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 rooftop 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