

Systems Innovation for Soldier System Weapon Design

**37th Annual Guns & Ammo Symposium
National Defense Industrial Association
April 17, 2002**

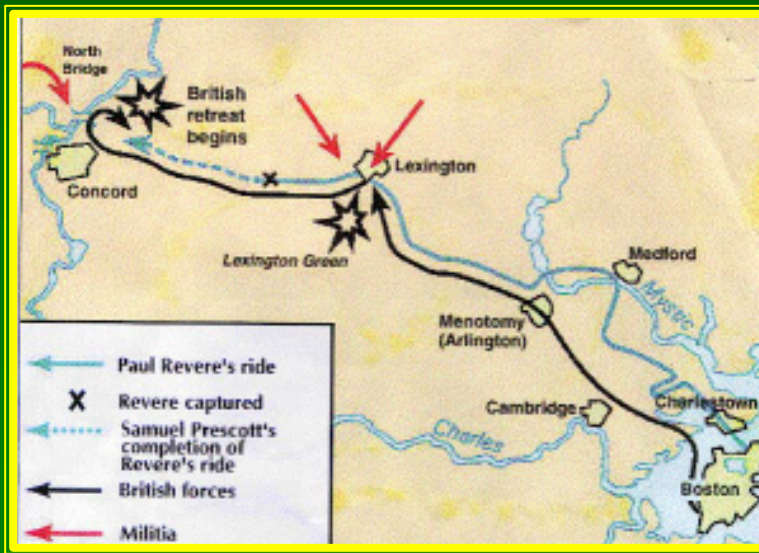
*Brian P. Hall, Business Area Director
General Dynamics Armament Systems*

*Don Brush, Technical Director
General Dynamics Armament Systems*

Systems Innovation for Soldier System Weapon Design

● History repeats itself

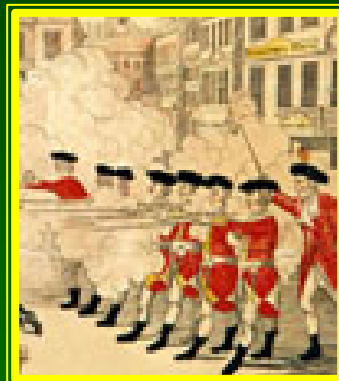
- The most powerful nation in the world
- The most powerful army in the world
- A small band of revolutionaries
 - What harm can they cause?



Systems Innovation for Soldier System Weapon Design

Then

1775 British Army: *Unpredictable Time & Place For Land Combat*



Now

2002 US Army: *Unpredictable Time & Place For Land Combat*



Implications of Today's Operational Environment

➤ Physical Environment

- Prescribes type forces that fight & manner conducted
- Urban areas growing 3X faster than population:

- Urban warfare virtually assured



➤ Emergence of "fighters" vs. soldiers

- Non-traditional organization
- Emergence of a "Warrior Class"
- In fight for the "long haul"



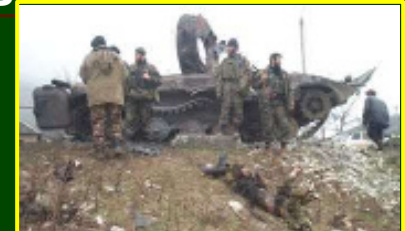
➤ Implications:

- Limited range, close quarters battle (CQB) predominates
- Manpower vs. "platform" centric
- Restricts mounted/dismounted maneuverability
- Degrades technological and platform based superiority
- Physical & mental strain



➤ Implications:

- Unconstrained ROE vs. constrained US ROE
- High intensity, "crude" combat
- Brutal, lethal engagements



