Characterization of Composite Spaced Armor Performance

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Spaced Armor Background

- "Turning Block" enables spaced armor to defeat armorpiercing projectiles at low areal density.
 - Turning Block is a trade name and manufactured by Hardwire LLC [1].
- Works by imparting an asymmetrical load onto the round, causing it to tumble.
- Previous testing has shown performance is fairly consistent at 0° obliquity.
- Limited testing had been done at other obliquities.
 - Due to the anisotropic nature of composite armor, performance at nonzero obliquities is of concern.

[1] Tunis, G. C., S. Kendall, and S. L. Kinnebrew. U.S. Patent 8,739,675 B2, 2014.





Test Objectives

- Better understand how Turning Block spaced armor performs at various obliquities.
 - Explore how armor angle affects the turning of the round.
- Analyze highspeed video and V₅₀ data to establish a confidence level for performance of the spaced armor at various obliquities.
- Hypothesis: As obliquity varies, the tumble rate of the bullet changes. It is speculated that there will be a small range of obliquities in which there will be no bullet tumble.

Withheld Information:

- The areal density of the armor, the threat being tested, and the velocity of the round are excluded due to their security classifications.
- The classified velocity used will be referred to as the "reference velocity."
 - Each subsequent velocity included will be a delta (Δ), or numerical difference, from this unstated reference velocity.



Test Setup







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Test Parameters

Testing Conducted:

- 1. V₅₀ Testing
 - Testing parameters: Turning Block, 6-in air gap, catcher, variable velocity
 - Conducted at multiple obliquities
 - Complete penetration vs. partial penetration guaranteed



Distance Traveled



Test Parameters

Testing Conducted:

2. Angle of Tumble vs. Distance Traveled

- Testing parameters: Turning Block, limitless air gap (data recorded up to 10 in), no catcher, constant reference velocity
- Probable partial penetration: $\geq \pm 40^{\circ}$ of tumble; probable complete penetration: $< \pm 30^{\circ}$ of tumble



V₅₀ Testing at 0° Obliquity



- V₅₀: ∆5.8 ft/s
- Mostly linear relationship between angle of tumble and distance traveled—the Turning Block imparts a constant tumble rate on the round.
- As the velocity increases and/or the tumble decreases, it appears that the round becomes more difficult to stop.

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V₅₀ Testing at 45° Obliquity



- V₅₀: △147.3 ft/s; improved V₅₀ over 0°
- However, 1/10 shots exhibited almost no tumble, causing it to pass straight through the armor system.

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Angle of Tumble vs. Distance Traveled: 0° and 45°



• Positive slope at 0° vs. negative slope at 45° indicates opposite directions of tumble rotation.

Angle of Tumble vs. Distance Traveled: 30° and 35°



Average rate of tumble decreased and scatter increased compared to 0°.

Angle of Tumble vs. Distance Traveled: 40°; Attempted V₅₀ at 40°



- Hypothesized "inflection point" is found. Numerous shots exhibit little-to-no tumble.
- V_{50} is attempted at this obliquity; however, only complete penetrations are captured.

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Conclusions

- At normal obliquity, this armor performs as intended.
 - Effective at stopping the projectile at much lower weights than traditional armor systems.
- There appears to be an inflection point, at or near 40°, where the tumble of the round is greatly reduced.
 - Intermittent, degraded performance is present between 30° and 40°.
- We can no longer assume normal obliquity to be the worst-casescenario in armor testing, especially with composite armor.
 - Understanding the mechanism of defeat is necessary to characterize armor performance.

Future Work

- Test the armor system at additional obliquities.
 - Comprehensive angle sweep.
- Repeat testing to determine statistically-significant confidence intervals
 at each obliquity.
- Test spaced armor's capability to stop higher order threats by increasing the areal density of the Turning Block.
- Publicize the enhanced capability that this armor system represents.
 - While the armor system suffers from a small range of vulnerable shot lines, it represents a new, effective, lightweight class of high-performance armor.
- Improve off-angle performance of the armor system.