

# Weapons Capability Portfolio

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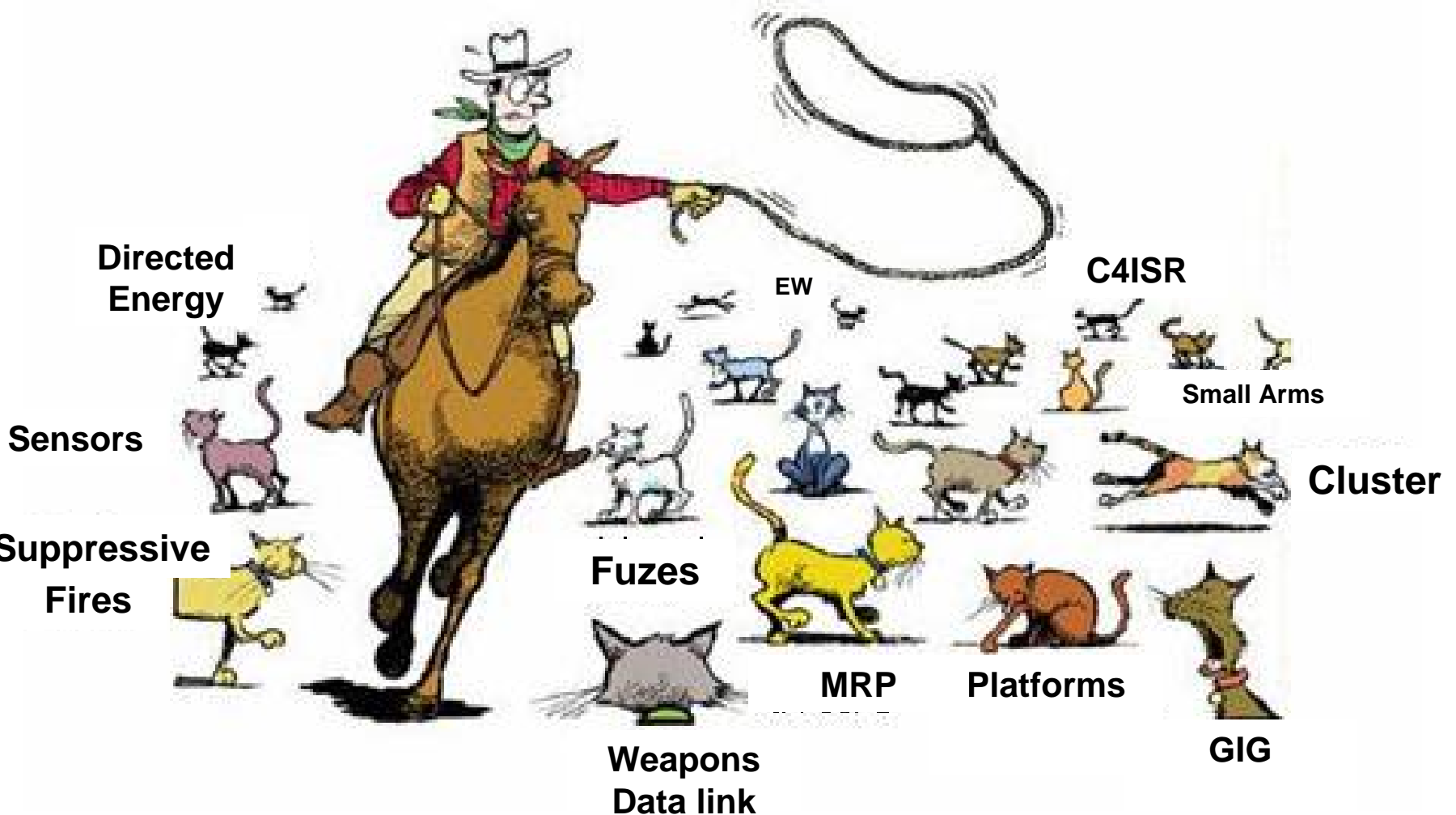


# What's In the Portfolio?

- **Highly Precise Munitions**
- **Not so Precise Munitions**
- **“Volume Fire” Munitions**



# Assessing the Portfolio





# Agenda

- **AT&L Perspective**
- **Budget Trends**
- **Assessing the Portfolio**
  - Proficiency
  - Sufficiency
- **Road Ahead**



**Secretary of Defense**

Hon. Robert Gates



**Deputy Secretary of Defense**

Hon. Gordon England

**Under Secretary of  
Defense for Acquisition,  
Technology & Logistics**

Hon. John Young



**Principal Deputy** : Vacant

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**DUSD(Acquisition  
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**Director, Portfolio  
Systems  
Acquisition**

Mr. Dave Ahern



**Land Warfare &  
Munitions**

Mr. Tony Melita





# USD (AT&L) Strategic Thrusts

**Strategic Thrust 1** – Define Effective and Affordable Tools for the Joint Warfighter

**Strategic Thrust 2** – Responsibly Spend Every Single Tax Dollar

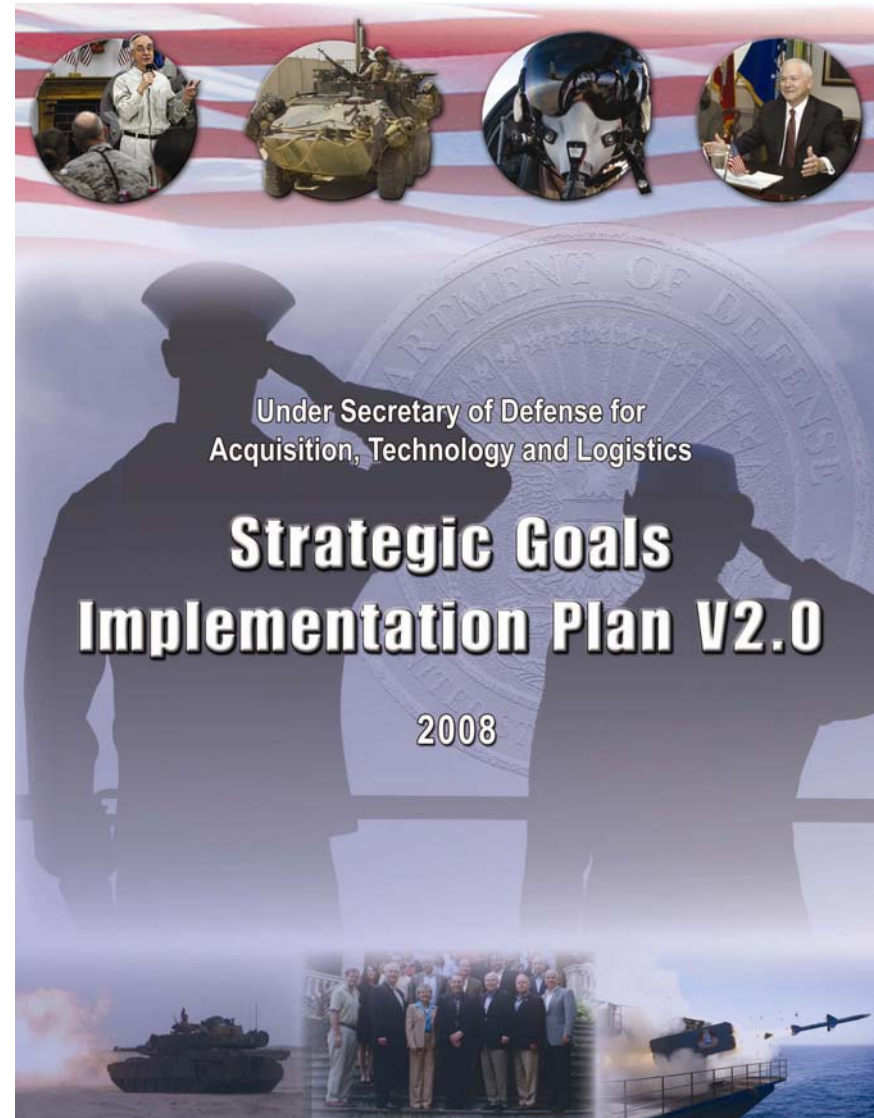
**Strategic Thrust 3** – Take care of our people

**Strategic Thrust 4** – DoD Transformation Priorities

**Warfighter is #1 Focus** – Need to Understand Operational Concepts & Needs to:

- Guide Technology
- Design Effective Systems
- Provide Logistics and Facility Support

<http://www.acq.osd.mil/goals/>





# Strategic Thrust 1

- **Outcomes**

- New programs are born joint, interoperable, and affordable
- Opportunities are constantly identified to deliver greater enterprise efficiencies
- **Roadmaps guide development and integration of programs in portfolio areas**
- Cost to the Defense Enterprise is continuously reduced



# Strategic Thrust 1 Roadmap Metrics

- **Initiate a Joint Weapons JAT and develop Joint Weapons Roadmap Version 1.0 focused on weapons capability investment strategies beyond POM10.**
- **Initiate an Electronic Warfare JAT ... focus coordinating EW investment options for POM 10.**
- **Initiate Directed Energy JAT and deliver Roadmap Version 1.0.**



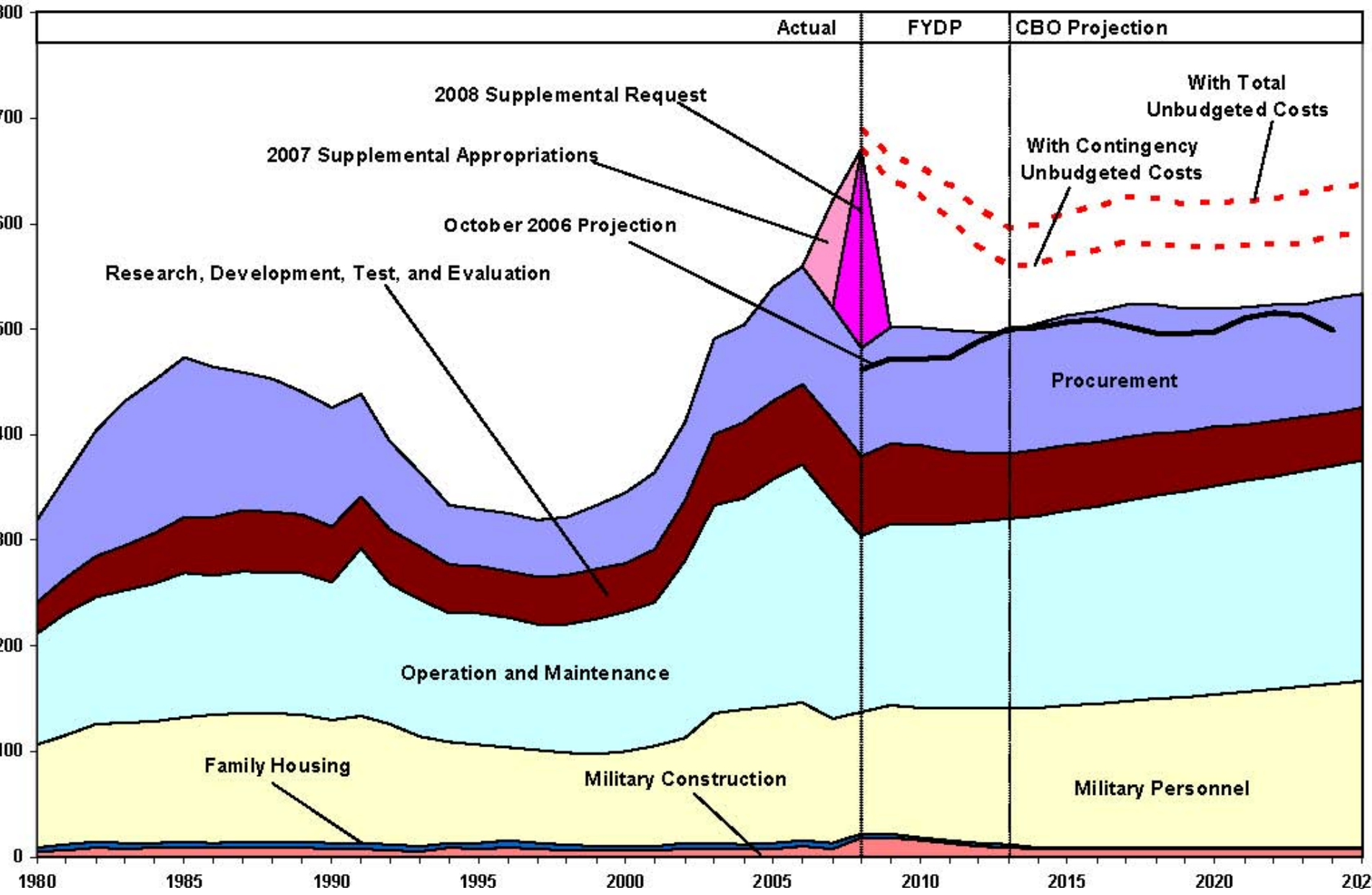
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# Budget Trends

