# Precision Strike Winter Roundtable

"Precision Engagement –
Strategic Context
for the
Long War"

\*\*\*

Weapons Technology
Blueprint
for the Future

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### **UNCLASSIFIED**

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# Challenges for DoD Investment

- What Have We Learned?





- Need to 'Map the Human Terrain' across the Kill Chain
  - Enables the entire Kill Chain for the GWOT
- Target Detection may be Difficult and Require Non-Traditional Means
- Enemy Exists inside potentially High Collateral Damage Areas
  - And... in Denied Access Areas
- Sometimes We ID the Enemy but....
  - ... do not have an adequate/appropriate Strike Solution in time
- Mobile / Re-locatable Targets Remain a Problem!
- The Target Characteristics may Remain Unknown even at...
   Time Over Target ... & "How Did We Do?"
- If Decision Timeline Varies and can be Long... let's Enable the Rest of the Kill Chain to be Dynamically Responsive

# DDR&E Transformation

# - Technology Initiatives



ADVANCED SYSTEMS AND CONCEPTS

Agility Speed
Lethality

- Surveillance and Knowledge Systems
- Energy and Power Technologies
- Combat ID & Rapid Targeting Technologies
- Weapon Technology Investment

# Key Areas for Technology Investment Context: Precision Engagement - 'The Long War'



ADVANCED SYSTEMS AND CONCEPTS

- Persistent Surveillance
  - 'Sensing in new dimensions' for the enemy
- Combat Identification
  - 'Realize' the Blue Force kinematic advantage
- Netted Weapons
  - ISR constellation & 'shooters'
- Penetrating Weapons Technology
  - Goal: Increased Weapons Effectiveness
- The 'Right Types' of Weapons
  - Realize the 'Importance of 'Speed'
  - Can compensate slow decision timelines!

Unchallenged Advantage Across the Battlespace!



### "Find" - Persistent Surveillance

#### ADVANCED SYSTEMS AND CONCEPTS

### Joint Warfighting Problem

- GWOT demands additional persistent Intelligence, Surveillance and Reconnaissance (ISR) to conduct intelligence operations including forensic intelligence.
- Endurance measured in days, not hours, required for an "unblinking eye" system is a transformational capability that does not exist today.
- Satellite coverage at most latitudes depends on orbiting satellites with known revisit times, permitting the enemy to conceal, hide and avoid detection.
- Bandwidth availability on the battlefield is at a premium and many communications systems cannot be optimized due to higher priority communications conducted via other options.

### **Attributes**

- Very Long Endurance
- Multi-Dimensional Payloads "non-traditional" ISR
- Avoid Forward Logistics 'Footprints'
- Survivable and Difficult to Detect

### Global Observer

### - Hydrogen Powered UAV



#### ADVANCED SYSTEMS AND CONCEPTS

#### Global Observer UAV

- Liquid hydrogen fuel enables 7-day endurance
- Provides the persistent presence required for an "unblinking eye"
- Enables forensic intelligence operations and other critical missions for all COCOMS and Services

### Advantages

- Long endurance minimizes ops tempo/cost
  - Fewer flights
  - Fewer aircraft
  - Reduced logistic tail
- Upgradeable multiple payload capability
  - EO / IR
  - GMTI / SAR
  - Communications Relay
  - Psyops
  - GPS Augmentation
  - Other (SIGINT, COMINT, MASINT)

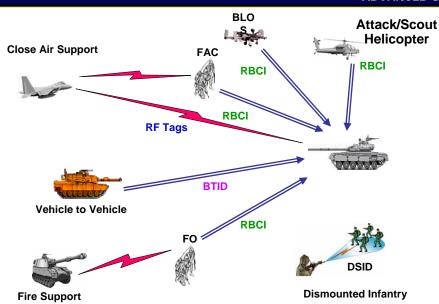




## Coalition Combat Identification (CCID)



#### ADVANCED SYSTEMS AND CONCEPTS



Led by JFCOM & ACC with participation of 9 nations

### <u>Demo – Operation Bold Quest</u>

- "Laser Vision" Laser Target
   Imaging Increased ID Range
- "Radar Vision" Advanced
   Radar Algorithms for Target ID

Problem This Solves: Reduced combat effectiveness, constrained tactics, and eroded force cohesion as a result of an increased fratricide rate potential

