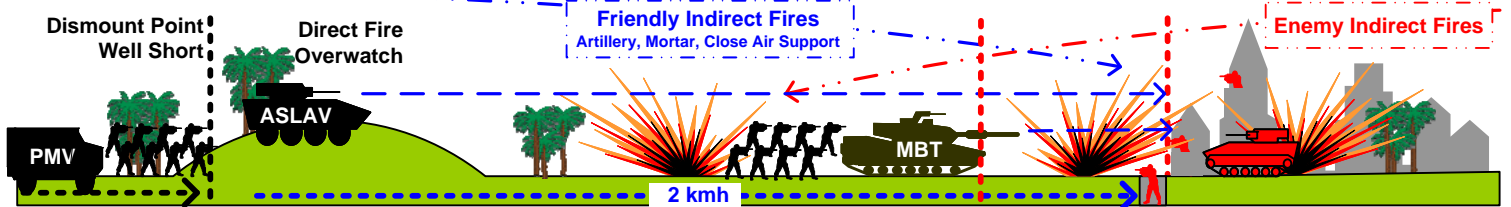


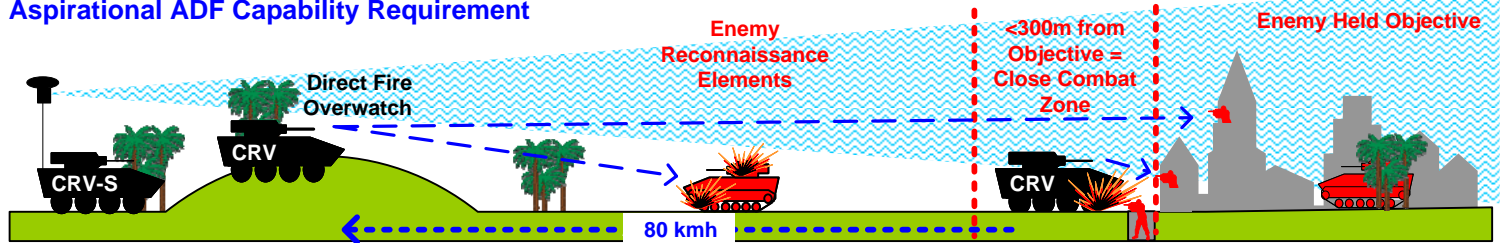
**Dismount Just Short** – ASLAV lacks the fire power and protection to conduct close combat recon and counter-recon tasks. M113AS4s lack the fire power and protection to fight onto the objective after the friendly indirect fires are stopped. M113AS4s can “drop” their dismounted combatants “just short” of the objective, which is outside of the friendly artillery/mortar splinter distance. The dismounted combatants then fight on foot onto the objective. It will take dismounted infantry approx 9 minutes to cover the last 300m on to the enemy held objective. Army does not have an existing manoeuvre support capability.



**Dismount Well Short** – Protected Mobility Vehicles (PMVs) lack the lethality, ballistic protection and tactical mobility to enter the direct fire zone. As such PMVs “drop” their dismounted combatants out of the enemy forces direct fire range or line of sight from the objective. Dismounted combatants then advance on foot to the objective, which has the disadvantage of exposing them to the full lethal and suppressive effects of threat indirect fires. Dismounted infantry under fire advance at approx 100m per 2-3 minutes.

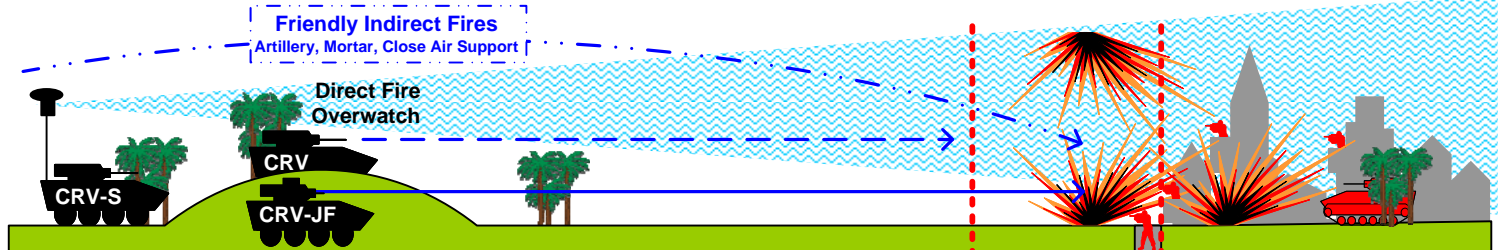
**Existing ADF Capability – Enabled by ASLAV, M113 and PMV**

