



# CURRENT FORCE

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# Current Force



Current Force	Key Requirements	Products	Future
<b>ABRAMS</b> M1A1 M1A2 M1A2 SEP	<b>Heavy Armor</b> > MBT w/ ADV ERA	M829A2 APFSDS-T	M829E3 APFSDS-T
	<b>Light Armor &amp; APC's</b> > BMP/BTR	M830A1 HEAT-MP-T	
	<b>Attack Helicopters</b> > Hovering & Evasive	M830A1 HEAT-MP-T	
	<b>Assaulting Infantry</b> > 1 Shot vs Squad > 2 Shots vs Platoon		XM1028 Canister
	<b>Buildings, Bunkers (Incapacitation)</b>	M830A1 HEAT-MP-T	
	<b>Concrete Obstacles &amp; Rock Drop (USFK)</b>	XM908 OR-T (USFK Only)	XM908 OR-T (World Wide)
	<b>Training</b>	M865 TPCSDS-T; M831A1 TP-T	XM1002 TPMP-T



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BRADLEY Fighting Vehicle with M242 25mm Cannon	LAV ➤ BMP/BTR	M919 APFSDS-T	
	Light Structures/Anti-Personnel ➤ ATGM Teams ➤ Squads in Open ➤ Incapacitation	M792 HEI-T	
	Training	M910/M793	M910E1
HELICOPTERS APACHE w/ M230 30mm Cannon BLACKHAWK w/ M230 30mm Cannon	Light Skinned Vehicles/Light Structures/Anti-Personnel/ ➤ ATGM Teams ➤ Squads in Open ➤ Incapacitation ➤ Training (SOF only)	M789 HEDP	
	Training	M788	
MK19 Grenade Machine Gun, 40mm	Anti-Personnel ➤ ATGM Teams ➤ Squads in Open ➤ Incapacitation	M383/M384/M1001	M1001
	Light Skinned Vehicle/Anti-Personnel ➤ ATGM Teams ➤ Squads in Open ➤ Incapacitation	M430/M430A1	
	Training	M918/M385A1	
M203 Grenade Launcher, 40mm	Light Skin Vehicles/Anti-Personnel ➤ ATGM Teams ➤ Squads in Open ➤ Incapacitation ➤ Anti-Personnel within Structures	M433	Thermobaric
	Signal/Illumination	M583A1/M661/M662	
	Tear Gas	M651	
	Training	M781	

# INTERIM

# FORCE





# Interim Force



Interim Force	Key Requirements	Products
<b>MGS</b> <b>Infantry Support</b>	<b>Anti-Armor</b> ➤ <b>MBT</b>	<b>M900 APFSDS-T</b>
	<b>Assaulting Infantry</b> <b>1 Shot vs Squad</b> <b>2 Shots vs Platoon</b>	<b>XM1040 Canister</b>
	<b>Wall Breach</b> ➤ <b>3 Shots</b>	<b>HE-T M393A2 (Replacement)</b>
	<b>Buildings, Bunkers (Incapacitation)</b>	<b>XM1040</b>
	<b>Light Armor</b> ➤ <b>BMT</b> ➤ <b>BTR</b> ➤ <b>APC</b>	<b>M456A2 Heat</b>
	<b>Training</b>	<b>TP-T, M490A1, M724A1</b>



# Interim Force



Interim Force	Key Requirements	Products
MK19 Grenade Machine Gun, 40mm	<b>Anti-Personnel</b> > ATGM Teams > Squads in Open > Incapacitation	M383/M384/M1001
	<b>Light Skinned/Anti-Personnel</b> > ATGM Teams > Squads in Open > Incapacitation	M430/M430A1
	Training	M918/M385A1
M203 Grenade Launcher, 40mm	<b>Anti-Personnel</b> > ATGM Teams > Squads in Open > Anti-Personnel within Structures	Thermobaric
	<b>Light Skin Vehicles/Anti-Personnel</b> > ATGM Teams > Squads in Open > Incapacitation	M433
	Signal Illumination	M583A1/M661/M662
	Tear Gas	M651
	Training	M781
Comanche Heli 20mm GD/GIAT Gun	Aircraft/Light Skin Vehicles	20mm Multi-Purpose
	Anti-Personnel	

# OBJECTIVE FORCE





# Objective Force



Objective Force	Key Requirements	Products
MCS	Heavy Armor MBT w. ADV ERA (0-4 km)	ADV. KE
	Heavy Armor MBT w. ADV ERA (2-12 km)	MRM
	Buildings, Bunkers (Incapacitation)	ADV. MP
	Helicopters/UAV	ADV. MP
	Reinforced Concrete Walls (Breach) <ul style="list-style-type: none"> <li>➤ 1 Shot Objective</li> <li>➤ 3 Shots Threshold</li> </ul>	ADV. MP
	Assaulting Infantry	ADV. MP





# Objective Force



Objective Force	Key Requirements	Products
<b>ICV, ARV-A, MULE w/ Medium Caliber Cannon(s)</b>	<b>LAV</b> > BMP > BTR > Future LAV	<b>Armor Piercing</b>
	<b>ATGM Teams/Infantry/Light Structures</b>	<b>Airburst</b>
	<b>Training</b>	<b>Trainers</b>
<b>CCV, ARV-RSTA, R&amp;SV w/ Medium Caliber Cannon(s)</b>	<b>Self Defense</b>	<b>Armor Piercing</b>
		<b>Airburst</b>
		<b>Trainers</b>
<b>SOF Blackhawk w/ M230 Cannon</b>	<b>Light Skinned Vehicles/Light Structures/Training</b>	<b>Adv. 30mm MP or 30mm Airburst</b>
	<b>Anti-Personnel</b>	<b>30MM Air Burst</b>
<b>Comanche Heli 20mm GD/GIAT Gun</b>	<b>Aircraft/Light Skin Vehicles</b>	<b>20mm Multi-Purpose</b>
	<b>Anti-Personnel</b>	