



Briefing on Networked Munitions *Mine Alternatives*

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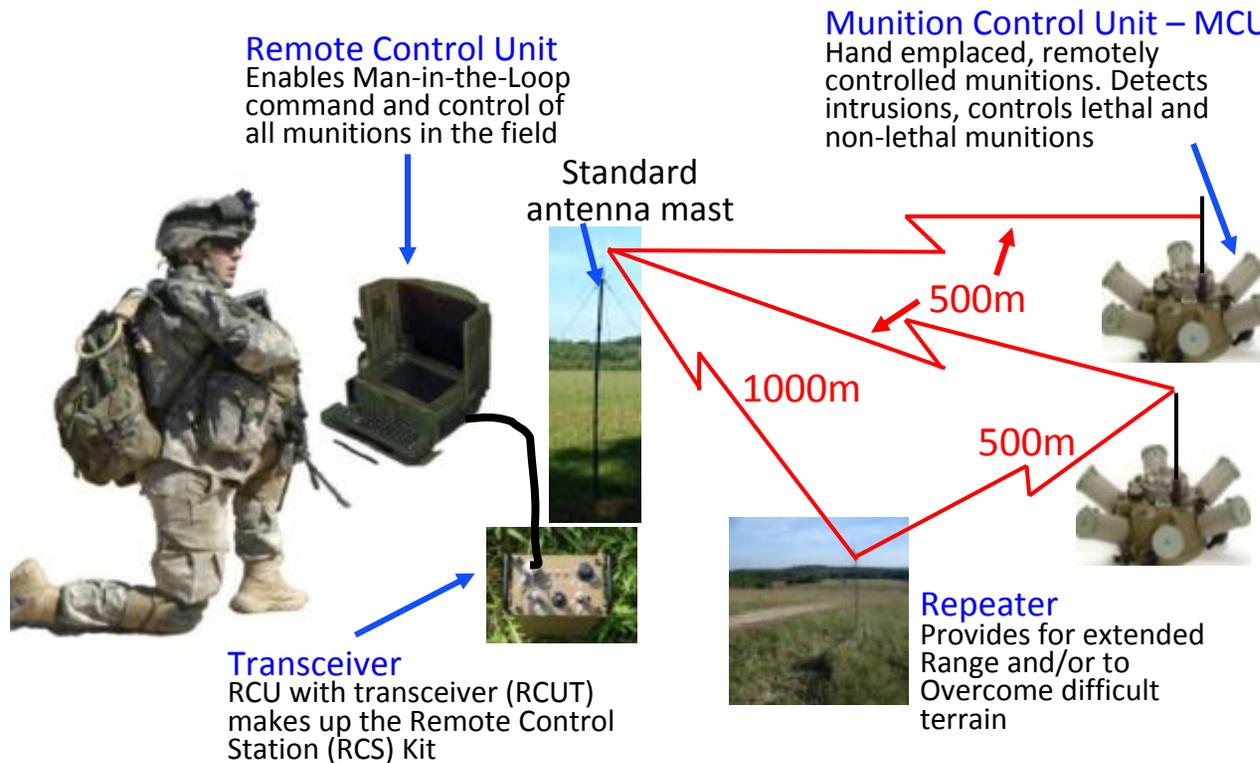
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Networked Munition

Working Definition

- A munition employed in a tactical or protective obstacle to shape terrain, function as a force multiplier and enhance force protection, and controlled by a man-in-the-loop (MITL). Anti-personnel and anti-vehicle networked munitions have scalable (non-lethal to lethal) effects and can only be detonated by the operator.

