The ShotScreen™ RPG Defeat System is an active protection system that can be mounted on new or retrofitted LAVs, and a variety of other vehicles and stationary platforms. The system releases a wave of small diameter, low velocity non-lethal pellets from several non-slewing locations to defeat multiple anti-tank type RPGs.

To defeat an incoming RPG, two adjacent warheads are fired to form an overlapping pattern of pellets. The cloud of pellets travel to the intercept plane at a low rate of speed. This pattern, or “shot screen”, intercepts the RPG at close range from the protected vehicle and neutralizes the RPG to nullify its lethality.

In an alternate version, it predetonates RPGs at a significant stand-off distance.

- Provides 360° horizontal and with a variable inclination coverage option for full hemispherical coverage
- Reacts and defeats RPGs within required timelines
- Intercepts multiple anti-tank RPGs without reload
- Modular, bolt-on kit configurable to virtually any vehicle
**Tactical Applications**
- Applicable to a wide range of vehicle and stationary platforms
- Helicopters and rotorcraft
- Amphibious watercraft
- Secure critical infrastructures

**Features**
- Light weight, simple to operate, and low maintenance
- Exceeds RPG defeat requirement
- Uses approximate range data to time pellet release for successful RPG intercept
- Pellets are low velocity/less-lethal
- System installs on LAVs without special tooling

**Benefits**
- Defeats attackers firing from close-in engagements
- Defeats swarms of RPGs
- Eliminates fratricide per DoD Directive 3000.3 and minimizes collateral damage
- Maximizes vehicle survivability and force protection
- Tandem warhead [e.g. RPG-29] defeat capability under development

**SHOTSCREEN™ RPG Defeat System**

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**General Dynamics**
Ordnance and Tactical Systems

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