Areas of Operation

URBAN

- Manpower Intensive Operations
- Limits Platform-based, System Advantages

**Primarily Mounted Actions
(Rolling, Mixed Terrain)**

**Mounted Actions Supported by
Dismounted Actions (Defiles,
Danger Areas, Obstacles)**

**Open, Rolling -
Arid**

- Optimal Terrain Conditions for Platform-based Capabilities

**Dismounted Actions
Supported by Mounted
Actions (Mixed &
Complex Terrain)**

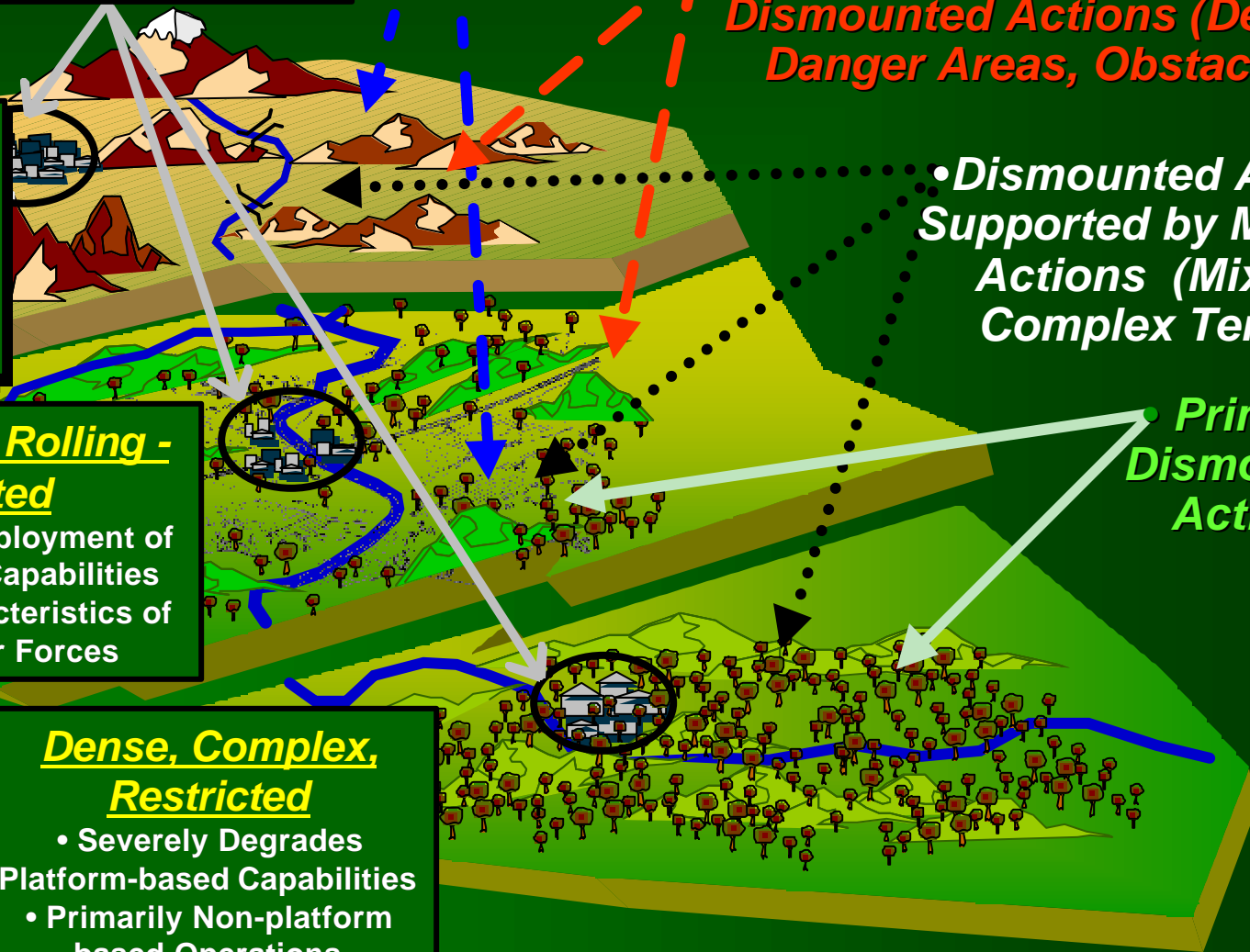
**Mixed, Open, Rolling -
Vegetated**

- Constrained Employment of Platform-based Capabilities
- Demands Characteristics of ALL Maneuver Forces

**Primarily
Dismounted
Actions**

**Dense, Complex,
Restricted**

- Severely Degrades Platform-based Capabilities
- Primarily Non-platform based Operations



Operations on Urban Terrain (Dismounted supported by Mounted)

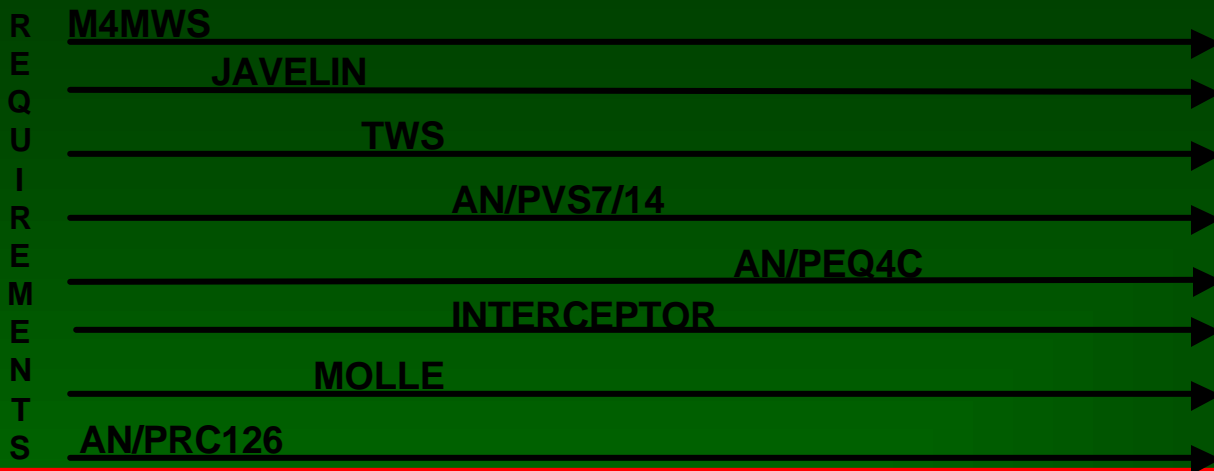
CRITICAL MISSIONS & TASKS:

- Attack/Defend
- Cordon & Search
- Ambush
- Conduct Reconnaissance
 - Breach Obstacles
 - Assault Building
 - Enter a Building
 - Clear Room
 - Coordinated Operations w/Armor
 - Fire From Enclosures
 - Destroy Armor
 - Create Entry Points
 - Defeat Bunkers/Strong Points
- C² Operations
 - Digital Voice & Data
 - Through Buildings & Subterranean
- Employ Snipers



