# Current Force

## Key Requirements

<table>
<thead>
<tr>
<th>Current Force</th>
<th>Key Requirements</th>
<th>Products</th>
<th>Future</th>
</tr>
</thead>
<tbody>
<tr>
<td>ABRAMS M1A1</td>
<td>Heavy Armor</td>
<td>M829A2 APFSDS-T</td>
<td>M829E3 APFSDS-T</td>
</tr>
<tr>
<td></td>
<td>• MBT w/ ADV ERA</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ABRAMS M1A2</td>
<td>Light Armor &amp; APC's</td>
<td>M803A1 HEAT-MP-T</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• BMP/BTR</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ABRAMS M1A2 SEP</td>
<td>Attack Helicopters</td>
<td>M803A1 HEAT-MP-T</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• Hovering &amp; Evasive</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ABRAMS M1A2 SEP</td>
<td>Assaulting Infantry</td>
<td>M803A1 HEAT-MP-T</td>
<td>XM1028 Canister</td>
</tr>
<tr>
<td></td>
<td>• 1 Shot vs Squad</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ABRAMS M1A2 SEP</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• 2 Shots vs Platoon</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ABRAMS M1A2 SEP</td>
<td>Buildings, Bunkers (Incapacitation)</td>
<td>M803A1 HEAT-MP-T</td>
<td></td>
</tr>
<tr>
<td>ABRAMS M1A2 SEP</td>
<td>Concrete Obstacles &amp; Rock Drop (USFK)</td>
<td>XM908 OR-T (USFK Only)</td>
<td>XM908 OR-T (World Wide)</td>
</tr>
<tr>
<td>ABRAMS M1A2 SEP</td>
<td>Training</td>
<td>M8065 TPCSDS-T; M831A1 TP-T</td>
<td>XM1002 TPMP-T</td>
</tr>
</tbody>
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## Current Force

