

Sl. No.	Unit or Sub-Unit	Disruptor	Activity	Competing Functions	Time	Weapon/Target/Min/Max/Alt	Range/Type Area or Situation	Ammunition	Other Specifics/Constraints	Remarks
1.1	Suipers		Suipers	1. AOSP LF 12, 14 (or 14) and 31 (LFTT). 2. Tactical Ttg.	14 Days		1. Tactical Ttg 5km x 5km. 2. Range Work - Gallery Range up to 900m (600m if firing 140). 3. DCCCT.	7.62 Sniper - 5000 16mm M16/AR - 2	Fresh/ 10/ 14 or 24hr Bar packs as required for 14 days.	
2.1	Mortar Pl		Mortars	1. AOSP LMFT Sheets 1 - 3. 2. Tactical Ttg.	14 Days		1. Tactical Ttg 7km x 8km 2. Mortar LA and Impact Area. 3. DCCCT.	81mm HE - 648 81mm Sunk - 144 81mm Illum - 144 16mm M16/AR - 4	Fresh/ 10/ 14 or 24hr Bar packs as required for 14 days.	Duration of Ttg to be laid down in the FATM page 11-F-2. This must include both Live Firing and Tactical Ttg.
3.1	Anti-Tank Pl		Anti-Tank	1. AOSP LF Sheets 1 - 3. 2. Tactical Ttg.	14 Days		1. 150 Simulated firings per fire before firing live. 2. The Ttg Area x 5km. 3. Live Firing Anti-Tank Range	MILAN Missiles - 12 16mm M16/AR - 2	Fresh/ 10/ 14 or 24hr Bar packs as required for 14 days.	
4.1	Asst Pairs		Asst Pairs	1. 1 Live demo day annually. 2. 1 Live BATSIM day annually.	2 Days		Demo Pl for 2 days	16mm M16/AR - 2 Sentry Fuz - 50 Fuzo Inert - 20 Cord Det - 150 Def Dem. Elec - 50 Def Dem. Equip - 300 SPE - 100 Firing Device FR Dem - 6 March Fuz - 4 Charge Dem. Box PE - 100 AR Rapid Charging - 2	Fresh/ 10/ 14 or 24hr Bar packs as required for 2 days.	Additional simulators and specialist charges, including Bangalore Torpedos and mines are held in the infantry pool to be demanded as appropriate.
5.1	Teams		Transition to Live Firing Tactical Training	LFTT team and section battle shooting.	6/ Fire Teams (including receiver) per Battalion in 30 minutes per detail.		1. Gallery or ETR Range. 2. DCCCT.	5.56 Ball - 13,800	1. See FATM page 11-F-2 for Directed Ttg. 2. As per AOSP Vol 1, Chapter 7, pages 7-3 and 7-43.	
6.1	Platoon		Platoon Drills	1. Tactical Ttg in Platoon Battle Drills. 2. Must include the use of the Man Sp.	10 Days		1. 3km x 3km. 2. DCCCT.	5.56 Blank - 45,000 7.62 Sniper (Blank) - 150 81mm Sunk - 150 Rkt Hand Fired - 50 Guide Hand Sunk Signal - 15 51mm Illum - 15	1. Min Regs Vol 1 Para 10 detail the allocation of NBC defence equipment for Ttg. 2. Fresh/ 10/ 14 or 24hr Bar packs as required for 10 days.	1. See FATM page 11-F-2 for Directed Ttg. 2. Platoon Ttg is the basis of battalion effectiveness. COs must ensure that the full 10 days are allocated. 3. Ammunition should be balanced to ensure that soldiers are carrying as near as possible first line scales in each individual platoon. Unexpended ammunition must be carried forward to the next tactical Ttg phase.
7.1	MG Platoon		Platoon Drills	1. Tactical Ttg in Platoon Battle Drills. 2. Must include the use of the Man Sp.	10 Days		1. 3km x 3km. 2. DCCCT.	100,000 Blank Belted 7.62	1. Min Regs Vol 1 Para 10 detail the allocation of NBC defence equipment for Ttg. 2. Fresh/ 10/ 14 or 24hr Bar packs as required for 10 days.	1. This training will begin as Machine Gun Platoon centred training in their best practice and to be conducted in accordance with Self-Platoon and Company Ttg to practice the use of Manoeuvre Support. 2. Ammunition figures are based on AOSP Chapters 11 and 15. 3. Live firing may be best achieved during the Infantry Field Firing Camp. 4. This allocation of ammunition is for all Platoon, Company and Battalion Tactical Ttg.
7.2			Live Firing	AOSP Chapter 11 and 15	7 Days		Field Firing Area	75,000 x 7.62	1. Min Regs Vol 1 Para 10 detail the allocation of NBC defence equipment for Ttg. 2. Fresh/ 10/ 14 or 24hr Bar packs as required for 7 days.	
8.1	Recon Platoon		Recon Platoon Drills	Recon Platoon Ttg to cover Recon Tasks in Offensive, Defensive and Transitional Ops of War.	10 Days		1. 3km x 3km. 2. Will require a larger area or cleared route to allow permits to conduct a long insertion. 3. DCCCT.	5.56 Blank - 3000 81mm Hand Fired - 10 Rkt Hand Fired - 50 Guide Hand Sunk Sem - 5 SBN L28 - 16	1. Min Regs Vol 1 Para 10 detail the allocation of NBC defence equipment for Ttg. 2. Fresh/ 10/ 14 or 24hr Bar packs as required for 10 days.	1. Live Firing (Fire Control) should be programmed and achieved where possible. Filling that maximum use should be made of DCCCT to practice this vital skill. 2. This ammunition takes the platoon on from the Transition to Field Firing.
