 only) day & night

Key Features:

- 16 firing points on each range
- 8 points on Range 18 for M249 qualification in AR mode
- Supports thermal targets
- Automated record fire
- Near zero/NBC range
- Near other small arms ranges



Direct Fire – Machinegun

- M249

- Range 18 (AR Mode) – 8 lanes
- Range 11 (Crew served or AR)
- Range 47 (Crew served or AR – 10 lanes)
- Multiple ranges available for Table I Day Fire & Table III Tasks 1 & 2

- M240

- Range 11
- Range 47
- Multiple ranges available for Table I Day Fire & Table III Tasks 1 & 2

Crew Served Weapons Qualification Range 11

Weapons

- M2 .50 cal
- M240B/M60
- M249 SAW

Courses of Fire:

- SWS Sniper Practice
- SWS Sniper Qualification
- SWS Unknown Distance
- M2 Transition Prac/Qual
- M240 Transition Prac/Qual
- M249 Transition Prac/Qual
- M249 Assisted Night Fire

Key Features:

- 5 firing points dismounted
- 3 firing points mounted
- 3 firing points .50 cal Sniper
- Targets to 1100 meters



RANGE 47 – MULTI-PURPOSE MACHINE GUN



•M240 Crew Served Qualification

•Tripod Mounted
•Vehicle Mounted
•Targets to 800 meters



•M249 Crew Served Qualification

•Tripod Mounted
•Vehicle Mounted
•Targets to 800 meters



•M249 Automatic Rifle Qualification

•Bipod Mounted
•Targets to 400 meters

Range Description

1. TC25-8 Compliant MPMG
2. Targets out to 800m
3. Target array consists of both single and dual Stationary Infantry Targets (SITs)
4. Thermal capability for night fire using PAS 13/15

Range Facilities

1. Range Tower
2. Briefing Shelter
3. Ammunition Distribution Point
4. Climate Controlled AAR Facility

Support Facilities

• Parking Area

Firing Lanes

1. 10 Lanes capable of tripod mounted or vehicle mounted MG qualification
2. Berm drills capability for crew command training

Zero Range

• 5 Lanes 10 meter zero can be run simultaneously

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Range 47 – Capability Map

• 115-acre complex

0 25 50 meters

8 NOV 13



LOCATION MAP



Direct Fire – Heavy Machinegun

- M2 Machine gun
 - Range 21A – Field Fire
 - Range 22 – Field Fire
 - Range 11 – Automated Multi-Purpose Machinegun Range
 - 10 meter range – Ranges 20, 21, 21A and 22
- Mk 19 Grenade Machinegun
 - Ranges 21, 21A, 22, 31 – Field Fire

Multi-purpose Ranges – Ranges 21, 21A, 22, 23

Weapons:

- Mk19 (Rg 21, 21A, 22)
- M2 (Rg 21, 21A, 22)
- M240 (Rg 21, 21A, 22)
- AT4 (Range 23)
- SMAW (Range 23)
- Claymore (Range 23)

Courses of Fire:

- 10m zero (Rg 21, 21A, 22)
- Field Fire (Rg 21, 21A, 22)
- Practice Fire (AT4, SMAW, Claymore on Rg 23)

Key Features:

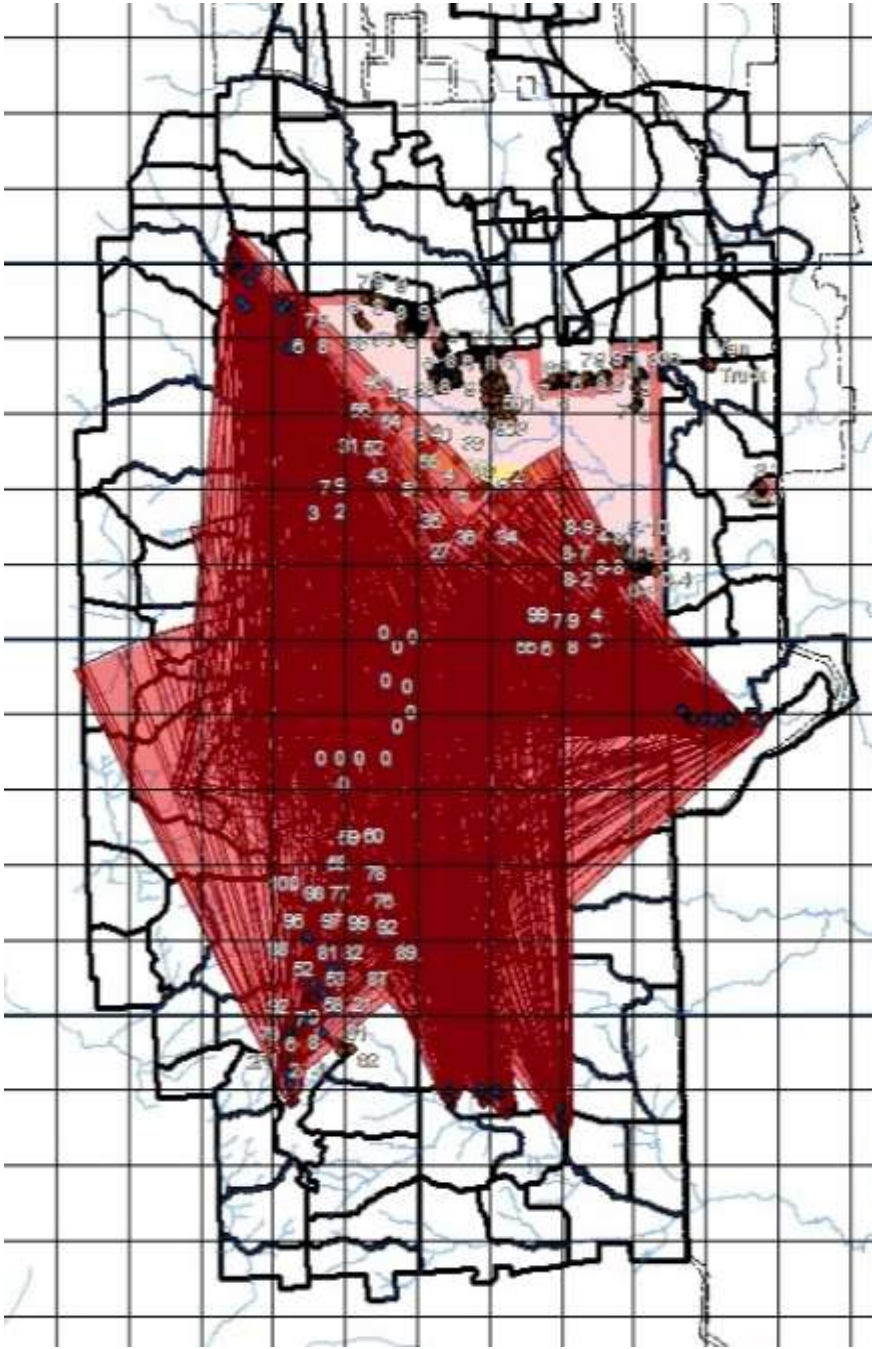
- 3 Firing Points (Rg 21, 21A, & 22)
- Range 23 has 8 points for missiles and 4 points for mines
- Hard Targets



Maneuver Live Fire Crew Gunnery/CLF/Team-PLT LFX

- Range 26 – Crew Gunnery Table III-VI
- Range 37 – Multi-Purpose Training Lane – -
Crew/Section Gunnery Table III-VI
- Range 38 – Convoy Live Fire/Squad
Assault
- Range 43 – Convoy Live Fire/Platoon
Assault
- Range 42 – Infantry Squad Battle Course

Composite Maneuver Live Fire
(50 Cal A557 SDZ)



Mounted Gunnery Range - Range 26

Weapons:

- M249, M240, M2
- Mk19 (TP)
- Sniper Weapons System (7.62mm)

Courses of Fire:

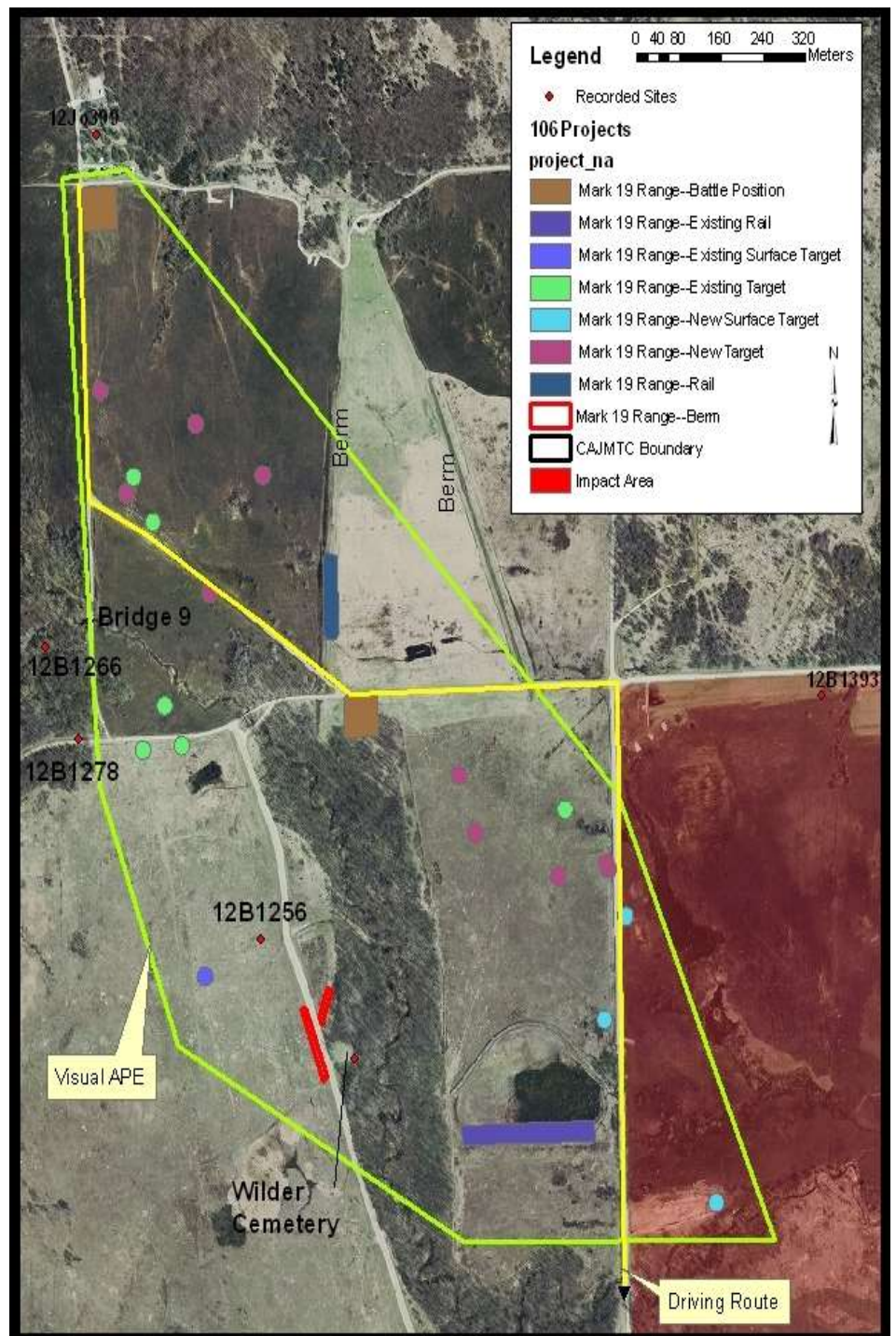
- Mounted Gunnery Gate 3, Tables III-VI
- Sniper Unknown distance

Key Features:

- Automated Targets
- FLIR for improved Night Training
- AAR Facility for Crew Debrief
- Day/Night Capable
- Engagements from both sides of vehicle
- Omega devices simulating weapons fire and hits



Range 26 Convoy Live Fire



Multi-Purpose Training Range - Range 37

Weapons:

- M4/16
- M203 (TP)
- M249
- M240
- Mk19 (TP)
- M2 MG
- M1 Abrams
- M2/3 Bradley
- TOW
- Attack Helicopters

Courses of Fire:

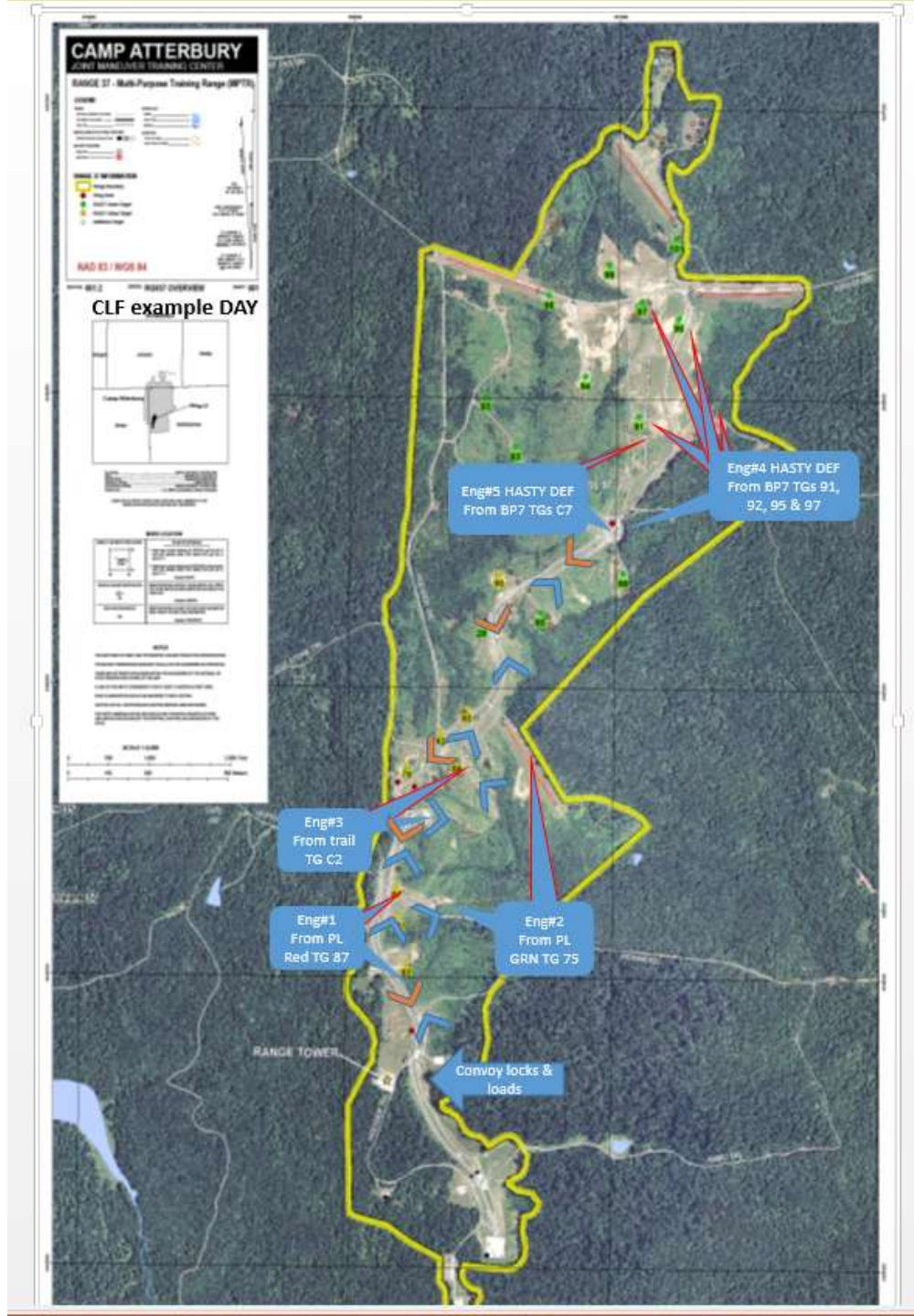
- Tank/Bradley Tables 1-6
- Mounted Combat Patrol & Convoy Live Fire (.50 Cal, 7.62mm, 40mm TP, 5.56mm)
- Armor Scout Tables 1-6
- TOW TP
- Helicopter Gunnery (7.62mm & 2.75in rockets)
- .50 Cal & 7.62mm Sniper Practice Unknown Distance
- Indirect Service Fire 155mm/105mm
- Infantry PLT Battle Course

Key Features:

- Automated Targets
- IED Defeat Lanes/Convoy LFX
- FLIR for improved Night Training
- 900 Acre Range Complex
- Roundabout & Village



Range 37 Convoy Live Fire



Multi-Purpose Range - Range 38

Weapons:

- M4/16
- M203 (TP)
- M249
- M240
- M2 (limited)
- Mk19 (TP)
- 105mm/155mm

Courses of Fire:

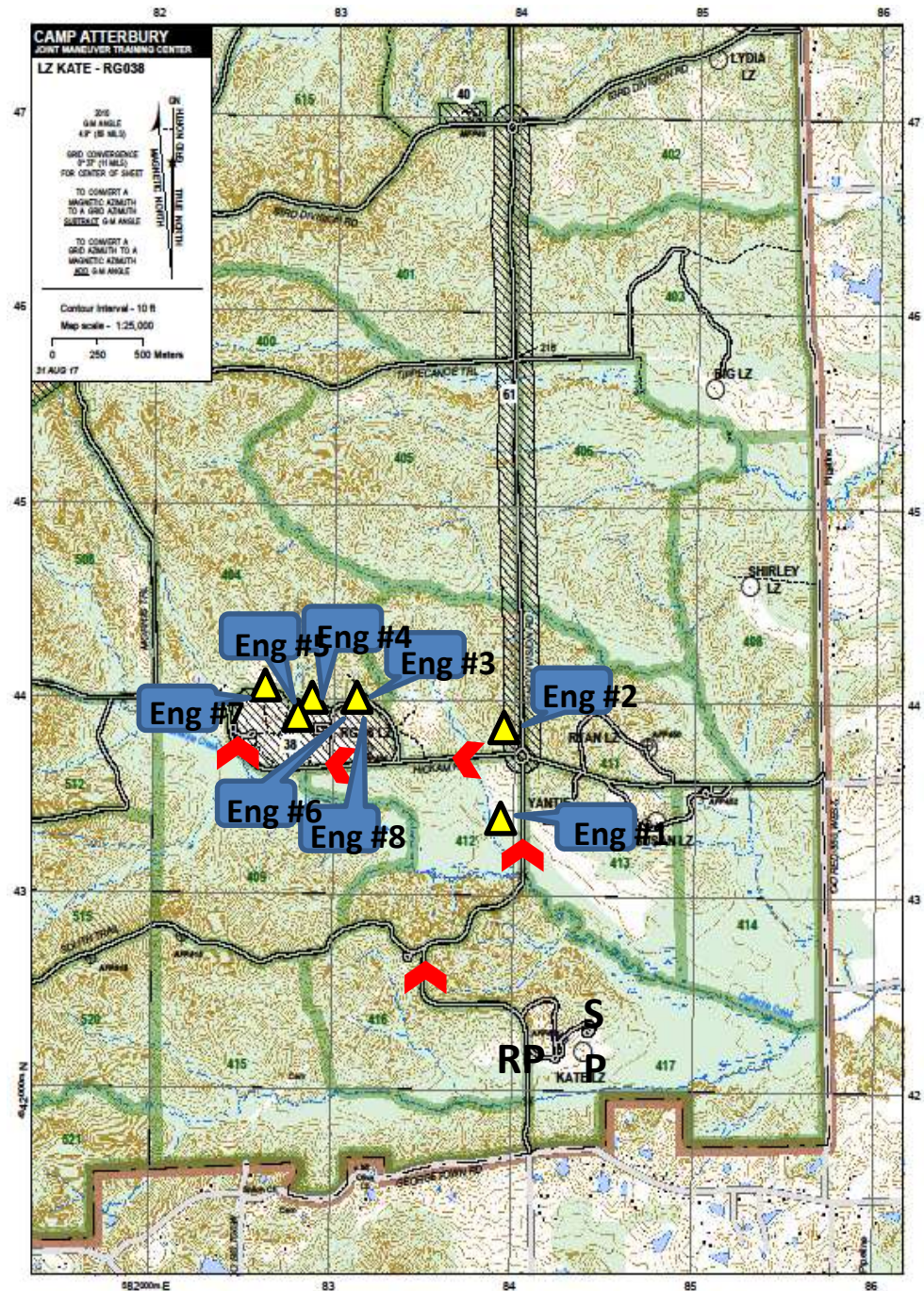
- Mounted Combat Patrol & Convoy Live Fire (.50 Cal, 7.62mm, 40mm TP, 5.56mm)
- Helicopter Door Gunnery (7.62mm)
- Indirect Service Fire 155mm/105mm

Key Features:

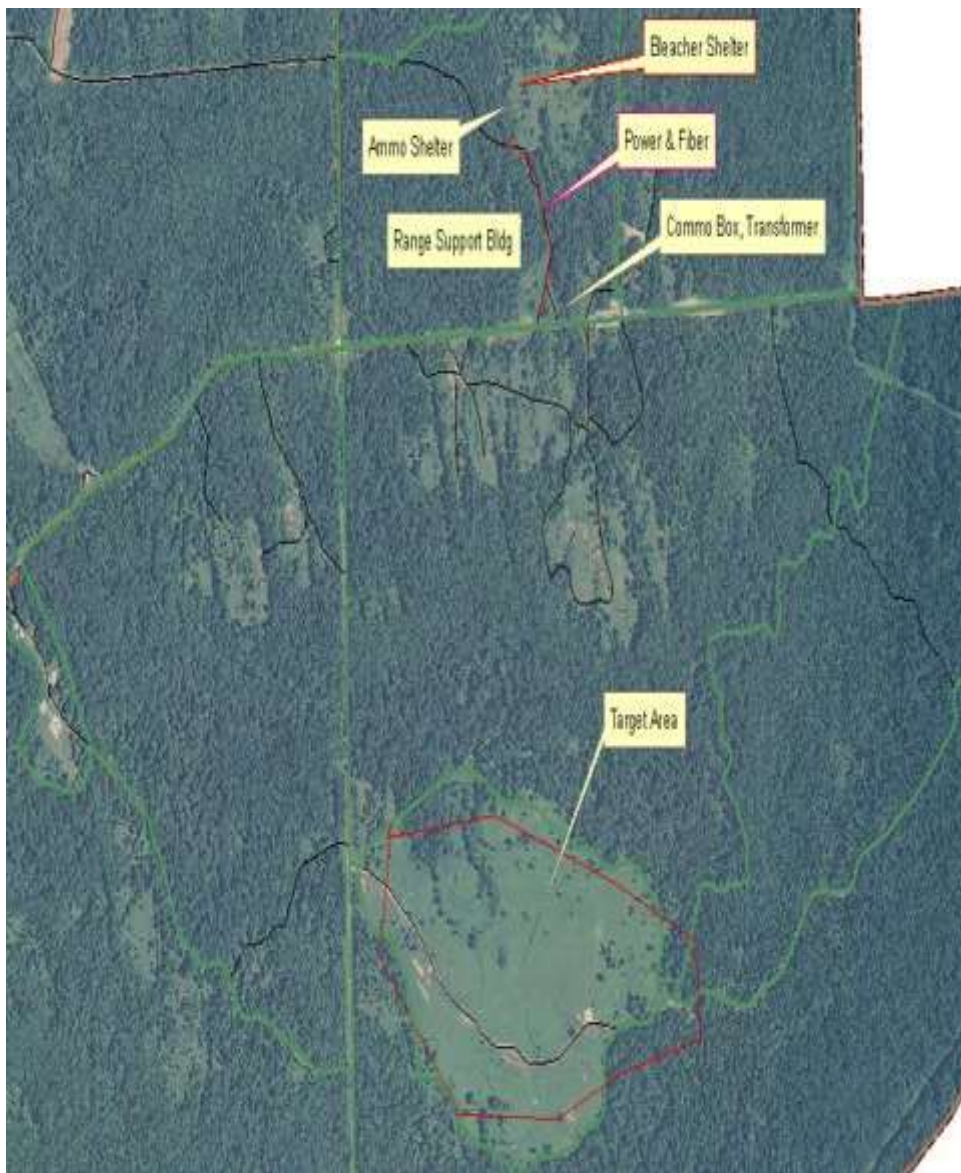
- User placed targets
- Connex Village
- IED Defeat Lanes/Convoy LFX



