

# Sciamaano Concept Study

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Consultant

c/o

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# Risk

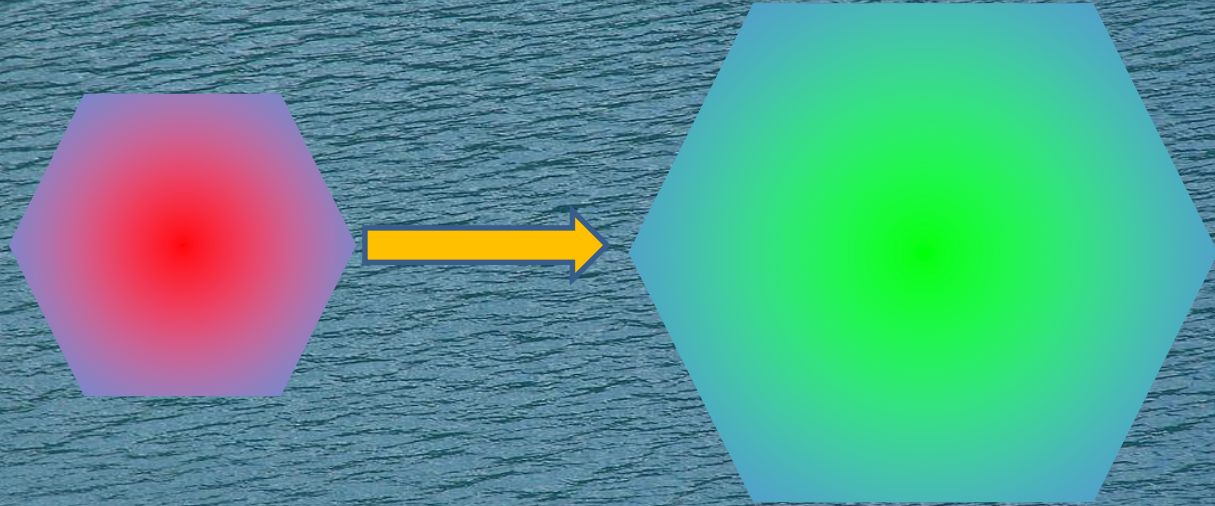


# Aim



# Aim (possibly...)

## Area Coverage



# Current Anti-Torpedo Options

- Avoid detection
  - Acoustic Signature
  - Away from PROBAREAs
- Detect the submarine
  - Stand-off detection and localization
  - Adequate classification
- Torpedo Defense
  - Soft-kill
  - Hard-kill



**Mix / Selection**

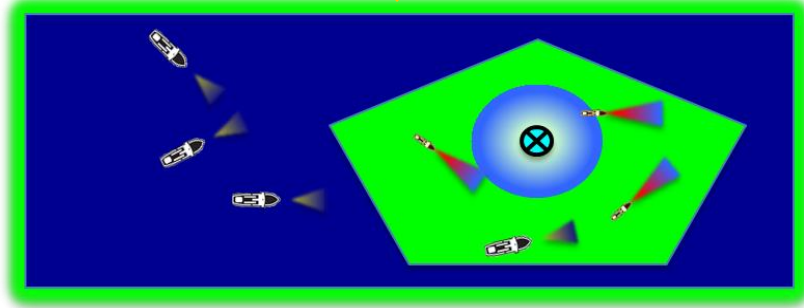
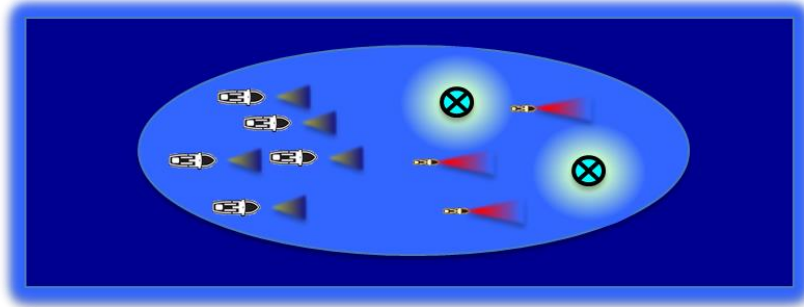
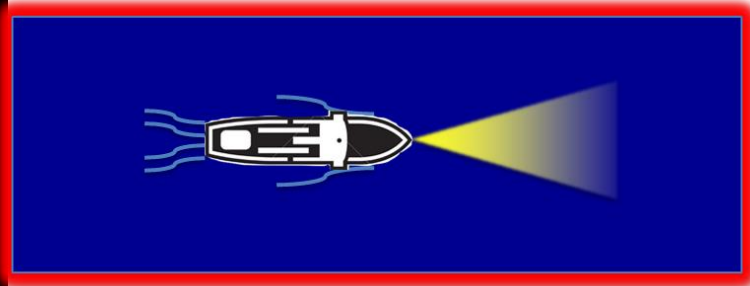
# Current Mine Countermeasures Options

- Avoid detection/activation
  - Acoustic/Magnetic/Pressure Signature
- Avoid the mine
  - Away from MDAs
  - Mine Avoidance Systems
- Detect the mine
  - MCMVs
  - AUVs



