

# "What can we do for them today, what can we do for them tomorrow?"

UK MOD Director of Equipment Capability (DEC)



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### **Outline**



- > Introduction
- > FIST Lethality Update
- > Discussion of the results
- How we can uplift lethality capability today
- The Future (a personal view!)
- **Conclusions**

### SDE - Location & Capabilities





•ISO 9001/2000 •List X

### System Approach



### Major Project Support/Partnerships



- > FIST Thales, DCC IPT, Dstl
- ➤NORMANS FFI
- FDCC Research QQ
- Type 45 BAE Sys
- ►CVF BAE Sys, Thales
- > Attack Helicopter IPT, Westlands, Devonport













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### The UK Perspective



### **Today**

- Iraq & Afghanistan (<u>all</u> our infantry units are deployed on, training for, or returning from operations)
- Still largely equipped to fight a war in central Europe
- Provision of capability through Urgent Operation Requirement (UOR) procurement

### **Tomorrow**

- **-?**
- Current SA family due to be replaced 2015-20?
- Changing nature of both research and procurement



"The difficulty lies not so much in developing new ideas as in escaping from old ones"

"It is better to be roughly right than precisely wrong"

John Maynard Keynes

### Introduction



# Any small arr should be con

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**NATO LAND GROUP 1** 

NATO SOLDIER MODERNISATION
MEASUREMENTS FOR ANALYSIS

a framework for modelling and trials

2005



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through effect.

