



Future AC-130 Gunship Integrated Weapons Systems Concept March 06





SECDEF Challenge

Per your Memo:

“We need more weapon systems like the AC-130, where the ordnance can be directed in a more precise way”

OSD/AT&L
Nov 29, 2001



The Warfighter's Problem

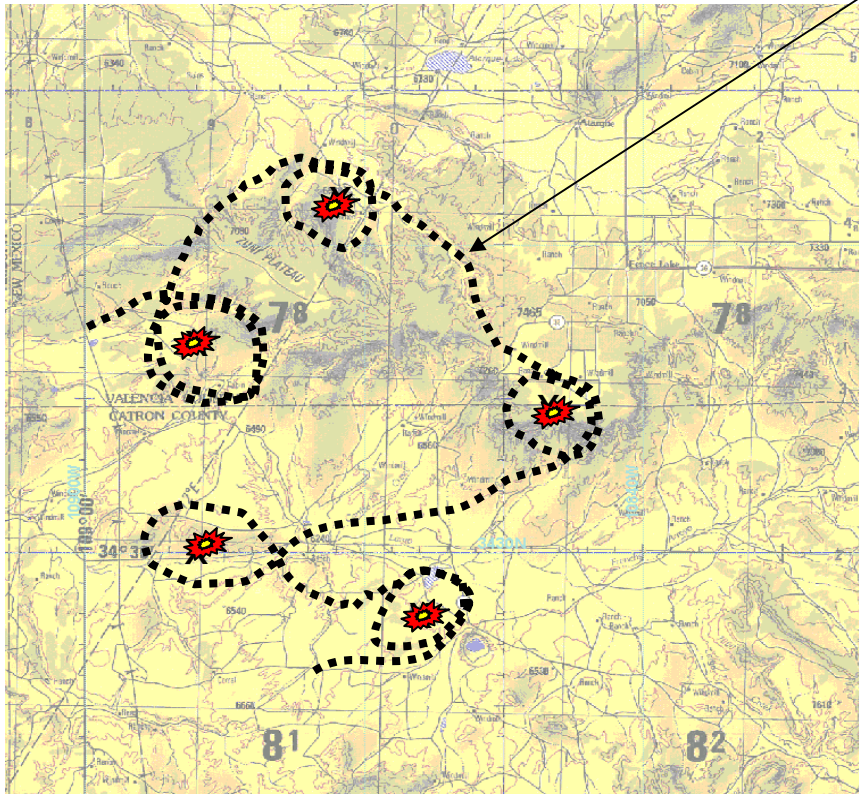


- **AC-130 survivability/employability in medium to high-threat areas and ability to respond to time sensitive targeting is limited**
 - **Currently operate in low to selected medium threat environments at night unless mission dictates otherwise**
 - **Increased threat forces gunship into higher altitudes and greater standoff ranges**
- **Result: Reduced precision/decreased munitions effectiveness**
 - **Spend more time-over-target to achieve desired effect**
 - **Expend more munitions per given target**
 - **Higher probability of collateral damage/fratricide in urban areas**
 - **Missed opportunities against high value fleeing targets**
- **Lethality Enhancement ORD (1997)**
- **Combat Need: Urgent theater request for low yield, precision firepower**