Figure 1-1 Updated

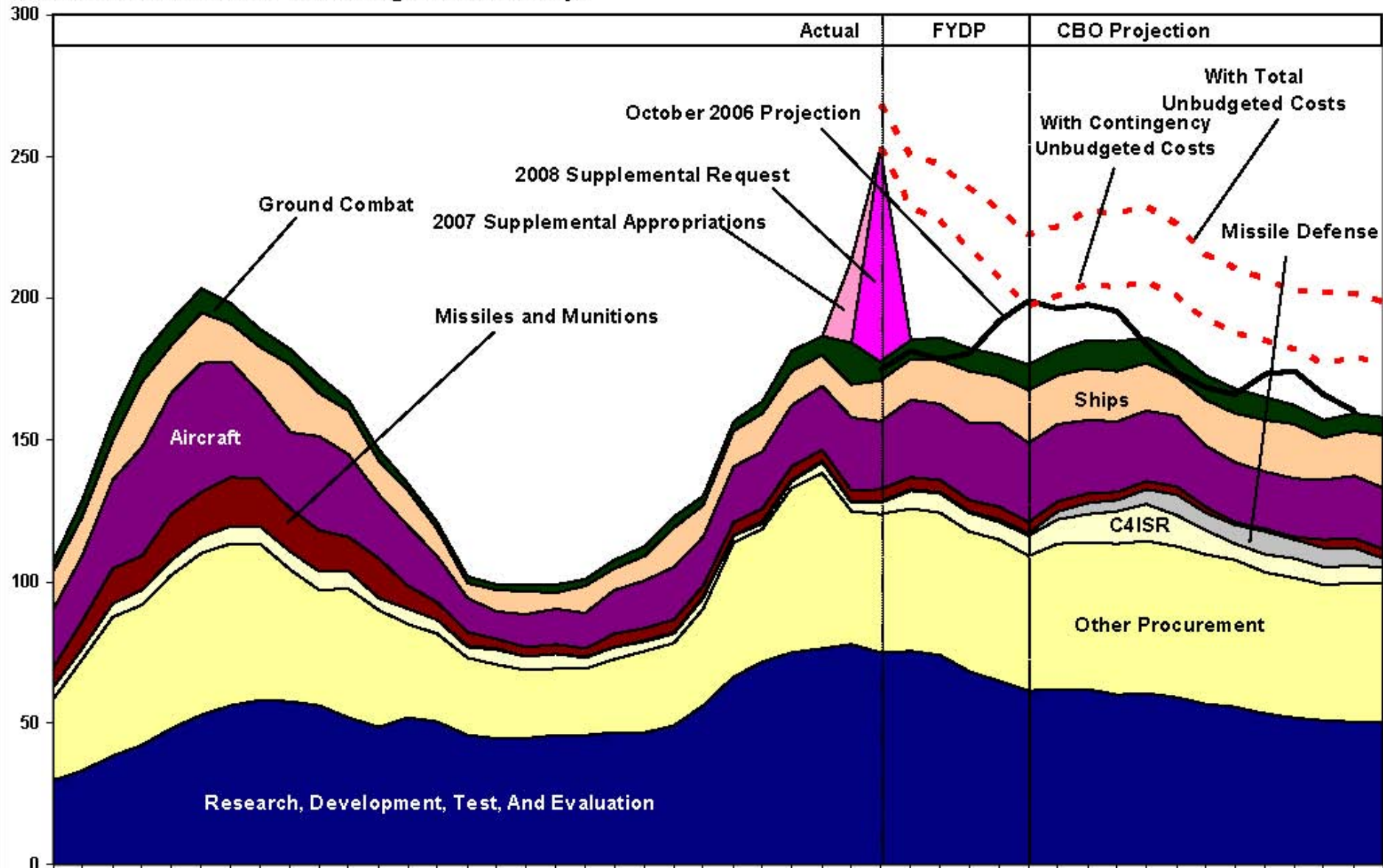
### Past and Projected Funding for Defense

(Billions of 2008 Dollars of Total Obligational Authority)



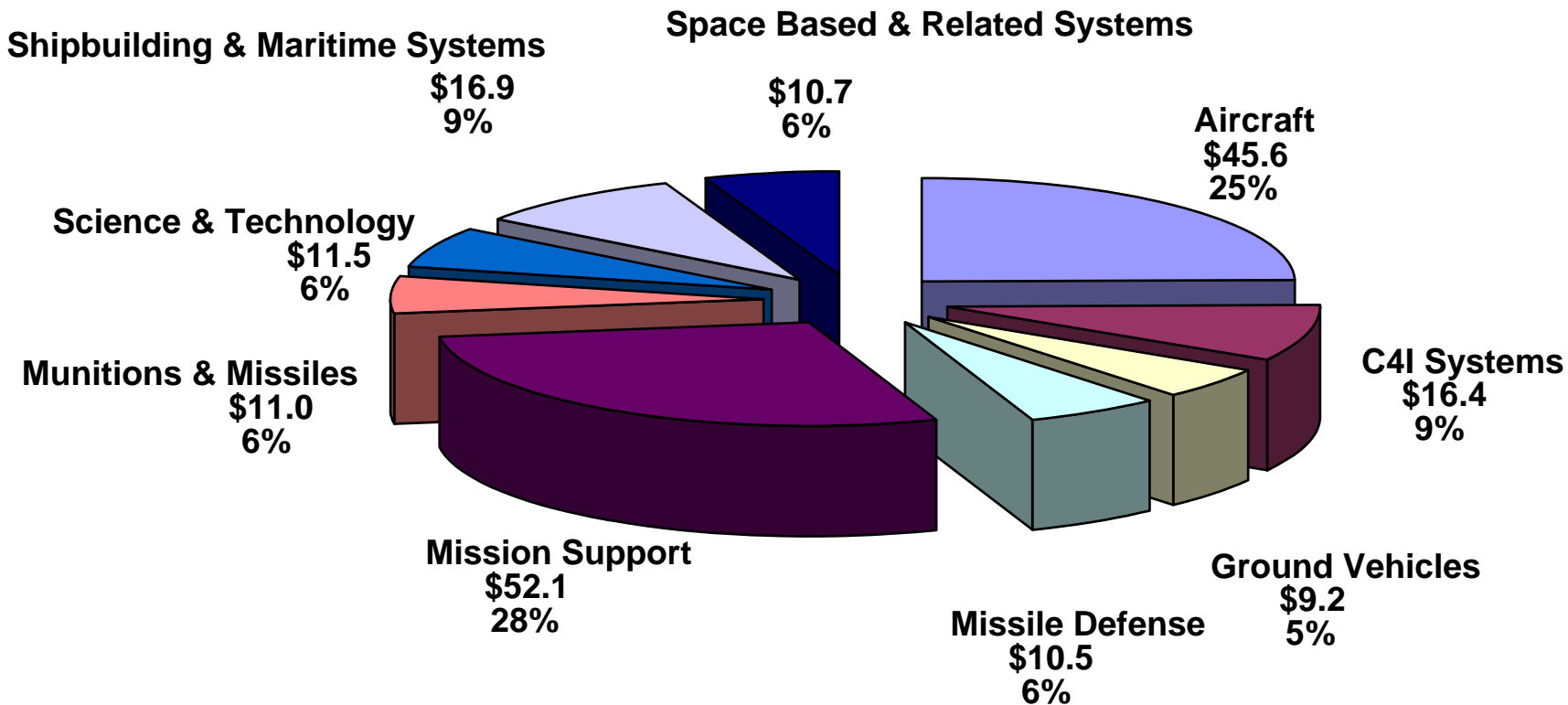
### Funding for Investment, by Budget Account and Weapon Type

(Billions of 2008 Dollars of Total Obligational Authority)