PROBLEM

CURRENT SOLDIER TOOLS DEVELOPMENT PROCESS



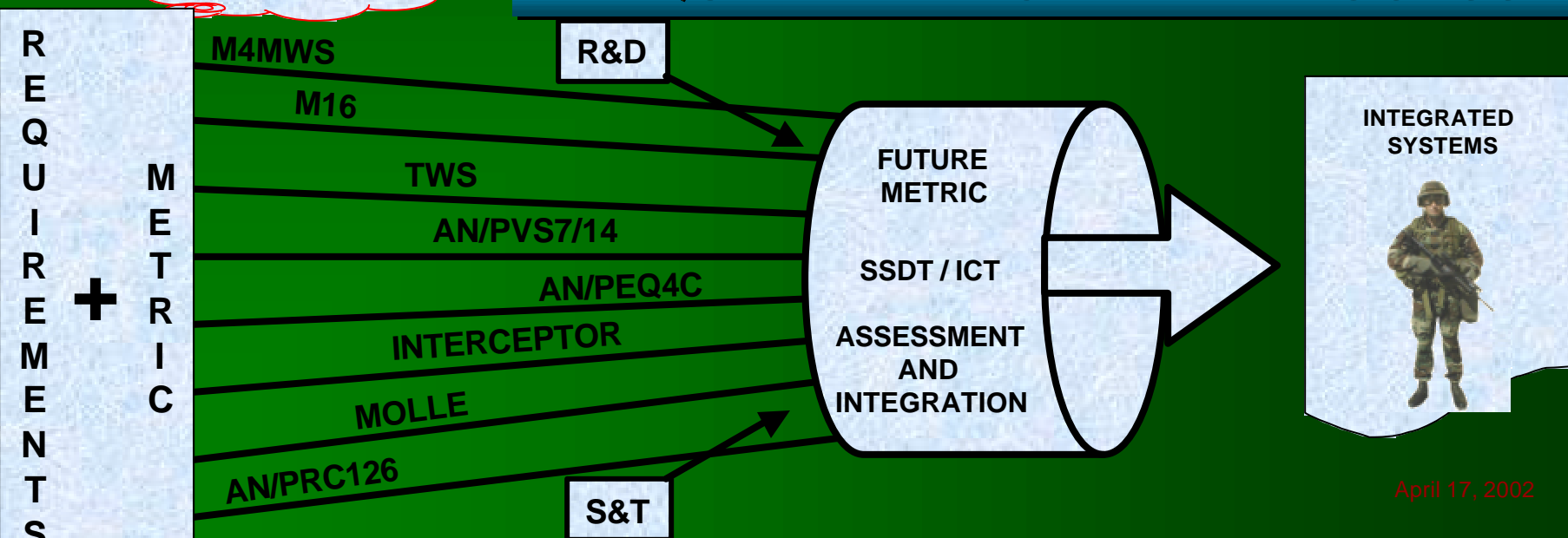
CHALLENGES:

INTEGRATION AND ANALYSIS OF REQUIREMENTS TO MAXIMIZE SOLDIER CAPABILITY

BALANCING PERFORMANCE
POWER
WEIGHT
VOLUME
INTEGRATION
COST
TRAINING

SOLUTION

REQUIRED INTEGRATED PROCESS

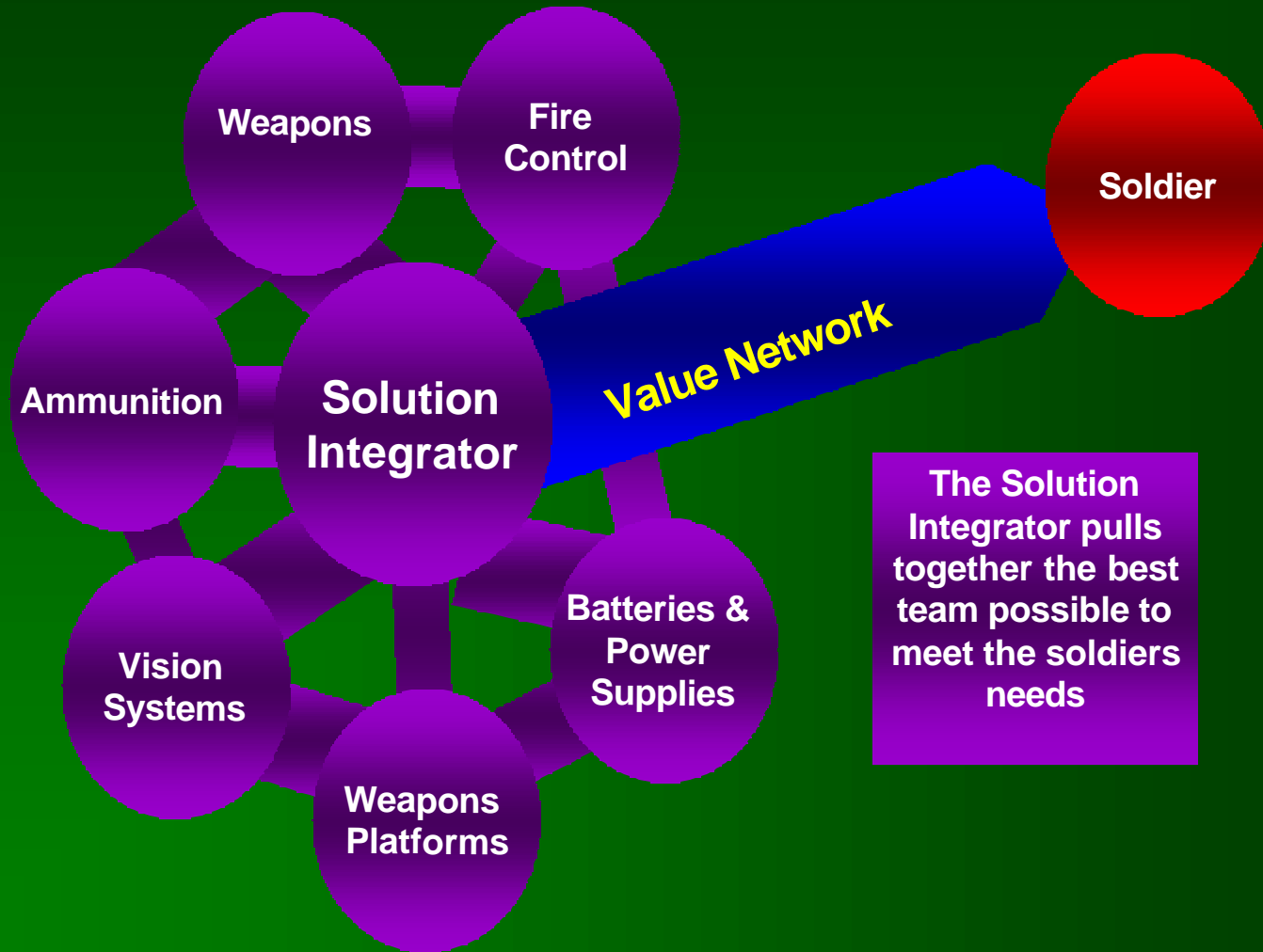


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Question:

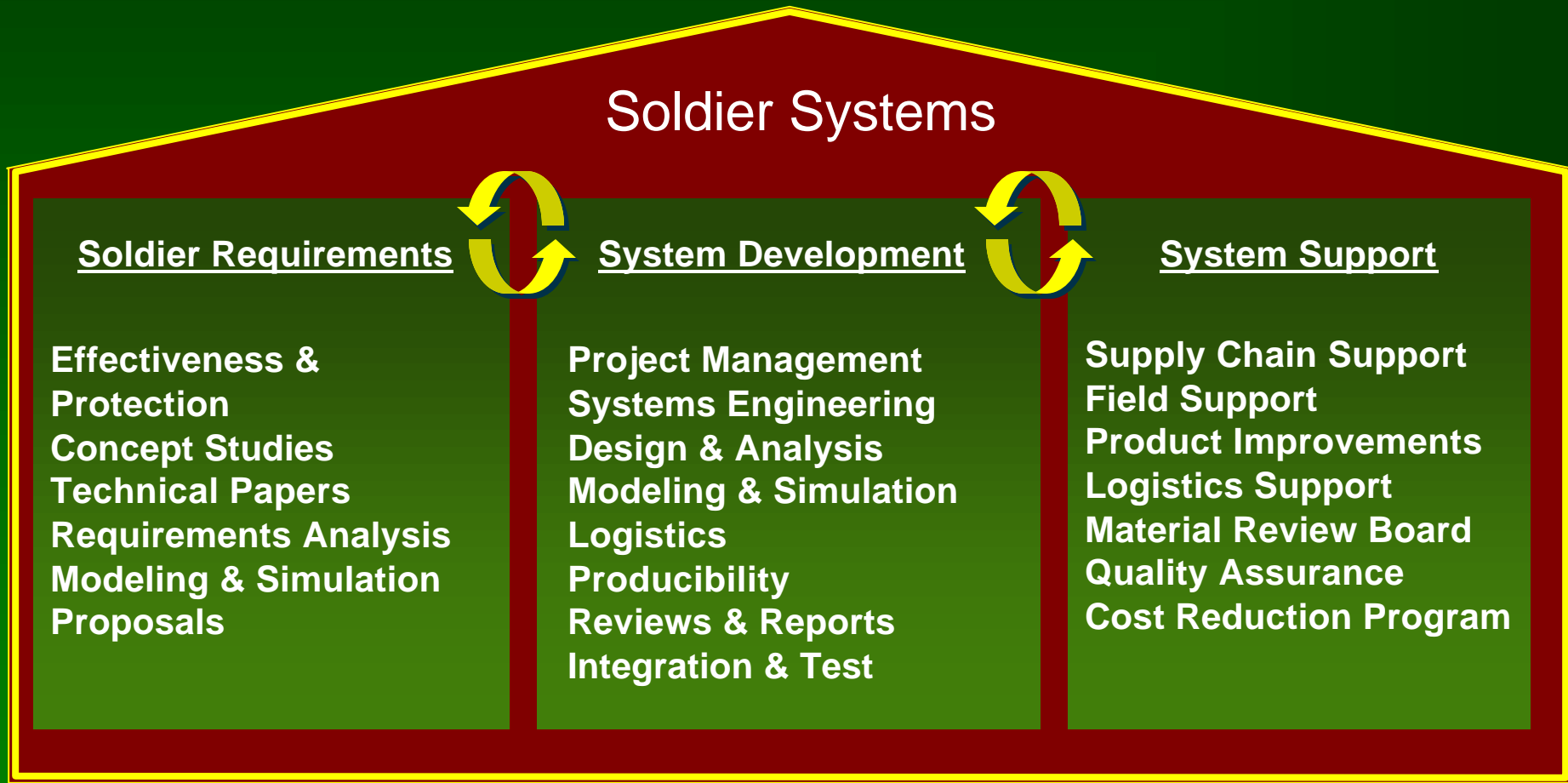
How to create soldier systems integration?