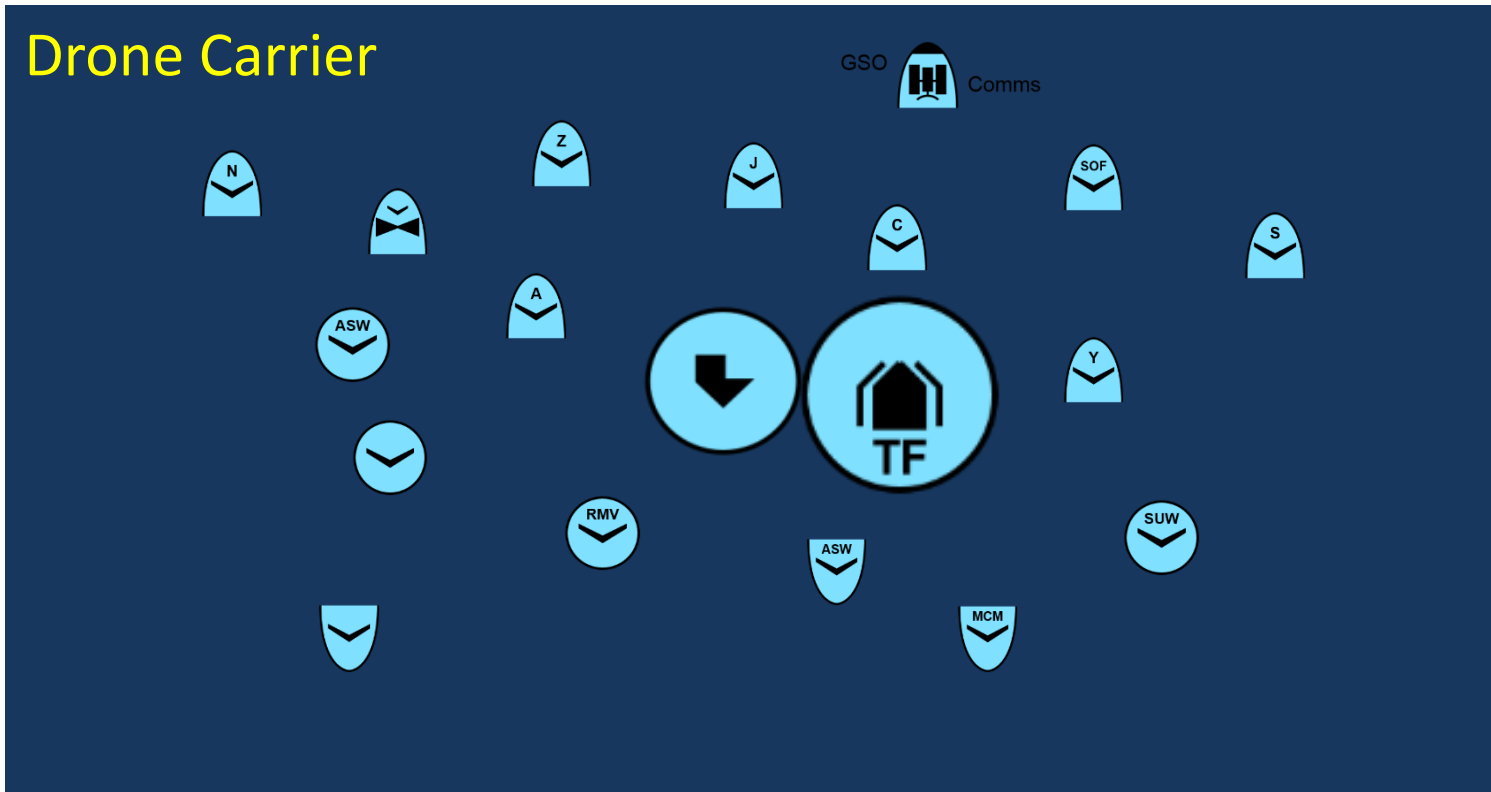
**Mix / Selection**

# Concept



# Swarm

## Drone Carrier





# Sciamano

English

Italian

Swarm



Sciame



They swarm



Sciàmano

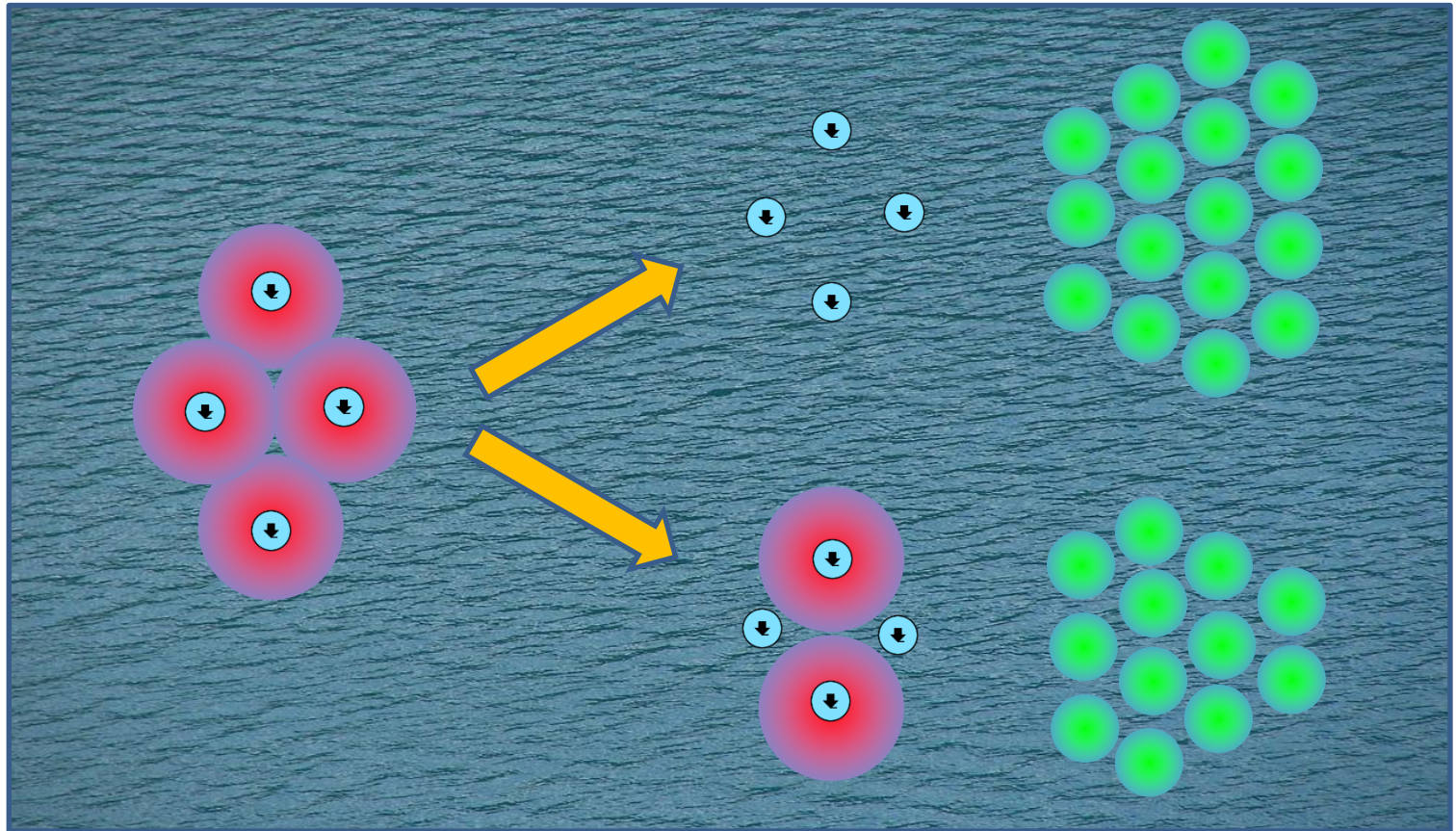


Shaman



Sciamàno

# Area Coverage - Alternatives



# Study Approach

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1. Estimate concept effectiveness, based on performances of unmanned vehicles currently on the market, or being developed  
**Indicate if the concept is likely to be mature/effective in the near term, or the current gap with traditional solutions**
2. Estimate unmanned vehicles' characteristics required to make the concept worth to be pursued in medium / long term  
**Drive unmanned vehicles producers' R&T to the development of future systems**

