

Kinetic Strike for Special Tactics to Achieve Precision Strike Effects

Capt Michael D. Smith 720th Special Tactics Group





OVERVIEW

- Special Tactics Missions
- Kinetic Strike (KS) / Strike Cell
 Overview and Requirements
- Current KS Limitations
- KS Solutions





Special Tactics Missions

Global Access

Airfield Seizure/Survey: Contested or Permissive Environments

Precision Strike

Interdiction (Low-vis recon) / On-target (CAS) / Kinetic Strike (JOC)

Personnel Recovery

CSAR/Battlefield Trauma + Surgery for US/Coalition Allies and Noncombatants (high risk / danger close)

On-call, precision fire support / CAS required throughout



Kinetic Strike Defined

- Close Air Support: Air action by fixed or rotary-wing aircraft
 against hostile targets that are in <u>close proximity</u> to friendly forces
 and requires <u>detailed integration</u> of each air mission with the fire
 and movement of these forces.
- Kinetic Strike: Lethal air action controlled by <u>dislocated strike</u> <u>cells</u> against enemy <u>time-sensitive</u> targets, and/or <u>high-value</u> individuals (HVI). <u>Detailed integration</u> is required to minimize collateral damage.

Kinetic Strikes CAN Reduce BOG for JTACs + Aircrew

Enables indigenous forces to take the lead w/confidence



Kinetic Strike Requirements

"How We Got Here" – Commander's Trigger

- Multi-Source Intelligence
- Pre-Approved Targeting Authority
- Time-Sensitive or High Value Target of Opportunity
- **Multiple Reports of Derogatory Information**
- Positive Identification: Reasonable Certainty
- Low Collateral Damage Environment
- Strike and ISR Platform(s) to F3EA while simultaneously providing collateral concern scans (dual-sensor preferred)



Kinetic Strike Requirements (2)

JTAC Requirements

- ROE and Weaponeering
- Digital/Voice Communications ArchitectureChat / SATCOM / Strike Bridge
- Two or more strike assets bolstered by long-loiter ISR
- Precision-Guided Munitions
 Shooter / Eyeball / Goalie / PLA / Scan + Squirter and Reattack Gameplan
- ... Typical Kinetic Strike Package



Kinetic Strike Limitations

Cost and Lack of PGMs

ROE requires PGMs...enemy discipline requires 1x PGM/man

- Negative influence on weaponeering + targeting decisions
- Feeds greater BOG footprint / combat timeline / accountants

Sonic Boom and Post-Launch Abort

- Targeted individual has a head-start
- No Dud PRF-Code or Laser Safing Ability

Piecemeal Communications Architecture

SATCOM: Fighter/Bomber; Strike Bridge: RPA, SOF, GOCO

Relay / Level-Off



Kinetic Strike Solutions

Smart-Pixel Technology (Real-Time)

- Assign color-significant pixels to TI / friendlies / neutrals
- Currently done in post-production
- Beyond HD target sort / track / post-strike battle tracking

Dual-Sensor Upgrade

- RPA / GOCO / Strikers
- Allows single aircraft to perform near/far collateral scan
 + rifle + TGO + super-ripple to two distinct aimpoints
- Solves enemy discipline in convoy or FLOT targeting



Kinetic Strike Solutions (2)

Directed-Energy Weapons (Scalable: Lethal/Non-Lethal)

- Anti-Personnel / Anti-Material (Melt Wiring)
- NO CDE, NO Sonic Boom, NO/Low TTR/TOF concerns

Other Solutions

Anti-Nadir Software for TGPs

SWIR Upgrade for TGPs

Link-Enabled Smart-Rail Technology

Common Launch Tube Fielded across MDS'

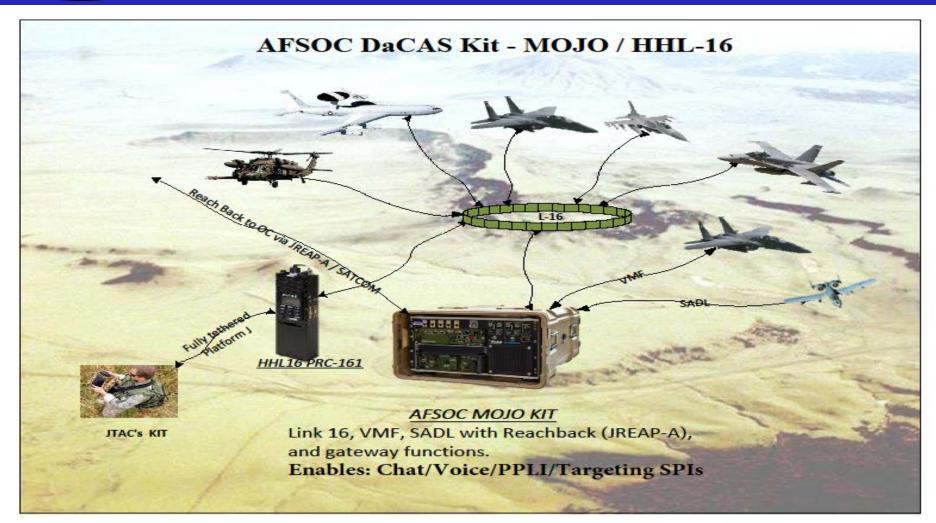
Arsenal Plane

UNCLASSIFIED



Digital CAS Solution - MOJO/HHL-16

Targeting / SA / RELNAV (PNT) in Permissive & CDO Environments





MOJO / HHL-16

Facilitates two networks simultaneously

- Overt and discreet inter-team network or data/voice
 Chat/J-Voice/PPLI/SPIs/Enhanced Throughput
- Speeds target correlation w/30 sec video clips, digital overlays, imagery, GRGs
- Eliminates piecemeal comms architecture (J-Voice) and/or facilitates comm-out CAS / KS



Questions?

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