Solutions Integrator

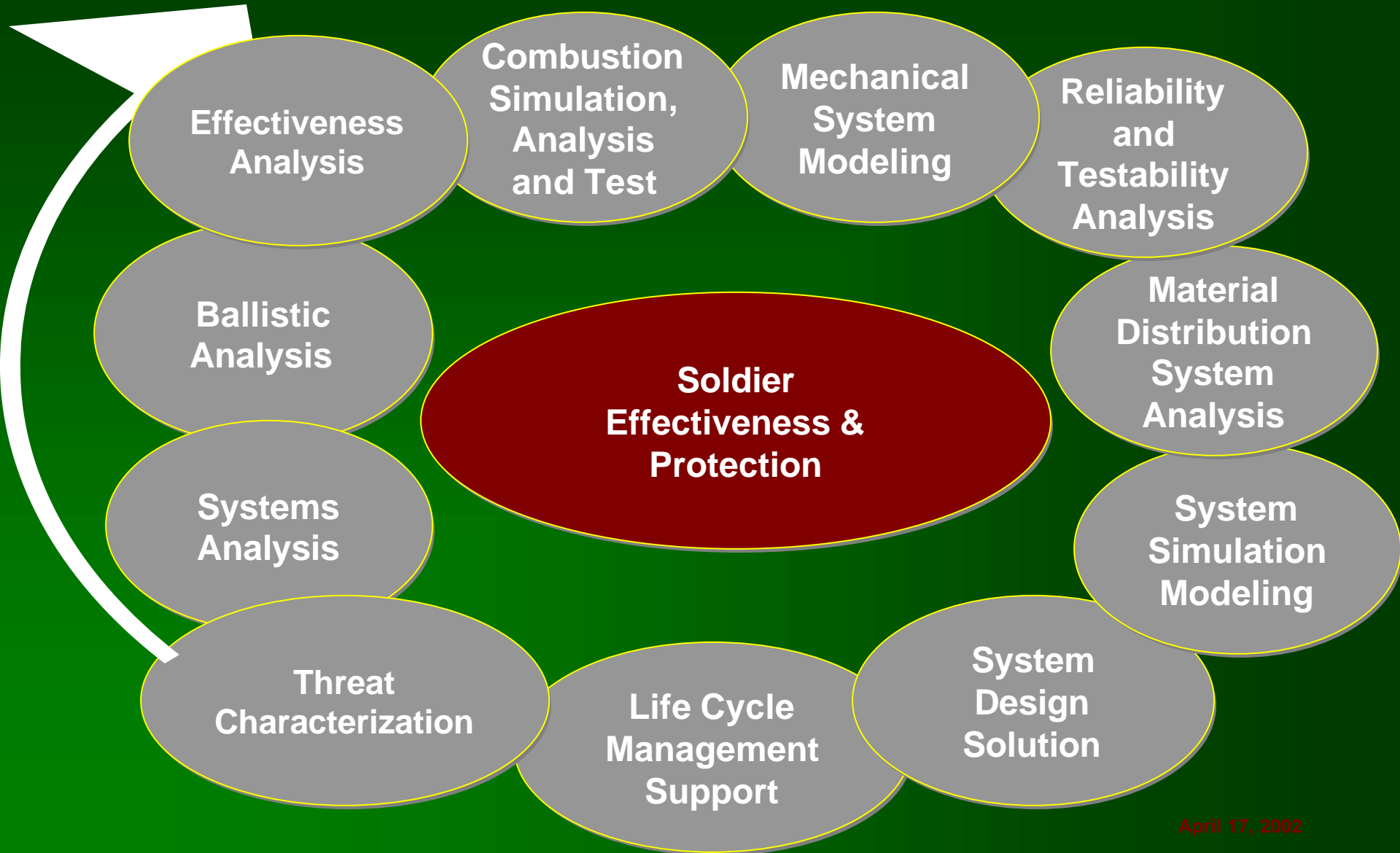


Role of Solution Integrator

Pull the best possible talent together to provide:



System Modeling, Simulation & Analysis Requirements



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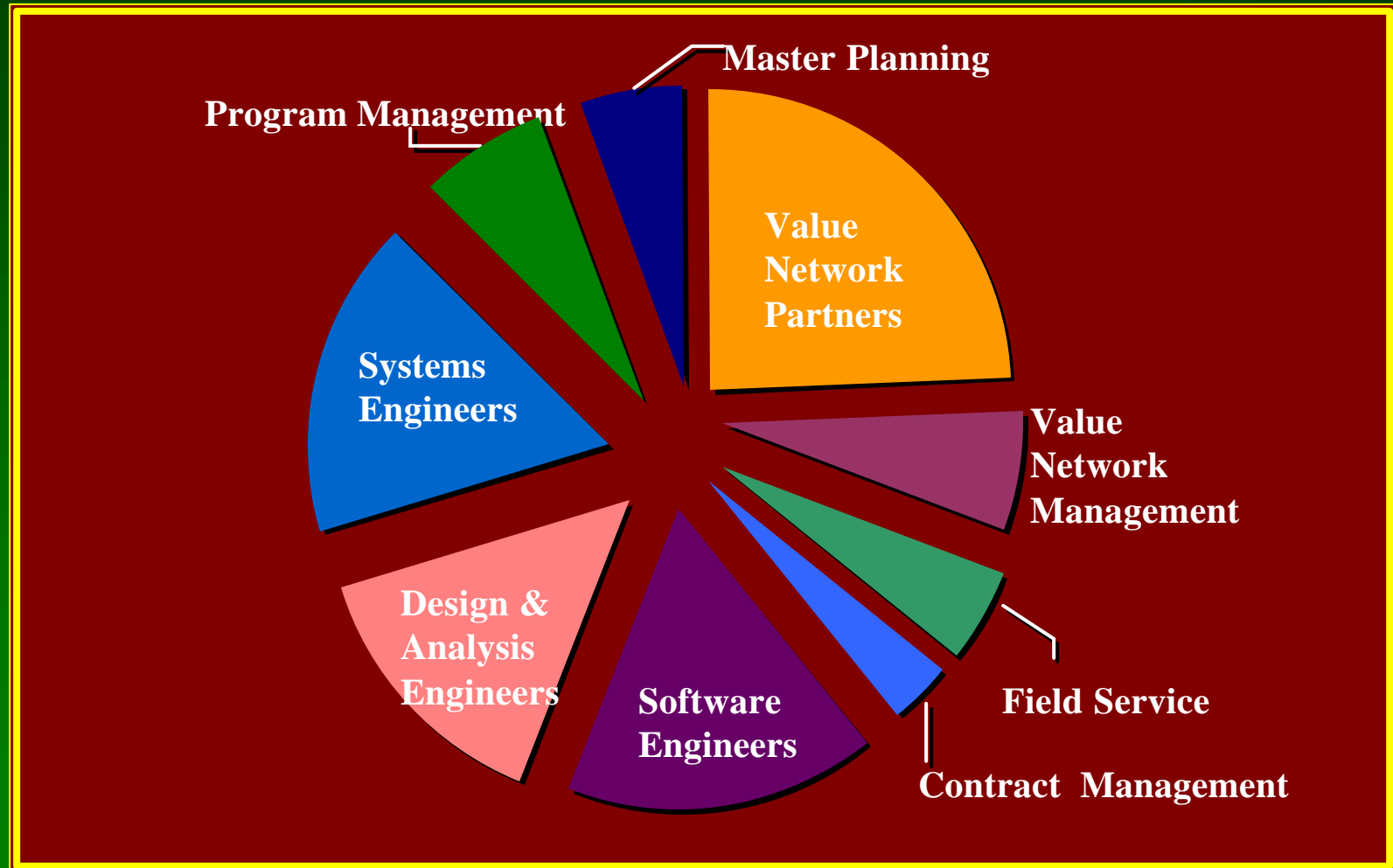
**Armament System's approach
to meeting the need for soldier system integration**



Armament Systems – Systems Integrator



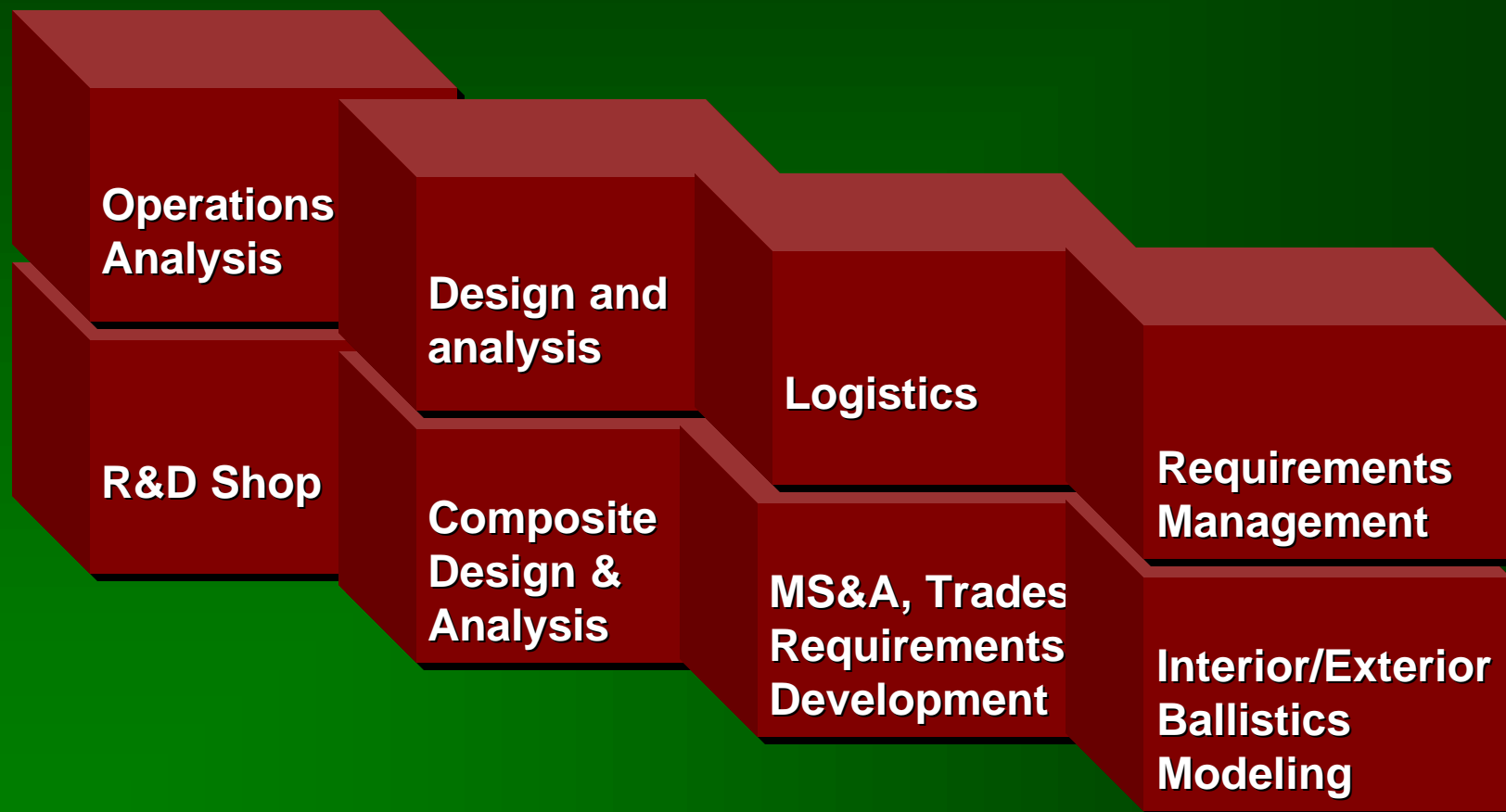
Build a Strong Integration Management Team