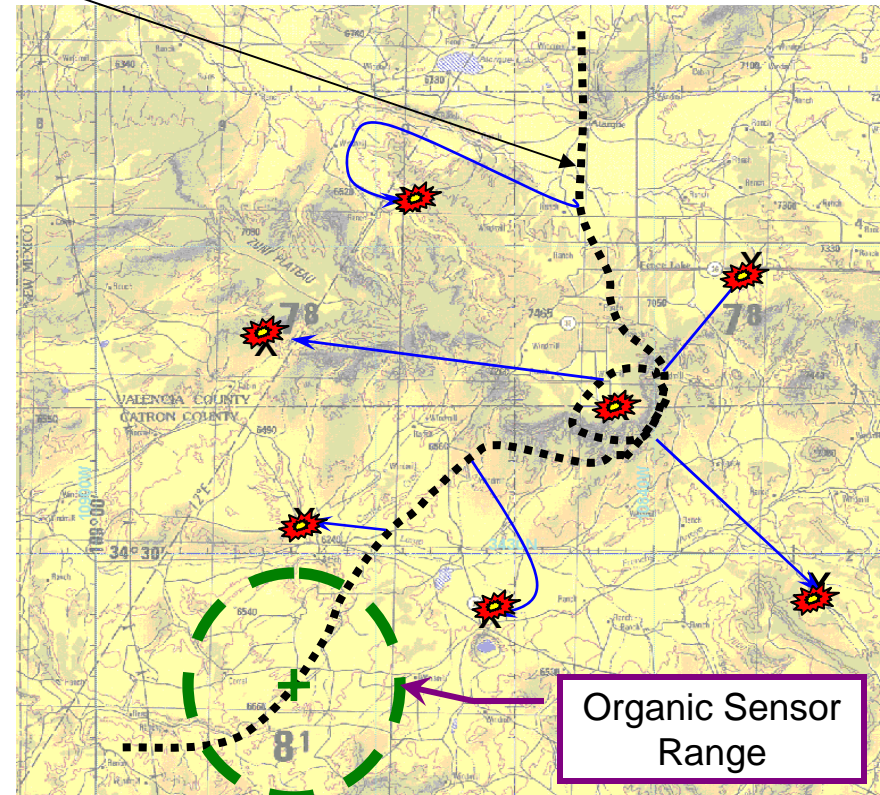
Evolution of Gunship Ops



Gunship Flight Path



Today's Operations—Direct Attack (3-4 NM)



Tomorrow's Vision Direct & Indirect Attack (15+ NM)

Threat exists both inside and outside aircraft orbits

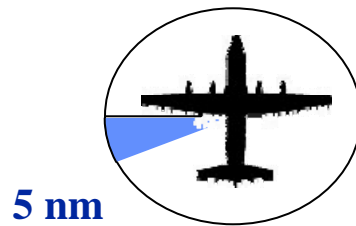
Need Increased Responsiveness, Interoperability, Lethality



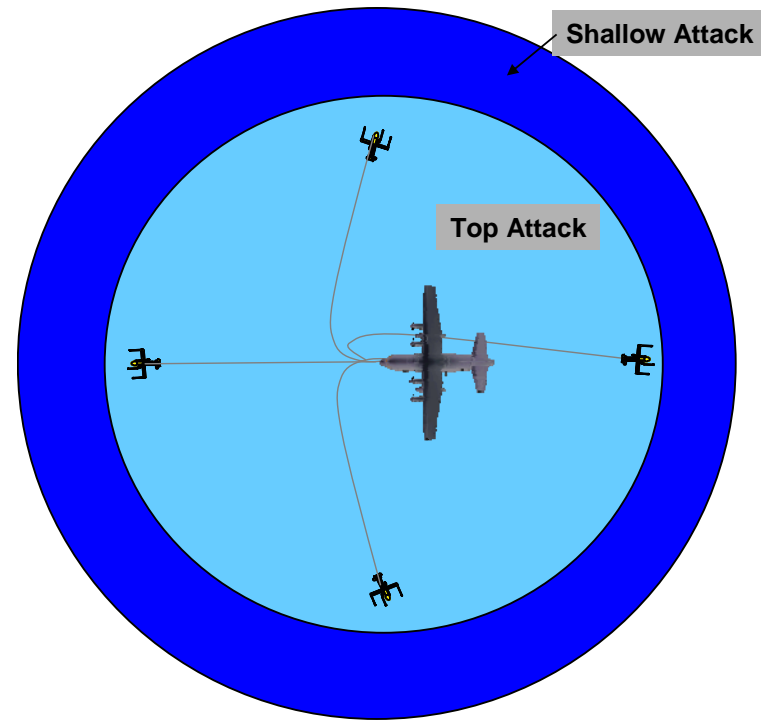
Increased Target Engagement Envelope



Today's Operations:
SA < 1/3 sq nm



Tomorrow's Vision:
SA > 1300 sq nm



Sphere of Influence Requires Automated Mission Planning



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Gunship Tenet Requirements/Issues

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- **Unique: Gunship encompasses entire kill chain**
 - **Situational Awareness**
 - **Onboard sensor improvements; offboard sensors—air launched UAVs**
 - **Lethality**
 - **Precision munitions necessary in today's environment**
 - **Must leverage off other munition programs**
 - **Persistence**
 - **Deeper magazine**
 - **Increase time on station**
 - **Survivability**
 - **Increase altitude**
 - **Decrease time over target**

