

Lessons Learned in Fielding a UAS in the Combat Theater

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Introduction

I have been deployed five times in support of the Global War on Terror since September 11th 2001.

Supported Operation Enduring Freedom, Operation Iraqi Freedom, and Operation Southern Watch.

I supported the RQ4A “Global Hawk” High Altitude Long Endurance aircraft during these deployments.

These are some lessons learned that have since evolved into standard operations today.

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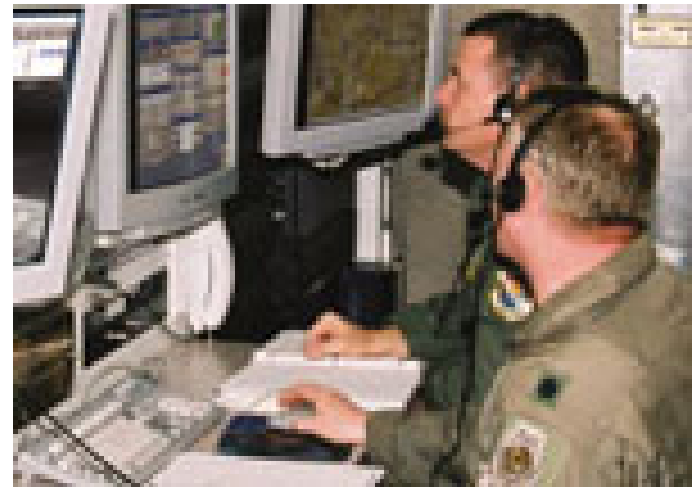
Lessons learned Topics:

1. Pilot Intervention
2. Ground Crew
3. Environment
4. Need in the field
5. Risk of aircrew



1. Pilot Intervention

- **The Fully Autonomous Air Vehicle**
 - Pre launch
 - Mission plan
 - Command and control
- **Command Shelter**
 - Hand off
 - Aircrew cycle
- **Pre Brief/ Post Brief**
 - Identify possible issues
 - Clarify mission need
 - Accurate fault or discrepancy description



1.1 The Fully Autonomous Air Vehicle

- **Pre Launch**
 - Preflight A/C and Shelter
 - Walk around
 - Outside impacts
- **Mission Plan**
 - A/C and Shelter Match
 - Last minute updates
- **Command and control**
 - LRE (Launch and Recovery Element)
 - Control Center
 - MCE (Mission Control Element)



1.2 Command Shelter

- **Hand off**
 - LRE launch
 - MCE Mission
 - LRE Recover
- **Aircrew cycle**
 - LRE
 - MCE
 - Crew rest



1.3 Pre Brief/ Post Brief (Pilots)

- **Identify possible issues**
 - Intermittent issues
 - Scheduled Maintenance
 - Known Comm/NAV interference
- **Clarify mission need**
 - SAR, EO/IR
 - Ground CDL
- **Accurate fault or discrepancy description**
 - Faults during mission
 - Post flight/mission data review

2. Ground Crew

- **Preflight and Post flight**
 - Inspections
 - Mission plan
 - Fault logs
- **Scheduled Maintenance**
 - Down time
 - Mission Cycle
- **Pre Brief/ Post Brief**
 - Identify possible issues
 - Clarify mission need
 - Accurate fault or discrepancy description



2.1 Preflight and Post flight

- **Inspections**
 - Electrical (VTC)
 - Mechanical
 - Servicing
- **Mission plan**
 - Loading
 - Check sum
- **Fault logs**
 - Download and save
 - Erase for new mission
 - Fault Isolation



2.2 Scheduled Maintenance

- **Down time**
 - Minor/Major
 - Equipment
 - Retest
- **Mission Cycle**
 - Schedule
 - Impact to next



2.3 Pre Brief/ Post Brief (Ground Crew)

- **Identify possible issues**
 - Recurring faults
 - Work a rounds
 - Mission cancel
- **Clarify mission need**
 - Payload(s)
 - Keying Requirements
- **Accurate fault or discrepancy description**
 - Trouble shooting time
 - Fault isolation
 - Lead time on replacements



3. Environment

- **Climate**
 - Maintenance time
 - Indoor/Outdoor
 - Mission Capable Limits
- **Equipment**
 - Availability
 - Special Equipment
- **Part replacement**
 - Hours on airframe
 - Lead Time.

