General Dynamics Ordnance and Tactical Systems, in conjunction with Rafael Ordnance and Protection 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 General Dynamics have been typeclassified for production. During U.S. Government qualification, over 1,500 armor tiles were extensively tested. The 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

The Reactive Armor 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

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

### BFVS Armor Tiles

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

96 Total Tiles

Per Vehicle Set