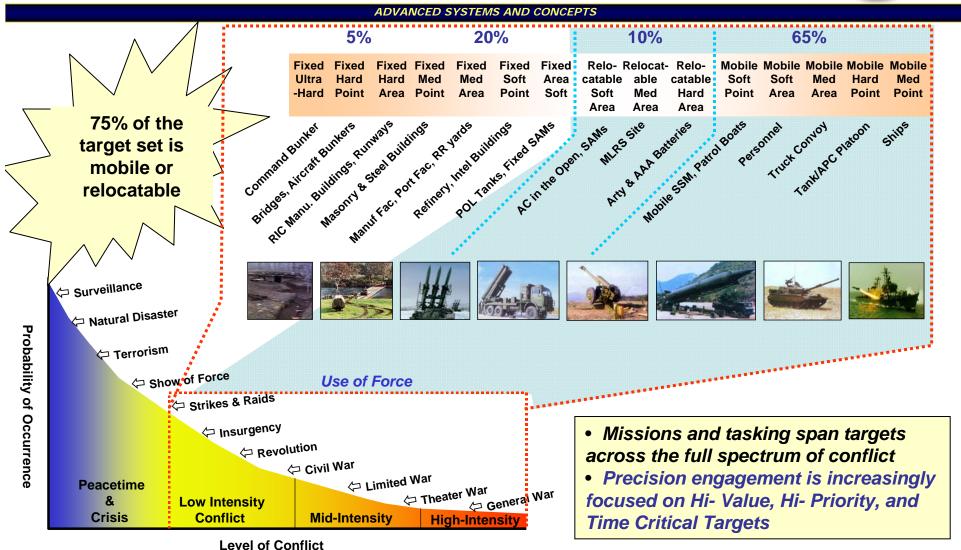
### **Solution:**

Coalition interoperable Combat ID systems including:

- Battlefield Target ID (BTID)
- Radio Based Combat ID (RBCI)
- Dismounted Soldier ID Device (DSID)
- Radio Frequency (RF) Tags

# **Dynamic Operational Environment**





# Net-Enabled Weapon Capabilities



#### ADVANCED SYSTEMS AND CONCEPTS

- Weapon In-flight Tracking
  - Strike De-confliction and Synchronization
  - Health, Arming Status, Location, Target Acquisition, ...
- Weapon In-flight Target Update
  - Key For Moving and Mobile Targets
  - Key Enabler for Interdiction Role
- Weapon Retargeting
  - Importance Increases with Standoff
  - Enhanced Time-Sensitive-Target Capability
- Weapon Impact Assessment (WIA)
  - Post-strike Assessment and Re-strike Decisions
  - ISR information
- Weapon Abort
  - Collateral damage changes



### Key Player in Irregular Warfare!

# "Target & Engage" Netted Weapons - Weapon Data Link



ADVANCED SYSTEMS AND CONCEPTS

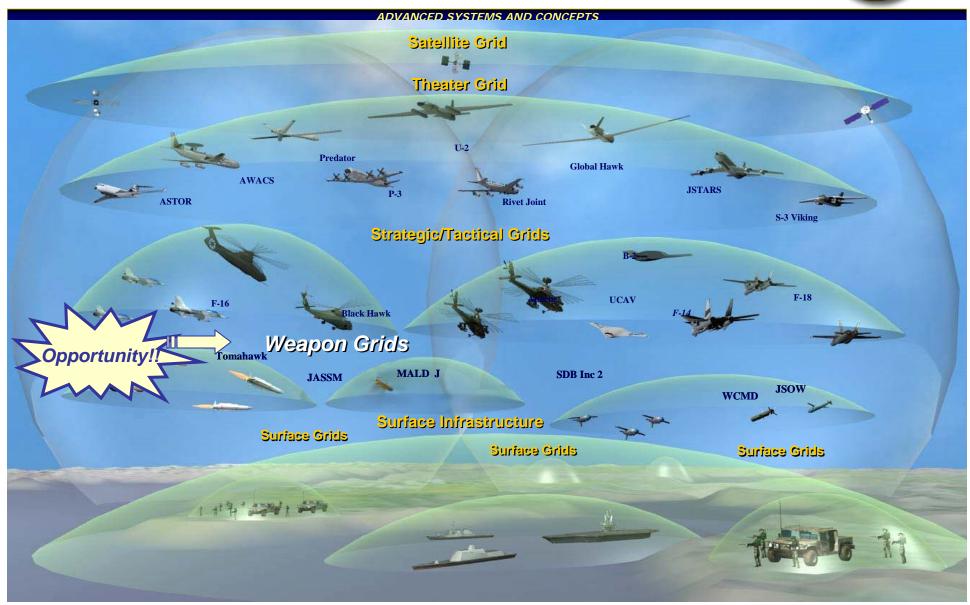
### What have we done to date?...