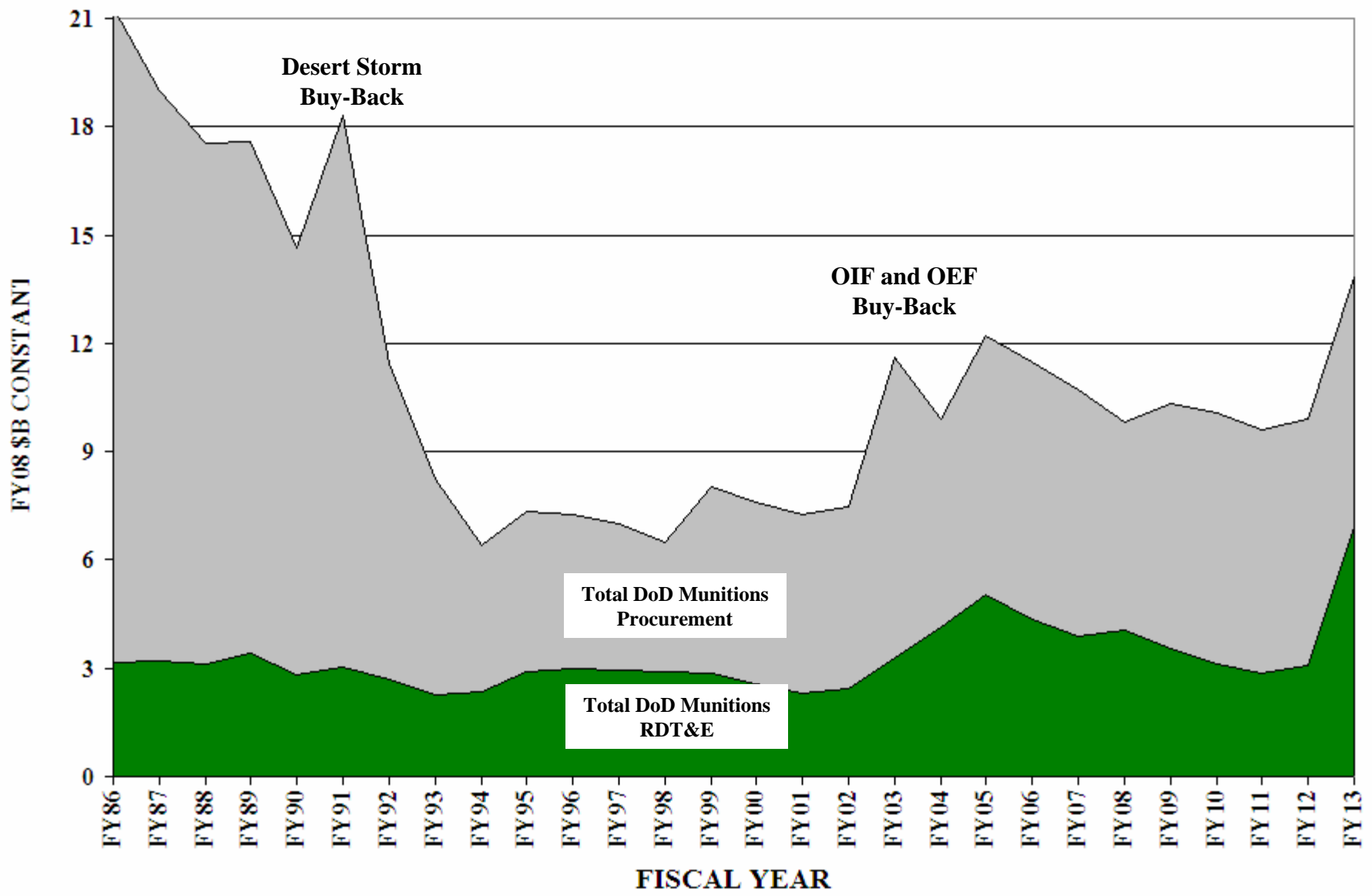


# FY 2009 Strategic Modernization Breakdown

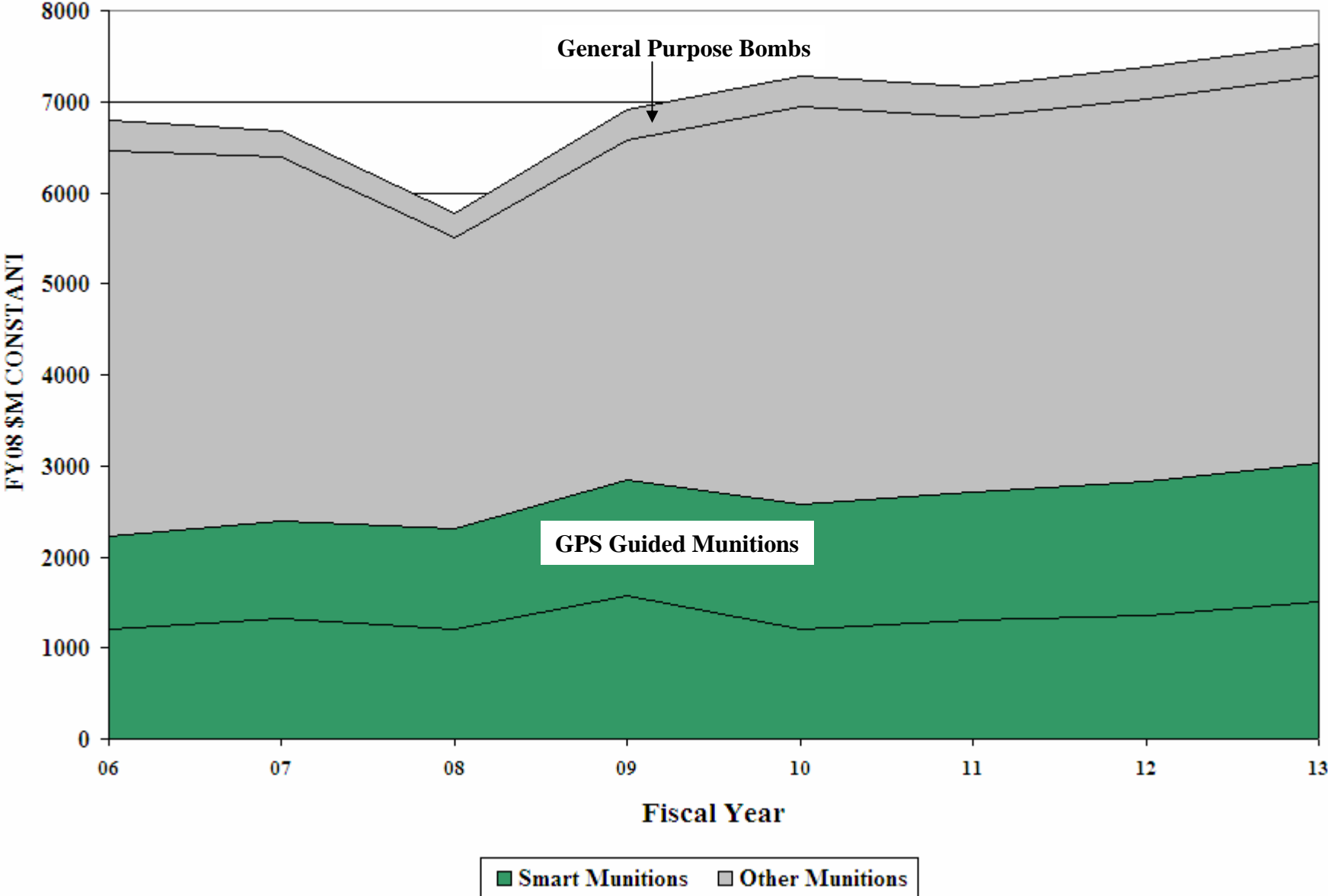


Total Budget \$183.8B

# DoD Munitions RDT&E and Procurement



# Smart Munitions vs. Other Munitions Procurement Trend





# Move to Precision

- **AIR**

- Dumb bombs to smart bombs
- Unguided rockets to guided rockets
- Single mode seekers to multi-mode seekers



- **Ground**

- Ballistic artillery to guided artillery
- Unguided rockets to guided rockets
- Precision mortars



- **Maritime**

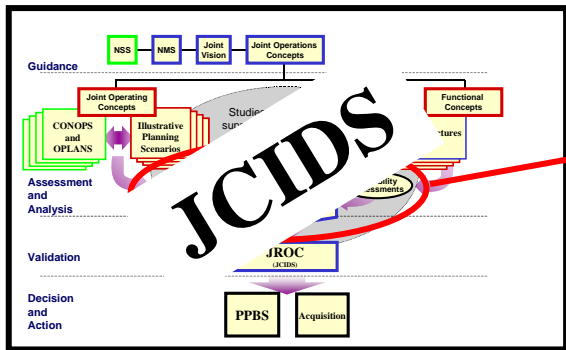
- Unguided surface fires to guided fires

What / How Much Do We Buy?



# Two Munitions Processes

## Proficiency



“WHAT DO WE BUY?”

JCIDS

3170.1C

Capability Based

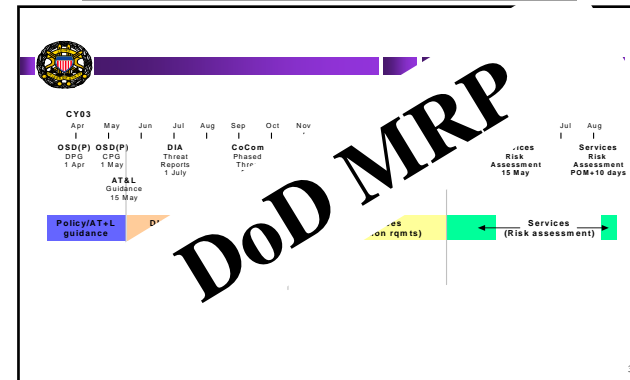
Purpose

Driver

Implementing Doc

Basis

## Sufficiency



“HOW MUCH OF EACH DO WE BUY?”

PPBES

3000.4

Threat Based



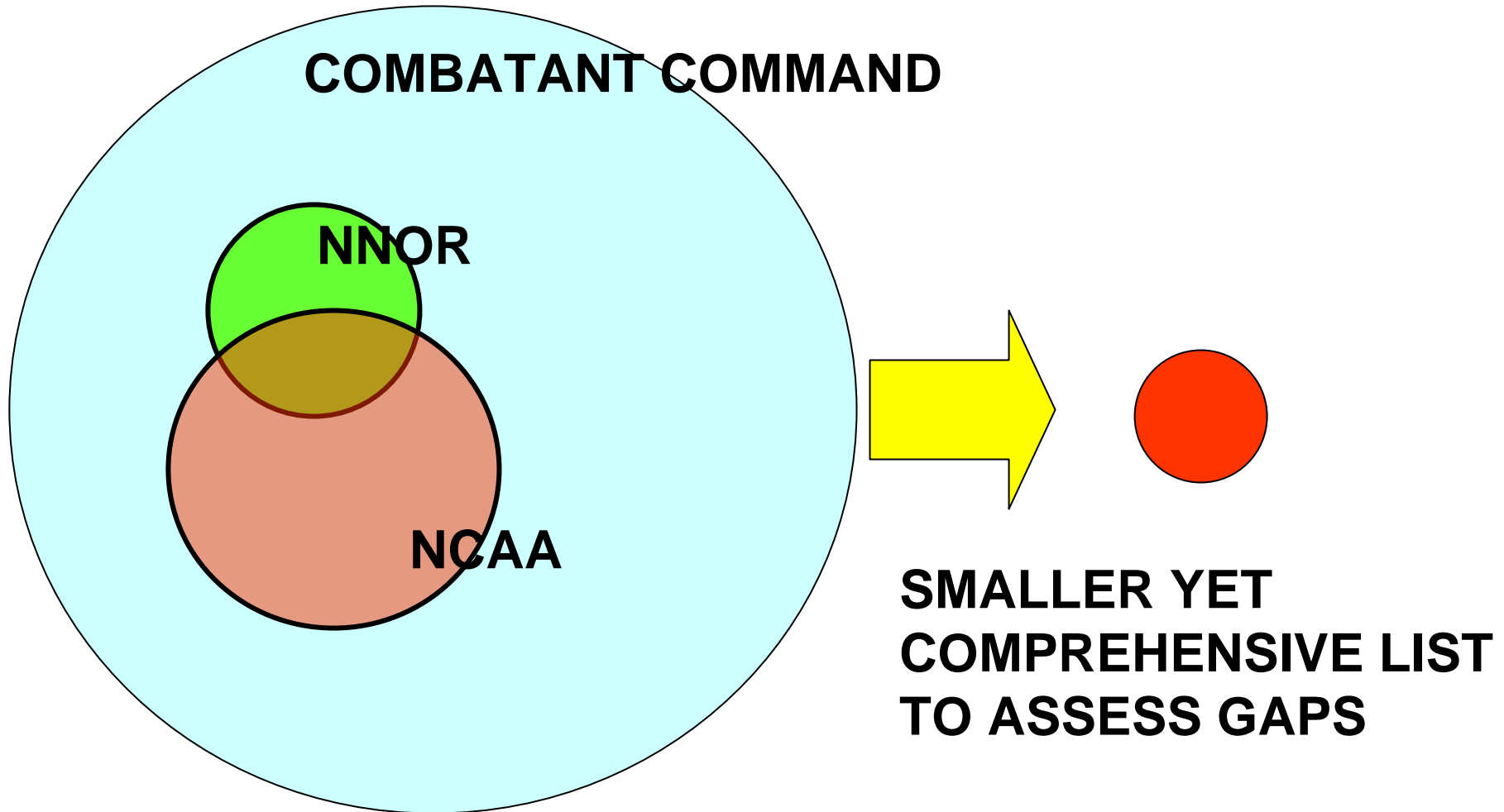


# Proficiency Factors

- **Targets Effects Desired**
- **Threat Environment**
- **Domain Requirements**
- **Target Environment**



