

Marine Corps Warfighting Laboratory



Dragon Fire II Experimental System NDIA Briefing





Dragon Fire Experiment Background



- Developing Government-designed advanced artillery system for future combat
- First Dragon Fire designed by Army Armament Research Development and Engineering Command (ARDEC) Picatinny Arsenal and fabricated at Rock Island Arsenal in 1998
- World's first automated towed artillery system: conducted first "sensor-to-shooter" fire missions
- New Dragon Fire II in design as potential Expeditionary Fire Support System (EFSS)





Dragon Fire History





MCWL Experiments



- Developed Dragon Fire using parts from a French Army rifled 120mm mortar
- Integrated communications, fire control, automatic aiming
- Over 1,000 rounds fired to test system, concept of automating fires
- New standards in responsiveness, mobility, and precision





Dragon Fire Design Approach



- <u>Automated Fire Control and aiming</u>: First-round hit every time/reduced crew requirements
- <u>Automated fire mission processing and weapon control</u>: fastest possible response (less than one minute from request to impact): linked directly to AFATDS
- <u>Expeditionary mobility</u>: Fits within MV-22 Osprey; LAV system fits in C-130, compact and effective – requires only ammunition and crew to support fire missions
- <u>Modularity</u>: Same system flies with air-mobile units, then fits into Light Armored Vehicle (LAV) to support mobile forces.
- <u>Growth</u>: improvement of system by replacing modules
- Designed from the outset to be a Government-developed, Government-produced system for maximum control, flexibility

Dragon Fire II Firing Position







Dragon Fire and the Light Armored Vehicle (LAV)







Modular Firing System Mission Adapted Configuration



Dragon Fire as towed, Air transportable system





Dragon Fire loaded into LAV 5 minute transition to become armored, self-propelled system



DF II Fire Control System ARINE CORD. **Power Distribution Digital & Voice** Mission Computer Syster **Gunner's Display** Assembly Communications Translates digital messages into user prompts New development Calculates ballistics, records mission data Requiates system power Monitors system components Main Displays mission information, round type, charge, Processor and fuse type **CROW 2000** Used to position tube to firing elevation & azimuth Ethernet **Navigation & Pointing** Switch SHE AND AND REAL THE **Devices** Data TALIN 5000 HG Collection Node Serial Measures vehicle location & tube orientation Control Hub Sends information to CI for ballistic calculations and vehicle location (for Situational Awareness) **Digitally Integrates Mortars** Increased Mortar ... Into Mobile Fire Support Dispersed emplacement (beyond line of sight)

FDC not shown



DF II Project Objectives





- Continue development of LAV Modular Mortar Variant using Dragon Fire technologies
- Enter into EFSS development as producible system or insertion of technologies
- Technology Development in support of experimentation/transformation



Growth capabilities for Fire Support Technologies



- System is fired electronically: Time on Target, groups, series, SEAD/mark missions can be fired on the millisecond
- Guns can be "networked" to function as a single unit for special configuration targets, effects mapping, precise single impact times
- Linear and area targets can be attacked precisely
- "Fire on the Move" from the LAV platform





What are the Advantages?

- The same weapon system can be used for air-lifted long-distance support and for self-propelled high-speed support
- Since DF II uses both rifled and smoothbore 120mm ammunition it can use <u>anybody's</u> ammo
- The fire control system is designed to network with the Army's fires coordination system for fast target processing and to ensure that friendlies are not targeted (force protection)
- DF II on the Light Armored Vehicle with Fire on the Move can transform the way we engage enemies in the future





Advanced Area Fires



Scan the area in or trace it on the map display





Advanced Area Fires

Individual aimpoints computed, passed From master system to firing units (98 rounds)



For one 6-gun battery, program executed in 4 minutes For one 18-gun battalion, 1 ¹/₂ minutes Every square meter of the ground hit by effects





Advanced Area Fires

As maneuver moves onto the objective, system precisely phases fires forward





Saved Rounds?