- Common Weapon Language To Achieve Required Capabilities
- Developed Standard Architecture for Integrating Weapons Into Network – Completed Wpn Interface Control Documents (ICDs)
- Demonstrated Communication Network With A Transceiver In Weapon Surrogate
- Identify Infrastructure Modifications
- Establish Baseline CONOPS For Weapons Network Communication
- Risk Reduction For Weapon SPOs' Data Link SDD Programs

**USAF, USN & JFCOM 2005 ACTD** 



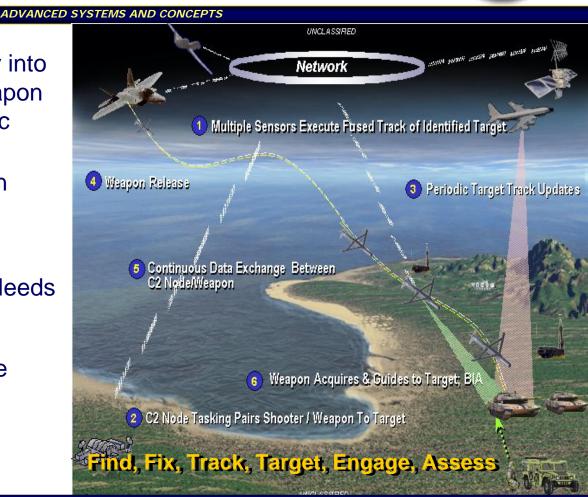




# Weapon Data Link Network ACTD



- Integrated Data Link Capability into Weapons, Sets Stage for Weapon Integration into Network Centric Warfare
  - Risk Reduction for Weapon SPOs Data Link Programs
  - Develops Architectural
     Framework Supporting
     Current/Future Weapons Needs
     (2010, ~2020)
  - Establishes CONEMP and Common Network Interface
  - Identifies C2 and Aircraft
     Infrastructure Mods



Pathfinder for Network-Enabled Weapons Capability

# "Find, Fix, Track, Target & Engage" Netted Weapons – Joint Surface Warfare



ADVANCED SYSTEMS AND CONCEPTS

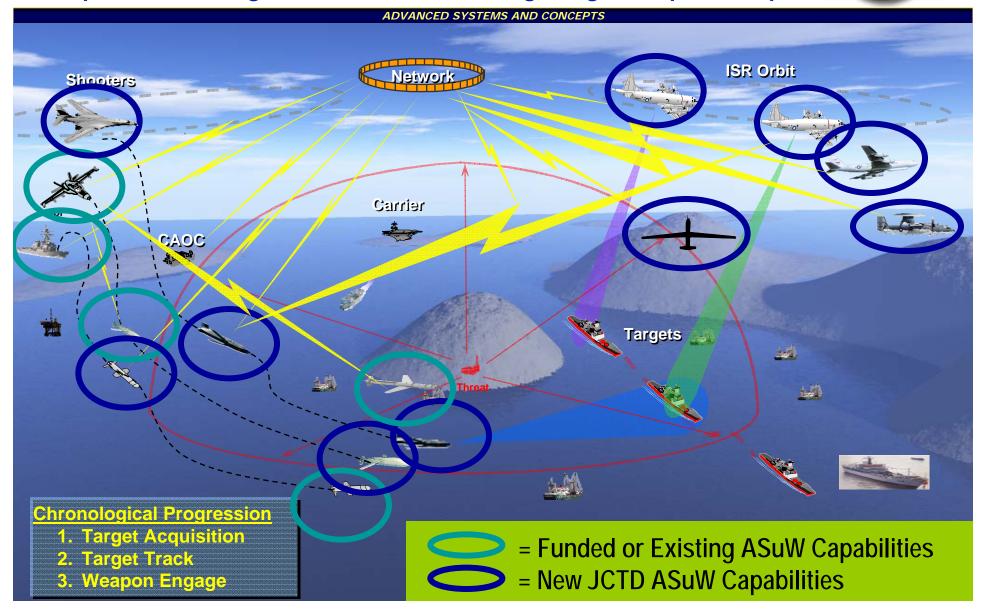
### What needs to be done?...

