Air Delivered Weapons Roadmap



Purpose

To provide the background to Roadmaps in Defence, the background for the *Air Delivered Weapons Roadmap* specifically, and to provide a summary of the outcomes at an unclassified level

Current Capability
Roadmaps in the ADF
The Air Delivered Weapons
Roadmap (ADWR)
Key outcomes

Current Capability

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Key outcomes

AUSTRALIAN DEFENCE FORCE

- •55000 Personnel
- •Approx A\$15b (US\$11b) per annum (1.8% GDP)
- Approx A\$3-4b new capability investment per annum

'A balanced, networked and deployable force, manned by dedicated and professional people, which excels at joint and coalition operations'











F-111, F/A-18, AP-3C, Helicopters









Current Capability

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Key outcomes

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CAPABILITY ROADMAPS

CAPABILITY ROADMAP

SYSTEM ROADMAPS

TECHNOLOGY ROADMAPS

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Key outcomes

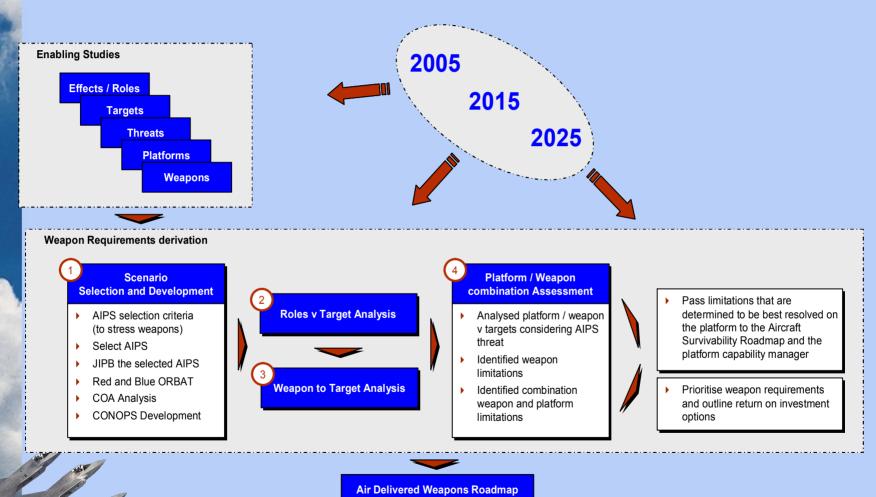
ADWR Desired Outcomes

- set a vision for air delivered weapons to 2025 and beyond
- provide strategies that address FIC
- identify opportunities and risks
- identify key inputs and enablers

Weapons contextual issues



ADWR Methodology



Capable threat environment

- Proliferation of 4th Generation fighters (4.5th and introduction of 5th?)
- Advanced Air to Air missile systems
- Advanced Surface to Air missile systems
- Improved IADS and NCW environments
- White Paper 2000 "air combat forces that are at least comparable qualitatively to any in the region"

ADWR Weapons Technology Study

- Operational focus, rather than lab
- Seekers and sensors
- Guidance and control
- Propulsion
- Warheads and kill mechanisms
- Radiated energy weapons
- Countermeasures
- Enabling technologies
- Life cycle and logistics support

ADWR key target trends were:

- Hardened targets
- Underground targets
- Improved camouflage
- Low signature air targets
- Mobile or relocatable targets
- Non-lethal and very low collateral damage effects

Weapon requirements criteria

- Primary
 - Target type
 - Threat level
 - Targeting
 - Collateral / ROE / **Political**
 - Environment
 - Roles

- Secondary
 - Distance / time from base
 - Air power dynamics
 - Intensity
 - Support
 - Interoperability

Target types vs roles vs platforms mapping

Role	Sub-role	Mission	Buildings	Bunkers and hardened targets	Underground	Bridges	Mobile raders	Fixed Radar	Armoured Vehicles	Non-armoured vehicles	Field Equipment, machinery and support material	Personnel	Electrical/Communications infrastructure	Railway lines	Payed surfaces	POL Tanks	Mssile on launcher	Surface vessels with AD	Surface vessels without AD	Submarines	Fighters	Transports	UAVS	Mssiles in flight	Small, slowfixed wing	Helicopters
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		Independent Under Sea Warfare																		*						
Aerial Mining	Offensive																	~	V	1						
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		Under Sea Warfare						5												1						
Information Operations	Information Warfare	PSYWAR										4	4													

Analysis criteria

- Weapon
 - range
 - accuracy
 - speed/manoeuvrability
 - signature
 - countercountermeasures
 - interoperability
 - selectable effects
 - specialised weapons
 - directed energy
 - non-lethal

- Enabling system
 - Targets
 - Threat
 - Platform

Notes:

- selectable effects included multipayload, variable fusing
- specialised weapons included multitargeting, to contain wmd, loitering, deep/hard, EM disruption

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Desirable weapon characteristics

- Precision
- Selectable
- Size
- Selectable Fusing
- Penetration capability
- Jam resistant
- Third Party Targeting capability
- Range

- Commonality in planning processes
- Affordable
- Network enabled
- Informs BDA process
- Non-lethal options
- Directed Energy

Critical support requirements

- Intelligence
- Targeting requirements
- Logistics
- Infrastructure
- Training
- Interoperability
- NCW considerations

Issues to resolve

- F-18 → JSF
- Harpoon follow-on
- GPS guided munitions
- SDB
- Hellfire
- ASRAAM

ADWR Conclusion

- System Roadmap
- Focuses research
- Entry to Defence Capability Plan

Questions?