Armament Systems - Systems Integrator



Build a Solid Design, Production and Support Value Network



Armament Systems - Systems Integrator

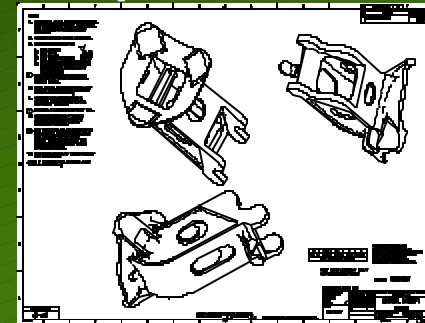


Integrate the right tools across the Value Network

Mechanical System Modeling

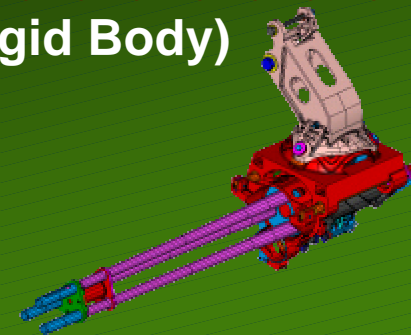
Solid Model Generation

- Mass Properties of Assemblies and Components
- Space Claim, Interference Checking
- Used for future simulation efforts
- Detail Drawings



Mechanism Design and Simulation (Rigid Body)

- Kinematic
- Dynamic



Armament Systems - Systems Integrator



Discrete Event Simulation Modeling

Essential Analysis Tool

- Requirements development, design trades, concept exploration
- Operational planning, operational improvement

Variable Model Scope

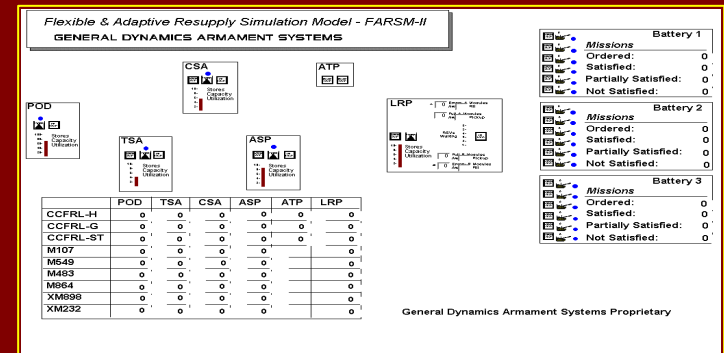
- Detailed micro analysis of single unit to entire theater
- Track materials from ammunition to all battlefield consumables

Variable Tactics

- Network control & resource management
- Supply & demand coordination

Advanced Analytical Techniques

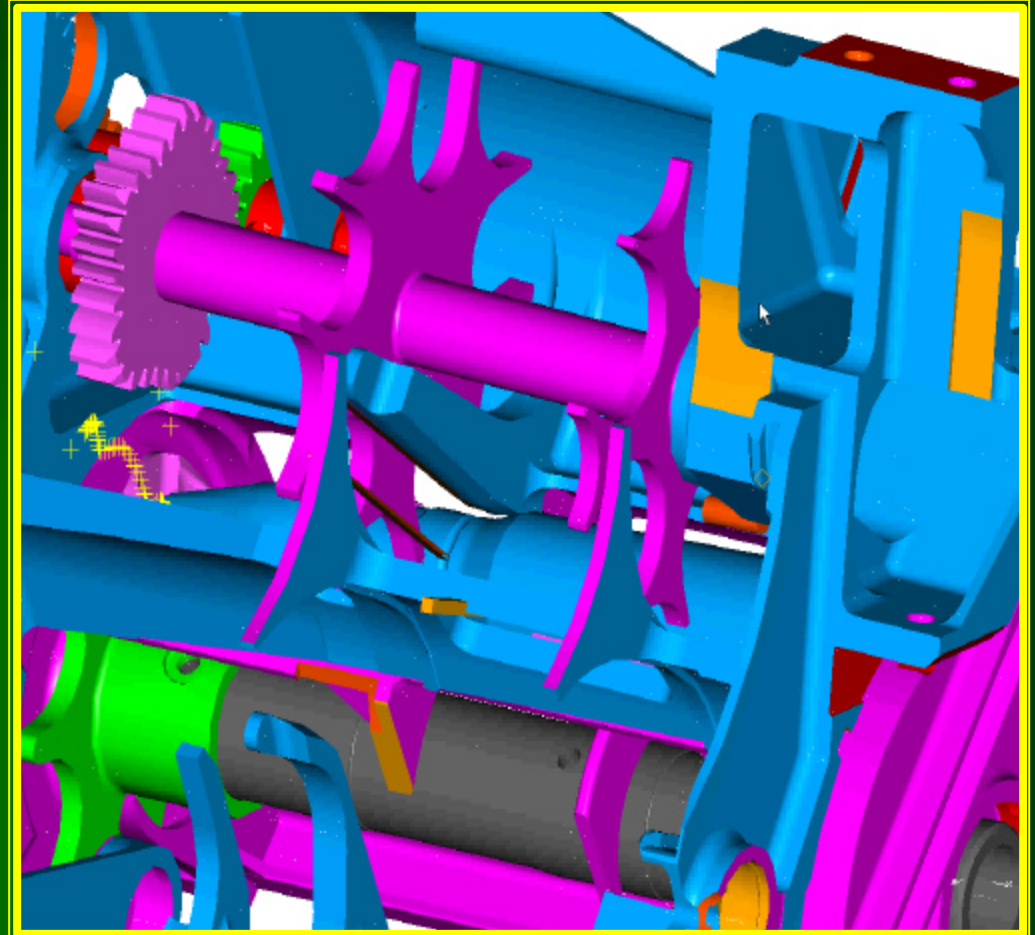
- Statistically correlated sensitivity
- Multi-variable optimization