# Identify Targets

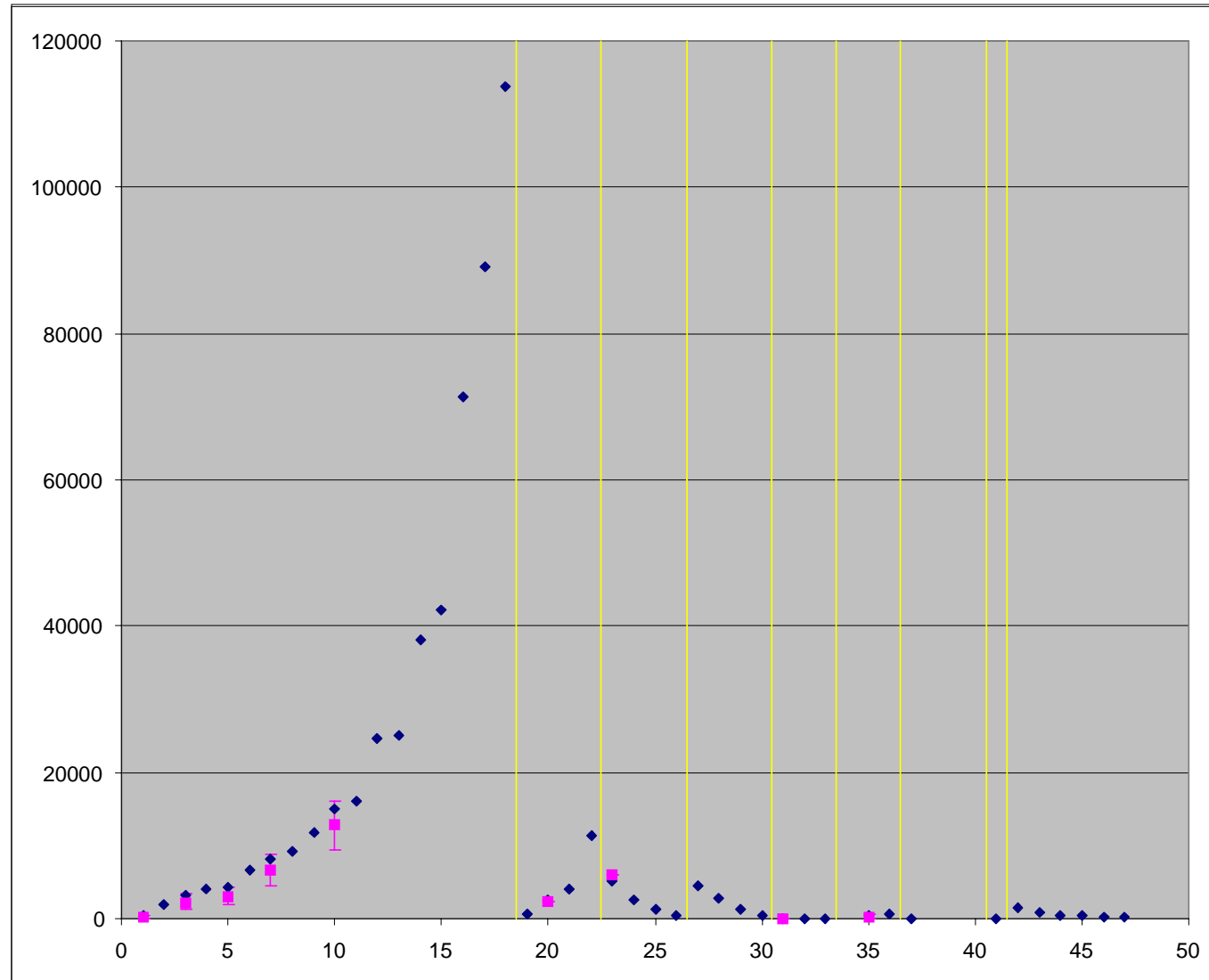




# Traditional Target Vulnerabilities

## Desired Effects:

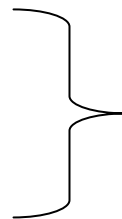
- Blast
- Frag
- Crater
- Structure





# Non-Traditional Target Effects

- Non-Kinetic – I/O & EW
- Non-Lethal

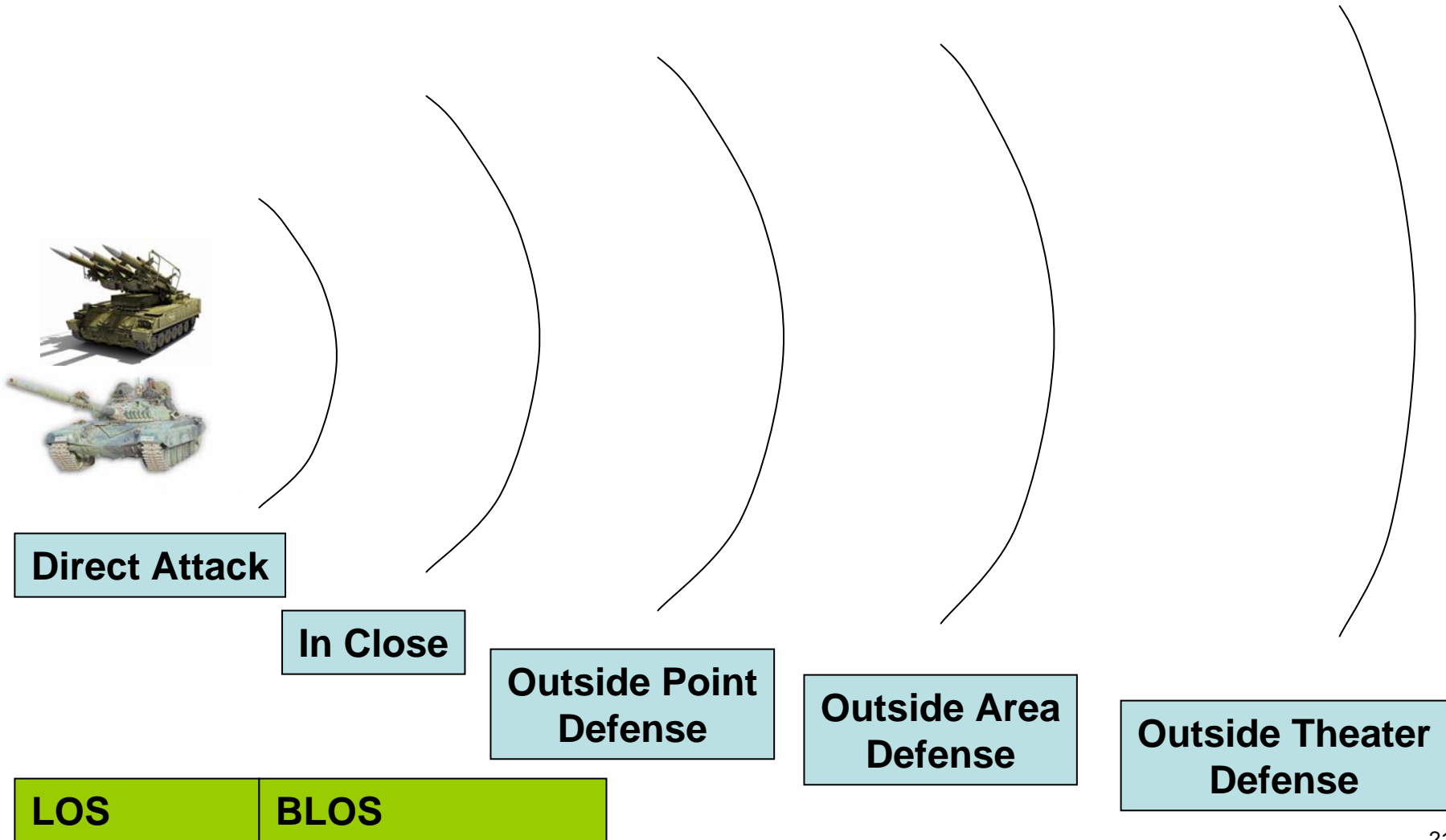


**Layered Capabilities  
&  
Confidence Factor?**

CP Tasks	CM Tasks
<ul style="list-style-type: none"><li>• Deny Access Into/Out of an Area to Individuals</li><li>• Move Individuals Through an Area</li><li>• Disable Individuals</li><li>• Suppress Individuals</li></ul>	<ul style="list-style-type: none"><li>• Stop Vehicle</li><li>• Disable Vehicle</li><li>• Stop Vessel</li><li>• Disable Vessel</li><li>• Stop Fixed-Wing Aircraft on the Ground</li><li>• Disable Aircraft on the Ground</li><li>• Divert Aircraft in the Air</li><li>• Deny Access to Facility</li></ul>



# Threat Environment





# Domain Requirements

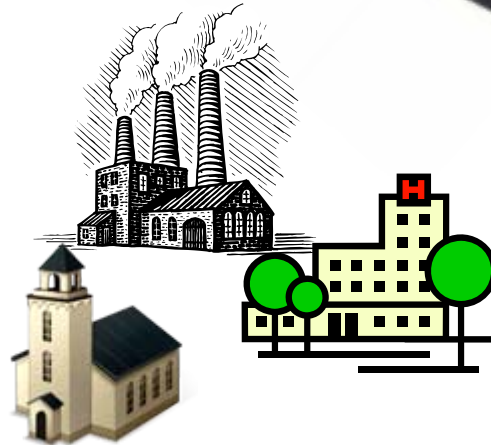
- **Air**
  - Bomber
  - TacAir
  - Helo
- **Ground**
  - Direct Fire
  - Indirect Fire
- **Maritime**
  - Surface
  - Subsurface
- **Cyber??**

Overlap vs. Redundancy



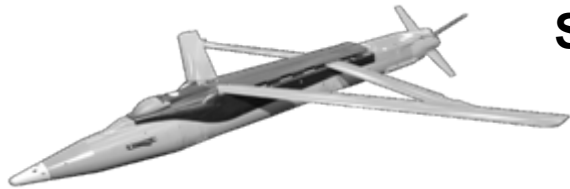
# Target Environment

- Enemies
- Friendlies
- Non Combatants
- Infrastructure
  - Power
  - Water
  - Transportation
  - Hospitals
- Effects – Desired / Undesired





# Target Environment



SDB-FLM



MK-82-FLM



Low Collateral  
&  
MK-82



Practice  
Bombs

=

**Dial  
A  
Yield**

How Do We Capture Needs / Desires?





