

# 2016 Armament Systems Forum

## April 25-28, 2016

“Pushing Capability Down,  
Not Up – Soldier/Squad  
Overmatch”

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# Armament in U.S. Warfare

- Rifle
- MG
- HE
- Indirect
- Aviation
- Enablers

Shoot, Move, Communicate

# What Combat Effect Do We Want from Our Weapon?

- To get there
  - Ammunition
  - Rifle
  - Enablers
  - Soldier Training
- Probability to Achieve Desired Combat Effect?
- What are the current gaps?
- Fix shortfalls now!

# Trade Offs/Balance

- Lethality
- Range
- Weight
- Environment
- Soldier/Squad Tasks
- Commonality
- Training
- Confidence
- Enemy's View

# Army Soldier Weapons Strategy 2014

- Capability Focus Areas:
  - #1- “Lethality”
- Scope:
  - “Strategy focuses on Soldier direct fire weapons and enablers that ensure overmatch for the Army’s Soldier and Squad.”
- Strategic Framework:
  - “Army modernization efforts will prepare the entire force for the complex and uncertain battlefield...with overmatch capability...right place and right time...”

# Army Soldier Weapons Strategy 2014 (cont.)

- End state:  
“The Soldier and the Squad retain operational overmatch while remaining the most versatile, lethal, and survivable echelon in the Army.”

Ways:

“SWEAT”

Means:

DOTMLPF

# Army Soldier Weapons Strategy 2014 (cont.)

## Threat:

“Potential adversaries have begun to field a common intermediate caliber, advanced performance ammunition with MER of 600m for their improved individual rifle.”

## Lethality:

“Conduct a caliber/configuration study of squad and platoon systems to inform small arms modernization decisions by determining the best caliber/configuration for desired effect/range...”

# Time

Why does it have to take so long?

What does SGT Ranger need for next deployment?



# Cost/Effort

- Who has sacrificed the most?
- Is the importance of Snuffy's Life different?
- Why not spend what it takes for majority of users?