PM CCS
Munitions Executive Summit
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Organization & Programs Managed

- Networked Munitions: Doreen Chaplin
  - IMS Intelligent Munitions System*
  - Spider Networked Munitions System
  - Matrix
  - Volcano
  - Legacy Mines:
    - Claymore
    - MOPMS

- Countermining: Larry Nee
  - Standoff Mine
    - Detection Systems:
      - HSTAMIDS*
      - GSTAMIDS*
      - ASTAMIDS*
    - Mongoose
    - APOBS
    - IVMMMD
    - MICLIC
    - EOD Equipment

- Demolitions: Jim Tower
  - Special Demolitions
    - MI RAMS
    - GMENS
    - TD-SYDET
    - RAMS
    - SOF Demo Kit
    - Rapid Wall Breaching Kit (RWBK)
    - SLAM
  - Demolition Munitions
    - Initiators
      - MDI
    - Effects
      - Bangalore Torpedo
      - C4 Block Explosive
    - EOD Ammo

- Protect Force: Kevin Wong
  - Non Lethal (NL) Capability Set
    - VLAD
    - PVAB
  - Non Lethal Ammo
    - MCM
    - 40 mm
    - 12 gauge
    - NL Grenades
  - Tactical NL Munitions
  - EOD Ammo

- Munitions: Santo Lombardo
  - Grenades:
    - Lethal
    - Smoke
    - Launcher
    - Pyrotechnics
    - Flares
    - Signals
    - Simulators
  - Shoulder-Launched Munitions
    - AT-4
    - BDM

- JMC Commodity Teams
  - Stefani Miner
    - Chief, Pyro & Demo Division
  - Greg Wierenga
    - Chief, SLM & Grenades Division

* FCS Program

164 Army Products Managed in FY06
SLM Challenges

**Capability: Portability**
Minimize Weight and Size

**Challenge:** Physical Performance Limitations

**Capability: Minimum Range**
Lethal effects at short ranges encountered in street-to-street fighting

**Challenge:** Fragmentation

**Capability: Lethality**
Incapacitate Personnel Within:
- Light Armored Vehicles
- Field Fortifications
- Masonry Structures

**Challenge:** Multi-purpose Warhead/Fuzing

**Capability: Survivability**
Fire from enclosures to allow gunner use of existing cover

**Challenge:** Health Hazard Reduction
- Noise
- Backblast
- Toxic Fumes
IMS Challenges

Meeting operational effectiveness requirements in urban and built-up areas

Developing scaleable effects that are effective at all stand-off

Lethal & Non-Lethal

Network Centric

Networked Systems require secure and always available communications (IA, DITSCAP)

To enable capabilities like safe passage, software controls safety critical functions

Closed Combat Systems

Urban Complex Environment
Changing Environments

New Types of Operational Requirements

New Types of Munitions

New Supplier Base

New Products – New Production Base

- Electronics/Network-focused
- Precision Targeting/Fuzing
- Advanced Warheads
- Scaleable Effects (Lethal/Non-Lethal)