3.1 Climate

- **Maintenance time**
 - Exposure to elements
 - Coincide with mission
 - 24 hour coverage
- **Indoor/Outdoor**
 - Time
 - Exposure to others
- **Mission Capable Limits**
 - Take off/ Landing
 - Visibility over target

3.2 Equipment

- **Availability**
 - On site
 - Loan from local unit
 - Sent from stateside
- **Special Equipment**
 - For that area
 - Power source (s)
 - COMSEC



3.3 Part replacement

- **Hours on airframe**
 - Increased cycle
 - Cost
 - Expand limits
- **Lead Time.**
 - Availability
 - Customs
 - Local Vendor



4. Need in the Field

- **Battlefield Commander**
 - Near real time Imagery
 - BDA
 - Re Direct
- **Troops on Ground**
 - More Intel
 - Direct download
- **Long Endurance**
 - Time in Theater
 - On Task
 - Flexibility



4.1 Battlefield Commander

- **Near real time Imagery**
 - Accurate ground troop placement

IR Image: Search of Tora Bora Cave Complex, AF 10 Dec 01 / 0200L



Camp Fires and Cave Entrances

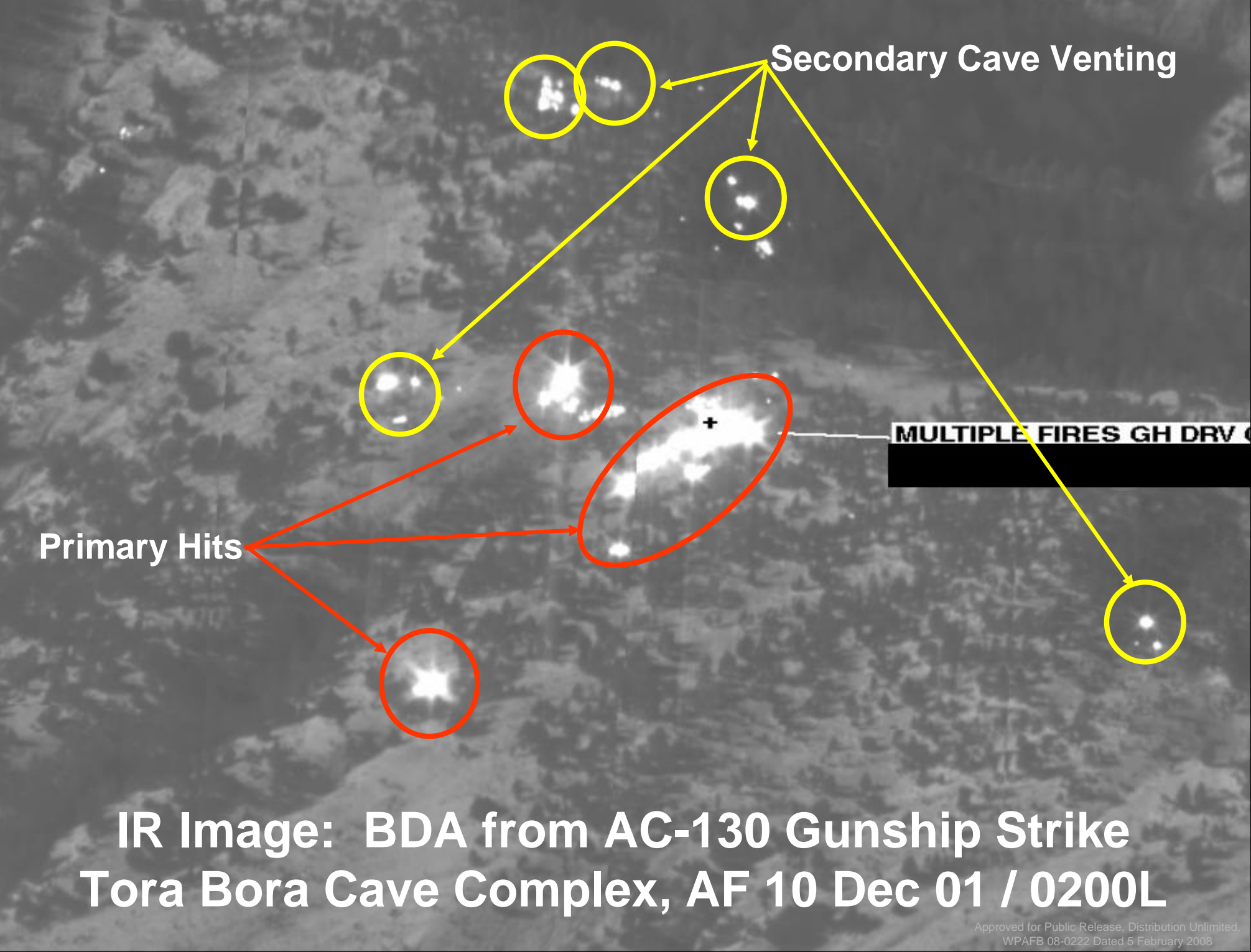
Taliban Lookouts on Ridgeline

UI HEAT SIGNATURE

Gunship Round Impacts

4.1 Battlefield Commander

- **Near real time Imagery**
 - Accurate ground troop placement
 - Air strike



Secondary Cave Venting

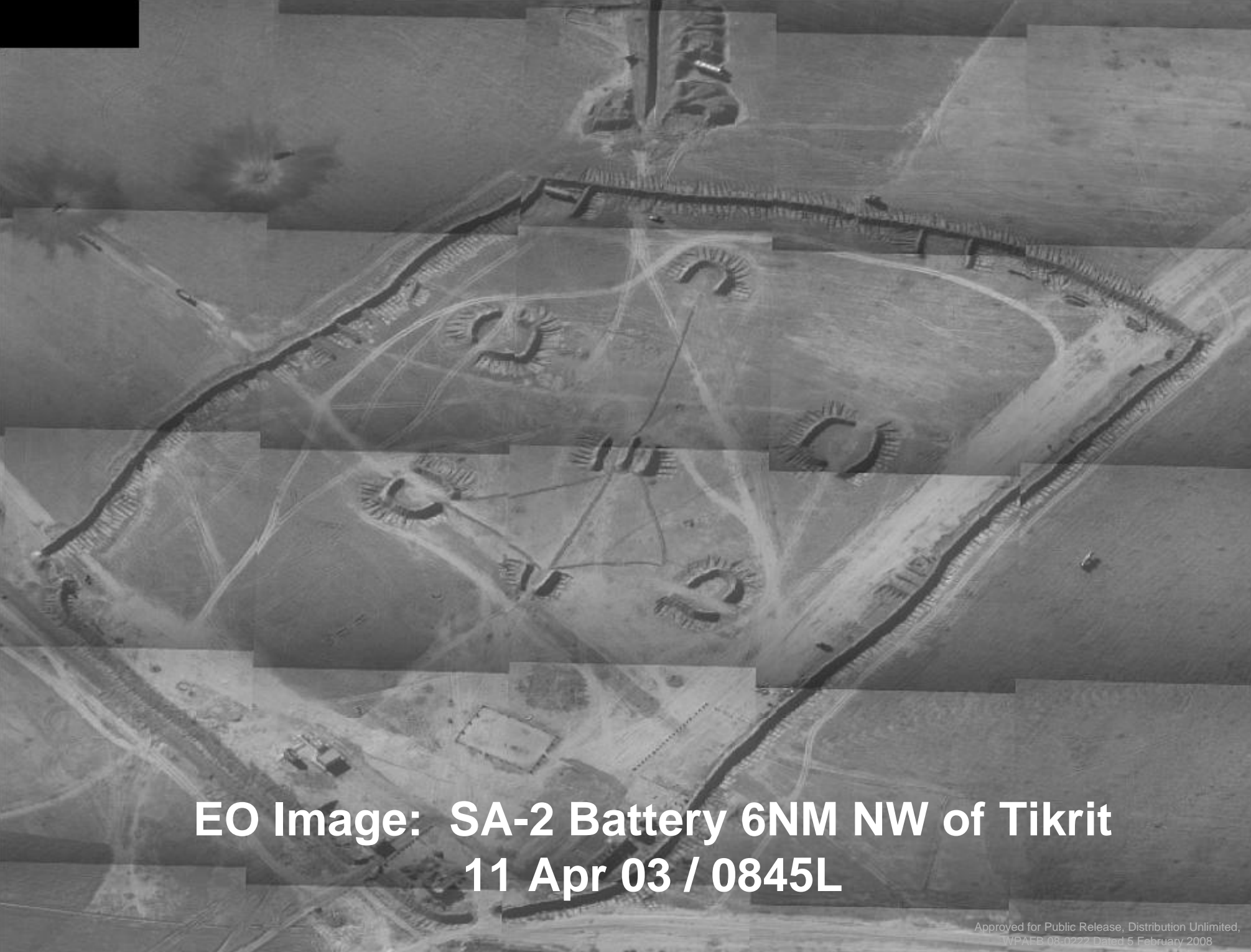
Primary Hits

MULTIPLE FIRES GH DRV C

IR Image: BDA from AC-130 Gunship Strike
Tora Bora Cave Complex, AF 10 Dec 01 / 0200L

4.1 Battlefield Commander

- **Near real time Imagery**
 - Accurate ground troop placement
 - Air strike
 - Potential threats