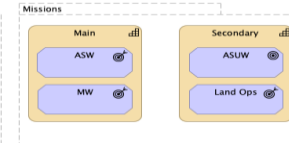
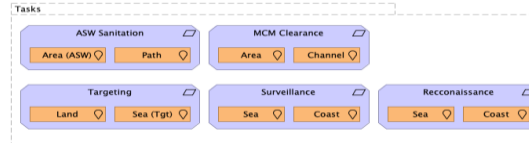
# Timeline and Highlights

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Start:	September 2018
Foreseen Duration:	6 to 9 months
Main Focus:	Undersea Domain ASW MW
Additional Focus:	Other Warfare Areas Peacetime Operations

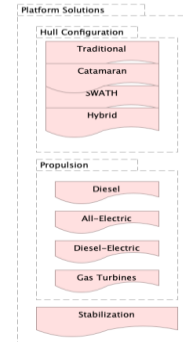
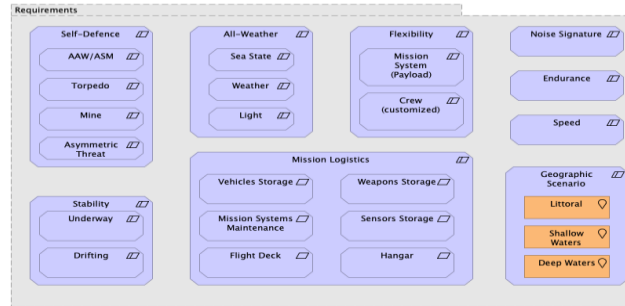
# Whole Warship Approach - Details

Tasks



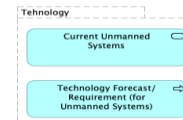
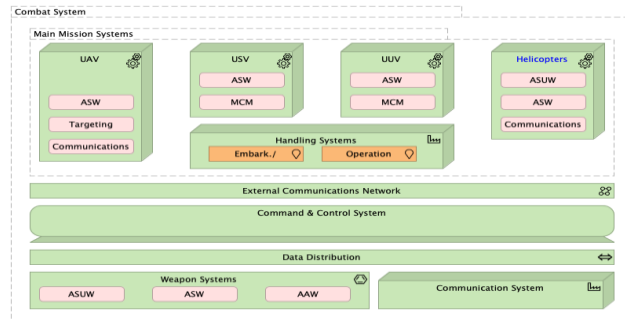
Missions