**Aspirational ADF Capability Requirement**

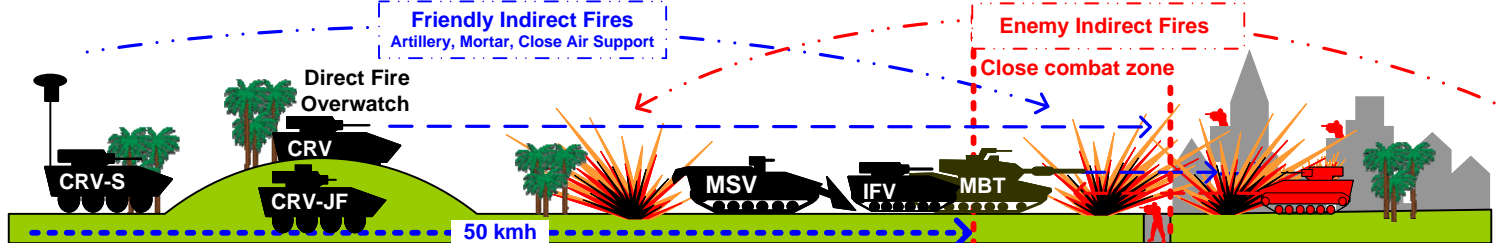


**Find, Blind & Monitor** – Friendly Force cavalry in Combat Reconnaissance Vehicles (CRVs) find and blind (deny enemy reconnaissance assets from identifying the location, strength, and activities of the friendly force). This may result in direct mounted close combat. Cavalry forces would then position themselves to monitor and fix enemy forces via reconnaissance, surveillance, counter reconnaissance, direct fires and overwatch.

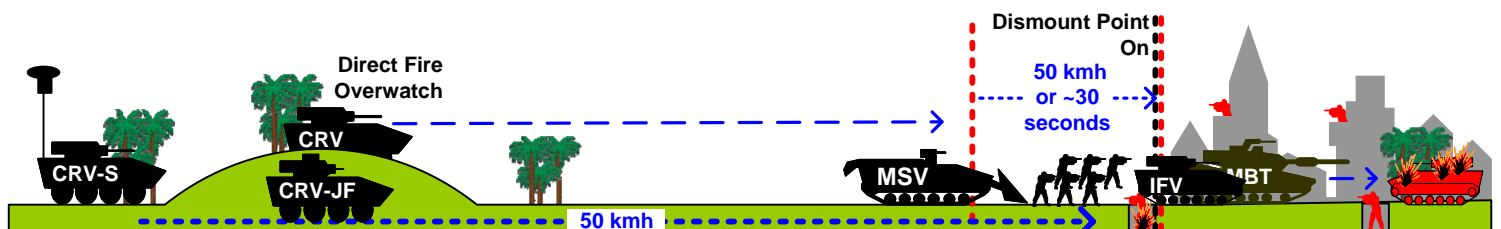
**Close Combat Reconnaissance** - CRV is able to survive “initial hit” (ambushed) and withdraw to an overwatch position to report, monitor and fix enemy forces.



**Fixing** - Joint Fires Team coordinates, controls, and guides friendly artillery, mortars, close air support and naval gunfire to fix (suppress) and destroy the enemy forces on the objective. The CRV will be able to suppress and destroy enemy targets of opportunity with direct fire from overwatch positions. Cavalry forces would then conduct a handover to the mounted assault force.



**Mounted Assault** – Infantry Fighting Vehicles (IFVs), IFV variants and Manoeuvre Support Vehicles (MSVs) can advance through enemy artillery & mortar fire towards the objective whilst the enemy forces are suppressed by friendly joint fires. IFVs can also engage targets of opportunity whilst on the move towards the objective. If available, MBTs will lead the mounted assault force. The MSV can clear obstacles along the route to the objective. Cavalry forces may continue to monitor, provide flank security/cut-off, provide additional direct fire support, or continue onto their next task.



**Dismount On the Objective** - IFVs have the firepower and protection to fight through the last 300m onto the objective after friendly suppressive fires stop. Dismounted combatants are dropped on the enemy forces forward defensive positions. The IFV can cover the last 300m onto the enemy held objective in approx 30 seconds. Cavalry, if not tasked in providing additional fire support, will move to commence their next task.

**Fight Through** – Once on the objective, IFVs have the lethality, protection and high level of tactical mobility to fight through the objective in support of dismounted combatants.