8.2			Connect Drills	Connect Drills from all directions	2 Days		Field Firing Area	5.56 Ball - 3000	1. Min Regs Vol 1 Para 10 detail the allocation of NBC defence equipment for Ttg. 2. Fresh/ 10/ 14 or 24hr Bar packs as required for 2 days.	
9.1			Coy HQ Ttg	1. C3 Battle Procedures. 2. Comms. 3. Practice HQ procedures. 4. Reports and Returns. 5. Liaison with other agencies. 6. Background Drills.	8 Days		2 locations of 1km x 1km	5.56 Blank - 45,000 7.62 Sniper (Blank) - 150 SBN L28 - 150 Rkt Hand Fired - 10 Rkt Hand Fired - 50 Guide Hand Sunk Signal - 15 Guide Hand Sunk Sem - 50 51mm Illum - 15	1. Min Regs Vol 1 Para 10 detail the allocation of NBC defence equipment for Ttg. 2. Fresh/ 10/ 14 or 24hr Bar packs as required for 8 and 12 days respectively.	1. See FATM page 6-A-1 and 6-A-9 for Directed Ttg. 2. See FATM page 6-B-1 and 11-F-1 for Dammation Ttg. 3. The Infantry Field Firing camp is explained in detail in AOSP Volume 1, Chapter 8. The mandatory minimum standard is on page 8-1 para 08B5. 4. NBC Ttg direction is given in the FATM. This contains NBC Ttg direction and standards and links them to CP levels. 5. Ammunition should be balanced to ensure that soldiers are carrying as near as possible first line scales in each individual platoon. Unexpended ammunition must be carried forward to the next tactical Ttg phase. 6. 5.56mm Link reflects LMG replacing 1x LSV per Fire team.
9.2	Company		Coy FTX	Single to Am Coy Ttg as directed by the CO in order to bring Coy to a level of Ttg in preparation for Combined Arms Ttg.	At least 12 Days		3 x 10km	5.56 Ball - 180,000 5.56 4BIT - 30,000 5.56 Link - 100,000 7.62 Sniper - 500 81mm Sunk - 200 94mm Sunk Rkt Fire - 400 Guide L109 - 100 Fuzo Guide Hand Fuz - 100 Rkt Hand Fired - 100 Rkt Hand Fired - 100 Guide Hand Sunk Signal - 10 Rkt Hand Fired - 100 RGGS Proc - 60 RGGS HE - 27, KIT - 6 51mm Illum - 50, HE - 100	Fresh/ 10/ 14 or 24hr Bar packs as required for 7 days.	
9.3			Industry Field Firing Camp	As per AOSP Vol 1 Chapter 1 page 1-10 Table 1 (excluding serials 16 & 17).	Up to 7 days		1. Without Mortars 7.62mm x 5.92mm. 2. With Mortars allow for mortar template.	5.56 Ball - 180,000 5.56 4BIT - 30,000 5.56 Link - 100,000 7.62 Sniper - 500 81mm Sunk - 200 94mm Sunk Rkt Fire - 400 Guide L109 - 100 Fuzo Guide Hand Fuz - 100 Rkt Hand Fired - 100 Rkt Hand Fired - 100 Guide Hand Sunk Signal - 10 Rkt Hand Fired - 100 RGGS Proc - 60 RGGS HE - 27, KIT - 6 51mm Illum - 50, HE - 100	Fresh/ 10/ 14 or 24hr Bar packs as required for 7 days.	
10.1	Battalion		Unit Mnt CAST Unit FTX (where applicable)	1. See FATM page 6-9, para 0630. 2. See FATM 6-8 to 6-12.	1. 3 Separate 1 day packages for Unit CAST. 2. 7 Days CFX or 4 to 5 days at CAST.		CFX 3km x 1km	5.56 Blank - 30,000 SBN L28 - 100 Rkt Hand Fired - 30 Rkt Hand Fired - 70 Guide Hand Sunk Signal - 10 Guide Hand Sunk Sem - 30 51mm Illum - 10	Fresh/ 10/ 14 or 24hr Bar packs as required for 4 - 5 days.	1. See FATM page 2-A-2 for Directed Ttg. 2. See FATM page 6-9 for Dammation Ttg. 3. NBC Ttg direction is given in the FATM. This contains NBC Ttg direction and standards and links them to CP levels. 4. Ammunition should be balanced to ensure that soldiers are carrying as near as possible first line scales in each individual platoon.
10.2			Unit FTX	Tactical Ttg covering all of the phases of war, assuming NBC conditions. At the CO's discretion following the Ede Conds direction. Must include Collective STA training.	1. Min 5 days, max 14 days 2. May exceed 14 days when conducted on allocated OTX.		6km x 15km	5.56 Blank - 30,000 SBN L28 - 100 Rkt Hand Fired - 30 Rkt Hand Fired - 70 Guide Hand Sunk Signal - 10 Guide Hand Sunk Sem - 30 51mm Illum - 10	1. Min Regs Vol 1 Para 10 detail the allocation of NBC defence equipment for Ttg. 2. Fresh/ 10/ 14 or 24hr Bar packs as required for 5 - 14 days.	