Requirements



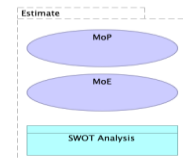
Platform

Combat System



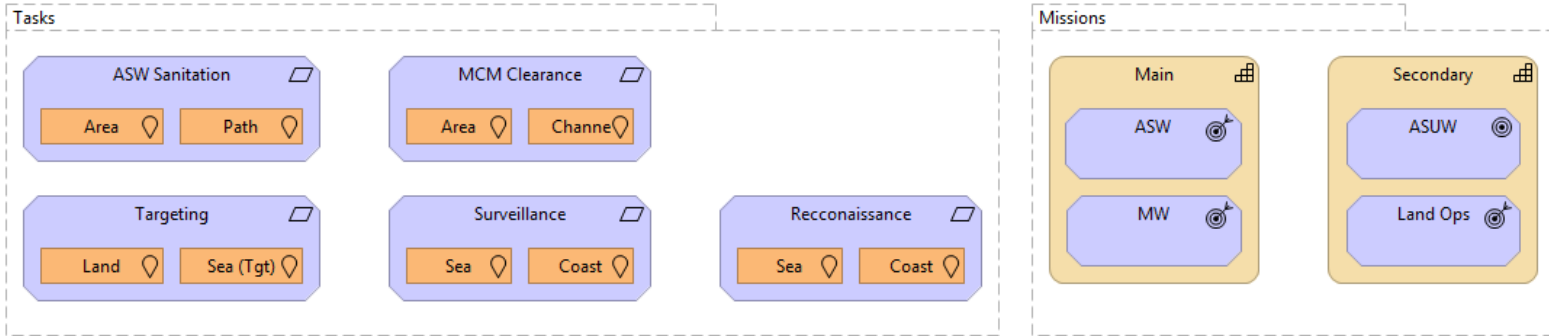
Technology

Analysis



