

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

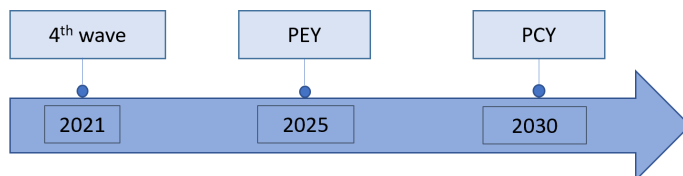
It would be able to loiter or re-loiter, while the target is selected or re-selected.

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