- Incorporate the Weapon Data Link J28 Message into the ISR
  - Expands Targeting Chain
  - Enables Moving Target Engagement
  - Layers in Combat ID for Friendly vs. Hostile
- Integrates USAF & USN ISR & Shooters
  - Joint ISR and Launch Platforms with Weapons
  - Capitalizes on mature technologies to enable target discrimination, multi-target track and multi-target location.
- Expand Cross-Component Net-Centricity in Combat Operations

### USAF & USN FY07 New Start

# Joint SuW Concept

Multiple Interchangeable ISR Assets Targeting Multiple Weapons



# Joint Warfighting Problem

- Limited and marginal targeting at range
  - Targeting accuracy
  - Selectivity
  - Recognition and ID
- Limited weapon capability through the weather
- Very limited weapon capability in obscured
- Limited Kill Chain connectivity



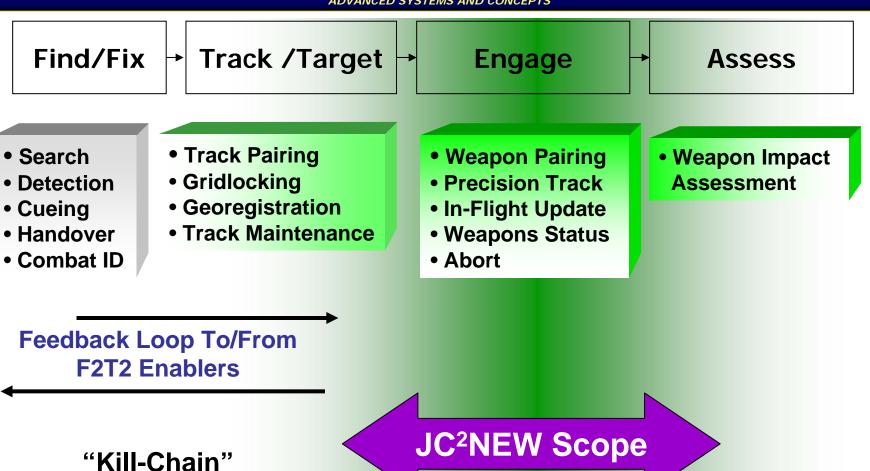
- Comprehensive Kill Chain development and management
- Corrections to existing targeting systems to fulfill those Kill Chains
- Corrections to existing weapons to fulfill those Kill Chains
- Weapons Data Link connectivity to support those Kill Chains

# Joint Network Enabled Weapons (JNEW) JT&E ( just started! )

\* MTTP - Time-Sensitive-Targets (2004)







Net-Enabled Weapons Complete the "Kill-Chain"

## "Target & Engage"

# - Penetrating Weapons



#### ADVANCED SYSTEMS AND CONCEPTS

- Effectiveness of current penetrating weapons
  - needs to be assessed against worldwide target set
- 'Theme to Date'... Build Large Penetrators with increased HE
  - Compensates for lack of 'Knowledge' of the Target
  - Large Penetrators are usually limited in numbers and logistically difficult!
- Need to Generate Effect in the HDBT 'Layers'
- "Assess" Must be able to characterize...
  - 'How we did post-strike' / HDBT BDA
- Tunnel Targets Remain a Problem
  - STRATCOM & DTRA Strong efforts to provide CoComs with new tools and Targeting Capabilities
  - Tunnel Target Defeat Planning Tool Set
  - Thermobaric Weapon



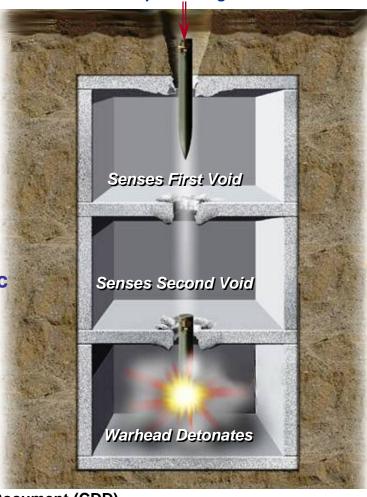
### 1. Intel Uncertainty

- Difficult For Intel to Predict
  - Target Depth and Layering
  - Target Hardness
- Void Sensing Mitigates These Issues

