

ENFORCER

PRECISE EFFECT FOR INFANTRY FORCES



ENFORCER provides the soldier with a highly mobile, easy to use and cost effective battlefield solution to reliably strike modern threats faster and more precisely.

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

MBDA's answer to this operational need is ENFORCER, a shoulder-launched guided weapon system suitable for engaging a wide target set to reach highest precision beyond the range of unguided weapons.

Operational advantages

- Fully operational over 2,000m range
- Lightweight system
- Man-portable, single operator
- Passive 24/7 capability
- Confined space firing capability
- Precise effect against static and moving targets
- Defeats lightly armoured and soft-skin targets
- Air burst capability against targets behind cover
- Easy to use, low training effort
- Reduction of collateral damage
- Compatibility to different sighting systems





BATTLEFIELD











Flexibility and precision

ENFORCER has been designed to equip the deployed infantry soldier with a highly precise engagement capability over 2,000m range to bridge the gap between unguided rockets and conventional ATGM. Due to its light weight, flexibility of use and low required training effort, ENFORCER offers potential to all forces, such as self-protection of ground assets, vehicles or naval platforms.

ENFORCER is currently in serial production for the German Armed Forces and for export customers.

Spiral development towards anti-armour configuration or air-to-ground applications increases the capability spectrum of the advanced weapon system.

Technical characteristics/specifications

Missile weight 7kg Length < 1m Diameter 90mm Range 2,000m+

- Lock-on-before-Launch (LOBL)
- Fire-and-Forget (F&F)
- Multi-effect warhead



Modular design allows spiral development:

- Adaption to vehicles
- Full anti-armour configuration
- Air-to-ground application