### Introduction

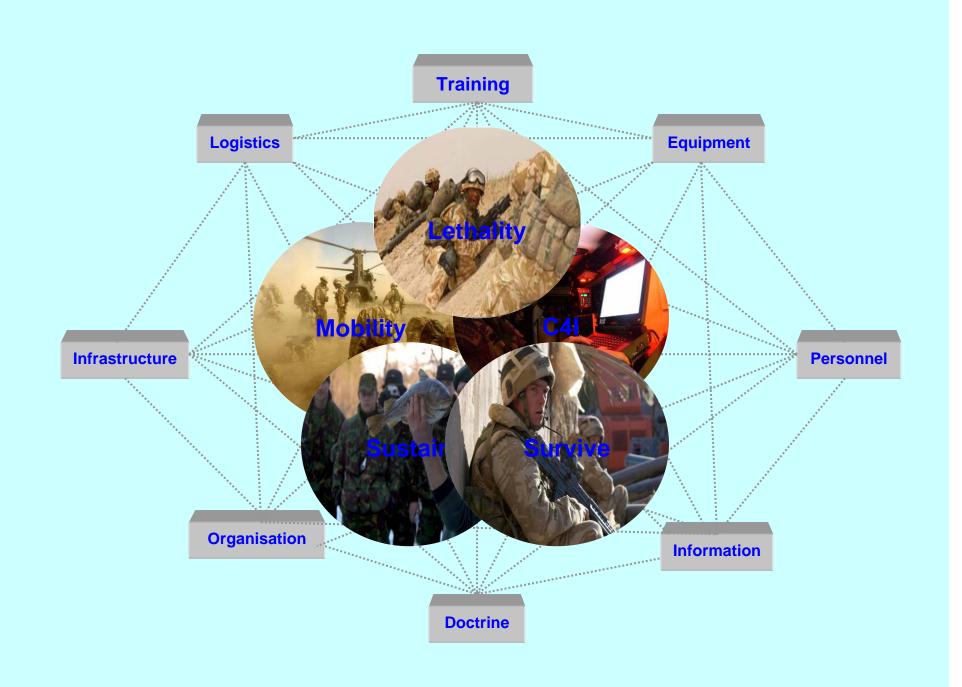


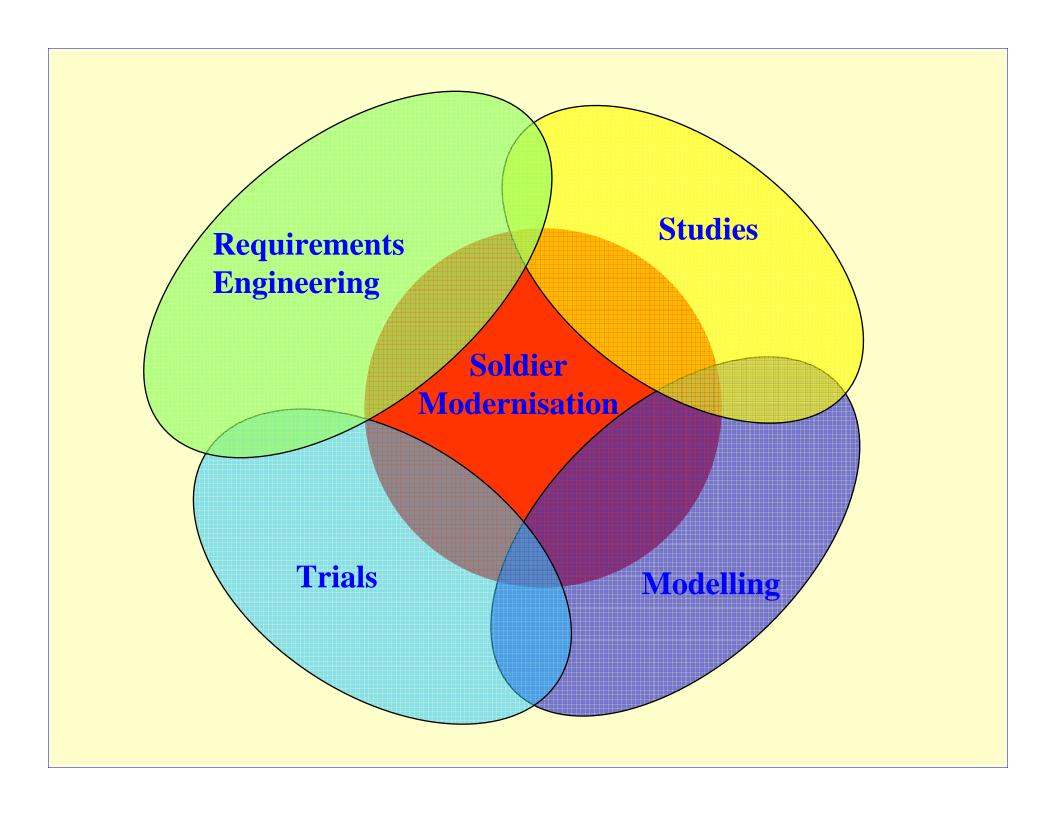
### Other factors:

- Interoperability with NATO and other allies.
- The requirements process can be complex due to the interdependencies of NATO DCC Domains.
- > And then there is reality:
  - We need it now!
  - No support available!
  - Reversionary mode critical!



### Soldier Modernisation





#### **Trials**



- System Effectiveness C4I
- System Effectiveness Lethality
- Baseline Lethality
- Judging Distance
- LRF
- FCS
- MGL
- Suppressors
- 40 mm First Round Accuracy and Engagement effectiveness
- STA (laser aimer, red dot, HUD, optics, II, TI, DWS etc)

Etc, Etc

# Error Budgets, Effectiveness Modelling (ASPECT<sup>TM</sup>) and Studies



- > 5.56 mm (IW, LSW, LMG)
- > 40 x 46 mm Low Velocity
- > 40 x 46 mm Medium Velocity
- **PDW**
- ➤ Round Firing Sensors
- Lethality Operational Effectiveness
- > Lethality Survivability
- > Lethality Tempo
- ➤ C4I Trial Planning