# Weapon Attributes

Capabilities

Engage  
Target X

Attributes

Effective

Collateral Damage

Persistence

Agile

Survivable

Metrics

SSPK

Suppressive  
Effects

Human  
Damage  
Radius

Guidance  
Robustness

IM

Lingering  
Effects

Time On  
Station

Environment  
Ability

Responsive

Operational Flex

Range

Employment

Weapon



# Measures of Effectiveness

Capabilities

Engage  
Target X

Attributes

Effective      Collateral Damage      Persistence      Agile      Survivable

Metrics

Environment  
Ability

Range

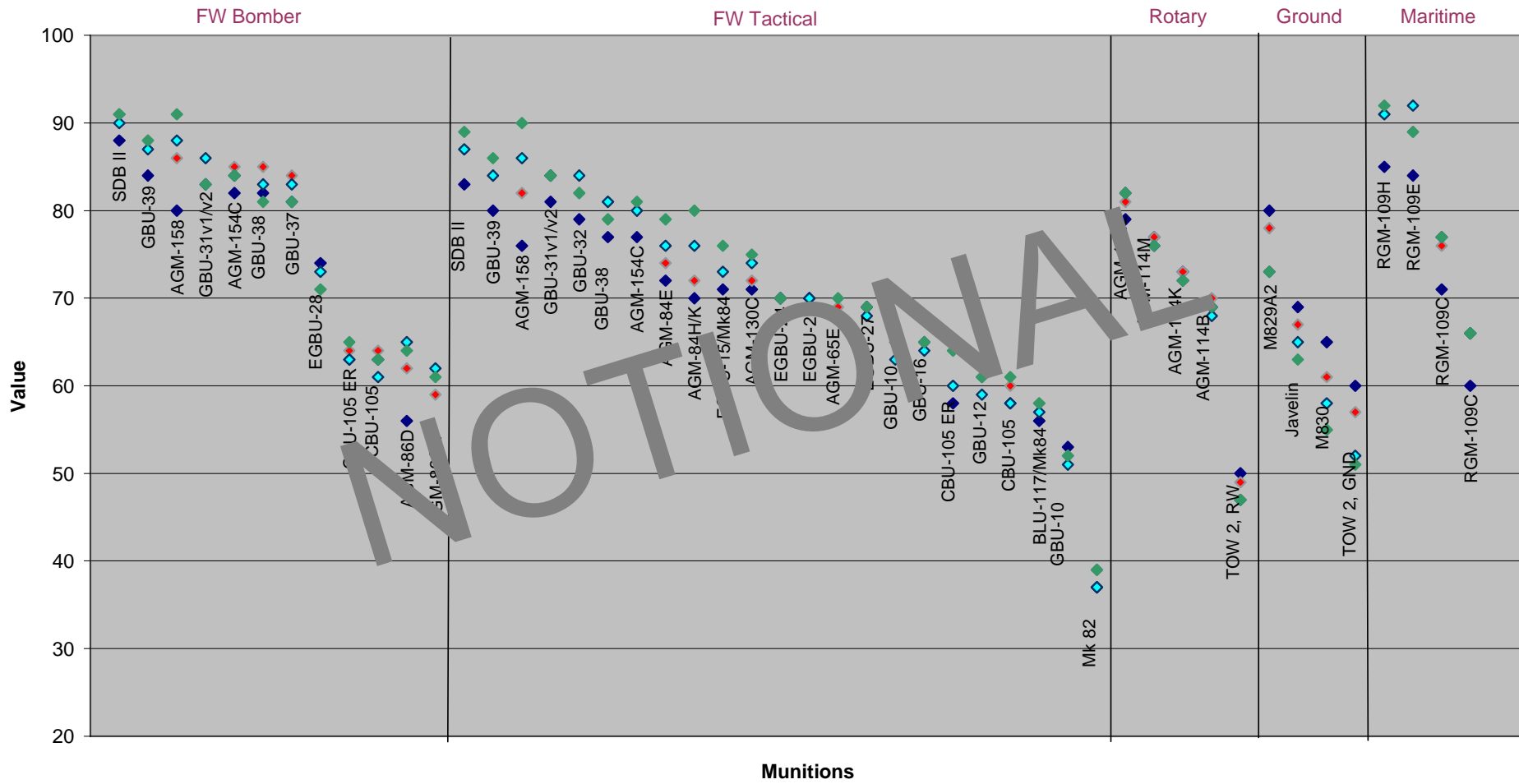
MOEs

Day  
Day/Night  
Through Wx  
Adverse Wx

Direct Attack  
SO In-Close  
SOPD  
SOAD  
SOTD



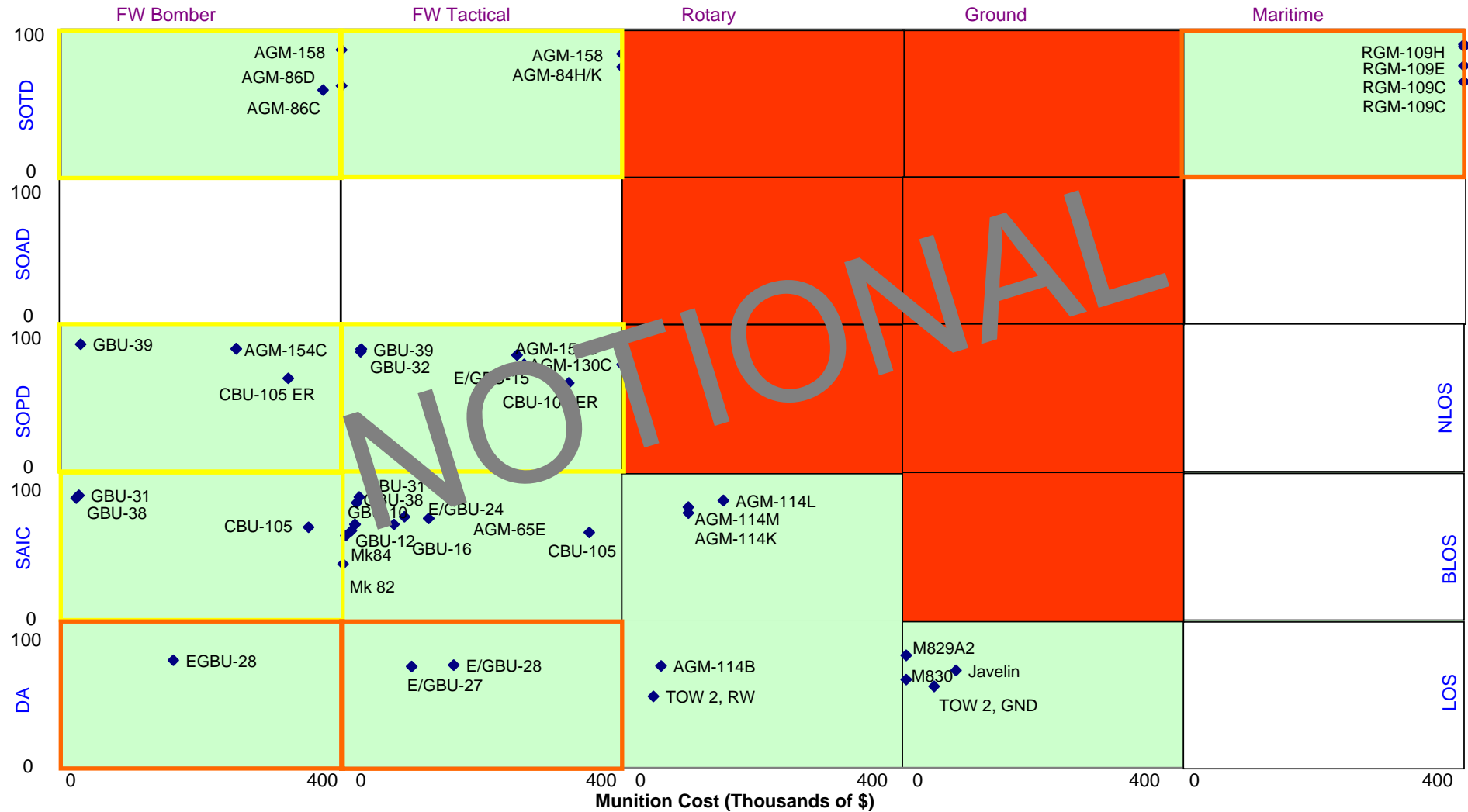
# Domains



◆ FA1 Forces in Contact   ◆ FA2 Land Forces Freedom of Maneuver   ◆ FA3 Air Forces Freedom of Maneuver   ◆ FA4 Independent of Maneuver