Range 38 Convoy Live Fire



Mounted Combat Patrol Range - Range 43



Key Features:

- Automated Targetry
- Under belly IED capability
- Low water crossings
- MRAP capable
- Capable of integrating vehicle recovery
- Urban engagement
- Day/Night Capable
- Engagements from both sides of vehicle
- Supports up to 7.62mm, Mk19 TP
- Support both mounted & dismounted engagements

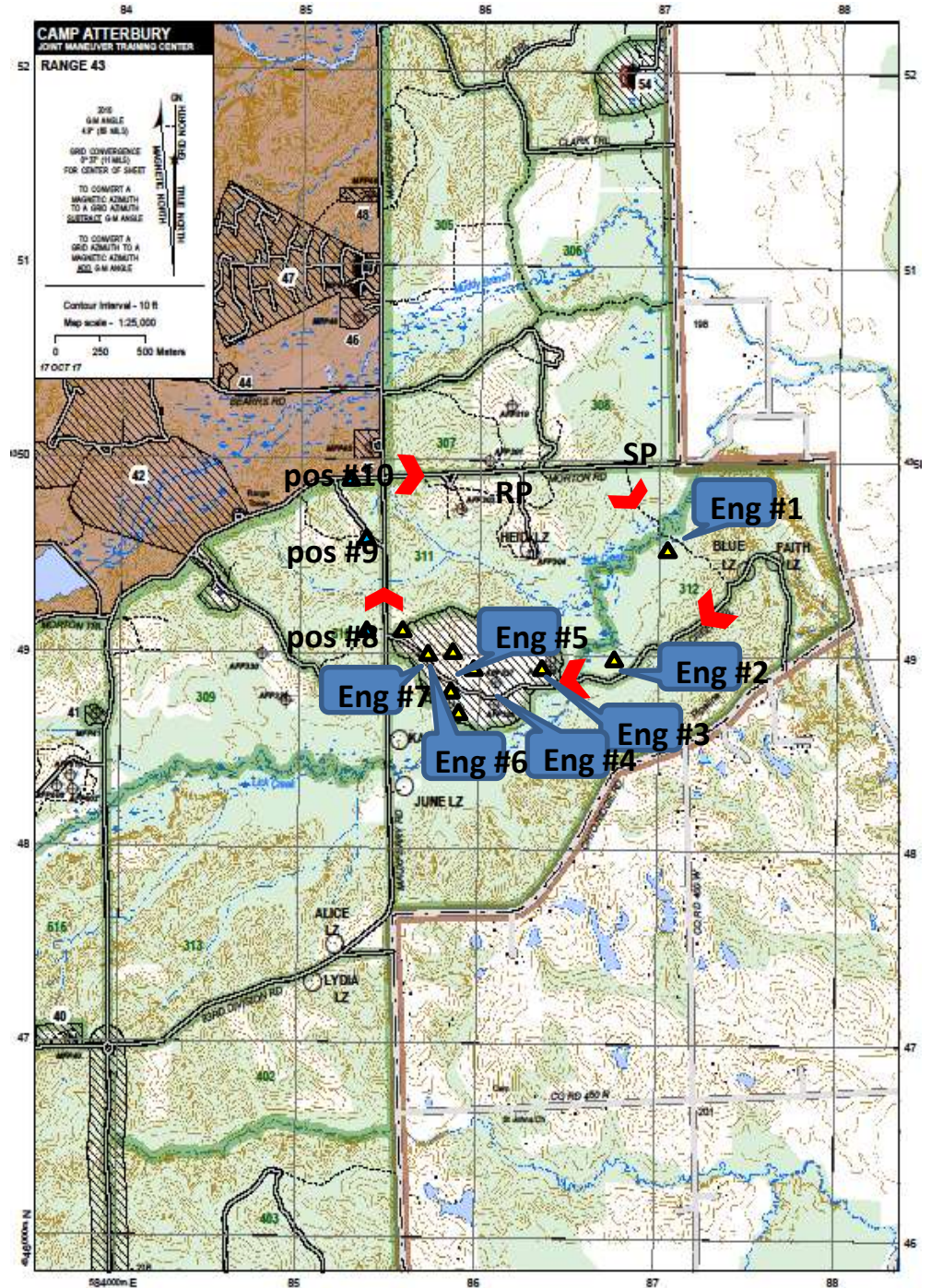
Weapons:

- M4/16
- M249
- M240
- Mk19 (TP)
- M2 MG (Plastic Round)

Courses of Fire:

- Mounted Combat Patrol
- Convoy LFX

Range 43 Convoy Live Fire



RANGE 42 – SQUAD BATTLE COURSE

TARGET CAPABILITIES

- 5 Objectives Consisting of SITS and DSITS, Trenchline and Mortar Firing Point
- Hostile Fire Simulator
- Mover target

TRAINING VENUES

- Squad Attack
- 7.62 Sniper/M240 Support by Fire
- Mortar SRTR Fire Support
- Break Contact
- Ambush
- Sniper Unknown Distance

SUPPORT FACILITIES

- Ammo Issue Point
- Hardstand AAR Facility
- Range Tower-OP/Retrans site

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Range 42 – Capability Map

- 184-acre complex

0 25 30 meters

8 NOV 13



Urban Operations

- Range 51 – Urban Assault Course
- Range 55 – Mobile MOUT Course
- Range 57 – Automated Shoot House
- Range 58 – Breaching Range
- Range 50 – Paintball Shoot House

RANGE 51 – Urban Assault Course

Range Description

- 5 Station UAC
 - Team Trainer
 - Hogan's Alley
 - M203 /Reflex Fire Trainer
 - Multi Level MOUT Facility
 - Underground Trainer
 - Buddy Team Live Fire
- RG 57 Automated Shoot House
 - 8 rooms with 5.56 capabilities
 - Reactive mannequin style targets
 - Recordable AAR capabilities with take-home DVD

Station 5



- Underground 222 ft tunnel system
- Full Darkness Capability
- Confined Space Rescue

Station 4



- Two story concrete building with open roof and basement access
- Live Fire Sniper engagements onto Station 3

Station 3 (Live Fire)



1. Reflex fire lanes
2. M203 trainer
3. Sniper targets for Station 4
4. Buddy Team Trainer

Station 1



- Team trainer used to develop beginner level entry skills

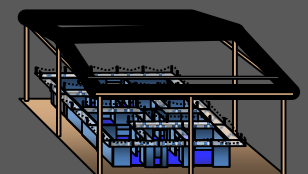
Station 2



- Squad and Platoon trainer used to develop beginner level entry skills

Range Facilities

1. Hardstand Latrines
2. Climate Controlled AAR Facility
3. Briefing Shelter
4. Ammunition Distribution Point
5. Automated Shoot House



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Range 51 & 57



8 NOV 13

Mobile MOUT Site – Range 55

Key Features:

- Indoor AAR Facility
- Strategically placed Cameras for video play back
- DVD take home packet
- Two-story structures & a basement



Weapons:

- M9
- M4/16
- M249
- M240
- Blank Fire Only & Limited Pyro

Courses of Fire:

- Clearing Procedures
- Urban Ops Collective Tasks



Automated Shoot House - Range 57



Weapons:

- M9/M17/1911 & other pistols
- M4/M16
- NO MG AUTHORIZED
- NO PYRO

Courses of Fire:

- Building clearing tasks associated with urban areas (Dry, Blank, Live)
- Individual and collective tasks of building clearing/occupying