Etc, Etc, Etc



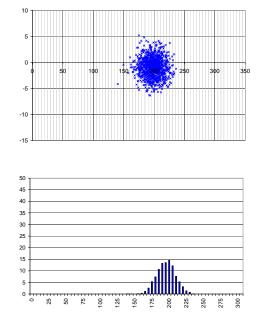
## Modelling

# Analysis of System Performance and EffeCtiveness Tool (ASPECT<sup>TM</sup>)

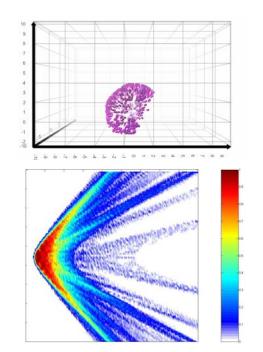


➤ Analysis Capabilities of SDE's ASPECT<sup>™</sup> Software Suite

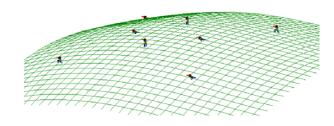
#### System Error Budgets



#### **Terminal Effects**



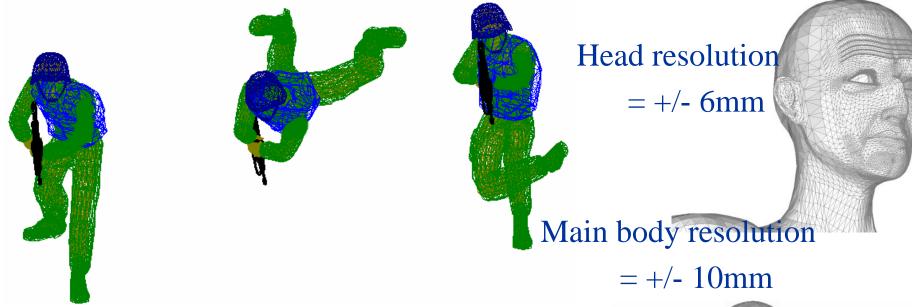
#### System Effectiveness



Against static or moving target / target array

# Weapon Effectiveness Target Arrays - Personnel





#### Benefits of high resolution models

- High degree of accuracy
- Detailed point of hit data
- 3D models allow fully customisable postures and equipment load



# Weapon Effectiveness Target Arrays - Vehicles





### Dual Purpose Model



#### **Lethality**

#### **Probability of Initial Suppression:**

- Rounds Required
- Time Required

### Probability of the Maintenance of Suppression:

- •% of time suppressed
- Average Rounds Suppressing
- Average Rounds Incapacitating

#### **'Cost' of Suppression:**

- •% Ammo wastage
- Suppression time per Kg of ammunition

#### **Protection**

#### **Probability of Incapacitation**

#### **Trade Off Metrics**

- Probability of fragments/projectiles hitting specific areas of the body
- Residual energy of the fragments/projectiles

#### **Design Assessments**

•Multi dimensional analysis of protection system performance including area coverage and protection level (e.g Helmet shape, Plate size)



# Soldier/Weapon System Assessment Range

# Weapon/Soldier System Assessment Range















### Characteristics - Shot Detection

30 X 30 m

10 x 10 m

7 X 7 m



> Accurate detection of high velocity projectiles.

Detection window 30m x
 30m(Calibre and Sensitivity Setting Dependent).

Detection (HV) up to 450 from either side of target centre.

> Allows sufficient scope for most realistic trial scenarios.

# Live Fire Intelligent Target (LFIT) System





# Live Fire Intelligent Target (LFIT)

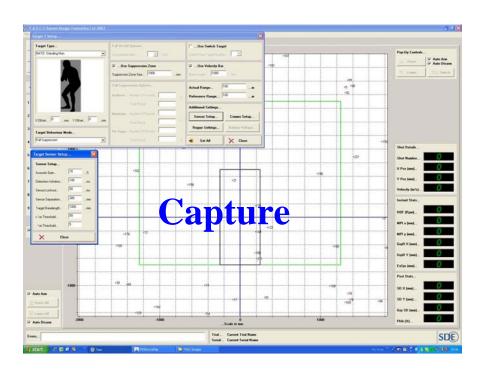


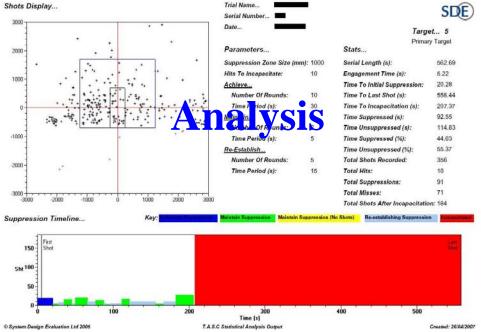
The 'intelligent' targets capture the time and position (in 3D-space) of all shots that pass within close proximity to the target. The software processes this information to determine whether that specific shot would have resulted in a **miss**, a **hit** or a **suppressive effect** upon the target.

