

# **Complementary employment of non-lethal and lethal weapons**

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## **Mains goals**

- To analyze consequences of complementary employment of non lethal and lethal weapons.
- To assess substitution and reversibility capabilities of such weapons.
- To identify new concept and their limits.

## **Methodology**

Military and analyst experts focus on specific scenarios and NLW families in order to establish rules of engagement (ROEs) and bring a reflection on complementary employment of lethal and non lethal weapons, taking into account terrain, enemies and civilians' specificities.

NLW families are created upon technologies characteristics and expected weapon's final effects. ROEs are defined in coherence with recent international Operations Other Than War (OOTW).

Specific war games' vignettes are issued from a global MOUT (military operation in urban terrain) scenario. Their themes are:

- Crowd control;
- Protection of a CP (Command Post);
- Protection and evacuation of civilians;
- Control of an area.

## **Mains results**

Complementary employment of lethal and non-lethal weapons can't be achieved only with new soldier's equipment set. Complementary employment will be efficient in squads' definitions and uses. Substitution and reversibility are technically obtained by using NLWs but implementation of those capabilities is dedicated to tactical chief's decisions.

During war games, it appears that most interesting NLWs are dedicated to scatter a crowd or to stun a single target with precision. A specific need appeared for a system able to neutralize rapidly a small group of people.

Whatever the system used, vignettes' main objectives achievement are linked to precise ROEs and Forces training and control. NLWs give to tactical chiefs new capabilities to reach these objectives, specifically in interwoven actions, but can't be the main factor of mission's success.

## **Key words**

Non lethal weapons – Military operation in urban terrain – Operation other than war –War games