

Missiles & Guns ***An FCS Perspective***

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Balancing Lethality Options For FCS Family of Systems

- Compliant with user requirements
- Effective across broad spectrum of operational scenarios
- Flexible lethality against broad range of likely targets
 - Tailor means to target
- Tailored to the individual platforms
- Affordable and cost-effective

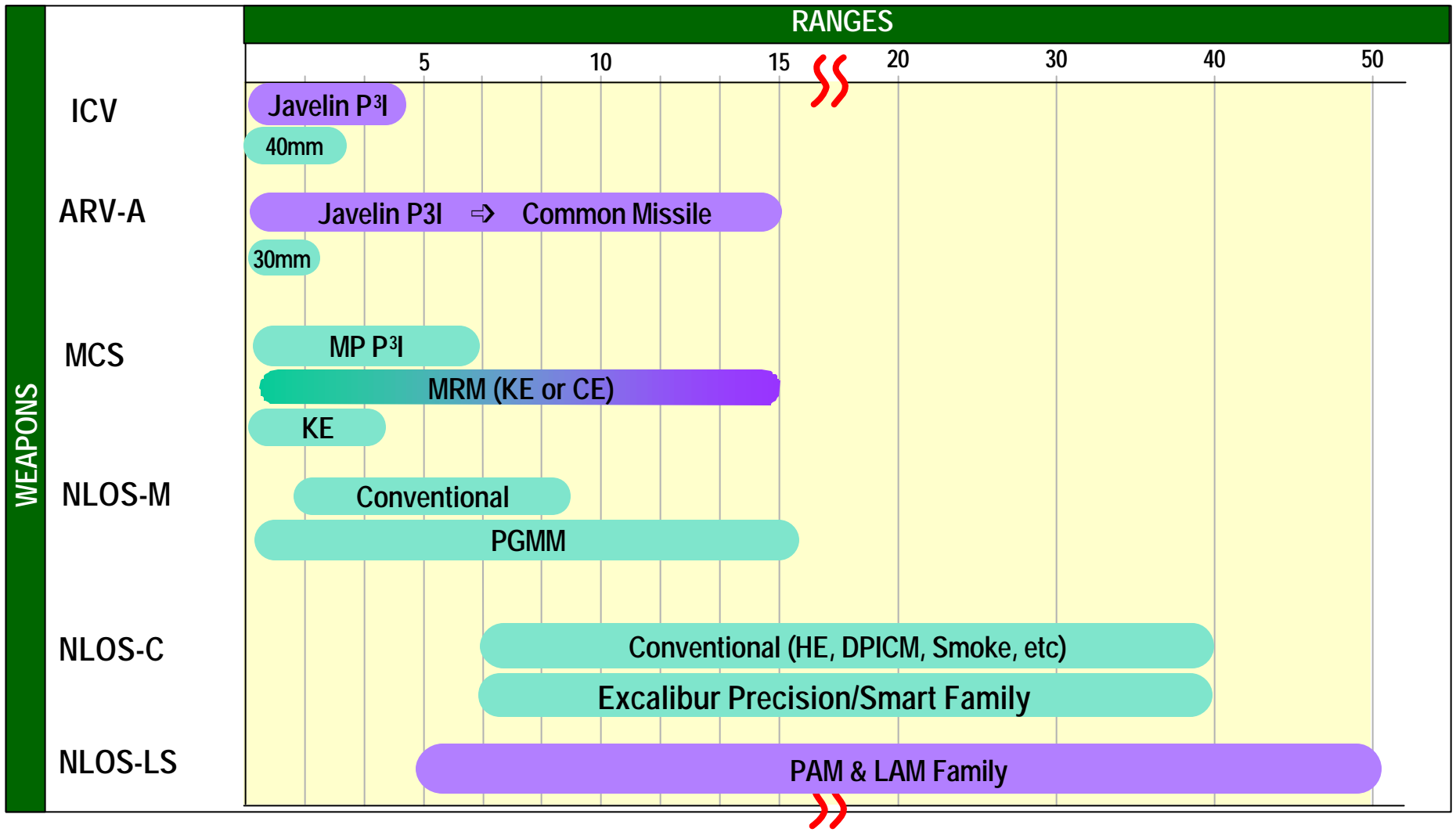
Requirements

- User wants flexibility of both guns & missiles!
- User has clear understanding of the limits of both guns and missiles
 - Target value, type, etc
 - Quick reaction time
 - Scenario
- Light fighters, Strike Force, Heavy Force
 - Different mix of guns and missiles!

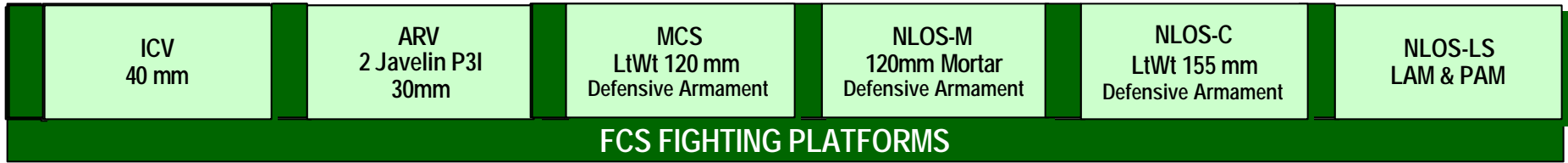
A Simple-Minded View

Assume Equal Warhead Lethality

Characteristic	Missiles	Guns
Light Wt Launcher	✓ ✓	
Time to Target		✓
Signature	?	?
Countermeasures		✓
Cost/shot		✓
Kills/\$?	?
Stowed Kills		✓
Recoil & Vehicle Integration	✓	





Guns Missiles





LOS/BLOS Missiles for FCS

Candidates

	Precision Mmunition	
	MRM- KE or CE	CKEM
Characteristic		
Weight	~ 60 Pounds	~ 100 Pounds
Length	~ 1 m	~ 1.5 m
Diameter	120 mm	~ 180 mm
Launcher	MCS and Abrams	TBD
Stowed Load	~ 40 Rounds	6-12 Rounds
Unit Cost in Production	~ \$ x	~ \$ 1.5 x

FCS LOS/BLOS Missile

Candidates

Characteristic	Precision Munition	
	MRM KE or CE	CKEM
		
Launch Mode	Gun	Pod
Lethality	Overmatch	Overmatch +
BLOS Capability	Yes	No
LOS Capability	Yes	Yes
Range	.5 - 12 Km	.5 - 5 Km
APS Immunity	Yes or ?	Yes
Self Designation	Yes	Yes
Remote Designation	Yes	No
Autonomous Guidance	Yes	No

“ Make sure your lethality toolkit includes the right tools for all the jobs you’ll be called on to fix”