The LFIT simulate the response of a potential enemy to the effectiveness of the incompared the exercising troops and the targets response of a potential enemy to the effectiveness of the incompared the exercising troops and the targets response of a potential enemy to the effectiveness of the incompared the exercising troops and the targets response of a potential enemy to the effectiveness of the incompared the exercising troops and the targets response of a potential enemy to the enemy to the effectiveness of the incompared the exercising troops and the targets response of a potential enemy to the enemy to

### **Software**







# Measures Of Effectiveness (MOE) SDE

- Time to engage target;

- Output feeds directly into SDE's *ASPECT*<sup>TM</sup> And the UK MOD Defence Science and & Technical Laboratory's (Dstl) Close Action
- P<sub>1</sub> ENvironment (CAEn) OA model effect upon the target;
- > Proportion of serial duration for which the target was suppressed;
- Time to kill the target

### Baseline Trial - MOPs

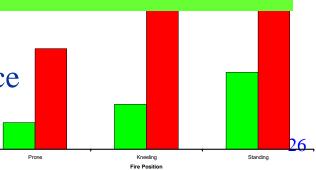


Comprehensive set of performance data for all in service SA weapons & sights covering: day, night,

NBC IPE, all combat fire positions, modes of fire

"Overall shooting standards may not be as high as commonly believed"

- Infantry Trials Development Unit (ITDU) Baseline Trial Report
- The man is the greatest contributor to the error budget and there is a wide range of performance within the section



# Recent Lethality Enhancements STA







Optic + Red Dot

**Red Dot** 



**Night** 

Optic





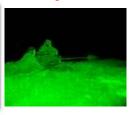
NO DRI Day Only



TI









**LLM** 

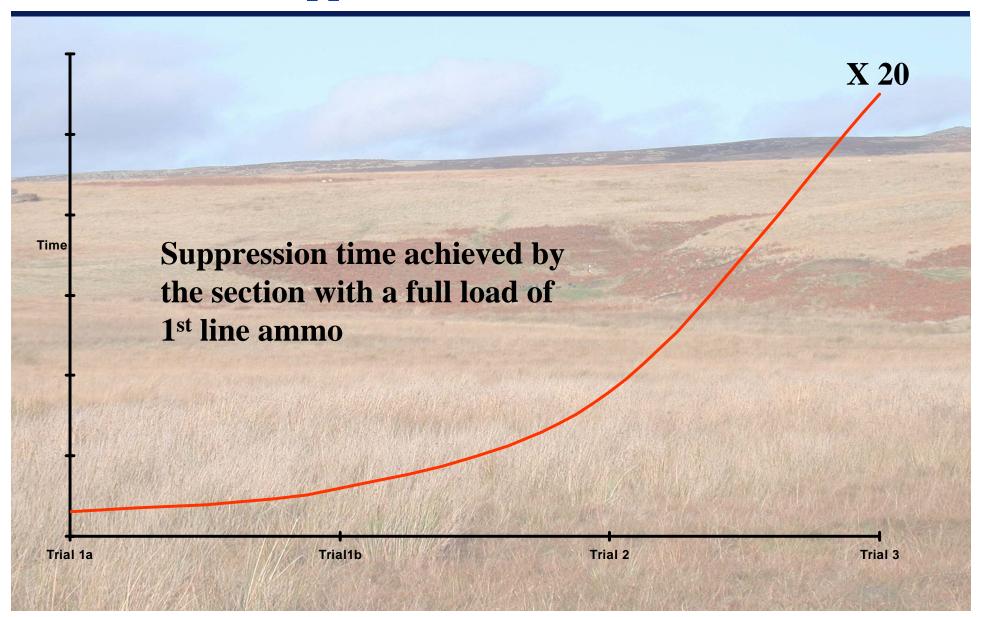
#### **STA Trials**





# System Weapon Effectiveness Trials Suppression Time





### Dstl Comment on LFIT



"An evolutionary step has been taken in the design, development and implementation of a measurement strategy, with supporting instrumentation, to help evaluate the effectiveness of small arms fire on the battlefield."





