

tactical intelligence.

requiring speed, precision, and

16.5 lbs

1.1 bs Warhead 30Min Endurance

Launch Platforms















Compact and lightweight, HERO 30 is ideal for quick deployment of maneuvering forces in any terrain, delivering pinpoint accuracy in challenging environments – urban areas, open fields and mountainous terrain, while keeping collateral damage to a minimum.

Equipped with autonomous (Man-in-the-loop), semi-autonomous, and manual operating modes, HERO 30 adjusts to diverse battlefield conditions, offering commanders flexible engagement options. Its advanced EO/IR camera system guarantees precise targeting, making it ideal for neutralizing soft targets such as enemy personnel and light vehicles. The Hero-30 can be man-packed into the battlefield by a single soldier and launched in under 2 minutes.

The system's versatile integration across multiple platforms enhances the operational effectiveness of units, providing a robust weapon

adaptable to various mission requirements. Quick integration and/or federation on a variety of launch platforms offers capabilities allow for operational flexibility, pivotal in dynamic combat situations.

The HERO 30 can be mounted on a **variety of launch platforms**: soft-skinned and armored vehicles and small vessels.









Key Features

- Lightweight, Compact, Robust design
- Multiple Warhead Types- Anti-Personnel, Anti-Armor
- Highly effective against soft-skinned vehicles
- Modular Fuse Detonating: impact, proximity & delay
- Autonomous (Man-in-the-loop), semi-autonomous, or manual operation, depending on mission requirements
- Secured encrypted communication (AES-256), BLOS
- Precision accuracy keeps collateral damage to a minimum (less than 1 CEP)
- Mission continuation in GPS denied environment
- Precision Attack Adjustment- mid-mission attack adjustment, enhancing strike accuracy. It can abort the attack seconds before impact, choosing to re-engage, revert to loitering mode, or safely disarm the warhead and return via parachute to the recovery area

System Components