Armament Systems - Systems Integrator



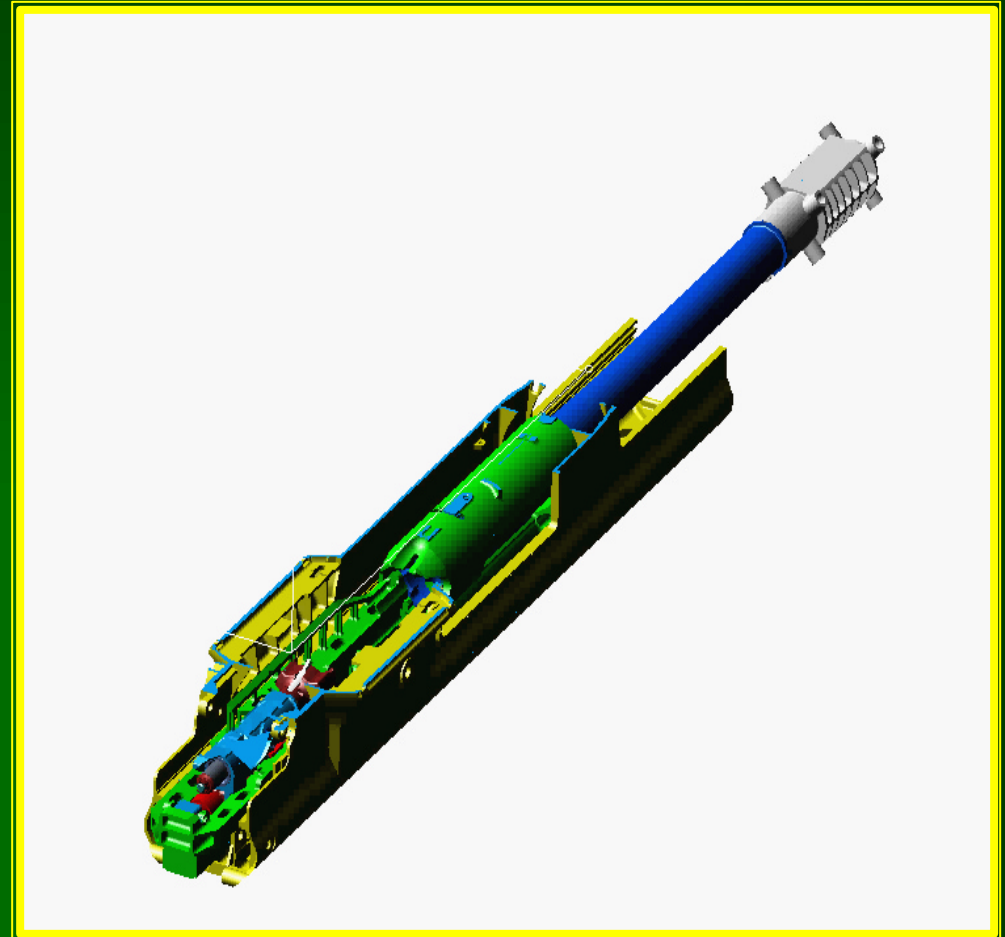
Integrate design tools across the Value Network



Armament Systems - Systems Integrator



Utilize the tools to produce and analyze the optimum solution



Armament Systems - Systems Integrator



Deliver the Solution the Soldier Needs . . .

Then Make it Better!



MK47

AS

Crane

NAMMO

GD Canada Ltd.



XM-307 (OCSW)

AS

JSSAP, FCS LSI

GD-OTS

Raytheon

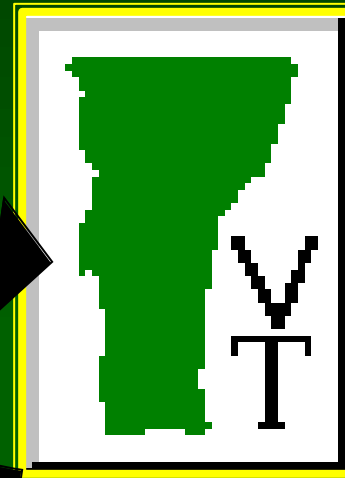
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Now back to where we started:

Then...



Now...



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