



PM CCS

Munitions Executive Summit

7-9 February 2006

COL Jack Koster

Project Manager

(973) 724-7041

jkoster@pica.army.mil



Organization & Programs Managed

**164 Army Products
Managed in FY06**

COL Jack Koster
Project Manager

Patricia Felth
Deputy Project Manager

Business Mgmt
Kevin Cunnion

Networked Munitions
Doreen Chaplin

- (IMS) Intelligent Munitions System*
- Spider Networked Munitions System
- Matrix
- Volcano
- Legacy Mines
 - Claymore
 - MOPMS

Countermine
Larry Nee

- Standoff Mine
- Detection Systems:
 - HSTAMIDS*
 - GSTAMIDS*
 - ASTAMIDS*
- Mongoose
- APOBS
- IVMMD
- MICLIC
- EOD Equipment

ARDEC

Demolitions
Jim Tower

- Special Demolitions
 - MI RAMS
 - GMENS
 - TD-SYDET
 - RAMS
 - SOF Demo Kit
 - Rapid Wall Breaching Kit (RWBK)
 - SLAM
- Demolition Munitions
 - Initiators
 - MDI
 - Effects
 - Bangalore Torpedo
 - C4 Block Explosive
- EOD Ammo

Protect Force
Kevin Wong

- Non Lethal (NL) Capability Set
- VLAD
- PVAB
- Non Lethal Ammo
 - MCCM
 - 40 mm
 - 12 gauge
 - NL Grenades
- Tactical NL Munitions

Munitions
Santo Lombardo

- Grenades
 - Lethal
 - Smoke
 - Launcher
- Pyrotechnics
 - Flares
 - Signals
 - Simulators
- Shoulder-Launched Munitions
 - AT-4
 - BDM

JMC Commodity Teams

Stefani Miner
Chief, Pyro & Demo Division

Greg Wierenga
Chief, SLM & Grenades Division

CLOSE COMBAT SYSTEMS

* FCS Program



SLM Challenges

Capability: Minimum Range
Lethal effects at short ranges encountered in street-to-street fighting



Challenge: Fragmentation

Challenge: Multi-purpose Warhead/Fuzing

Capability: Lethality Incapacitate Personnel Within:

- Light Armored Vehicles
- Field Fortifications
- Masonry Structures



Capability: Portability
Minimize Weight and Size



Challenge: Physical Performance Limitations

Capability: Survivability Fire from enclosures to allow gunner use of existing cover

Challenge: Health Hazard Reduction

- Noise
- Backblast
- Toxic Fumes



CLOSE COMBAT SYSTEMS



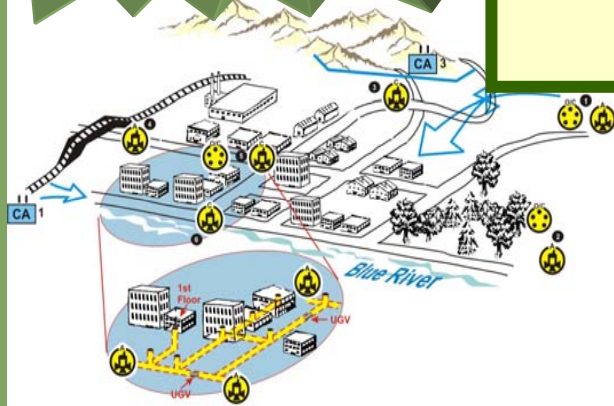
IMS Challenges

**Urban
Complex
Environment**

**Meeting
operational
effectiveness
requirements in
urban and built-
up areas**

**Developing
scaleable effects that
are effective at all
stand-off**

**Lethal &
Non-Lethal**



**Network
Centric**

**Networked Systems require secure and always
available communications (IA, DITSCAP)**

**To enable capabilities like safe passage, software
controls safety critical functions**

CLOSE COMBAT SYSTEMS



Changing Environments

