



When we talk about breaching, we need to remember it is simply a supporting component of the actual tactical task of a Raid, DA, or HR. If your explosive breaching charges do not support the Assaulter doing his primary mission of assaulting, then you missed the point. Door charges shouldn't compromise movement to and from the objective, should be jumpable, suited to mounted operations, and follow-on targets.

That's why the P3D Solutions BreachPops are such a game-changer. They were designed by Assaulters to explosively breach without compromising their primary job of assaulting. Compact and capable of being carried in standard pouches and packs, the rigid charge body also resists deformation and damage by rough handling. Couple this with reducing N.E.W. by 50% and blast overpressure by up to 75%, and you have something truly awesome for training and operations.