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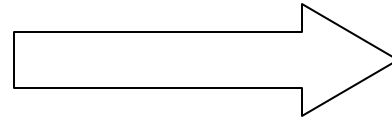


Gunship Road Ahead

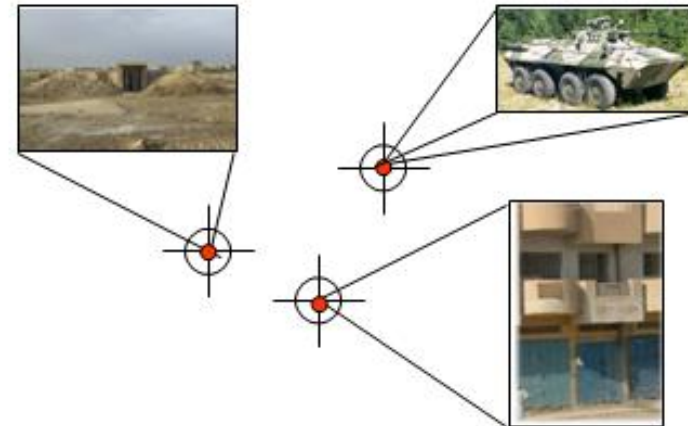
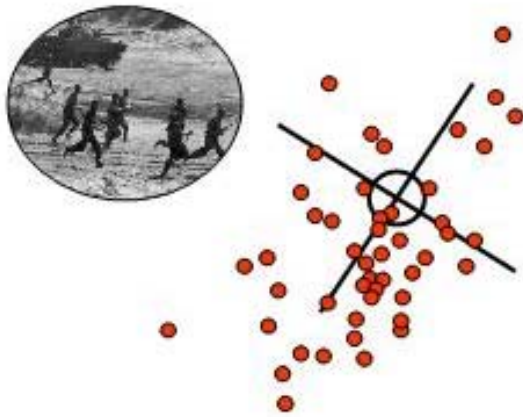


- **Investigating Various Technologies and Concepts**
- **Direct Attack Concepts**
 - **Convert Current 105mm to 120 mm Smooth Bore Barrel**
 - **Introduces 120mm Breech Loaded Family of Munitions**
 - Includes a Precision Strike Munition
 - Maintains Suppression Capability with Various Munition Options
 - **Provides a Multipurpose Launching Tube**
 - UAV as Off-Board Sensors for Increased SA
- **Indirect Attack Concepts**
 - Initial Assessment via the USSOCOM SOPGM ACTD
 - Introduces Digital Call for Fires Battle Management System
 - Uses a Precision Guided Munition
 - Viper Strike (GPS/INS with a SAL Seeker)

