



TECHNOLOGY DRIVEN. WARFIGHTER FOCUSED.

18262 – Minimalist Foreign Artillery Digitization

2016 Armament Systems Forum April 28th, 2016 David Musgrave & Michael Wright ,US Army ARDEC





- Classification: UNCLASSIFIED
- Distribution A: Approved for Public Release. Distribution is unlimited.
- Type of Briefing: INFORMATIONAL







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 <u>BLUF</u>: It is possible to create a 'good enough' fire control system for foreign artillery, at an affordable price, if we sacrifice stringent US military requirements







- July 2015, "Lessons Learned" from the Russo-Ukrainian War by Dr. Phillip Karber
 - Artillery fire contributed to the vast majority of casualties on both sides
 - Use of UAV's and counter-battery radars lead to significant counter fire against Ukrainian artillery units
- Ukrainian artillery is largely un-digitized with limited capability to shoot and scoot



Problem: Foreign Artillery









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Problem: Military Budgets

US \$581,000,000,000 China \$155,600,000,000 Russia \$46,600,000,000 Ukraine \$4,880,000,000 Finland \$3,660,000,000 Romania \$2,190,000,000 Hungary \$1,040,000,000 Bulgaria \$700,000,000 Lithuania \$430,000,000 Estonia \$335,000,000 Latvia \$280,000,000 Moldova \$17,596,160



Meeting the Customer Needs



What they have now....



~\$10,000

What they need...



~\$300,000

What we've been trying to sell them



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Minimum Requirements

- Pointing
- Position
- Basic
 Ballistics



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US Standard

- <1.0 mils accuracy
- High speed automatic pointing (50-200hz refresh rate)
- Highly automated
- Support navigation





- ~3 mils accuracy
- Slower updates (10hz)
- Requires more soldier intervention
- "Just Points"







US Standard

- <5 meters accuracy
- GPS aiding
- Highly automated
- Supports navigation
- <u>Works anywhere on</u>
 <u>Earth</u>





- ~10 meters accuracy
- Start with GPS when available
- Cell tower triangulation
 when available
- Benchmarks/survey points
- Locally cached maps
- Manual steps
- Only has to work 'at home'





Position: Benchmarks



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Position: Local Map Features





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Basic Ballistics



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US Standard

- Many variables to consider:
 - Tube wear
 - Propellant lot
 - Propellant type
 - Propellant charge
 - Propellant temperature
 - Shell type
 - Projectile weight
 - Tube temperature
 - Muzzle velocity variance
 - MET data
 - Etc.



- Just keep the bare minimum:
 - Propellant type and charge
 - Shell type
 - Basic MET



Mission computer



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US Standard

- Many requirements:
 - Shock and vibe
 - Wash down
 - IA certification
 - Longevity
 - Milspec connectors
 - Reliability
 - Etc
- Drives cost and size
- Significant training requirement

510-60k





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- Keep it simple
- Minimal training / intuitive design
- Re-use commercial devices
- Rugged case







UNCLASSIFIED **Existing Work: WULF**



Low Cost: Total system cost <15k Accurate weapon pointing: 2 - 3 mils **Improved accuracy:** Lower collateral damage concerns **Cost Savings:** ~1/10th overall cost vs current digital fire control **Lightweight:** Pointing Device <1 lb, (comparable device 16 lbs) System Weight Savings: 15lbs (200lb Weight Savings over MFCS-D) **Easily supportable:** Modular design reduces logistic support requirements **Improved responsiveness:** Setup time greatly reduced (2:30 min to < 1 min) **Repeat Rounds:** WULF allows accurate, repeatable, and fast emplacement between rounds

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- Artillery is key to land warfare
- Allies need the ability to rapidly emplace in order to survive and stay relevant to the conflict
- Allies cannot afford Western digital systems
- If stringent US/Western standards are relaxed, a cheap, 'good enough' system can be produced that our allies can afford
 Wational Stringer

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