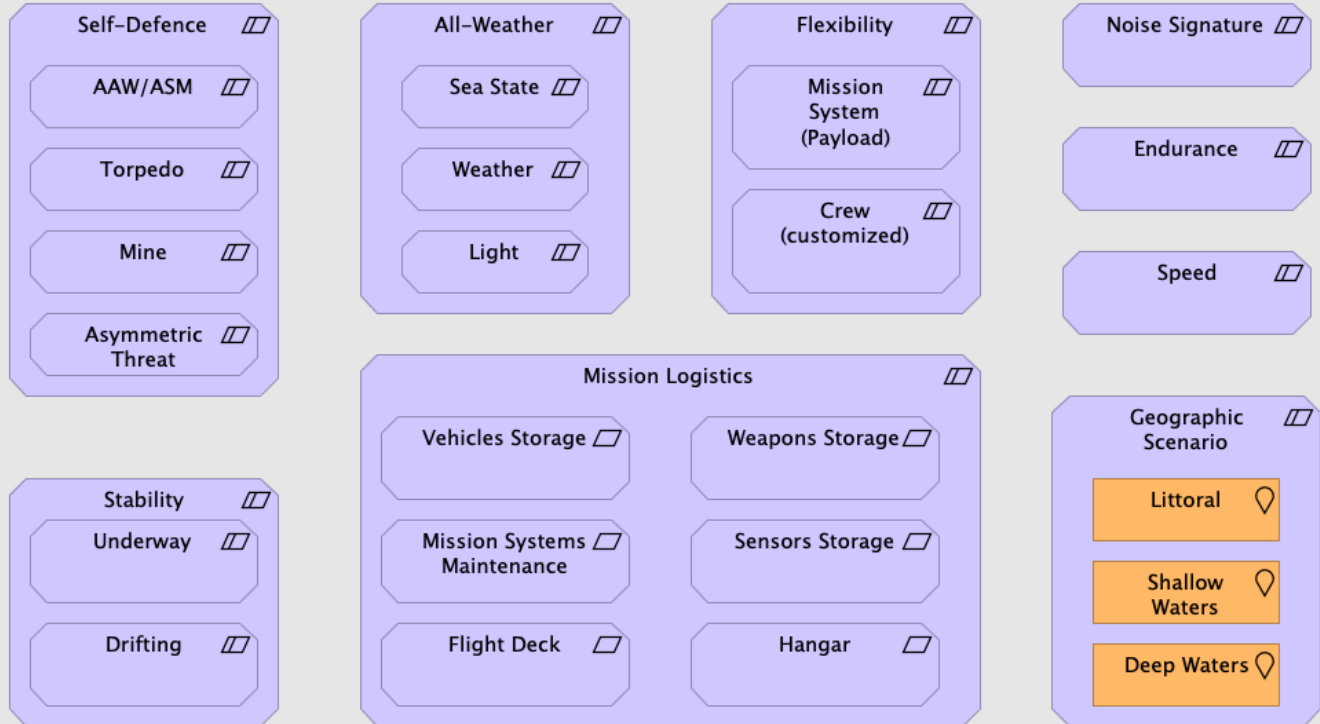
Estimate

# Ship's Tasks and Missions

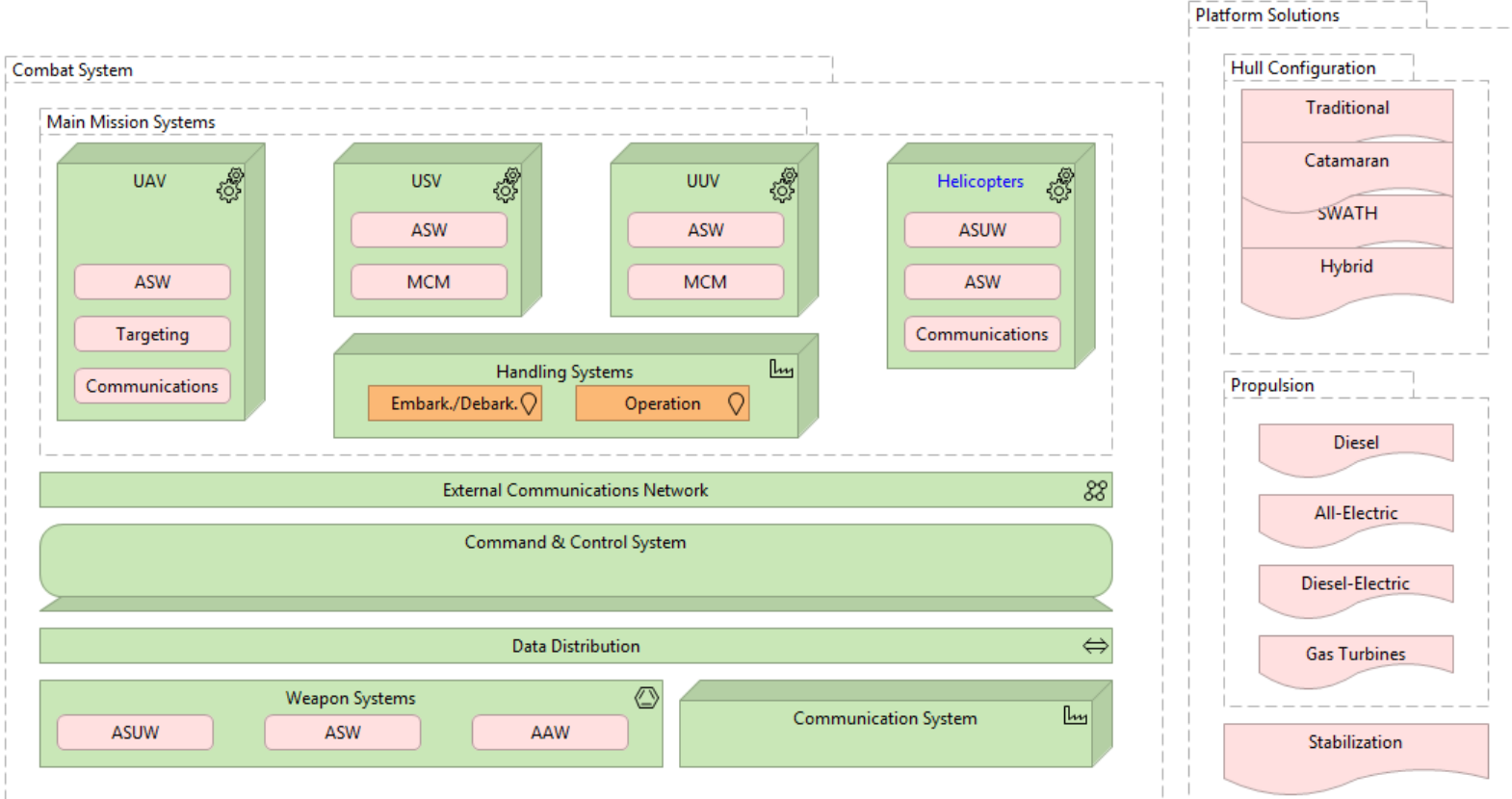


# Operational Requirements

## Requirements

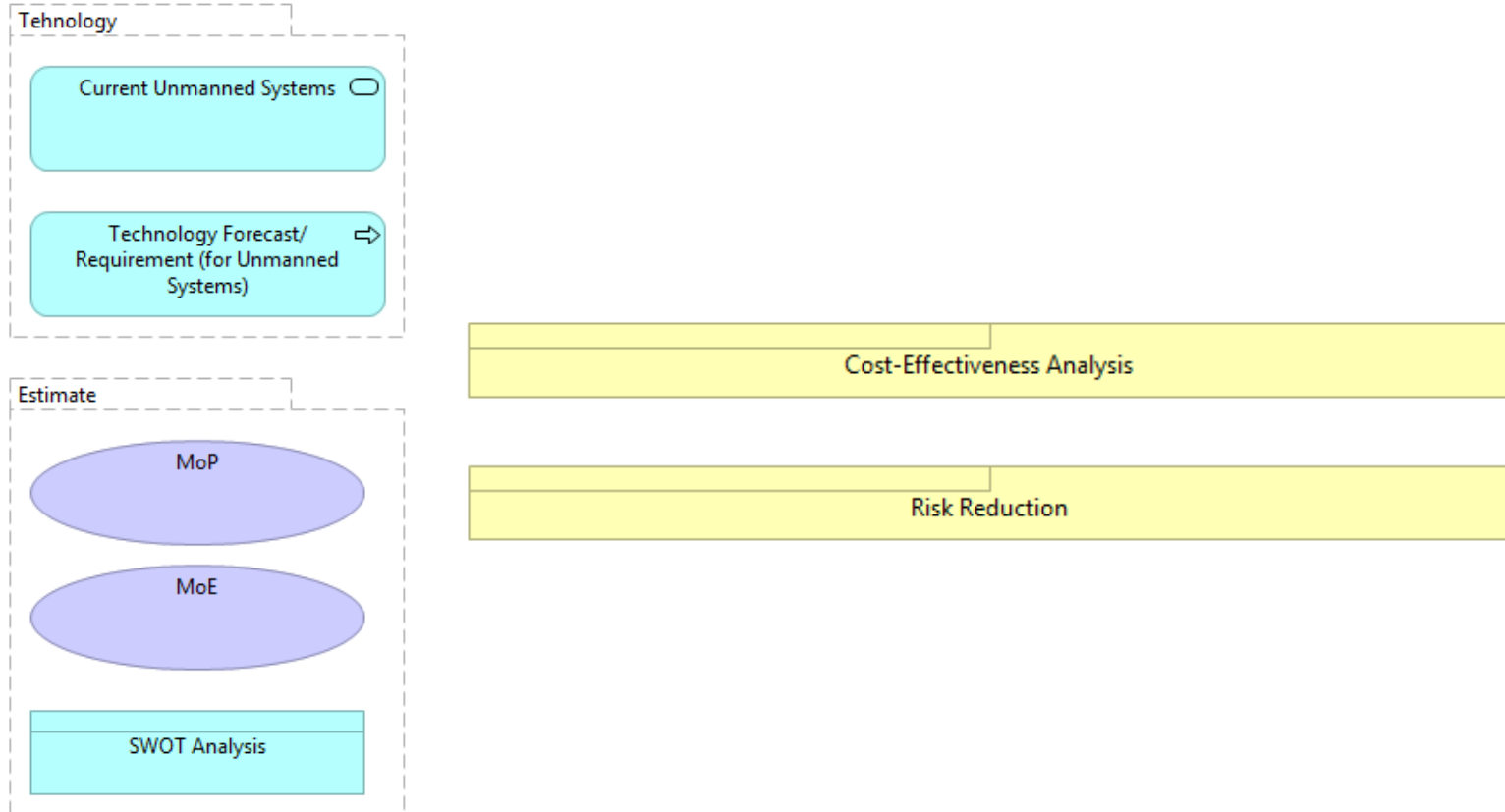