Suppression



Destruction



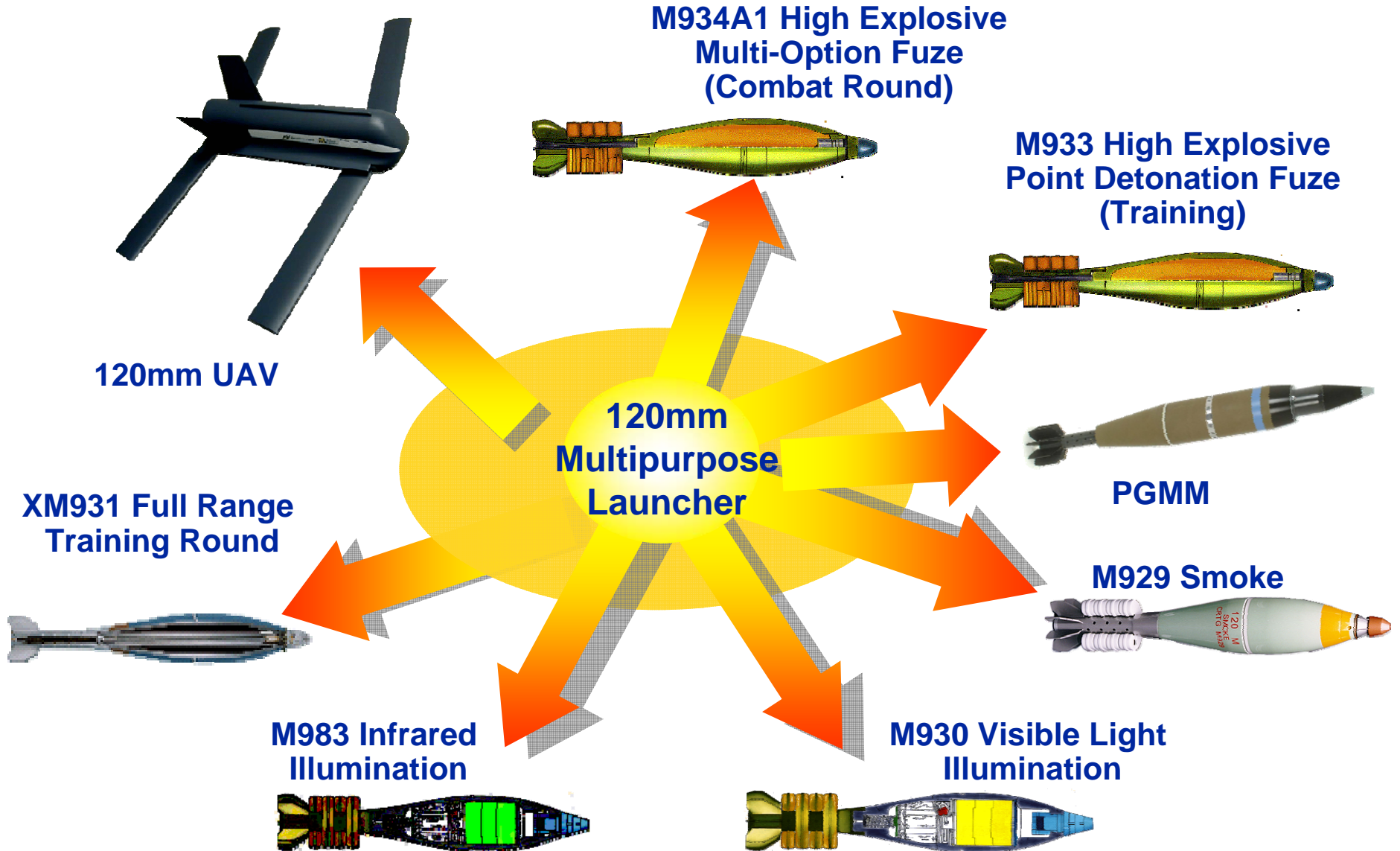
- **High Explosive**
 - Area Effects
 - High Volume of Fire
 - Defeat Targets in the Open
 - Suppress Personnel Under Cover

- **Precision Guided**
 - Precision Effects
 - 1 – 2 Rounds per Target
 - Incapacitate Personnel Under Cover
 - Low Collateral Damage

