Briefing on
Networked Munitions
Mine Alternatives

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Networked Munition

Working Definition

A munition employed in a tactical or protective obstacle to shape terrain, function as a force multiplier and enhance force protection, and controlled by a man-in-the-loop (MITL). Anti-personnel and anti-vehicle networked munitions have scalable (non-lethal to lethal) effects and can only be detonated by the operator.
Spider System Overview

Remote Control Unit
Enables Man-in-the-Loop
command and control of
all munitions in the field

Munition Control Unit – MCU
Hand emplaced, remotely
controlled munitions. Detects
intrusions, controls lethal and
non-lethal munitions

Standard antenna mast

Transceiver
RCU with transceiver (RCUT)
makes up the Remote Control
Station (RCS) kit

1000m

500m

500m

Repeater
Provides for extended
Range and/or to
Overcome difficult
terrain

System Capabilities

- ON – OFF – ON (safe passage/maint.)
- Multiple Effects (Lethal / NL / Demol)
- Surveillance... tripwire sensors
- Reusable/Reloadable
- Control via Line-of-Sight radio signals

- Self Destruct & Self Deactivate
- Command Reset/Recycle Self Destruct
- Transfer of Control
- Interface to Battle Command System
- Command Destruction
System Capabilities

- Self-Destruct & Self-Deactivate
- ON-OFF-ON
- Transfer of Control
- Interface to battle command system
- Recoverable/Re-usable
- 30 day operational life
- Multiple Dispenser Modules
- create larger fields
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