

NATIONAL DEFENSE INDUSTRIAL ASSOCIATION

2007 MUNITIONS EXECUTIVE SUMMARY

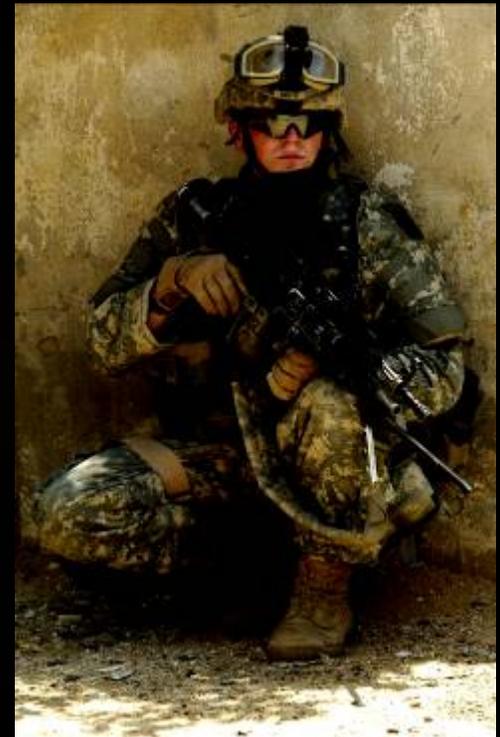
A WARFIGHTERS PERSPECTIVE

COL AL KELLY

1-17th INFANTRY REGIMENT (STRYKER)
"BUFFALOS"



WHY WORRY?



KEY LESSONS LEARNED/CONCERNS

- KNOCK DOWN POWER OF MUNITIONS
- INCREASED AVAILABILITY OF LESS THAN LETHAL MUNITIONS FOR EXISTING WEAPON SYSTEMS
- ILLUM RESIDUE





LESS THAN LETHAL

- FN 303 (Paint Ball)
- 12 gauge rubber shotgun rounds (dirigible/pellets)
- M203 (Foam head/rubber pellets)

- Considerations
 - Children
 - Crowds
 - Transitions

KNOCK DOWN POWER

- M4
- M249 SAW
- M9 Service pistol
- Glass deflection (5.56)



ILLUM RESIDUE

- 120mm
- 81 mm
- 60 mm
- OH58
- LU-22 (best)
 - Requires fixed wing delivery (extensive planning)
 - Difficult to get in theater
 - Easily pulled away



ADDITIONAL ISSUES

- Subsonic rounds for suppressed weapons
- Composite links that need less maintenance
- Need greater ability to disable vehicles



QUESTIONS?



BACK UP SLIDES





9mm

- Service Pistol
 - Used to show “position” in culture
 - Value added as a threat weapon if doctrine permitted
 - Standard magazine spring is useless after several weeks, extended spring must be used
 - Knock down power is poor



5.56mm Ball

- M4
 - Range less but excellent for close quarters
 - Reliable, maintained easily
 - Knockdown power is poor, particularly at distances greater than 50m





5.56mm Linked

- M249 SAW
 - Good range
 - Reliability excellent
 - “Nut sack” preferred over drum
 - Tracer is excellent
 - Knock down power poor but compensated by rate of fire
 - Link maintenance





7.62mm

- M24 Sniper
 - Match ammo must be standard issue for all snipers in Infantry battalions - HARD TO GET
 - Reliability excellent
 - Knock down power is awesome

7.62mm 4/1 Linked



- M240B

- Reliability and feed are simply excellent
- Knock down power is awesome
- Links rust easily
- Difficult to get in some cases



.50 Caliber

- M2 HB
 - Outstanding – RWS increases 1st round hit immensely
 - Shock and impact of round decides any contest
 - Destructive power is incredible
- Barrett is awesome

Hand Grenades

- M67 Baseball
 - Design great for throwing over walls and onto roofs
 - With proper training, soldiers have great confidence in them
- Smoke & Thermite
 - Thermite used for destroying equipment and denying enemy use of equipment



Helicopter Mini-Gun

Guns and platform are
accurate

- Performance and flight
excellent
- Destructiveness awesome
and effective against roof-
top and upper floor
enemies



40mm Grenade



- M203
 - Awkward in close quarters and ammo is tough to carry with body armor
 - Round is accurate and reliable
 - Blast, shock and fragmentation are excellent
- MK-19
 - Single-point link can twist and cause misfeeds
 - Rate of fire and accuracy are excellent
 - Links rust easily

Anti-tank Missiles

- TOW 2B
 - Accurate/lethal
 - Still wire guided
 - Reload vulnerabilities



- Javelin
 - Great for ambushes on overwatch sites
 - System is easy to use and soldiers have high confidence in it

120mm Mortar

- 120mm HE
 - Accuracy from MC-B remarkable
 - Penetration with delay fuse goes through concrete & rebar
 - Bang and Blast are great deterrents in H&I fires
- 120mm WP
 - Collateral burn damage must be considered in Urban fight and environmental hazards from residuals
- 120mm Illum
 - All weather dependability
 - Burn time excellent
 - Radius and reliability excellent
 - SDZs a limitation in MOUT



12 GAUGE SHOTGUN



- **Buckshot**
 - Excellent for wooden door breaches
 - Angle of breach must be considered
 - Other side of the door considerations
- **Rubber Pellets/dirigible**
 - Excellent for crowd control
 - Need additional LTL rounds