**EO Image: SA-2 Battery 6NM NW of Tikrit
11 Apr 03 / 0845L**

4.1 Battlefield Commander

- **Near real time Imagery**
 - Accurate ground troop placement
 - Air strike
 - Potential threats
- **BDA**
 - Verification
 - New targets
- **Re Direct**
 - Capable to look outside of mission
 - Determined by BDA
 - Target of opportunity



APPROX 50 POSS PERSONNEL

**IR Image: Eastern Afghanistan
02 May 02 / 0700L**

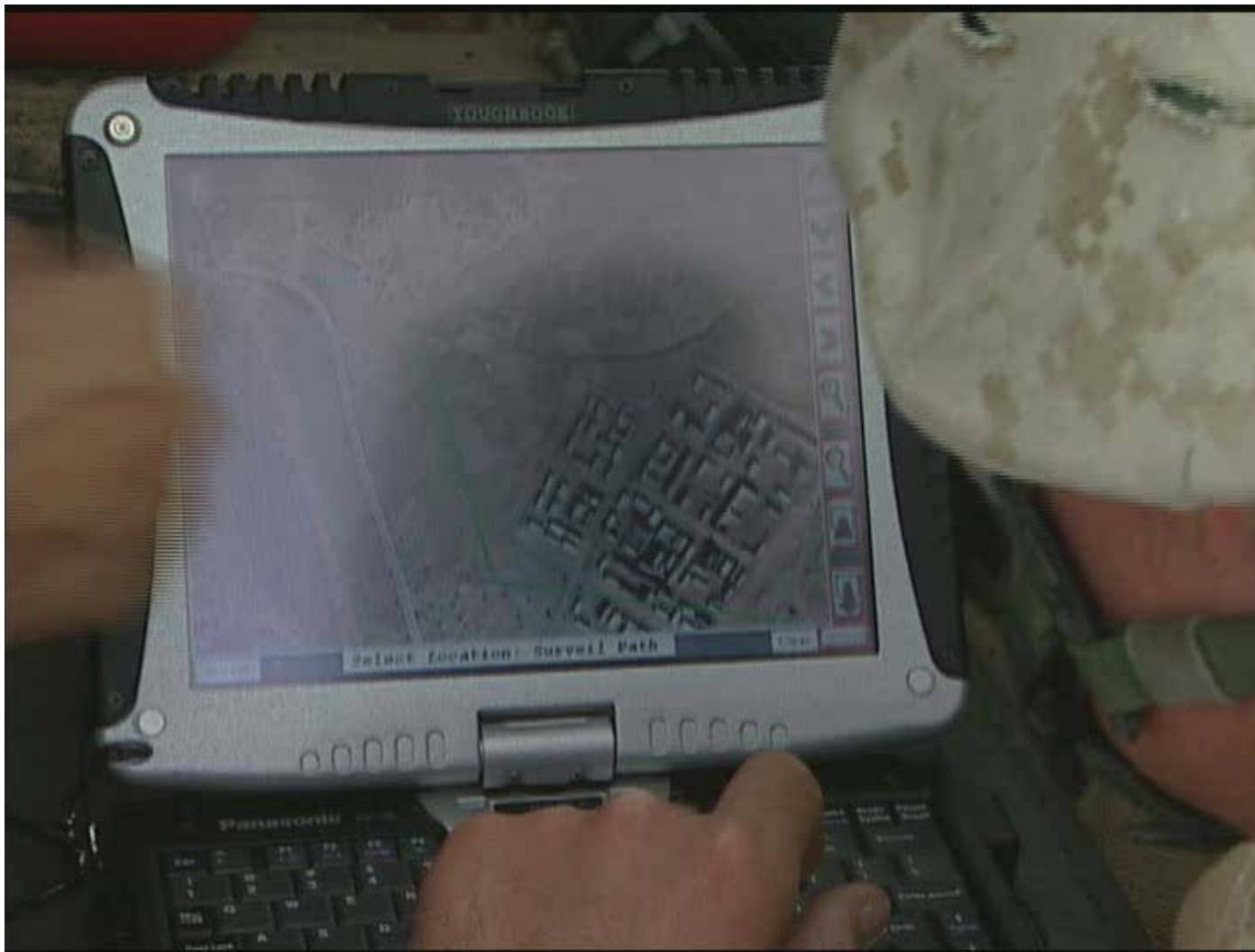
4.2 Troops on Ground

- **More Intel**
 - Local Threats
 - BDA
 - Re Direct

- **Direct download (Demo)**
 - Hand held's
 - portable ground stations



4.2.1 Ground Laptop Interface (Demo)



4.3 Long Endurance

- **Time in Theater**
 - 19 to 30 hours (Average 24)
 - Distance from target area
- **On Task**
 - Coverage of active mission
 - Ongoing BDA
- **Flexibility**
 - To complete several missions
 - Support other Recon aircraft
 - Aircrew limitations