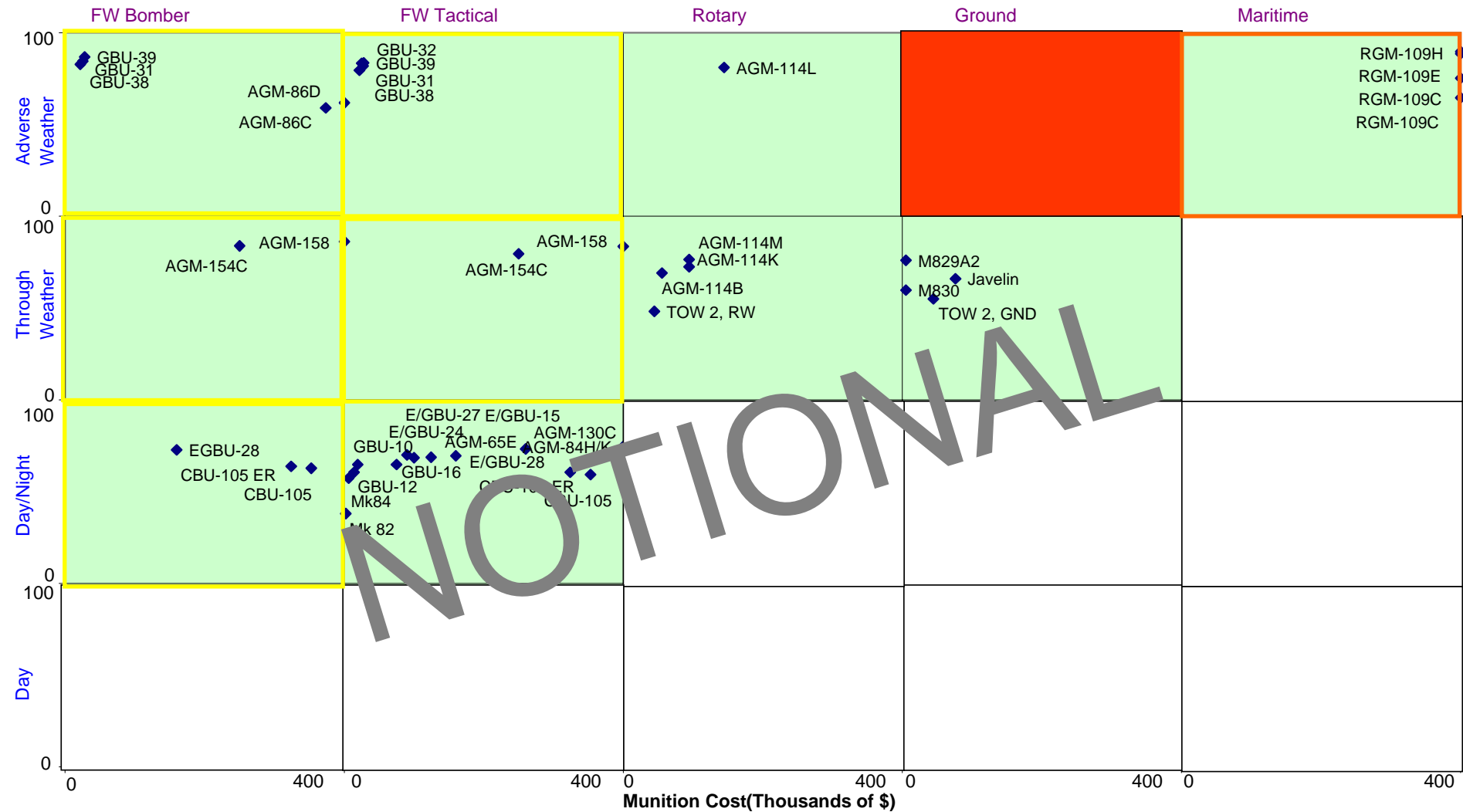


# Capability - Range





# Capability - Environment



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# Sufficiency



# DoD Munitions Requirements Process

## Threat Report

**DIA**

- Maneuver Forces
- Air
- Maritime
- IADS
- Infrastructure
- Strategic

**CoCOM  
J8 WAD**

## Phased Threat Distribution

Allies

SOCOM

USMC (Air & Ground)

USA

USN

**USAF**

- Phase I:  $w\%$
- Phase II:  $x\%$
- Phase III:  $y\%$
- Phase IV:  $z\%$

## Total Munitions Requirement

- Combat Requirement
- Strategic Readiness Requirement
- Current Operations/Forward Presence Requirement
- Test & Training Requirement

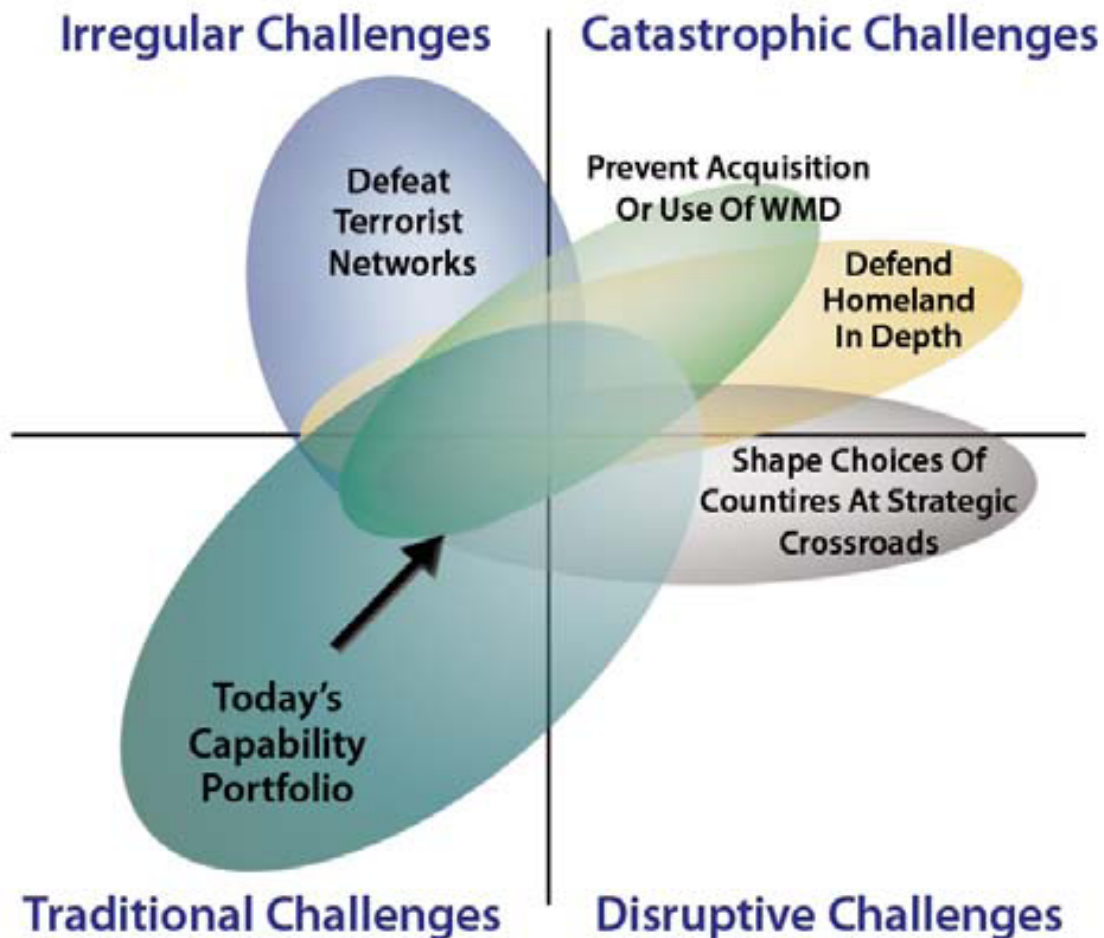
## Service Processes

**NNOR  
NCAA  
QWARRM**

**Services**



# Operationalizing the Strategy – 2006 QDR







# Force Planning Construct – 2006 QDR

*Steady State*

*Surge*





# Danger





# Road Ahead – The Challenges

- **Build & Update Roadmaps**
  - Weapons
  - Directed Energy
  - Electronic Warfare
  - Non Lethal Weapons
- **Improve Munitions Requirements Process**
  - Incorporate Increased Transparency, Visibility, and Collaboration into DoD Instruction 3000.4 (MRP)
  - Ensure Credible Guidance (Policy and Joint Staff Collaboration)
- **Maintain Visibility into Munitions Budgets**
  - Address Priority Capabilities
    - Identify Gaps
    - Identify Redundancies
  - Address Capability “Balance” (Across Sensors, Platforms, & Munitions)



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# Questions?



# Hard Target Fuzing Challenges

**Need to address HT related M&S, material properties, & testing**

## Issues:

- Harder Targets
- Weapon Response & Survivability
- Material Properties
  - Filler & Explosives



Fuze Well from  
Characterization Tests



# Need for MRP

- Provides the foundation for credible Service inventory numbers.
  - Near Year requirement provides sanity check for stockpile positioning
  - Out Year requirement “sets the bar” for inventory build
    - Requirement is the driver for weapon purchases in FYDP
    - Requirement is the driver for establishing new weapon system acquisition programs
- Ensures the equities of all participants are addressed, i.e. CoCOMs, Joint Staff, Services, and OSD.
- Prevents multiple requirements from being generated, i.e. a separate CoCOM and Service munitions requirement (ensures BOTH requirements will be discredited).