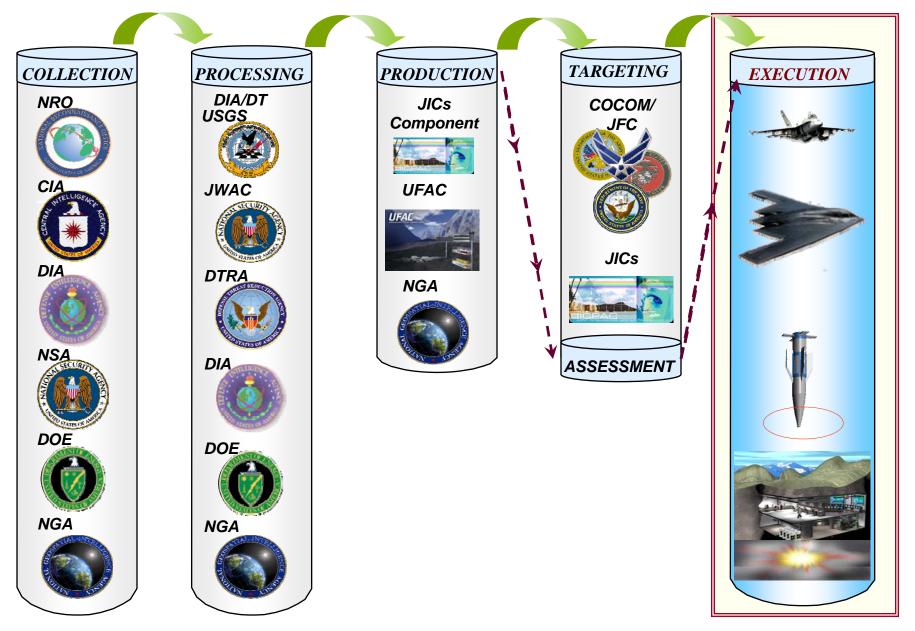
### 2. Trend Toward Harder Targets

- Need Reliable Fuze to Meet Harder Target Rqmts >10K PSI Concrete
- Legacy Fuzes (FMU-143 & 152) Designed For <5K PSI Concrete
- 3. Risk Reduction For Future Weapons, e.g. Hypersonic
- 4. Fuze Industrial Base Must Remain Viable
- 5. Multiple Capability Documents Stated Fuze Rqmt
  - HDBT Mission Area ICD
  - HDBT Characterize/Engage/Assess (CEA) ICD
  - Chemical, Biological, Agent Defeat (CBAD) Capability Development Document (CDD)

Impacts Target



# Hard and Deeply Buried Target Characterize, Engage and Assess ICD OV-1 The HDBT 'Kill Chain'



# "Target & Engage & Assess" -The 'Right Types' of Weapons



ADVANCED SYSTEMS AND CONCEPTS

- Generate the Desired Effect
  - Focused Lethality
- Moving / Re-locatable Targets
- Time Sensitive Targeting
  - Speed? Seeker vs. speed investment
  - Avoid Unnecessary Collateral Damage
- Improve the Targeting Equation
  - Target Location Accuracy Improvements
  - GPS Accuracy / Weapon Accuracy
- Post Strike Assessment
  - UAVs
  - Seeker information through
     Weapon Data Link
  - Unattended Ground Sensors





### **CENTCOM Need Statement**



#### **USCENTAF/CD**

524 Shaw Drive, Suite 200 Shaw AFB, SC 29152-5029 ADVANCED SYSTEMS AND CONCEPTS

There is an **urgent operational need** to provide airborne platforms, including the F-15E

MEMORAND

USCENTOOM/Deputy Director, CCJ8

FROM: USCENTAF/CD 524 Shaw Drive, Suite 200 Shaw AFB, SC 29152-5029

SUBJECT: Focused Lethality Murition (FLM) Advanced Co

1. (U) USCENTAF fully supports the FLM Advanced C

intent of this ACTD is to demonstrate the military uti integrated into the Small Diameter Bomb I (SDB) I but to complement it. This ACTD exploits the warhead technologies being developed in the high explosive that imparts increased no

composite case encapsulates the DIM minimizing warhead fragmentative

tailored to for internal

nogy Demonstration (ACTD). The collateral damage (LCD) warhead the FLM is not intended to replace the SDB ment Metal Explosive (DIME) fill and composi-

rce Research Laboratory. DIME is a tungst blast/lethality over traditional high exploand breaks into small non-metal fibers

2. (U) There is an urgent operational need to provide airborne, accounts, including the F-15E, the ability to kill targets in a high collateral damage environment. SDB I, modified to incorporate a composite case and DIME fill, offers the potential for precisely delivering a leftal blast against soft targets and reducing collateral damage. USCENTAF requires precision-guided weapons explicitly within a complex battlespace. While our current enemies have shown little respect Vaws of armed conflict, the US military must always strive to minimize the ability to prosecute previously off-limit targets with a precision