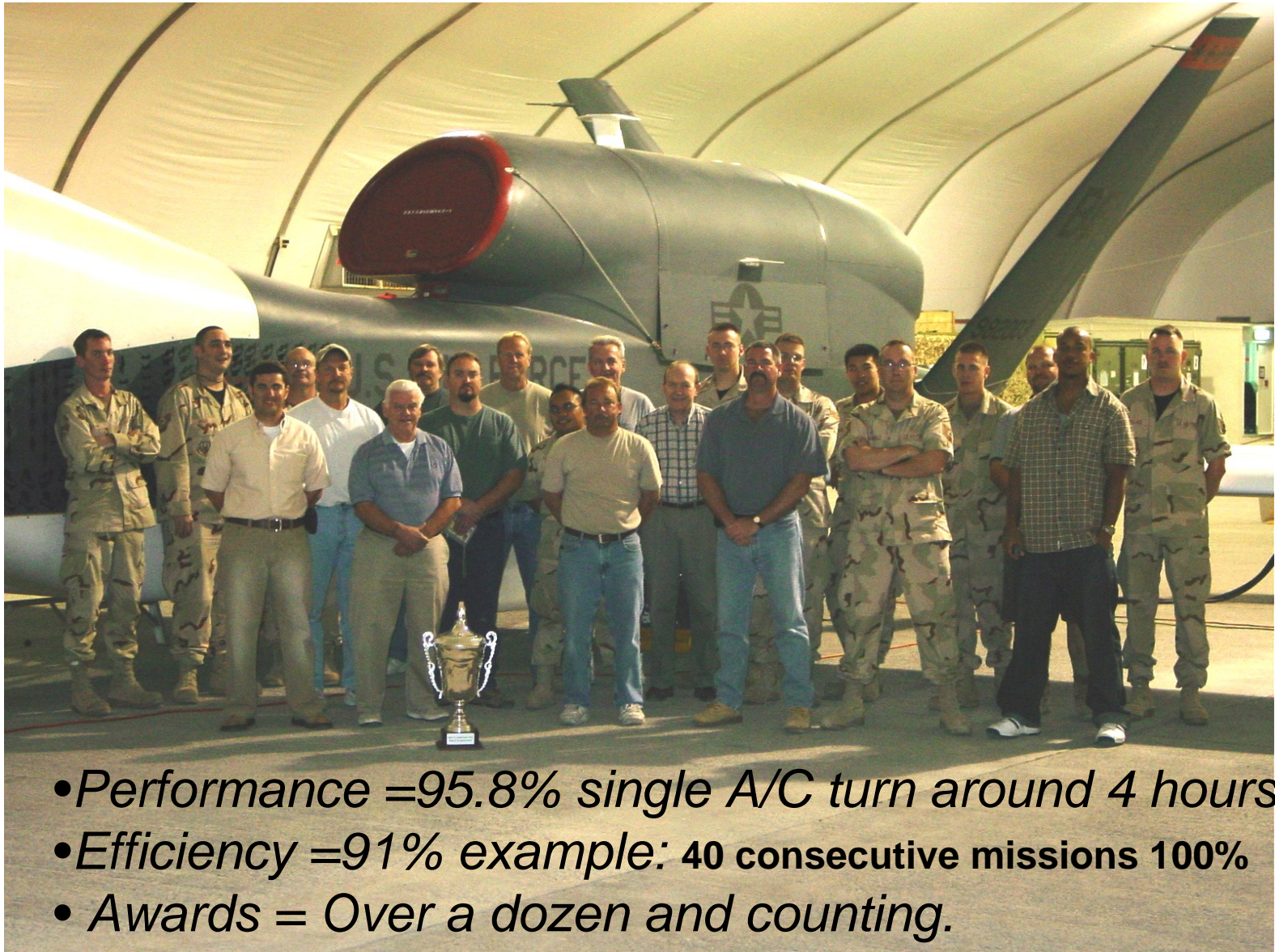
5. Risk of Air Crew

- **Pilot Fatigue**
 - Long Missions
 - Crew rest
 - Crew cycle
- **Ground Station**
 - Location
 - Flexibility
 - Divert safety



Safe at home station

Conclusion



- *Performance = 95.8% single A/C turn around 4 hours.*
- *Efficiency = 91% example: 40 consecutive missions 100%*
- *Awards = Over a dozen and counting.*

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Questions