Spider System Overview

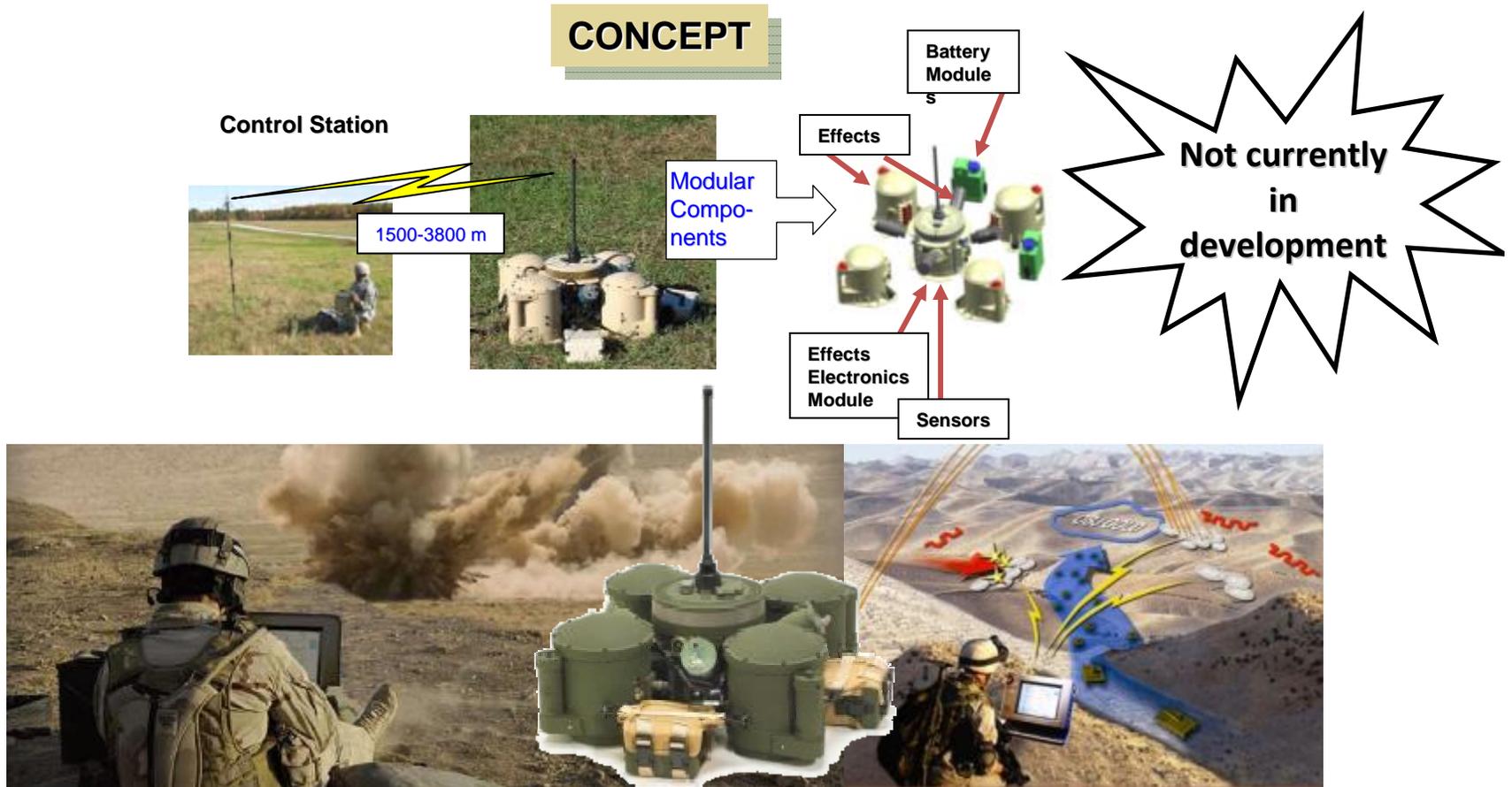


System Capabilities

- | | |
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| <ul style="list-style-type: none"> ▪ ON – OFF – ON (safe passage/maint.) ▪ Multiple Effects (Lethal / NL / Demo) ▪ Surveillance... tripwire sensors ▪ Reusable/Reloadable ▪ Control via Line-of-Sight radio signals | <ul style="list-style-type: none"> ▪ Self Destruct & Self Deactivate ▪ Command Reset/Recycle Self Destruct ▪ Transfer of Control ▪ Interface to Battle Command System ▪ Command Destruction |
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Scorpion System Overview



System Capabilities	
<ul style="list-style-type: none"> • Self-Destruct & Self-Deactivate • ON-OFF-ON • Transfer of Control • Interface to battle command system 	<ul style="list-style-type: none"> • Recoverable/Re-usable • 30 day operational life • Multiple Dispenser Modules create larger fields



Networked Munitions Challenges

- Detection of personnel and response times
- Multiple sensors cueing warheads
- Power requirements/management
- Secure and reliable communications
- On – Off – On reliability
- Reusable
- Affordability