



Land Warrior

Integration of Infantry Soldier Combat Capabilities into a Warfighting System Optimized for Close Combat

Capabilities:

- **Command & Control**
- **Survivability**
- **Situational Awareness**
- **Lethality**
- **Mobility**
- **Training**





The Land Warrior System ***(A Fully Integrated Soldier System)***

Integrated Helmet Assembly

Lightweight Helmet with Mounted Display, Laser Detector and Ballistic/Laser Eye Protection

Weapon System

Modular Design allows for Mounting of Video Camera, Thermal Weapons Sight, Close Combat Optics & Laser Rangefinder



Computer/Radio Subsystem

Pentium Computer, Soldier and Squad Radios, Navigation & Handheld Flat Panel Display

Software Subsystem

Modular, Tactical & Mission Software, Designed Avoid Information Overload

Protective Clothing and

Individual Equipment Subsystem

Modular Lightweight Load Carrying Equipment, INTERCEPTOR Body Armor, Chem/Bio

“The First System To Provide Overmatch Capability For Ground Soldiers”



Land Warrior Today Version 0.6 Demonstration





Land Warrior (JCF-A WE Exercise)



News lines The Army

WE'LL TAKE IT

Land Warrior gives platoon big advantage in field test

By Matthew Cox
computer system can give infantrymen the home-field advantage even on an unfamiliar battlefield.

Armed with the latest version of the Army's Land Warrior, a platoon of soldiers from the 82nd Airborne Division parachuted into Fort Polk on Sept. 8 to assess its performance when matched against a highly trained opposing force at the Joint Readiness Training Center.

The exercise was part of the Joint Contingency Force Advanced Warfighting Experiment designed to evaluate how a number of new technologies might affect the way forces fight in the future.

The experiment, scheduled to run through Sept. 21, involves more than 4,000 soldiers from the 82nd, 10th Mountain and 4th Infantry (Mechanized) divisions as well as a company of Marines.

Keeping in touch

Despite heavy rains and high humidity, Land Warrior's microprocessor and built-in global positioning satellite system enabled every soldier in 2nd Platoon, C Company, 3rd Battalion, 82nd Airborne Infantry Regiment to acquire targets, navigate with precision over foreign terrain and remain in constant contact with leaders during the intensive week of force-on-force and live-fire operations.

"It's an enormous achievement," said program director Col. Bruce Jettie. "So far, the system has met and demonstrated all that we expected it to."

Jettie had reason to be upbeat. The successful test comes just two years after costly system failures forced a complete program overhaul.

Land Warrior's newest proto-



Photos by The Lanes

Sgt. Hank Brown, 82nd Airborne, adjusts his helmet-mounted Land Warrior view screen. The high-tech system got positive reviews during its first operational field test.

types were delivered June 5 to Fort Bragg, N.C. Since then, the platoon of paratroopers has been working closely with engineers to become proficient with the system while identifying areas that need improvement.

They learned how to access maps and graphics, locate each other and communicate using voice and instant messaging features. While often frustrating, the tedious training appeared to pay off quickly after the Land

Warrior platoon hit the drop zone as part of 3rd Battalion's seizure of the airfield.

Locating the assembly area at night often is a time-consuming task for paratroopers, who must first determine their location by

using a map and terrain association, but the soldiers armed with Land Warrior, the task proved surprisingly simple.

Once the system was unspooled and booted up, each soldier used the head-up display in the visor to access a pre-loaded map of the area. On it, each soldier's location was marked, so they could all walk directly to the assembly point.

"Approximately 45 minutes took us to our 'base of operations,'"

One squad was delayed after coming into contact with a sniper from the 1st Battalion (Airborne), 50th Infantry Regiment, JRTC's opposing-force unit, soon after landing.

"He fired about five shots and three went down," recalled Spc. Anthony Romero. "He was a good shot." The exercise participants used laser integrated rifles and systems to simulate actual live fire.

Romero said he was able to use Land Warrior to locate his squad leader's position on the drop zone and call for help.

"I was able to talk to my squad leader and bring him into my position," he said. "When he did come over the hill, I knew it was him and not the enemy."

Killing sniper at 300 meters

But before help could arrive, Sgt. Chad Leasure took advantage of the thermal weapon sight mounted on his M-4 carbine to slowly zero in on the sniper. He then "killed" the sniper at a distance of 300 meters — a feat he said would have been impossible against a well-concealed sniper without Land Warrior.

"There is no way I would have been able to engage him at that distance," Leasure said. "We had six guys with us. I think we would have all died if we had tried to take out a sniper at that distance across an open field."

Leasure then continued his suppressive fire, until Romero and a fellow soldier overtook the sniper's spotter. Throughout the exercise, the battalion commander said he was impressed at how the Land Warrior system took the guesswork out of land navigation. That meant the platoon