# Combat System & Platform Solutions





# Estimate, Forecast & Analysis

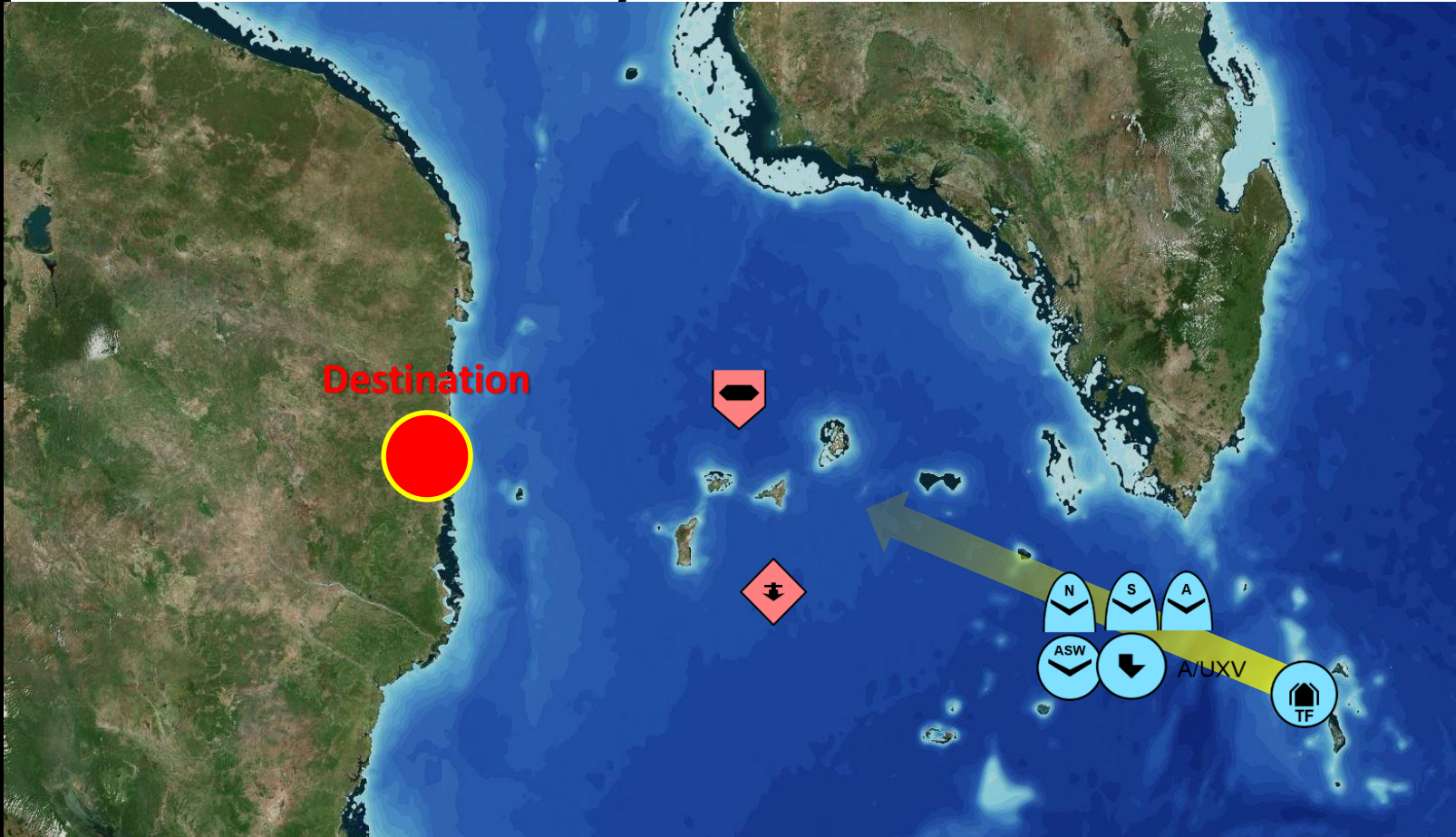


