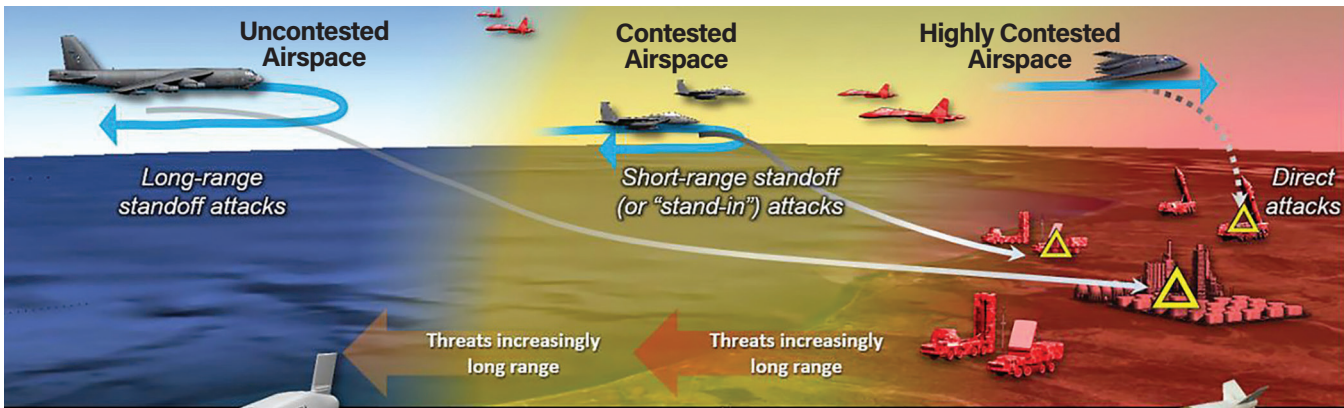


# Range of Options

The closer attacking aircraft get to their targets, the greater the threat from integrated air defense systems. Only stealth aircraft can penetrate those defenses to deliver unpowered direct-attack weapons. Standoff weapons extend the reach of conventional platforms.



		
<b>Long-Range Standoff Weapons</b>	<b>Short-Range Standoff Weapons</b>	<b>Direct Attack Weapons</b>
Tomahawk, JASSM-ER, etc.	SDB II, JSOW, AARGM, etc.	JDAMs, Quickstrike mines, etc.
<ul style="list-style-type: none"><li>• Ranges more than 400 nautical miles</li><li>• Typically powered to extend range</li><li>• Enable attacks by non-stealth aircraft from outside contested areas</li></ul>	<ul style="list-style-type: none"><li>• Ranges up to 400 nautical miles</li><li>• Winged/glide capable, may also be powered to extend range</li><li>• Enables attacks from beyond the most lethal ranges of some point defenses</li></ul>	<ul style="list-style-type: none"><li>• Ranges of single digit to low 10s of nautical miles</li><li>• Weapons are typically unpowered</li><li>• Must be released close to targets</li></ul>