Provide Organic, Precision Strike Destructive Capability



120mm Family of Munitions Multi-purpose Launcher

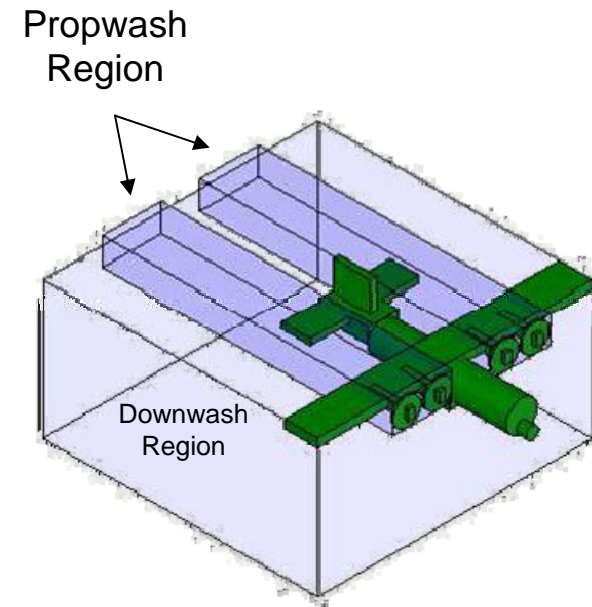




120mm Safe Separation Study



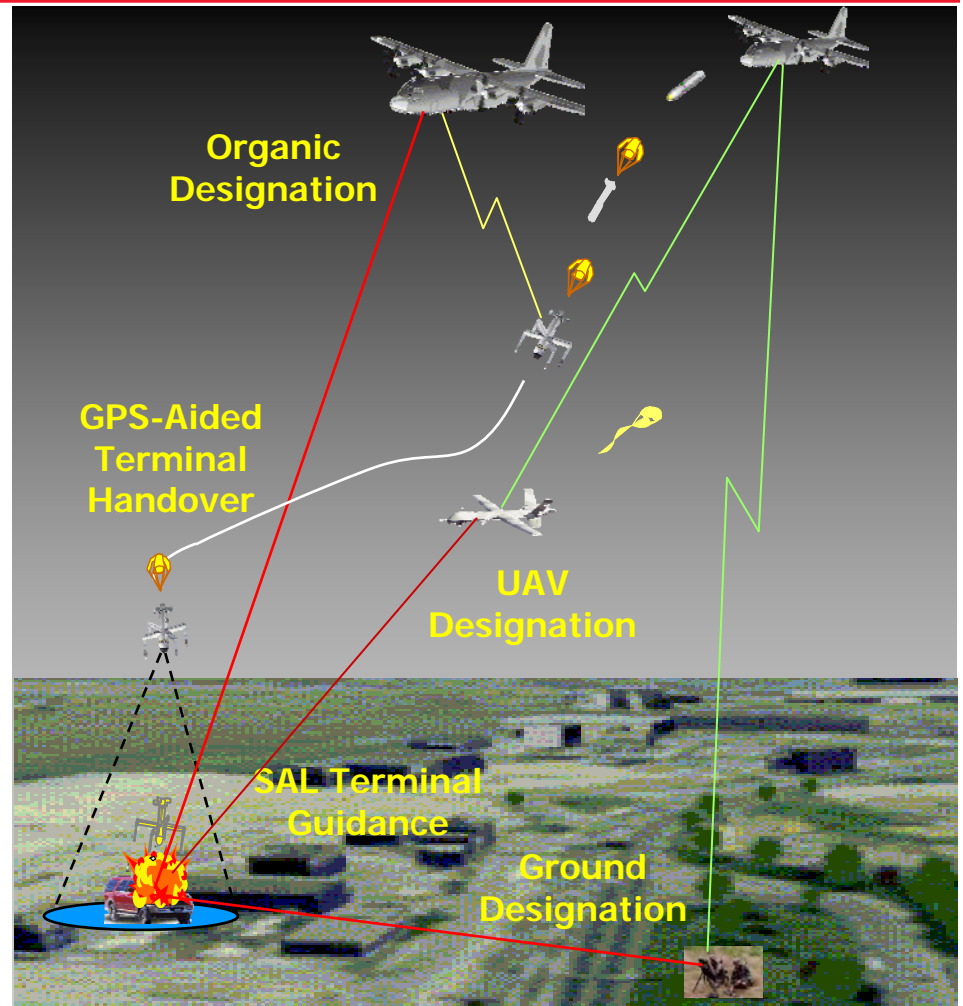
- Can we Launch 120mm Smoothbore / Fin Stabilized Munitions into a High Slip Stream Environment?
- Completed an initial assessment
 - Approach
 - Utilize AEROPREDICTION (AP05) and NSWC 6DOF Model to Analyze Aerodynamics and Flight Characteristics
 - Assessed Munitions and UAV
 - M934A1 HE Round
 - ATK PGMM XM395
 - ARL SOAR EP (Modified M930 Dispense Vehicle)
 - AC-130 Gunship Conditions
 - Altitude 18,000 and 25,000 Feet
 - Aircraft Speed 180 and 250 Knots
 - Level Flight



Results indicated Satisfactory Performance

Indirect Attack AC-130 SOPGM ACTD Goals

- **Develop SOPGM Weapon System**
 - Modified Viper Strike Munition
 - Battle Management System
 - Launcher
- **Demonstrate the Military Utility of SOPGM Weapon System**
 - Initial Proof-of-Concept Demo: One (1) Ground and Six (6) Flight Tests
 - Tactical Proof-of-Concept Demo: Six (6) Flight Tests and Optional Residual Demo
 - Residual Assets for EUE: (20 Munitions, 2 BMS, 2 MIUs, 2 Launchers)