### dramatically reducing collateral damage

offers the potential to fill an existing capability gap - the ability to precisely engage high collateral damage targets. This ability to effectively prosecute previously off-limits targets would enable USCENTCOM to shorten conflicts while minimizing collateral damage

> Brigadier General, USAF Deputy Commander

SDB I, modified to include a composite case and DIME fill

> **SDB I Hardware** Attaches to **Composite Case**

### **New Technology**

- Composite Case Warhead
- MNX-1209 Explosive (MBX)
- Blast Only

# Focused Lethality Munition (FLM) - Small Diameter Bomb - Eglin AFB



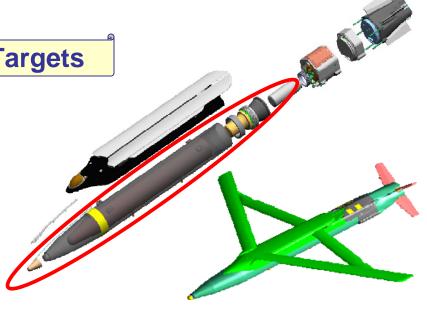
ADVANCED SYSTEMS AND CONCEPTS

- Problem Statement: Collateral Damage from Current Weapons Result in Target Restrictions Limiting COCOMs Ability to Prosecute Targets Requiring Minimized Collateral Damage
- Objective: Develop Composite Cased Warhead w/ Specialized Fill to Reduce Fragmentation Effects While Increasing Blast Effects → Focused Lethality Munition (FLM)

**Prosecute Previously Off-Limits Targets** 

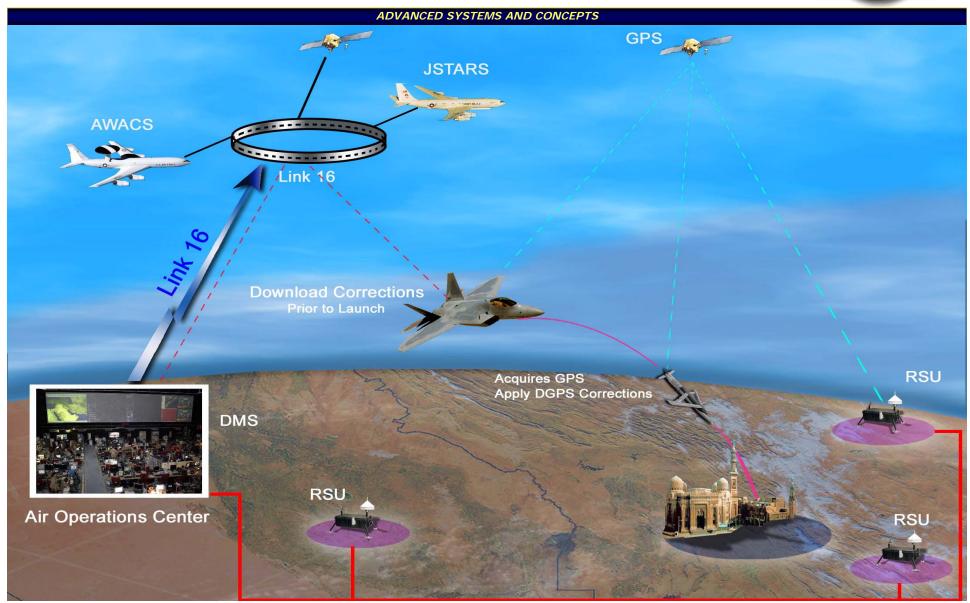
### **Solution**

 Integrate Dense Inert Metal Explosive (DIME) w/ Composite Warhead Case into the Small Diameter Bomb (SDB) I Airframe



