

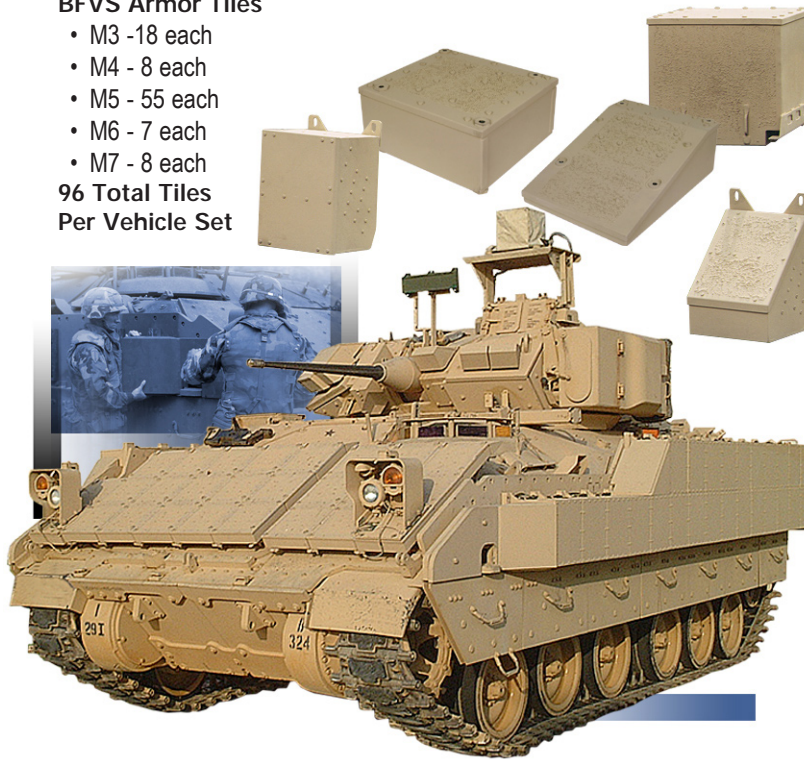
Reactive Armor

Bradley Fighting Vehicle

BFVS Armor Tiles

- M3 - 18 each
- M4 - 8 each
- M5 - 55 each
- M6 - 7 each
- M7 - 8 each

96 Total Tiles
Per Vehicle Set



General Dynamics Armament and Technical Products, in conjunction with Rafael Ordnance Systems Division, has developed a next-generation Reactive Armor for application on the Bradley Fighting Vehicle. This concept in Reactive Armor incorporates state-of-the-art technology while utilizing an insensitive high-energy explosive.

Reactive Armor tiles produced by Rafael and GDATP have been type classified for production. During extensive U.S. Government qualification, over 1,500 armor tiles were extensively tested. These tests included:

- Shaped-charge armor protection
- Small-arms sensitivity
- Sequential environmental
- Transportation tests
- Artillery-fragment sensitivity
- Sympathetic detonation
- Collateral damage
- Tile mapping and junction tests
- Special safety tests

This Reactive Armor state-of-the-art technology offers a substantial increase in protection levels for troops and equipment against all shoulder-fired weapons, and most tube-launched, shaped-charge systems.

Specifications

Reactive armor	State-of-the art technology combining an advanced reactive element with a new passive element for armor protection
Superior performance	The only solution that can defeat full-scale, shape-charge threats of modern, long-range anti-tank missiles
Safety	Incident-free safety record in field operations and combat
Growth potential	The weight savings of reactive armor allows the capability to further increase protection without exceeding current weight constraints
Production capabilities	GDATP has existing certified production facilities
Logistics	Logistics requirements are no greater than those of ammunition



GENERAL DYNAMICS

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