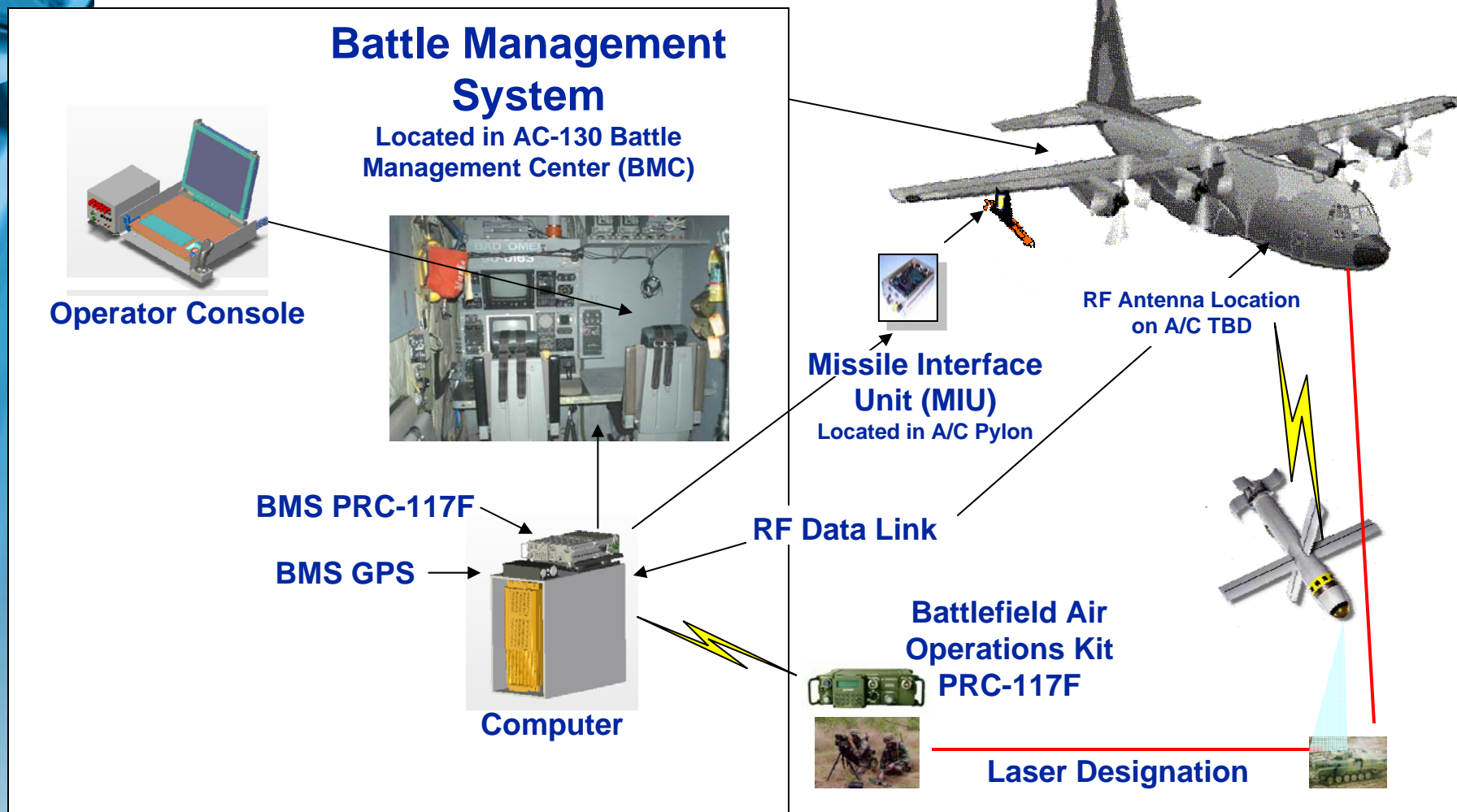


Evolve Gunship Tactics to Exploit Benefits of Stand-Off Precision Guided Munitions

- **With the Advent of Non-Line of Sight (NLOS) Weapons, Need Automation to:**
 - Automate Rules of Engagement
 - NLOS Tactical (Digital) Communications
 - Reduce Planning Cycle Time
 - De-conflict Operating Area
 - Blue Force Tracking
 - Fire Support Coordination Measures
 - Restricted Target Lists
 - Manage Fire Support Resources
 - Support Interoperability in Joint and Coalition Operations
 - Connect to the Network Centric Fabric
 - Machine to machine comms -- reduce time and data errors

Will Introduce Digital Call for Fires Capability

SOPGM Weapon System Architecture



Viper Strike Munition Overview



Key Characteristics

- Length <36 in.
- Diameter 5.5 in.
- Wing Span 36 in.
- Weight 46 lbs.
- Glide Ratio 9:1
- GPS Aided, inertial navigation for fly-out
- Semi-Active Laser Sensor for terminal navigation