# **FLM CONOPS**





# Proposed FLM Target Set





ADVANCED SYSTEMS AND CONCEPTS

### Personnel

- Open, rural areas
- Open, residential areas
- Mortar sites
- Close Air Support

### Light vehicles, stationary

- Vehicle with gun in rear
- Non-Armored transport vehicles

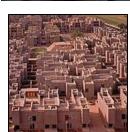
### Soft Buildings

- Terracotta
- Dried Mud Hut















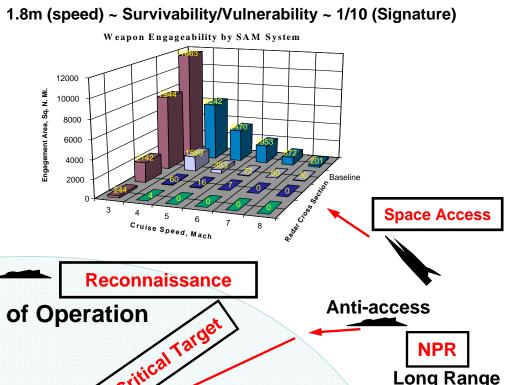
# Value of Speed... global strike

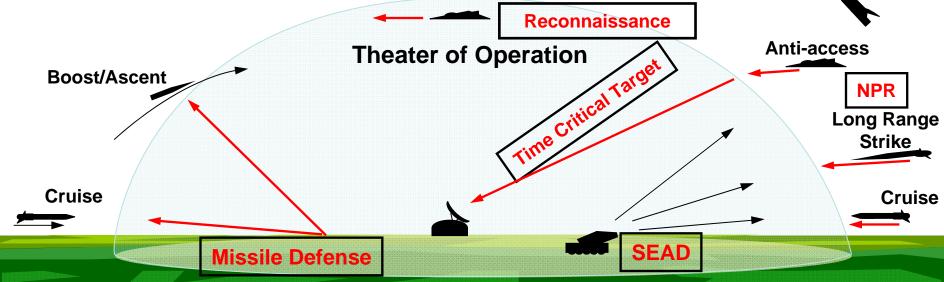


#### ADVANCED SYSTEMS AND CONCEPTS

### **Benefits**

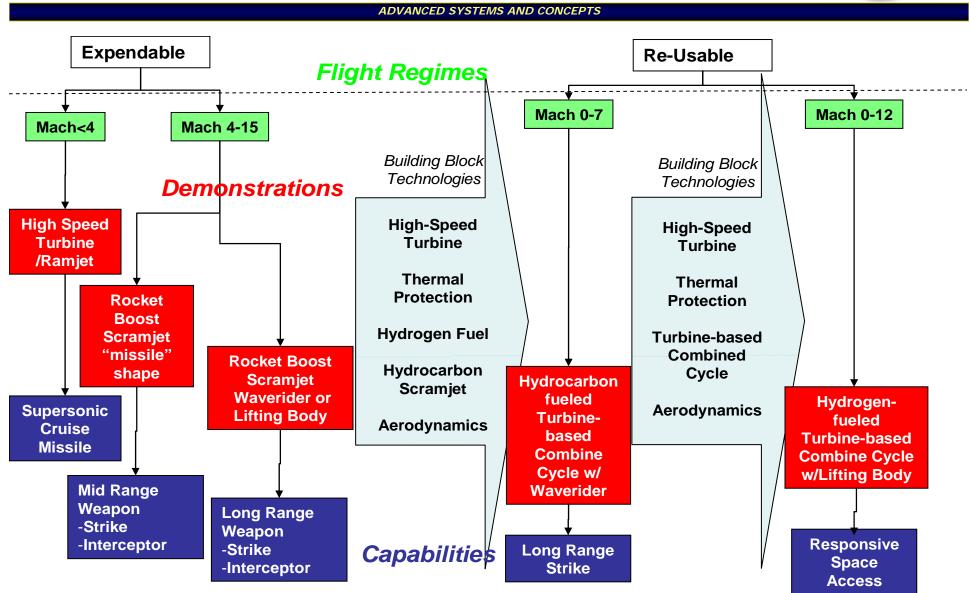
- Reduced Adversary Detection and Reaction Time
- Reduced Strike Package Assets
- Increased Engagement Area by a Single Platform
- Increased Shooter Survivability
- Increased Kills per Launch
- Address the Deep Penetration Problem





