

FALSE IMPRESSION STATEMENT



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Laser-Guided HELLFIRE II History



1995 2000 2005 2010 2015





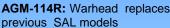
AGM-114K: High explosive anti-tank (HEAT) warhead; point detonation



AGM-114M: Blast fragmentation warhead; penetrates and detonates



AGM-114N: Metal augmented charge (MAC) warhead; penetrates and detonates,



- Multi-function warhead
- IMU-aided trajectories



AGM-114KA: Augmented HEAT warhead; point detonation and blast fragmentation

All depicted HELLFIRE II models feature semi-active laser (SAL) guidance

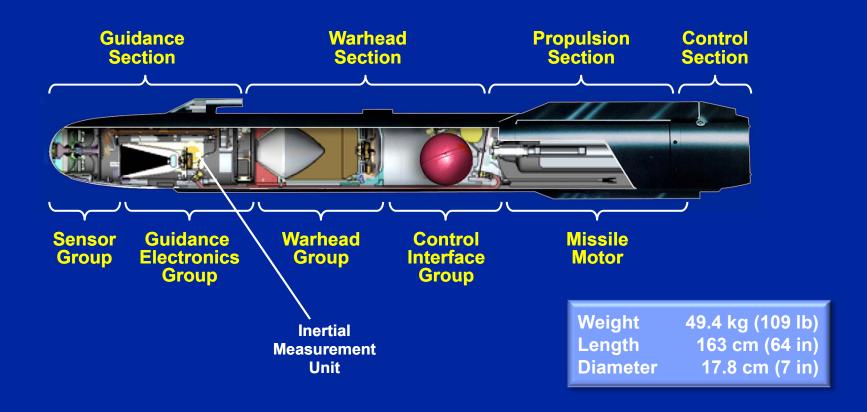
Key AGM-114R Improvements:

- Enhanced Trajectories
 - Incorporates Lessons-learned from Legacy Systems
 - Inertial Measurement Unit-aided Trajectories from Capable Platforms
- Multi-Function Warhead
- Enhanced Health-monitoring Capability

Modularity Enabled Continuous Product Improvement: AGM-114R Replaces Previous Laser-Guided Variants

HELLFIRE II Missile Overview





AGM-114R Incorporates a Multi-Function Warhead, Inertial Measurement Unit, and Tailored Trajectories; Backward Compatible with Existing HELLFIRE II Platforms

HELLFIRE II Romeo Warhead



Blast Fragmentation



Metal Augmented Charge



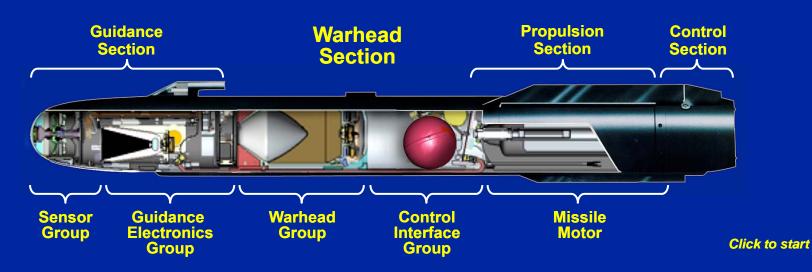
High Explosive Anti-Tank



ead Services a Wide **Multi-Function** unction ets

Augmented High





One Warhead Now Services All Target Types

Multi-Function Warhead Target Set





AGM-114R Multi-Function Warhead Target Set









Commercial Vehicles (Pickups, SUVs)







Heavy and Light
Armored Vehicles



Transporter Erector Launcher



C2 Node



Buildings





Thin-Skinned Vehicles



Artillery Systems



Bunkers and Caves

Anti-Armor Capability





AGM-114R Precursor/Main Warhead Defeat All Known and Projected Armor Capabilities

Effective Against Vehicles and Personnel











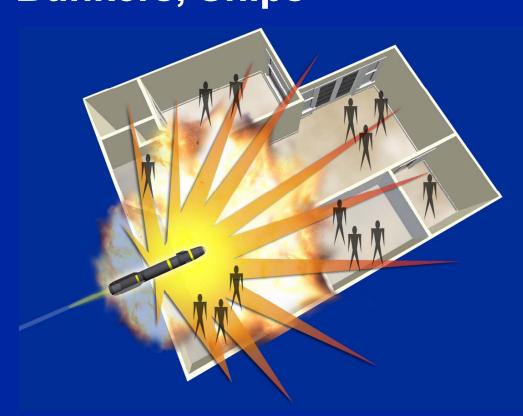




Fragmentation Lethal to Heavy Equipment, Light Armor, Electronics, and Personnel

Effective Against Buildings, Bunkers, Ships











Main Charge Penetrates Targets Before Detonation

Effective Against Multi-Room Structures and Other Confined Spaces

HELLFIRE II Precision



- Lethal Against Moving and Stationary Targets
- Precise Control of Designator Aimpoint Maximizes Hit Probability
- Impacts Laser Spot Within 1 Meter





