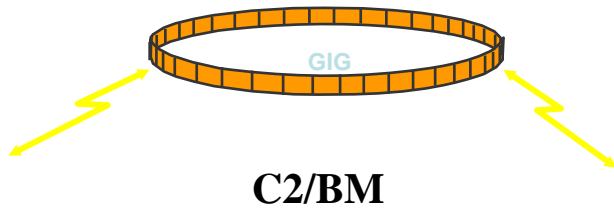


# FA Assessment—Scoping

- No Joint Fires ⇒ Engagement - Kinetic – Lethal – **EFFECTS**

- **Integrated Systems - Required**
  - F2T2EA Chain

Need all 3 to engage—  
Following assessment is  
scoped to weapon only



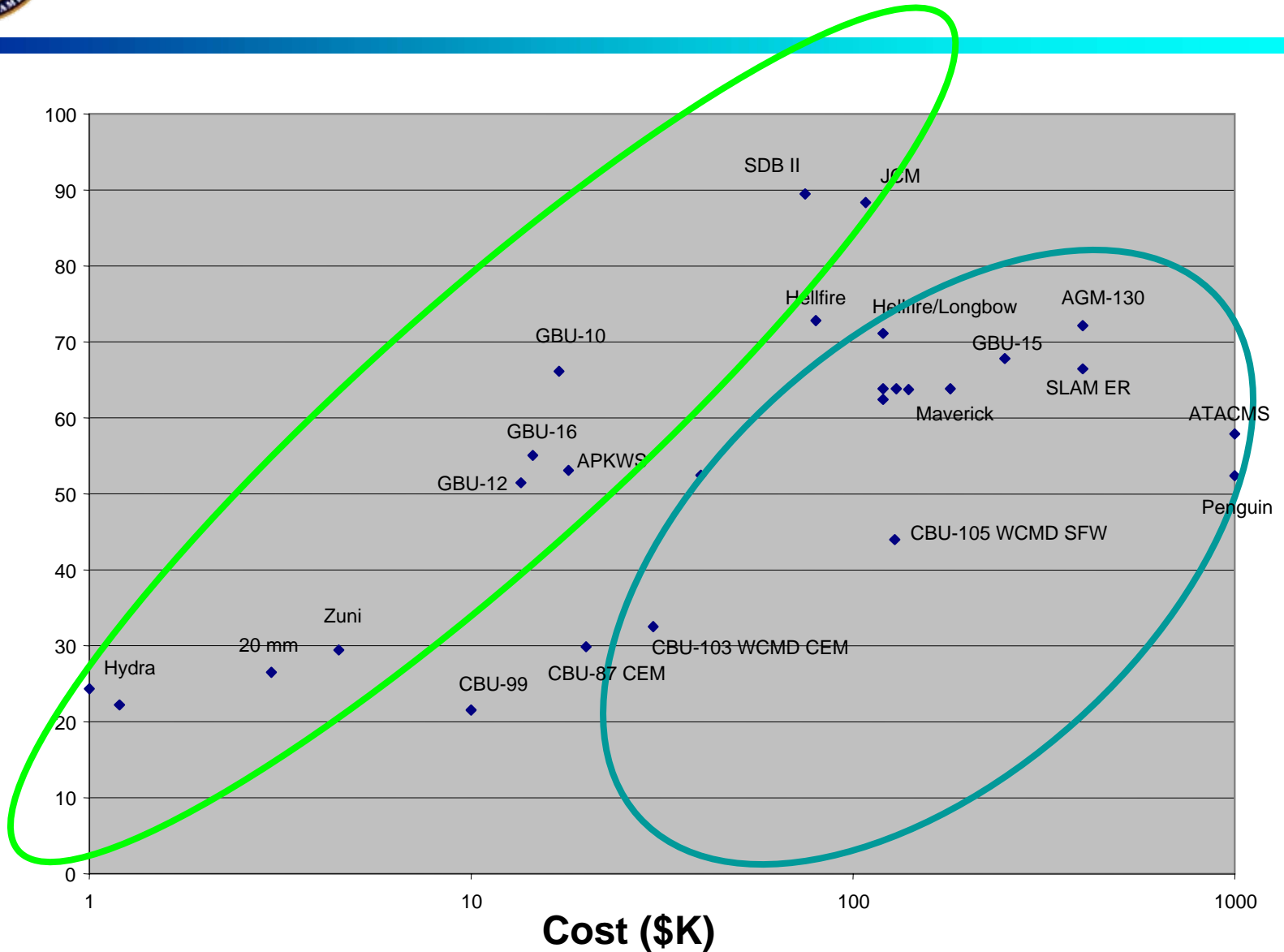
SENSORS



WEAPONS



# Cost-Benefit Analysis



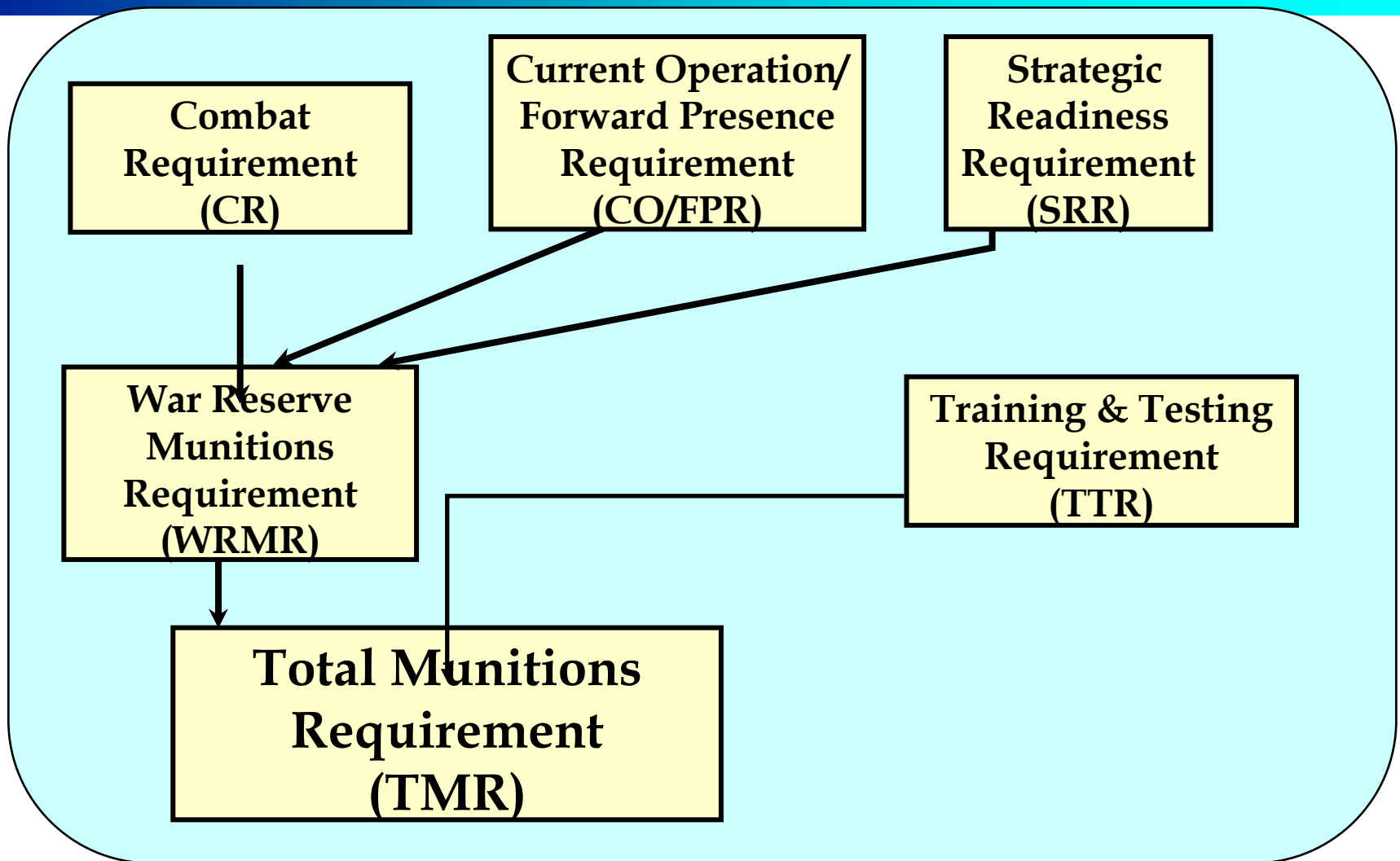




**Questions/Comments????**



# DoD MRP Products





## *Terminology - Force Application Attributes*

**Effective** – Able to precisely generate desired effects through a variety of kinetic and non-kinetic means in all environments.

**Discriminating** – Able to limit collateral damage and second order consequences of engagement.

**Agile** – Able to rapidly maneuver forces throughout all domains of the battlespace in all environments.

**Survivability** – Able to effectively maneuver and engage in a dynamic and uncertain threat environment.

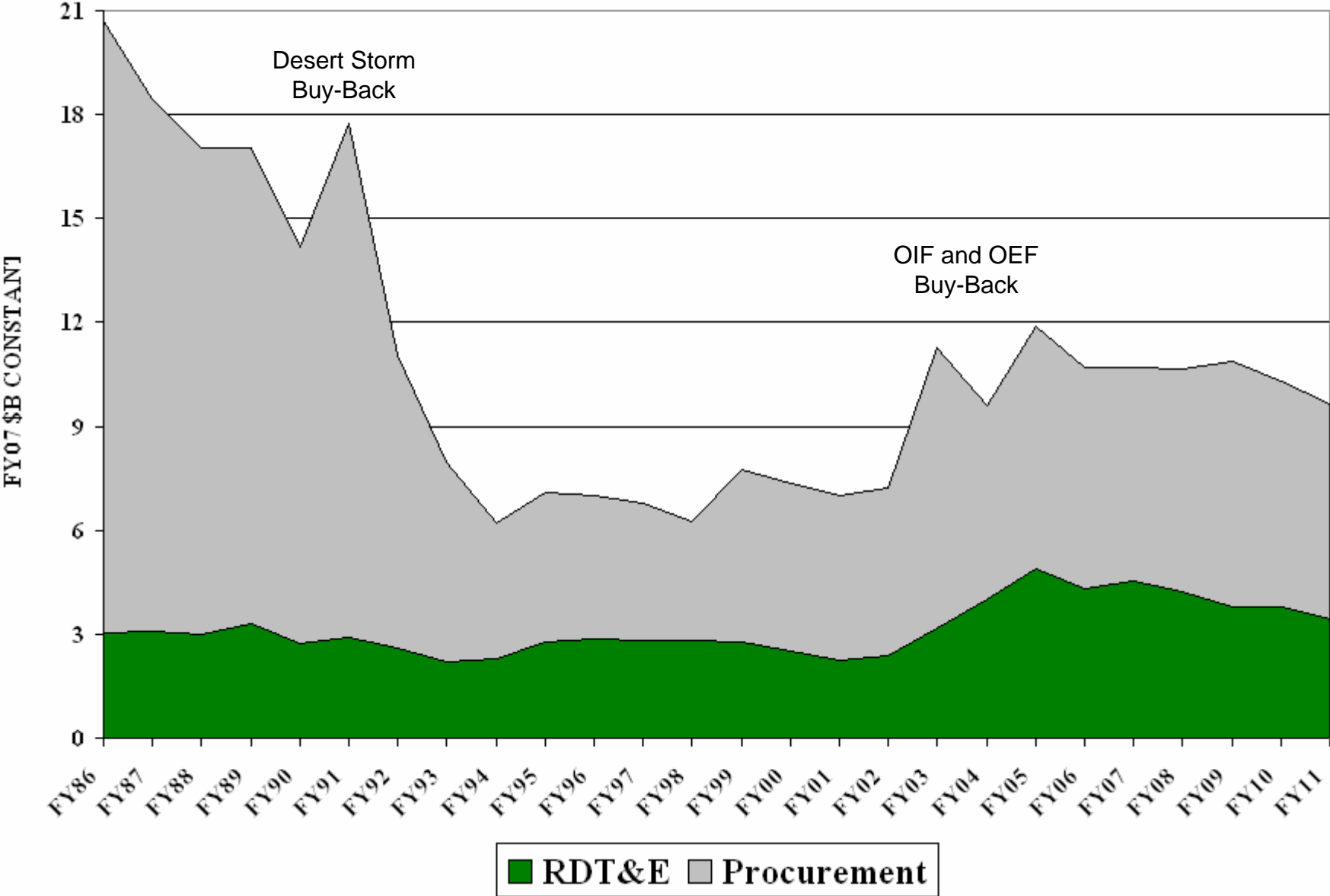
**Persistent** – Able to apply the necessary force continuously and sustain those operations as required to meet mission objectives.



