“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?