



*Fort Benning, Home of the MCoE*

**UNCLASSIFIED/FOUO**

# **Introduction to BALDR**



# Components



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8.220in tall  
3.32in deep  
7.440in wide  
Total Weight: 9.185lbs  
Total Hours of continuous operation: 6hrs





# Carry Configurations



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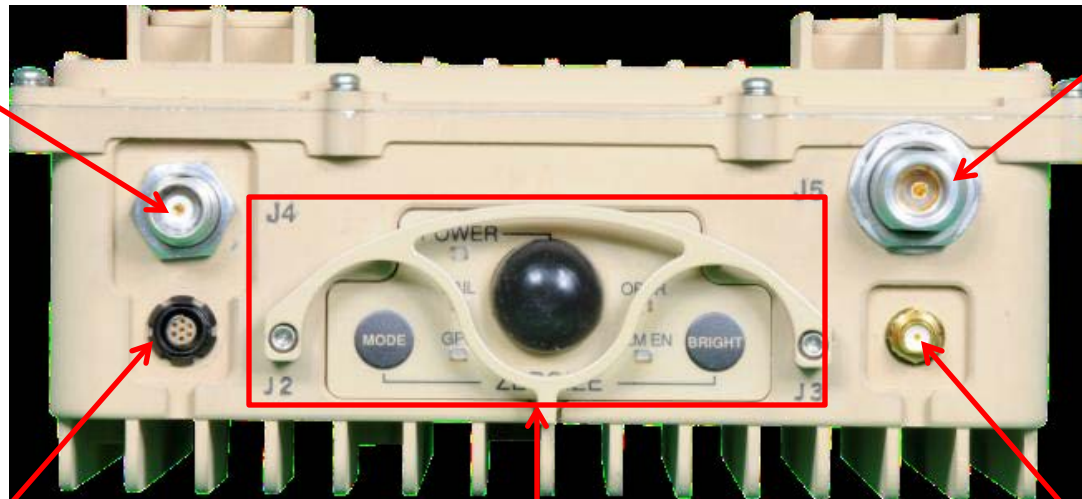
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J4, Band 2/3  
Antenna Port

J5, Band 1  
Antenna Port



J2  
Communications  
Cable (Ethernet)

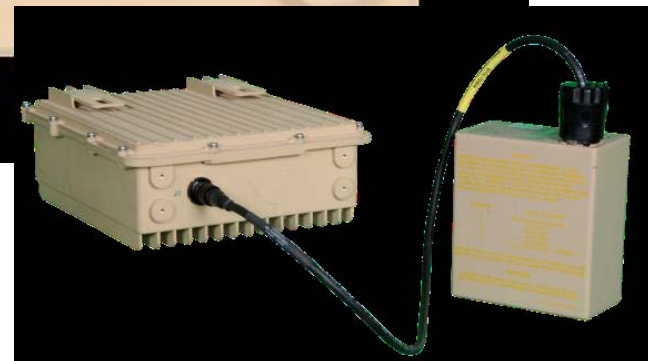
Control Panel with Guard  
Power Button  
Mode Button  
Bright Button  
LED Indicator Lights

J4  
GPS  
Antenna Port

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J1  
Input  
Power Connector

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# BALDR Overview



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- Dismounted man-pack CREW system
  - **MUST BE USED IN CONJUNCTION WITH THOR III**
  - Both **active and reactive jammer**
  - Designed to **jam low, medium, and high power** RCIEDs
  - Weighs approximately 5.8lbs without the battery, approximately 8.87lbs with batteries
  - Batteries last up to six and half hours of continuous operations
  - Global Positioning System (GPS) synchronized to operate with other Common Timing Protocol (CTP) compatible jammers



# BALDR Overview (cont)



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- Unlike the THOR III, there is only one mission loadset
- Continuously monitored by an internal Built in Test (BIT) and Universal Test Set (UTS)
  - Has visual warnings via LED Lights
- Each of the antennas are for specific frequencies
  - Band 1
  - Band 2/3





# Employment



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- Turn on and allow to warm up for a minimum of 20 minutes prior to leaving on a patrol
- Squad Leaders are responsible for ensuring that each THOR III and BALDR system successfully pass both BIT and UTS
- Squad Leaders periodically ask for a status to ensure each THOR III and BALDR system has not shut down
- During movement the Squad Leader continually monitors CREW and ICREW placement within the patrol



# Employment (cont)



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- The Patrol Leader considers obstacles and other features to maximize each CREW/ICREW effectively
- Develop battery “hot swap” battle drills for the THOR III only. BALDR must shutdown to swap batteries.
- Adjust the antennas prior to entering or positions that restrict movement
- Develop and rehearse CREW/ICREW SOPs and conduct PMCS before and after every use
- Most importantly, understand the THOR III and BALDR capabilities, limitations and employment



# Employment (cont)



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- Dismounted patrol requirements
  - 12 or fewer Soldiers are required to carry a minimum of two THOR III
  - 13-24 Soldiers are required to carry four THOR III
  - 25 or more Soldiers are required to carry six THOR III
  - For every nine Soldiers, four BALDR systems will be carried