### The Holistic View

**Training** 

### Dstl Key Recommendation



The SSAR instrumentation be used to enhance training and in particular train fire team commanders in developing the key skills of control and co-ordination of fire.

### Infantry (Individual)



The Infantry soldier must be able to react quickly and to fire accurately to kill or suppress an enemy to the limits of the battle range of his personal weapon, or at close quarters, from different static positions, on the



**Reference: UK AOSP Chapter 1** 

### Infantry (Fire Team)



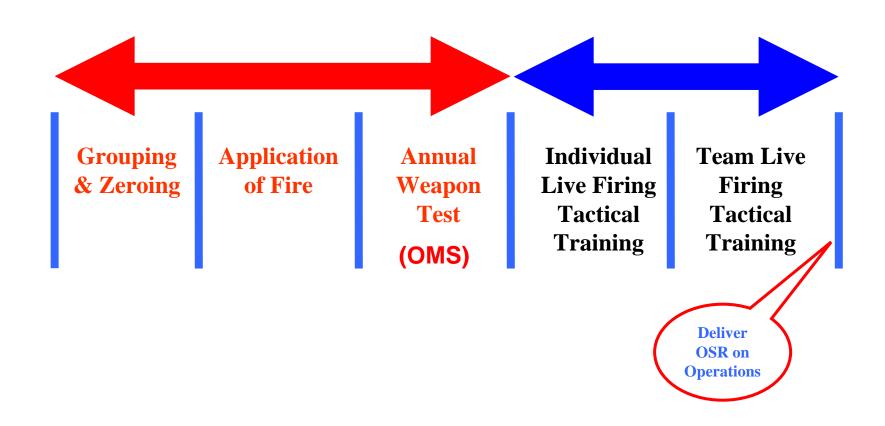
Four-man teams must be able to kill or suppress an enemy in defence and in offensive operations at battle ranges to X metres.



**Reference: UK AOSP Chapter 1** 

#### **Current Process**





# Measure Of Performance (MOP)

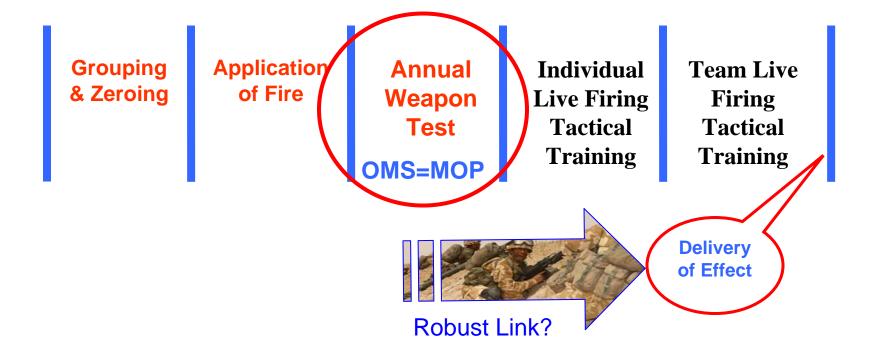


The Operational Marksmanship Standards (OMS) are Measures Of Performance.

The Measured Performance is "achieve "X" % hits at "Y" range on "Z" target".

