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## Product Overview

### STEELE Industries Modular Combat Liner

#### P/N 4-2025-S (3/4" Thickness)

#### Key Features of the Retrofit Kit

- Improved comfort- Padding conforms to wearers individual head geometry, eliminating hot spots
- Improved Blunt Impact Protection- 4DT suspension technologies have shown to provide significantly improved blunt impact protection than standard OEM padding
- Moisture Wicking – NanoTech fabric wicks heat and moisture away from wearer, creating a natural cooling effect
- Easy Retrofit-Remove padding and install pads using existing OEM Velcro discs
- One Size Fits All
- Berry Amendment (10 U.S.C 2533a) Compliant

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## Space Age Technologies

The 4D Tactical Retrofit Kit offers the most technologically advanced suspension systems available. This technology was originally developed for the US SOCOM and other Tier 1 first responders. The suspension system (padding) is a rate and temperature sensitive material that conforms to wearer's unique head shape. These materials provide unparalleled comfort, fit, and stability. The padding is covered in a heat and moisture wicking anti-microbial fabric. It is designed to draw perspiration away from the head and will actually cool the wearer through this evaporative process.

For more information or sales inquiries please contact

**Email: SALES@STEELEINDUSTRIES.COM**

**Telephone: 1-844-310-4597**

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## Performance

Both Independent and DoD testing have shown 4DT suspension systems provide superior blunt impact as well as ballistic performance over current OEM and aftermarket suspension system product offerings.

See Marine Corps SMART-TE ACH Test Results on Reverse: 20 companies provided product samples and white papers. 5 products were selected to advance. We were 1 of 2 that advanced to the final gate, and outperformed all other product offerings.

*Test data on reverse side is Distribution B.  
Official Use Only*

**Made with Pride in the USA**





## Blunt Impact Summary of Rankings

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- Ranking System assigns a value of '+1' if performance improved over baseline and '-1' if performance worse than baseline
- Max possible score = +45

System	10 ft/s Performance		14.1 ft/s Performance		17.3 ft/s Performance		Aggregate +/-
	Underperforms	Outperforms	Underperforms	Outperforms	Underperforms	Outperforms	
D	-4	+5	-1	+6	-1	+9	+14
Baseline	0	0	0	0	0	0	0

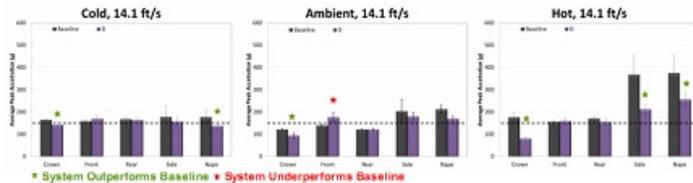
- System D performed better than the Baseline
- System D helmets had a greater standoff distance than Baseline helmets

Standoff Distance (mm) by System and Location at Ambient					
System	Front	Side	Rear	Nape	Crown
Baseline	24.00	17.26	21.34	19.16	15.44
D	28.44	21.69	30.36	25.86	31.58



## Blunt Impact 14.1 ft/s Impact Velocity

United States Marine Corps



### System D

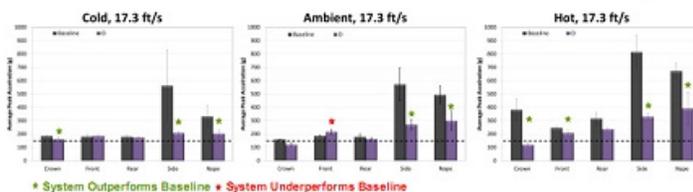
- On average, performs equivalent or better than Baseline across all environments

System	Aggregate +/- Score Compared with Baseline			Total +/-
	Cold	Ambient	Hot	
D	+2	0	+3	+5
Baseline	0	0	0	0



## Blunt Impact 17.3 ft/s Impact Velocity

United States Marine Corps



### System D

- On average, performs better than Baseline across all environments
- System D performed worse in the Nape than other locations
- System D retention system mounting hardware protrudes into the helmet near the Nape impact location

System	Aggregate +/- Score Compared with Baseline			Total +/-
	Cold	Ambient	Hot	
D	+3	+1	+4	+8
Baseline	0	0	0	0

The following test data is company proprietary and competition sensitive. This data compares a previous version of our ACH Retrofit kit, identified as "system D". The "baseline" system is the current OEM 7 pad kit supplied with currently fielded ACH/ECH helmets. All testing was sponsored by MARCORSSCOM, conducted by Johns Hopkins APL.

*All test data on this page is Distribution B. Official Use Only*

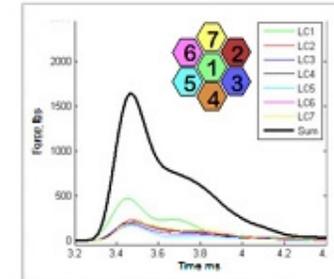


## Ballistic Impact Data Collection and Analysis

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- Filter data to remove high frequency noise
- Sum the contributions of each load cell
- Determine Peak Force and Impulse
- Calculate mean and standard deviations and statistical significance (Dunnett's T-3 test with 95% confidence) to provide comparative measures of system performance



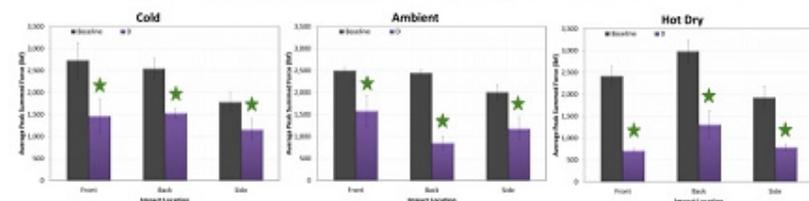
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## Ballistic Impact Test Results - Peak Summed Force

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- System D Outperforms Baseline
- System Underperforms Baseline

### System D

- Outperformed Baseline in all cases
- 51% lower avg. peak force than the Baseline
- Photogrammetry study shows helmets fitted with System D had greater standoff distances from head

System	Average Peak Summed Forces (lbf)			
	Cold	Ambient	Hot	Overall
Baseline	2358	2343	2448	2383
D	1402	1132	949	1161

Standoff Distance (mm) by System and Location			
System	Front	Back	Side
Baseline	23.60	21.34	17.26
D	28.40	30.36	21.69

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