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<tr>
<td><strong>BRADLEY Fighting Vehicle with M242 25mm Cannon</strong></td>
<td>Light Structures/Anti-Personnel&lt;br&gt;ATGM Teams&lt;br&gt;Squads in Open&lt;br&gt;Incapacitation&lt;br&gt;Training</td>
<td>M919 APFSDS-T</td>
<td></td>
</tr>
<tr>
<td><strong>HELICOPTERS</strong></td>
<td>Light Skinned Vehicles/Light Structures/Anti-Personnel/&lt;br&gt;ATGM Teams&lt;br&gt;Squads in Open&lt;br&gt;Incapacitation&lt;br&gt;Training (SOF only)</td>
<td>M792 HEI-T</td>
<td>M910/M793</td>
</tr>
<tr>
<td><strong>APACHE</strong> w/ M230 30mm Cannon**</td>
<td></td>
<td></td>
<td>M910E1</td>
</tr>
<tr>
<td><strong>BLACKHAWK</strong> w/ M230 30mm Cannon**</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>MK19 Grenade Machine Gun, 40mm</strong></td>
<td>Anti-Personnel&lt;br&gt;ATGM Teams&lt;br&gt;Squads in Open&lt;br&gt;Incapacitation</td>
<td>M383/M384/M1001</td>
<td>M1001</td>
</tr>
<tr>
<td><strong>M203 Grenade Launcher, 40mm</strong></td>
<td>Light Skin Vehicles/Anti-Personnel&lt;br&gt;ATGM Teams&lt;br&gt;Squads in Open&lt;br&gt;Incapacitation&lt;br&gt;Anti-Personnel within Structures&lt;br&gt;Signal/Illumination&lt;br&gt;Tear Gas&lt;br&gt;Training</td>
<td>M430/M430A1</td>
<td>Thermobaric</td>
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<tr>
<td></td>
<td></td>
<td>M583A1/M661/M662</td>
<td></td>
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<tr>
<td></td>
<td></td>
<td>M651</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>M781</td>
<td></td>
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INTERIM FORCE
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<th>Interim Force</th>
<th>Key Requirements</th>
<th>Products</th>
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</thead>
</table>
| MGS Infantry Support | Anti-Armor  
MBT                                                                 | M900 APFSDS-T                                 |
|               | Assaulting Infantry  
1 Shot vs Squad  
2 Shots vs Platoon                  |                                               |
|               | Wall Breech  
3 Shots                                    |                                               |
|               | Buildings, Bunkers (Incapacitation)                                                   | XM1040 Canister                             |
|               | Light Armor  
BMT  
BTR  
APC                                    | HE-T M393A2 (Replacement)                     |
|               | Training                                               | XM1040                                      |
|               |                                                                                     | M456A2 Heat                                 |
|               |                                                                                     | TP-T, M490A1, M724A1                         |
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<td><strong>MK19 Grenade Machine Gun, 40mm</strong></td>
<td>Anti-Personnel</td>
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<tr>
<td></td>
<td>- ATGM Teams</td>
<td>M383/M384/M1001</td>
</tr>
<tr>
<td></td>
<td>- Squads in Open</td>
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<tr>
<td></td>
<td>- Incapacitation</td>
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</tr>
<tr>
<td></td>
<td>Light Skinned/Anti-Personnel</td>
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<td>- ATGM Teams</td>
<td>M430/M430A1</td>
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<tr>
<td></td>
<td>- Incapacitation</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Training</td>
<td>M918/M385A1</td>
</tr>
<tr>
<td></td>
<td>Anti-Personnel within Structures</td>
<td>Thermobaric</td>
</tr>
<tr>
<td></td>
<td>Light Skin Vehicles/Anti-Personnel</td>
<td></td>
</tr>
<tr>
<td></td>
<td>- ATGM Teams</td>
<td>M433</td>
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<td></td>
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<td></td>
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<tr>
<td><strong>M203 Grenade Launcher, 40mm</strong></td>
<td>Signal Illumination</td>
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<td>Tear Gas</td>
<td>M651</td>
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<td></td>
<td>Training</td>
<td>M781</td>
</tr>
<tr>
<td><strong>Comanche Heli 20mm GD/GIAT Gun</strong></td>
<td>Aircraft/Light Skin Vehicles</td>
<td>20mm Multi-Purpose</td>
</tr>
<tr>
<td></td>
<td>Anti-Personnel</td>
<td></td>
</tr>
</tbody>
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OBJECTIVE FORCE
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<tbody>
<tr>
<td>MCS</td>
<td>Heavy Armor MBT w. ADV ERA (0-4 km)</td>
<td>ADV. KE</td>
</tr>
<tr>
<td></td>
<td>Heavy Armor MBT w. ADV ERA (2-12 km)</td>
<td>MRM</td>
</tr>
<tr>
<td></td>
<td>Buildings, Bunkers (Incapacitation)</td>
<td>ADV. MP</td>
</tr>
<tr>
<td></td>
<td>Helicopters/UAV</td>
<td>ADV. MP</td>
</tr>
<tr>
<td></td>
<td>Reinforced Concrete Walls (Breech)</td>
<td>ADV. MP</td>
</tr>
<tr>
<td></td>
<td>➢ 1 Shot Objective</td>
<td></td>
</tr>
<tr>
<td></td>
<td>➢ 3 Shots Threshold</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Assaulting Infantry</td>
<td>ADV. MP</td>
</tr>
</tbody>
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</table>
| ICV, ARV-A, MULE w/ Medium Caliber Cannon(s) | LAV  
| |  BFMP  
| |  BTR  
| |  Future LAV | Armor Piercing |
| | ATGM Teams/Infantry/Light Structures | Airburst |
| | Training | Trainers |
| CCV, ARV-RSTA, R&SV w/ Medium Caliber Cannon(s) | Self Defense | Armor Piercing |
| | | Airburst |
| | | Trainers |
| SOF Blackhawk w/ M230 Cannon | Light Skinned Vehicles/Light Structures/Training | Adv. 30mm MP or 30mm Airburst |
| | Anti-Personnel | 30MM Air Burst |
| Comanche Heli 20mm GD/GIAT Gun | Aircraft/Light Skin Vehicles | 20mm Multi-Purpose |
| | Anti-Personnel | |