

Fire Power



Armament

Effective fire power is a prerequisite for maximum effectiveness and endurance in high-intensity conflicts and for appropriate responses in a range of mission scenarios with the option of escalation and de-escalation. Maximum fire power is achieved through the combination of different innovative elements:

- The main armament is the fully stabilized, automatic 30 mm MK30-2/ABM fitted to the remote-controlled turret and designed for target engagement on the move. The hunter-killer functionality allows the rapid engagement of several targets. This gives AIFV PUMA the same fire power capabilities as a modern main battle tank.
- The coaxial mounted MG4 machine gun is used as a secondary armament positioned and operated analogue to the main weapon.
- The integration of the Anti Armour/Multi-Purpose Missile System SPIKE, provided by EUROSPIKE boosts the PUMA's lethality significantly. The missile system is fully integrated into the fire control system of the PUMA.
- PUMA features an option for a turret independent secondary armament which would allow fighting threats in the immediate vicinity of PUMA. The system consists of launchers for 40 mm and 76 mm cartridges for lethal and/or non-lethal ammunition. It would be mounted to the rear of the vehicle and operated by the infantry squad leader.
- A variety of optical and optronic vision equipment affords the whole crew 360° all-round surveillance, recognition and identification of targets.

Ammunition

The envisioned 30 mm APFSDS-T is a sub-calibre fin-stabilized ammunition with high penetration capability. It is mainly used against vehicles with medium armour protection.

The envisioned 30 mm KETF is a full-calibre multi-purpose ammunition. Its time fuze is set for a defined time of flight depending on the type of target. Sub-projectiles will be ejected depending on the fuze setting. An optimum effect against the specific types of targets will be achieved due to the cone of fragments.

Main armament: MK30-2/ABM automatic cannon

- Calibre: 30 mm
- Rate of fire: 200 rounds per minute
- Effective range up to 3000 m
- Envisioned standard ammunition: APFSDS-T and KETF (other types of ammunition possible)
- Alternate firing of two different types of ammunition without last shot accomplished by dual ammunition feeding
- Muzzle velocity measurement and fuze setting of air burst ammunition (ABM)
- Ammunition: 200 rounds ready to fire, additional 200 rounds in storage



Secondary Armament: MG4 machine gun

- Calibre: 5.56 mm
- Rate of fire: 850 rounds per minute
- Effective range up to 1000 m
- Ammunition: 1000 rounds ready to fire, additional 1000 rounds in storage



Guided Missile System

- The integration of SPIKE allows PUMA to fight enemy targets, helicopters and threats behind enemy lines even more effectively.
- The launcher for the two missiles (SPIKE LR) with multipurpose high lethality war heads will be mounted on the turret.
- Fire Observe & Update Mode and/or
- Fire & Forget Mode
- Min. Range 200m - Max. Range 4000 m



Turret independent secondary armament (optional)

- Rotating (360°) and adjustable launcher with 6 rounds (cal. 76 mm)
- Rotating (360°) and adjustable launcher with 24 rounds (cal. 40 mm)
- Remote controlled from inside vehicle
- Different types of ammunition (incl. non-lethal) possible
- Indication of covered target-area in live-video
- Range 50 – 400 m