- TPOC Enhancements
 - Two Way RF Data Link
 - Extended Range Thermal Battery
 - Shallow Attack Mode

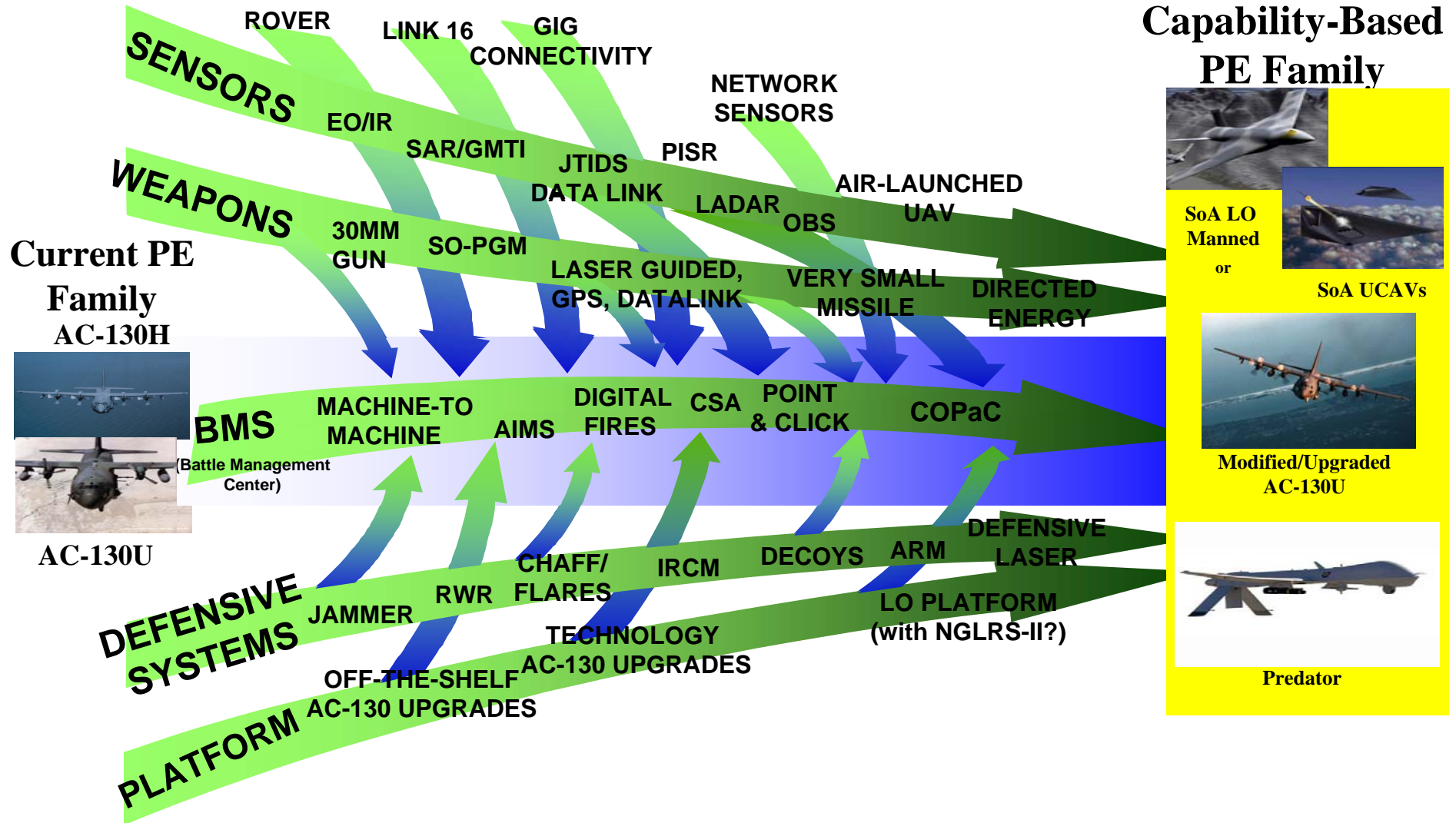


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Path to Realize "Gunship" Tenets

Situational Awareness, Lethality, Persistence, Survivability

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PSAS OV-1

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