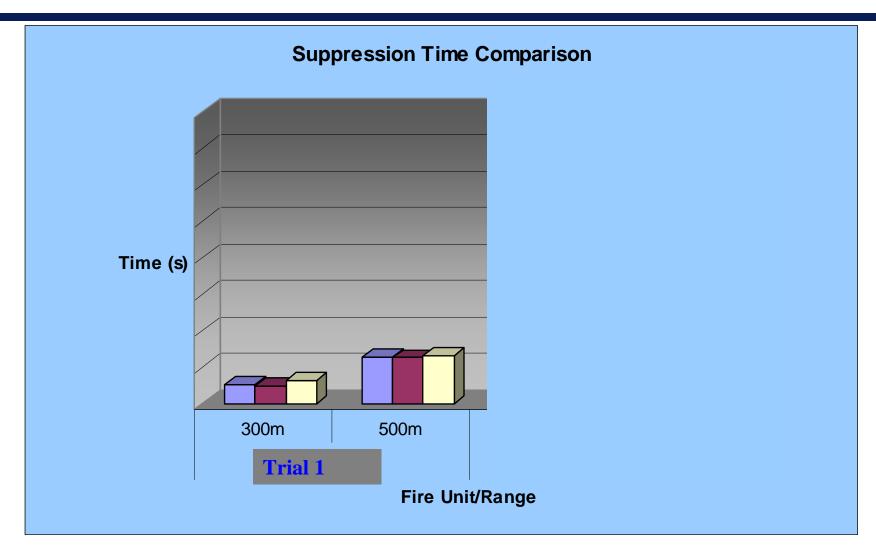
#### **Current Process**





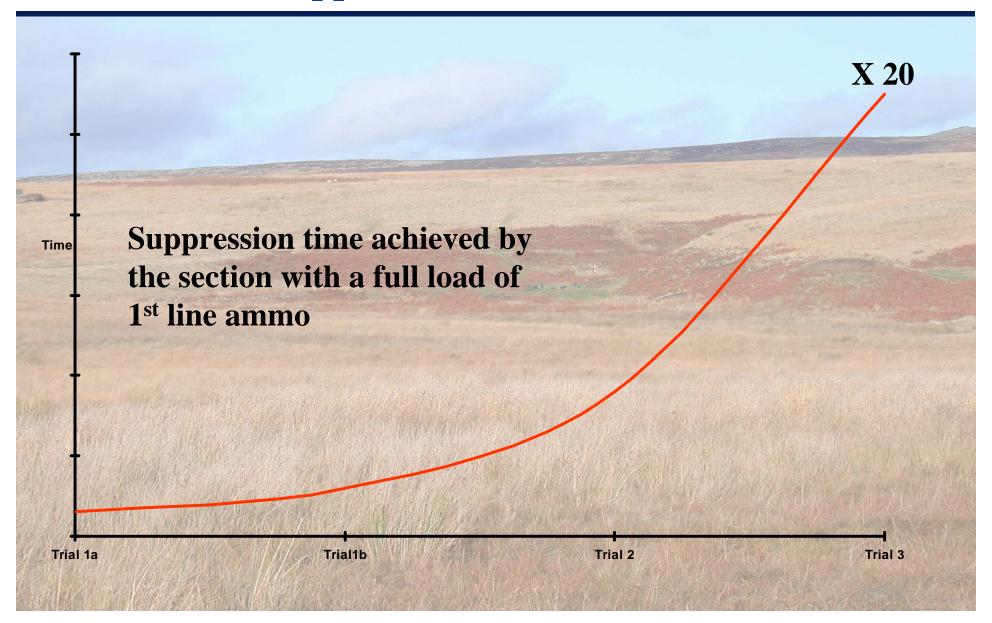
#### A Different Approach



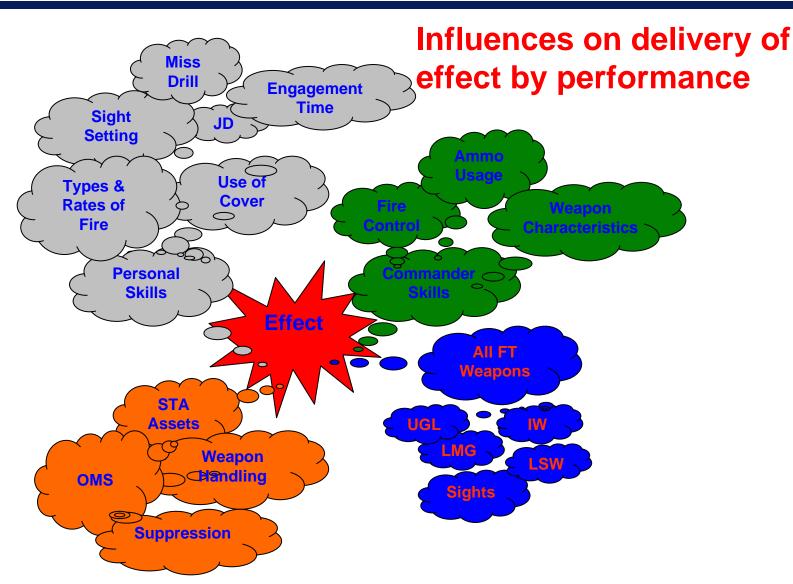


# System Weapon Effectiveness Trials Suppression Time



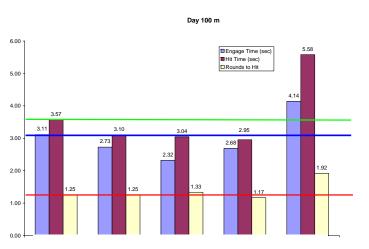






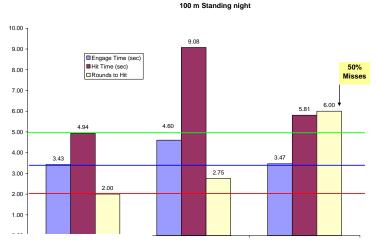
### What About Effect?





20.0

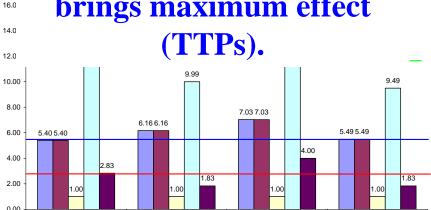
18.0



■ Engage Time (sec)
■ Time Suppress (sec)
■ Rounds To Suppress

☐ Hit Time (sec) ■ Rounds to Hit

# Determining the "best way" to use the system brings maximum effect (TTPs).





## **Tomorrow**





Achieving dominance by maximising firepower at the applicable level





### Questions



So once the infantry have identified and <u>fixed</u> the enemy how do we achieve dominance by maximising firepower at the applicable level?

What are the technologies and developments that need to occur for the enemy to be defeated?

#### Some Factors



- > Asymmetric Threat
- Current Operational Environment will shape our ideas and structures
- > Casualties will be less tolerable
- > Precision
- Coalition Environment. Commonality of:
  - Protocols
  - TTPs
  - Natures
- Capability lift by the delivery of the right effect at the right time (C4I)

# Calibre (Optimise or/is it Compromise?)

















# Modularity







#### **HMG**



**Mortars** 



**Snipers** 



**IFV** 



Organic

DCC Crew Served

Weapons

**AGL** 



**MMG** 



**LSpV** 



A/TK



#### **Conclusions**



- Technology developments will continue to enhance performance (Caseless (reduce weight), shooter sensor link etc).
- Technology is not the holy grail for shoulder controlled weapons in DCC.
- Significant advances in "individual fires at section level" will only be realised by a holistic approach including:
  - Interaction with other NATO DCC domains.
  - Evolving TTPs.
- The user must become change agents.

### Conclusions (continued)



- Today Other than improving sights and STA the most significant uplift in capability could be achieved by changing the way we train our fire team Comds and individual soldiers. "Train to make the best use of what we already have!"
- Tomorrow the most significant uplift in capability is likely to achieved by changes to TTPs that advances in technology will offer and harnessing the lethality offered by both organic and non organic support weapon systems through C4I. "Doing better things not doing things better!"
- Quick Wins are rightly important.
- ➤ In DCC robust reversionary modes are vital





# Questions?





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