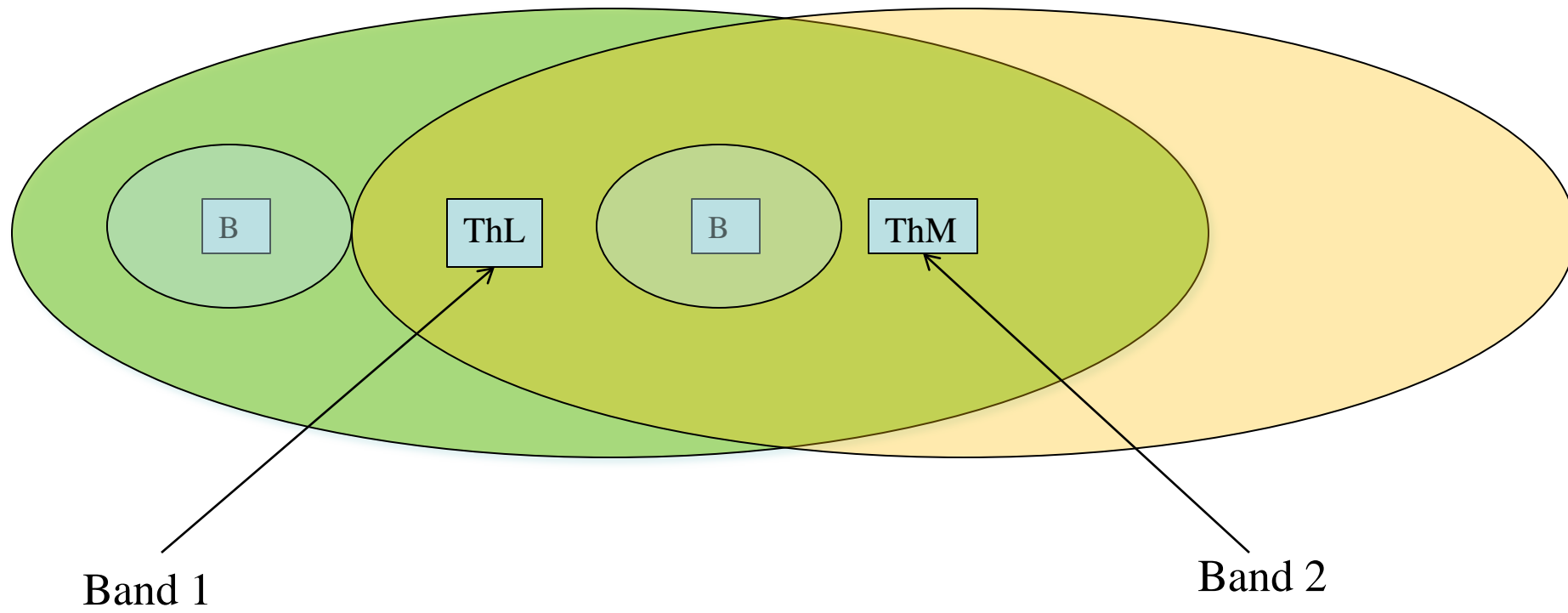
# THOR III/ BALDR Coverage



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## 5m Spacing for Grenade Kill Radius





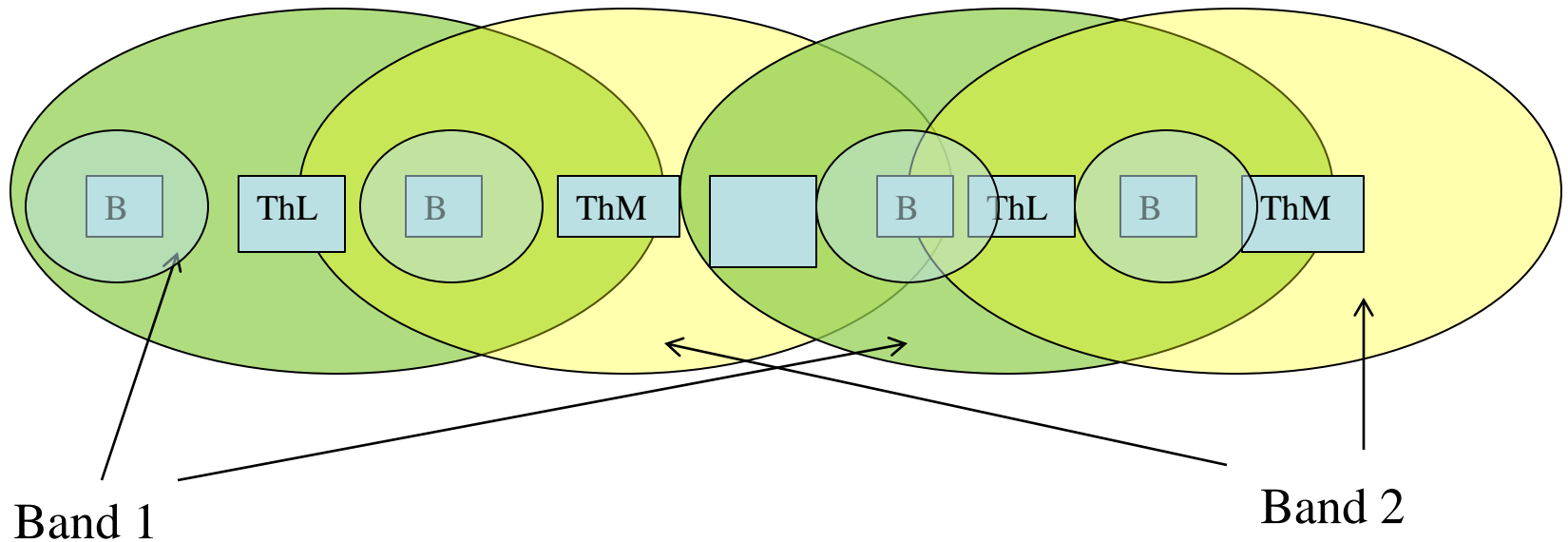
# THOR III/ BALDR Coverage (cont)



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- 10m Spacing





# Factors the Affect CREW (cont)



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- Frequency/de-confliction
- Power
- Line of sight (LOS)
- Masking
- Environmental factors



# Questions



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