# Missions

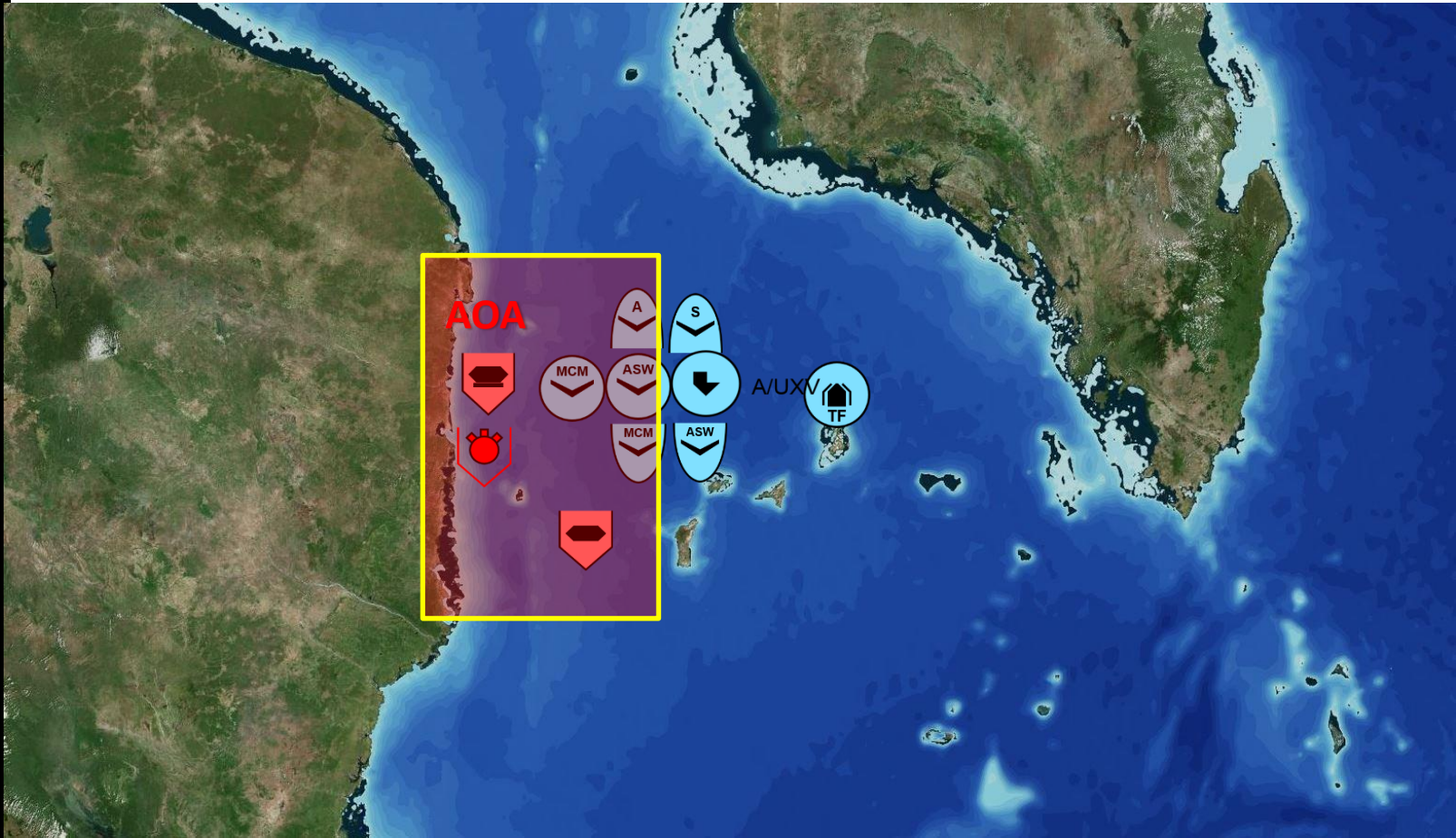


**AUV/UUV/USV Carrier (A/UXV)**

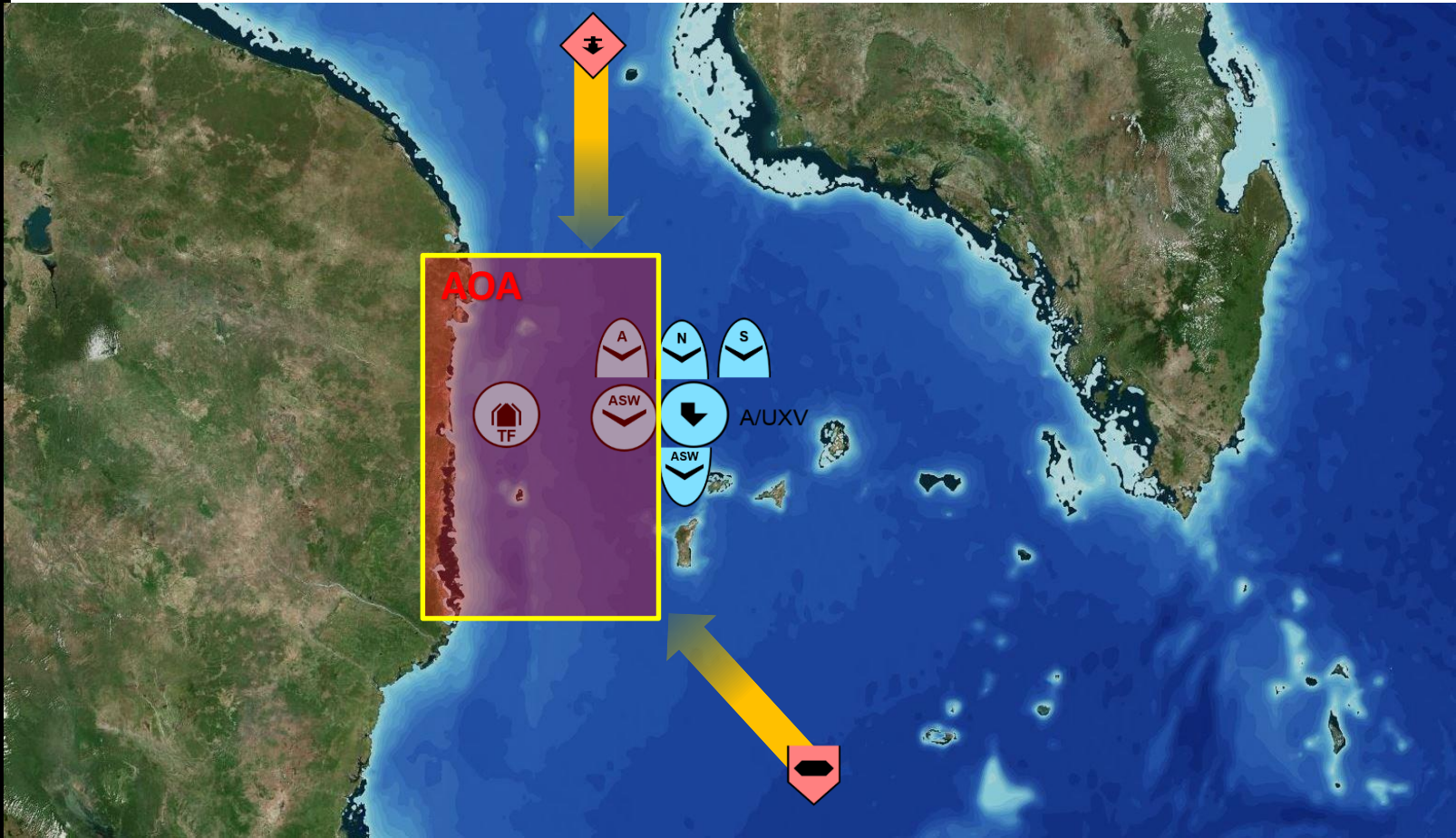
# Escort Main Body



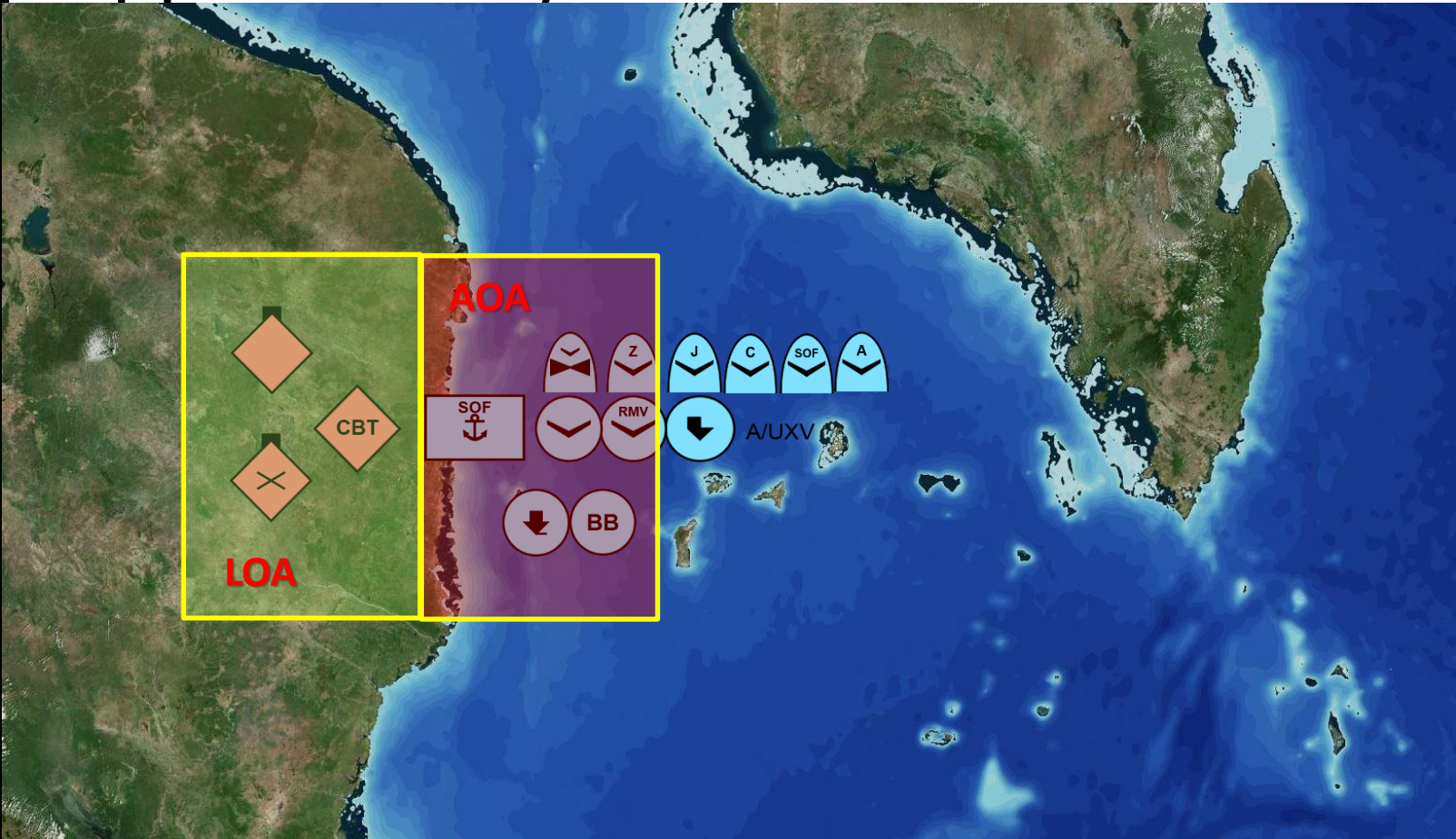
