U.S. NAVY SEABORNE TARGETS

Moving Forward Responding to the Fast Attack Threat

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Unclassified

New Challenges = New Capabilities





Overview

- Organization / mission
- Current targets
- Fast Inshore Attack Craft HSMST evolution
- Fast Attack Craft FACT evolution
- Control Systems
- Enhanced realism
- Expanded role





Seaborne Targets Structure



Surface Targets Team Mission

- Navy life-cycle lead for Seaborne Targets and augmentation systems
- Tri-Service Lead for Seaborne Targets
- Seaborne target services to the Fleet, DoD, and Foreign Military Customers in support of weapon system T&E and Fleet Training





Seaborne Target Resources Powered Targets



Fast-Attack Craft Target



High-speed threat



Ship deployable for at-sea training.



Generic threat. Also tow tractor



Seaborne Target Resources Towed Targets







Fast Inshore Attack Craft Evolution

- Requirement
 - 5" gun High Speed Maneuvering Surface Target test requirements
 - Multiple maneuvering targets capable of 35 knots in Sea State 3





Fast Inshore Attack Craft Target QST-33

Characteristics 18 feet long 7' 4" beam 30 H 3650 Lb - Deficient performance in established seas





Requirement

Capability

35 Kts SS3

20 Kts SS2

Fast Inshore Attack Craft Target HSMST-1

- **Characteristics**
 - -7 meters long
 - 9.5 ft beam
 - <mark>300 H</mark>p
 - 5000 Lb
 - Substantial improvement over QST-33 attributed to size

- Requirement
 - 35 Kts SS3
- Capability
 - 35 Kts SS3



Fast Inshore Attack Craft Target HSMST

Requirement

Capability

• 46+ Kts

35 Kts SS3

35 Kts SS3

- Characteristics
 - 8 meters long
 - 7.5 ft beam
 - 400 Hp
 - 5700 Lb
 - Additional size contributed to
 - performance



Fast Attack Craft Target

FACT Requirements

- 50+ feet
- 50+ Knots SS2
- Survivability
- High-speed towing
- Realistic signatures

- QST-35 Deficiencies
 - Marginal IR and RF signature representation
 - Inadequate speed in developed seaway
 - 15 knot capability
 - 50 knots required
 - Survivability
 - High amortized cost/impact





Fast-Attack Craft Target FACT







Control Systems

- Seaborne Controller Area Network (SeaCAN)
 - A singular solution
 - Common architecture and hardware for ALL Seaborne powered targets
 - Operates with **ALL** Navy command links
 - Portable Command Control Unit (PCCU) is primary command link





Multi-Target Control



- Simultaneous and independent control with PCCU
- Multiple target types
 - 15 demonstrated to date, but more are possible
- Formations as desired and variable in real time



Augmentation

- Focus on realistic and repeatable IR and RF signatures
 - Developing compendium of signature data for all Program-of-Record targets
- Signature management
 - Users may assess signatures and request modifications





Humannequin

- Threat surface craft can be disabled by rendering either propulsion systems or the craft operator inoperative. Currently there is no realtime means to assess whether operator has been incapacitated.
- Commercial mannequins will be outfitted with heat sources and sensors to provide realistic human signatures and vulnerability measurements.







New Roles

- Seaborne targets as USV
 - Targets can be configured to execute other USV missions either operationally or as developmental prototypes
- Seaborne targets as UAV surrogate test beds
 - Good payload test beds
 - Impervious to traditional flight risks
 - Long endurance





Operating Sites and Resources

U. S. Navy Seaborne Targets									
Operating Activity	Powered						Towed Targets		
	MST	QST-35	FACT	HSMST	SDST	ATLS	ISTT	ГСТТ	LCMT
NAWCWD, Point Mugu, CA	Х	X	Х	X	Х	X	X	X	X
NAWCAD, Pax River, MD		Х		X	Х		Х	X	
NAWCAD Det, Norfolk, VA		Х		X	Х		X	X	X
CFAO, Okinawa				X	Х		X	X	X
PMRF, Kauai, HI		X		X	Х		X	X	X
SCORE, San Diego, CA				X	Х		X	X	X
MCAS, Cherry Point, NC		X		X				X	
ATGL, Norfolk. VA					Х			X	
ATGM, Mayport, FL					Х			X	





Summary

- US Navy has a robust inventory of threat-representative targets including Fast Attack Craft simulators available at many locations worldwide.
- These targets are deployable.





Questions?

