



# ENFORCER

## LOW COST, HIGH PRECISION INFANTRY WEAPON

**Mission experience of international armed forces has revealed an operational need for lightweight, precision stand-off weapons for use by the infantry and special forces.**

MBDA's answer to this operational need is Enforcer, a shoulder-launched, guided weapon system suitable for engaging a wide target set beyond the range of weapons currently used by infantry.

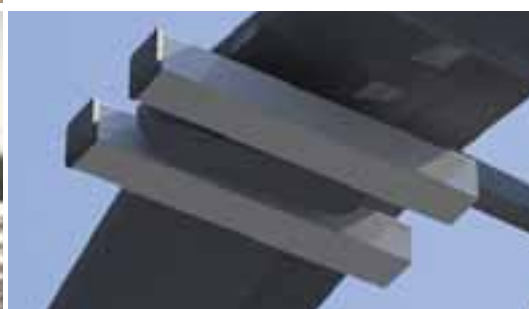
Enforcer's main design drivers are maximum precision, reliability, minimised weight and low cost.

As a first step, Enforcer is planned for introduction in the German market as a guided weapon complement to the Wirkmittel 90mm munitions suite.

Enforcer is a multinational MBDA project.

### Operational advantages

- Lightweight system (missile + launch tube < 9kg)
- Fire-and-forget missile system
- Range up to 2,000m
- High precision over full range against static and mobile targets
- Multi-effects warhead
- Lock-on-before Launch (LOBL)
- Single operator
- Confined spaces firing capability
- Defeats lightly armoured and soft skinned vehicles
- Effect against target behind cover through airburst capability
- Low collateral damage
- Modular design allows spiral development adaptation to:
  - Air-2-Ground application (Enforcer Air)
  - Full anti-armour configuration



## Tri-service potential



### Technical characteristics/specifications

Range: up to 2,000m  
Fire-and-forget  
Day and night operation  
System weight: (sight and two munitions) 20kg

### Future developments – Enforcer Air

- Lightweight UAS Missile System Concept

### Missile characteristics

- Weight: < 30kg (2-missile per wing launcher configuration)

### Missile characteristics

- Range: ~8km
- < 30kg – 2-missiles + launcher + electronics (per wing)
- Launch tube length: 1000mm, height/width: 110mm
- SAL-guidance (supports NATO SAL standard)
- Target set includes lightly armoured vehicles (static and dynamic), personnel, light infrastructure
- Integrated weapon system mission control in TUAV Ground Control Station