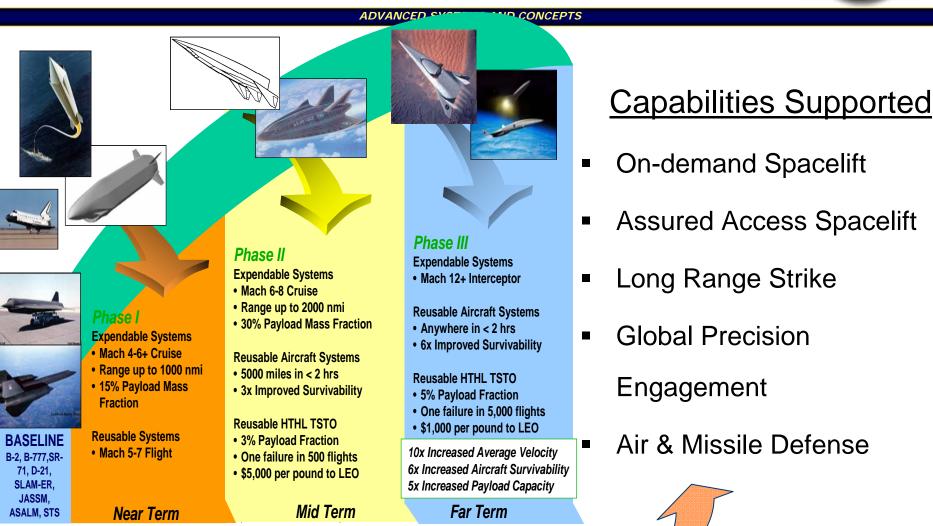






### High Speed / Hypersonics Taxonomy





Note: Reusable airframe technologies addressed via Space Access pillar

## Sensor to Shooter Needs



#### ADVANCED SYSTEMS AND CONCEPTS

- "Find" Terrorist Hides in Many Dimensions
  - They know our Title X ISR investment ... & spectrum
  - Enemy will move to where we cannot look!
  - Need to 'sense' in those Dimensions... Niche ISR?
- "Find/Fix" Sensors need to collaborate
  - Track mobile entities in the 24 hour immediate TGT'ing cycle
  - Track dimension to dimension at a high sample rate
  - Fusion to hold the track or immediately pick up
- "Fix/Finish" Sensor can Target the Shooter... or shoot!
  - Metric Sensing... platform inaccuracies!
  - Fuse for more robust Combat ID Capability
  - Rapid targeting of available weaponry

# High Value Target (HVT) Kill Chain!

# Precision Engagement Needs... for the Near Future



#### ADVANCED SYSTEMS AND CONCEPTS

- QDR / SPG mandating new capabilities
- Combating WMD... in all phases
  - Effective Agent Defeat
- STRATCOM's Global Strike / ISR / IO Mission
  - Prompt Theater/Global Strike (conventional capability) Speed!!
- Robust HDBT Defeat Capability
  - Target sets going deeper
  - FCT: Programmable Intelligent Multi-Purpose Fuse (PIMPF)
- Geospatial Intelligence (Better Accuracy! / TLEs too large!)
  - Immediate targeting of battlefield sensors (UAVs Included) for rapid employment of GPS Weaponry
- Moving Targets Advanced SAMs / Counter Maritime

# Challenges for the Future...



#### ADVANCED SYSTEMS AND CONCEPTS

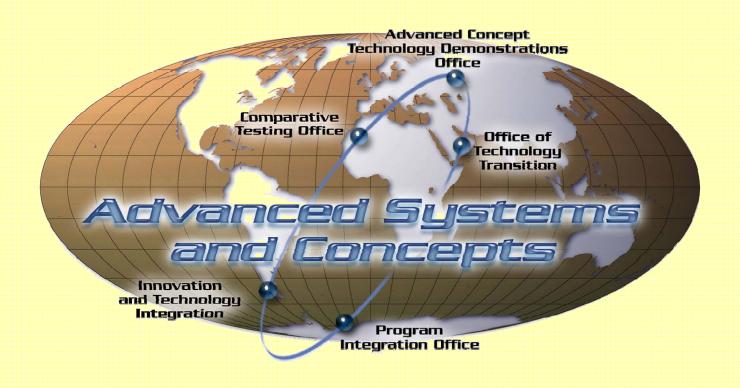
- Theater TST (can't get around the laws of physics!)
  - To hit anything in a 600nm Theater in 10-15 mins... need a Mach
     3.5 4 Weapon!
  - Need In-Flight Re-targeting / Re-Directing
- Persistent ISR & Rapid Geo-Registration to support 'High- Speed' Weapons
  - End-to-End Rapid Planning Capability Worldwide
  - Hydrogen Powered UAVs? Airships?
- Alternatives for Speed Investment
  - Seeker Investment (TLEs) / Stealth Investment (Loiter/Survive)
  - But... Doesn't get you to the Target quicker!!

# OSD Advanced Systems & Concepts



http://www.acq.osd.mil/asc

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## **Advanced Systems & Concepts**

http://www.acq.osd.mil/jctd