

AIR, SYSTEMS

# (IT) Small Scalable Weapon (SSW)

(established in November 2021)

For Public Release

## PROJECT DESCRIPTION

The widespread instability and complexity that has long characterized the present scenarios emphasizes the need for enhancing the operational responsiveness of air power to neutralize time-sensitive targets in low collateral damage environments. Easy integration, flexibility and affordability being key enablers, a new, small, low-cost weapon with scalable-effects and loitering/re-loitering capability will be a game changer.

This project will develop and provide the MoDs with a new, small, low-cost weapon, featuring the capability to provide scalable-effects and the ability to loiter/re-loiter.

Equipping conventional and rotary, manned and unmanned aerial vehicles, this weapon could target moving, soft or lightly armoured vehicles in real-time, with a negligible collateral damage and with some automatic features aiding the ever-present man-in-the-loop.

## OBJECTIVES/PRODUCTS

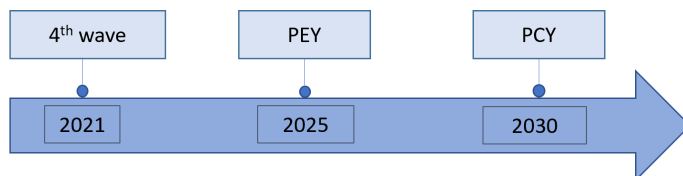
It would be able to loiter or re-loiter, while the target is selected or re-selected.

Short-Term objective is to define User and System Requirements, conduct trade-off studies and ground testing of the enabling technologies, aiming to producing a capability demonstrator.

Medium-term objective is to enhance the weapon capabilities, carry out flight test verification/validation and militarize the system, in order to go into the production phase in a short period.

## INDICATORS

Project Execution Year (PEY) and Project Completion Year (PCY):



## DELIVERABLES ACHIEVED

- No deliverables achieved yet.

## CRITERIA FOR SUCCESS

- To be defined.



IT, FR



ES, LT, SI



**IDEATION**  
INCUBATION  
EXECUTION  
CLOSING



**Contribution to the more binding commitments**

Yes



**Capability Perspective**

**EU CDP priority**  
Air Superiority

**CARD references**

Tactical RPAS, MALE & HALE RPAS, Counter UAV



**Operational Viewpoint**

**HICG**

Air Precision Strike – Unmanned



**EDA support**

No