Key Features:

- 360 degree fire capability, Fully contained
- Video Capture – Day/Night
- After Action Review Facility– with video replay
- DVD take home package of all recorded training.
- Two-Way Communication
- 8 rooms; 1 corridor; 2700 sq ft with Multiple entry points
- Train up to a squad size element per iteration
- Non-ballistic breaching tasks
- Multiple training scenarios

Live Fire Breach Facility – Range 58



Weapons:

- Up to 0.66 lbs. of explosives (C4, Det Cord, etc.) per shot
- Mechanical breaching devices
- Shotguns with breaching rounds

Courses of Fire:

- Breaching tasks associated with urban areas.
- Breach hardened structures
- Breach Door, Windows, & Walls

Key Features:

- Three lanes (one for each obstacle)
- Easily accessible to UAC, Mobile MOUT site, & Shoot House

Indirect Live Fire Exercise

- Able to support up to 155mm
- Artillery Firing Points
- Mortar Firing Points
- Direct Lay – Range 22
- Observation Points
- Call For Fire Trainer: 12 stations



Asymmetric Warfare HSTL

- Range 61
- Range 62
- Dismounted Counter IED Lane
- Third World Village
- Search House
- Entry Control Point
- VBS3
- Hand Held Mine Detector Lane

Asymmetric Warfare HSTL– Rg 61

Weapons:

- Blank Fire only

Courses of Fire:

- Defeat Device
- Attack network
- Counter IED Individual & Collective Tasks

Key Features:

- Overpass
- Manhole
- Multiple culverts
- Water pump station
- Gas station/repair shop
- Bomb making site
- 3.6 KM length & 900m of divided highway
- Village
- Power Station
- Marketplace
- Ramp for VBIED event
- AAR playback capability
- Instrumentation Capability
- Exportable capabilities
- Able to integrate into LFX



Asymmetric Warfare HSTL– Rg 62

Key Features:

- Training Aids to support more than one location
- Expanding CIED capabilities at two sites
- Dismounted lane capability
- Ties into Search House
- Low water crossings
- Scalable to 5km of village and rural road network

Courses of Fire: (Blank Only)

- Site Sensitive Exploitation
- Building Search Techniques
- Building Clearing Ops
- MOUT Training
- Inner Cordon and Search
- Defeat the Network



Range 62 is a multipurpose training area ideal for mounted and dismounted training scenarios. Range 62 integrates two separate villages, a search house, an improved road network as well as a hand held detector training range. Range 62 is capable of simulating environments in all COCOM AORs. The Atterbury ATTSP team can integrate live and virtual asymmetric threat scenarios and Mission Essential Task training on Range 62 tying in adjacent road networks and training areas as needed.



County Rd 900 S

County Rd 900 S

Nineveh Creek

Count



North Round About



Market Place



Round-About South End



Village - Power Station



Choke Point - W/ Man Hole



Range 61 is the legacy Counter IED lane for Camp Atterbury. It was designed to simulate environments in both EUCOM and CENTCOM AORs. It is a simple linear road/lane with large traffic circles at the north and south ends, and there is a small village with multi level structures on either side of the road. The Atterbury ATTSP team can integrate live and virtual asymmetric threat scenarios and Mission Essential Task training on Range 61 tying in adjacent road networks and training areas as needed.

Third World Village

Key Features:

- More realistic mounted and dismounted maneuver
- Contain infrastructure and people common to an Arab/Islamic mono strata village of 1500-2000 persons
 - Agricultural Features
 - Gas Station
 - Market Place Buildings
 - “Shanty town” and/or Displace Persons Area
 - Government Center and Police Compound
 - Known Minefields, CBU Strike Sites, UXO Areas
- Accurately replicate sights, smells, sounds, feel of village in underdeveloped world



Course of Fire (Blank Only):

- Practice building search and clearance drills on realistic facilities
- Units to practice kinetic operations in a realistic environment through use of breach-able entries, walls and windows
- Kinetic operations such as urban breaching, building clearance drills and CIED training
- Cultural engagements with locals

Search House



Key Features:

- Two Story with roof access
- Crawlspace
- Adaptable to Theater Specific Training Requirements
- Interior and exterior stairs
- Multiple rooms per floor



Courses of Fire: (Blank Only)

- Site Sensitive Exploitation
- Building Search Techniques
- Building Clearing Ops
- MOUT Training
- Inner Cordon and Search
- Defeat the Network

FOBS

- Three FOBs with Bivouac Space for 3,500 personnel
 - FOB 1 located by urban operations/KD ranges
 - FOB 2 located across from IWQ/CSWQ ranges
 - FOB 3 located at northwest corner of installation