HELLFIRE Precision Provides
Targeting Flexibility





Laser
O
Aimpoints

HELLFIRE II Missile Launch Modes



Lock On Before Launch

- Missile Seeker Powers Up Prior to Launch
- Seeker Acquires Laser Energy While on Launch Rail
- Self- or Third-Party Designation



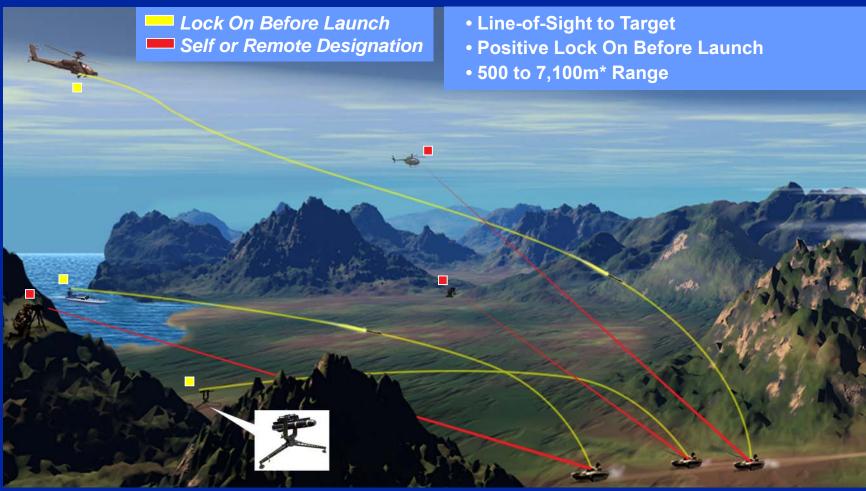
Lock On After Launch

- Seeker Powers Up After Launch
- Missile Seeker Acquires
 Laser Energy En Route
 to Target
- Self- or Third-Party Designation



Lock-On-Before-Launch Mode





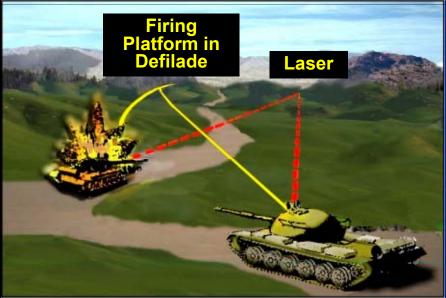
*Specified Using Remote Designator Located ≤ 3,000m from Target

Lock-On-Before-Launch is Quickest and Most Direct Attack Mode

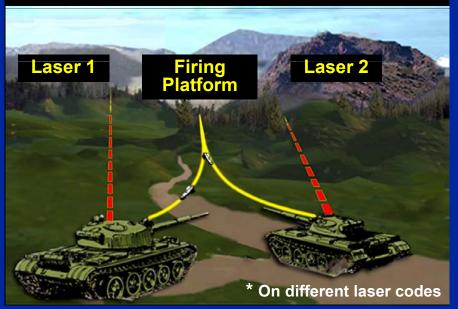
Target Set: Multiple – Rapid or Ripple Fire







Ripple Fire Two Lasers Designating*



1 Missile Every 8 sec: Limit Set by Minimum Guidance Time

2nd Missile 2 sec After 1st; Limit Set by Launcher Capability

HELLFIRE Air-Launch Platforms

Reaper UAV































Aircraft Targeting/Designation





















HELLFIRE Has Been Successfully Integrated with a Variety of Systems

HELLFIRE II Summary

- Mature, Robust, Combat **Proven**
- A Multi-Mission Tactical **Missile System**
 - Defeats Wide Array of Present and Future **Targets**
 - Modular Construction **Enables Technology Upgrade**
- Common Support for **Multiple Missions**
- In Production, Available and Exportable; Over 28,000 Produced
- Thousands of Successful **Combat Engagements**

























Robust Missile Family Available for **Multiple Missions**