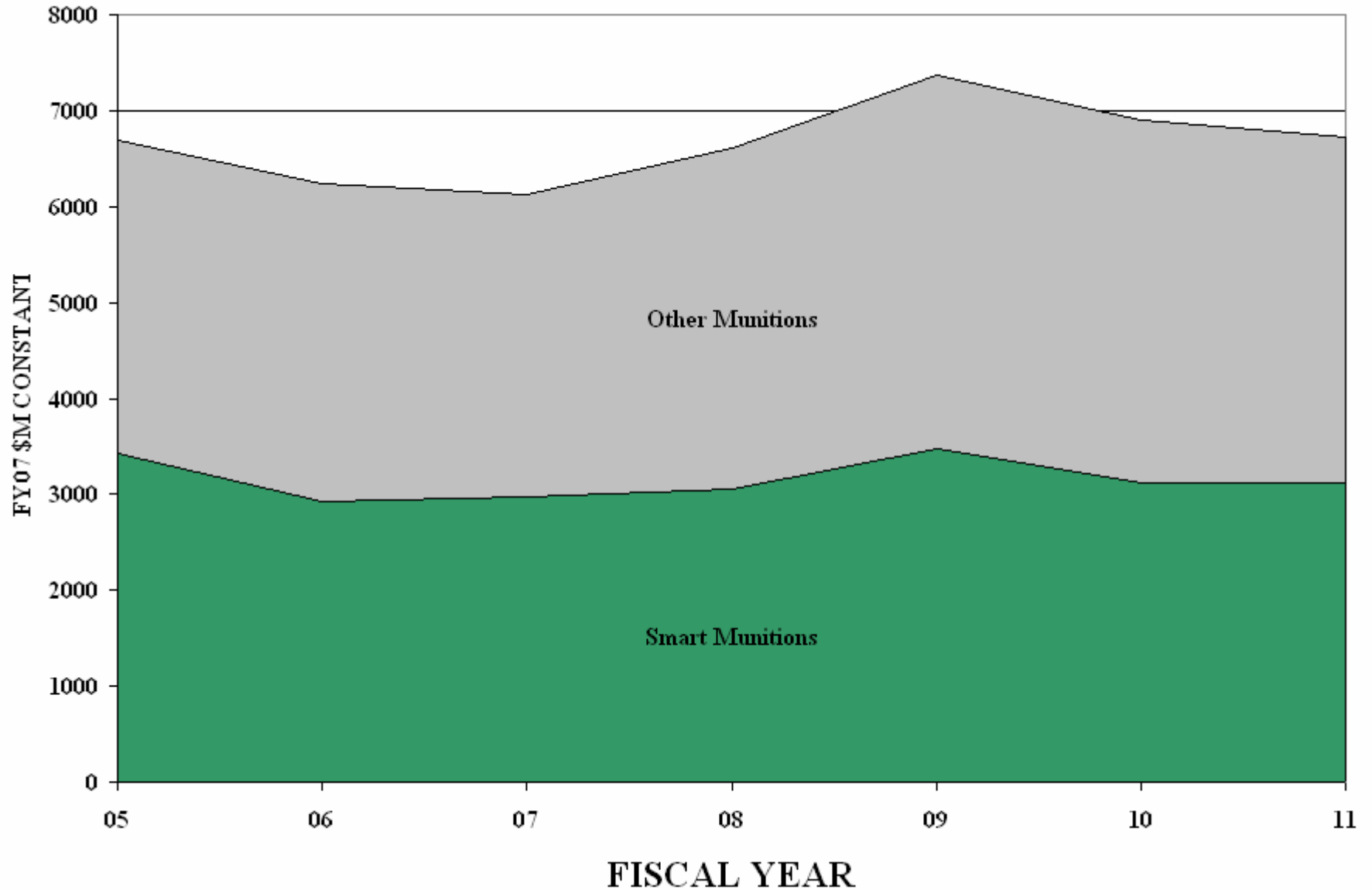
# Terminology - Mission Context

- Fires in Support of Forces In Contact
- Fires to Enable Freedom of Ground Maneuver
- Fires to Enable Freedom of Air Maneuver
- Offensive Fires (Fires Independent of Maneuver/Contact)

# DoD Munitions RDT&E and Procurement

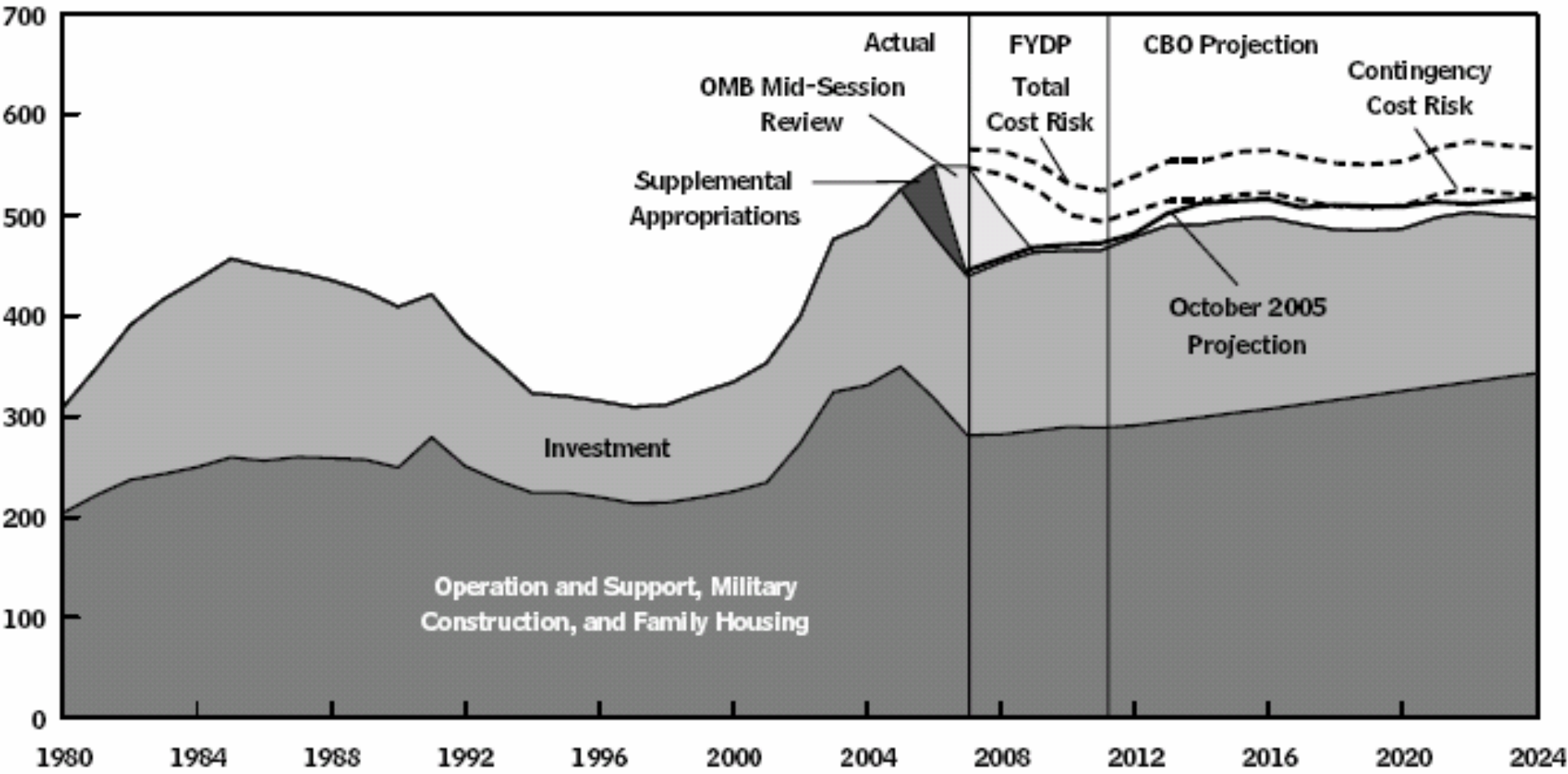


# Smart Munitions vs. Other Munitions Procurement Trend



# Past and Projected Resources for Defense

(Billions of 2007 dollars)

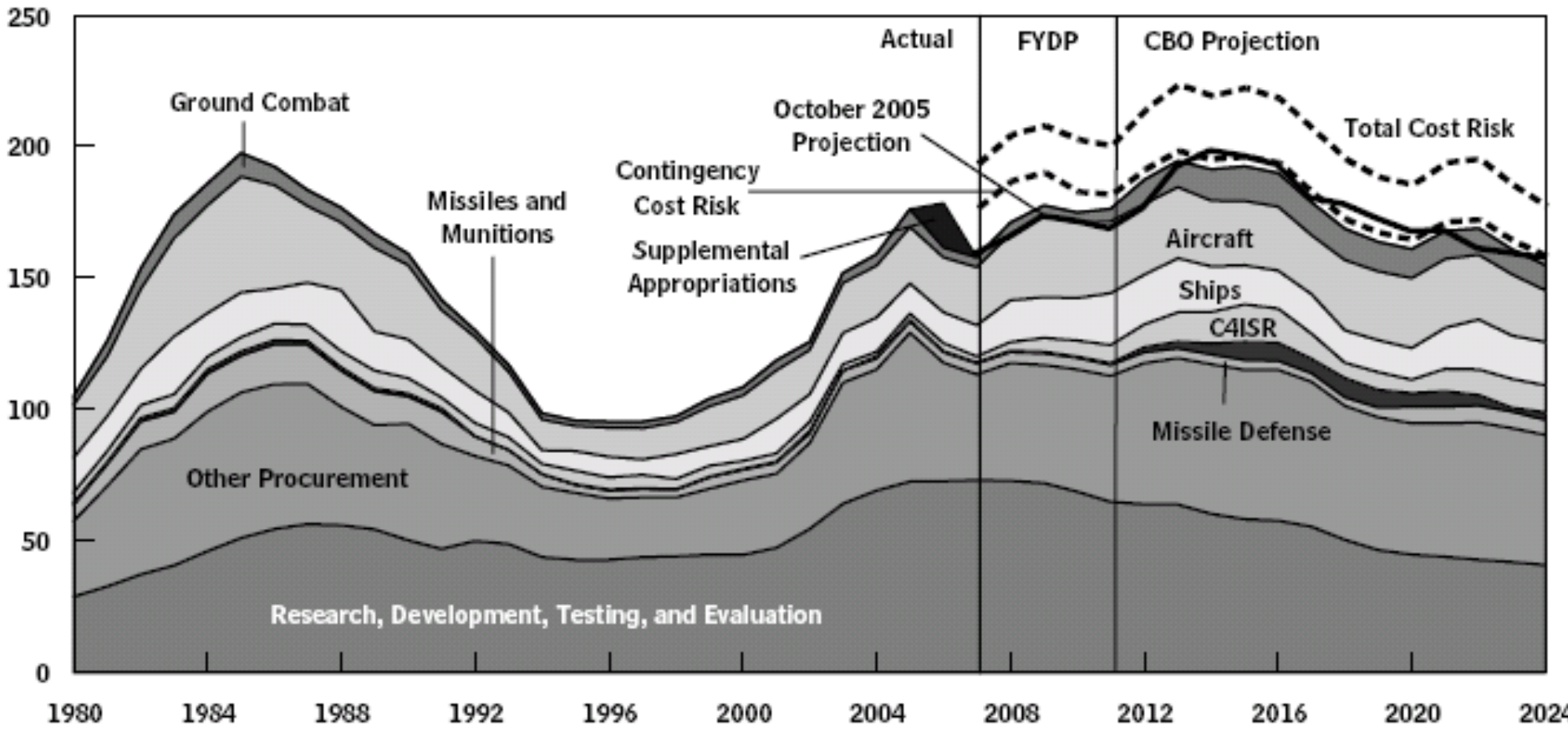


Source: Congressional Budget Office.

Note: FYDP = Future Years Defense Program; OMB = Office of Management and Budget.

# Past and Projected Resources for Investment

(Billions of 2007 dollars)



Source: Congressional Budget Office.

Note: FYDP = Future Years Defense Program; C4ISR = command, control, communications, computers, intelligence, surveillance, and reconnaissance.