# Sanitize OPAREA



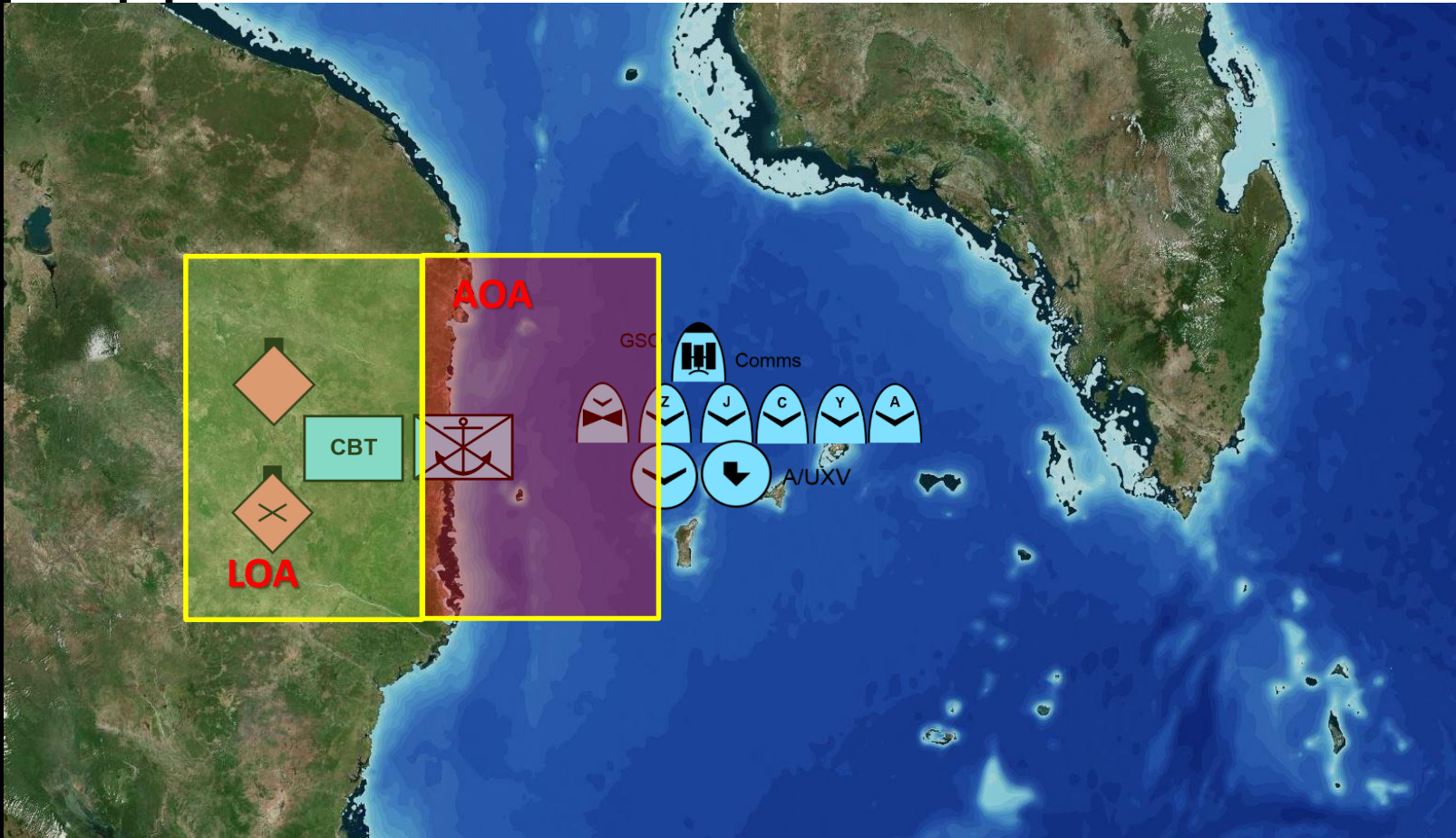
# Defend OPAREA



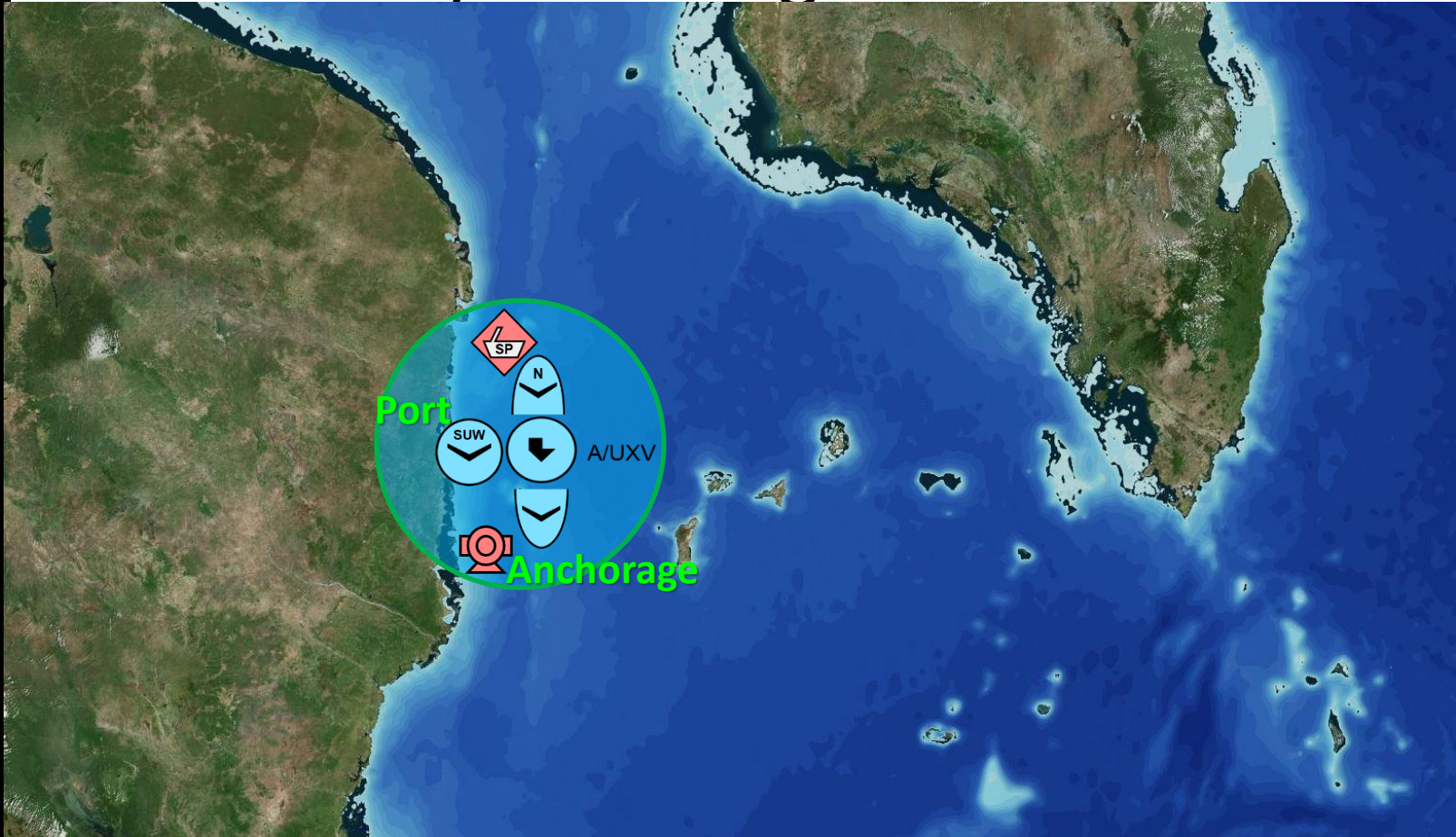
# Support CATAF/CLF



# Support Land Forces

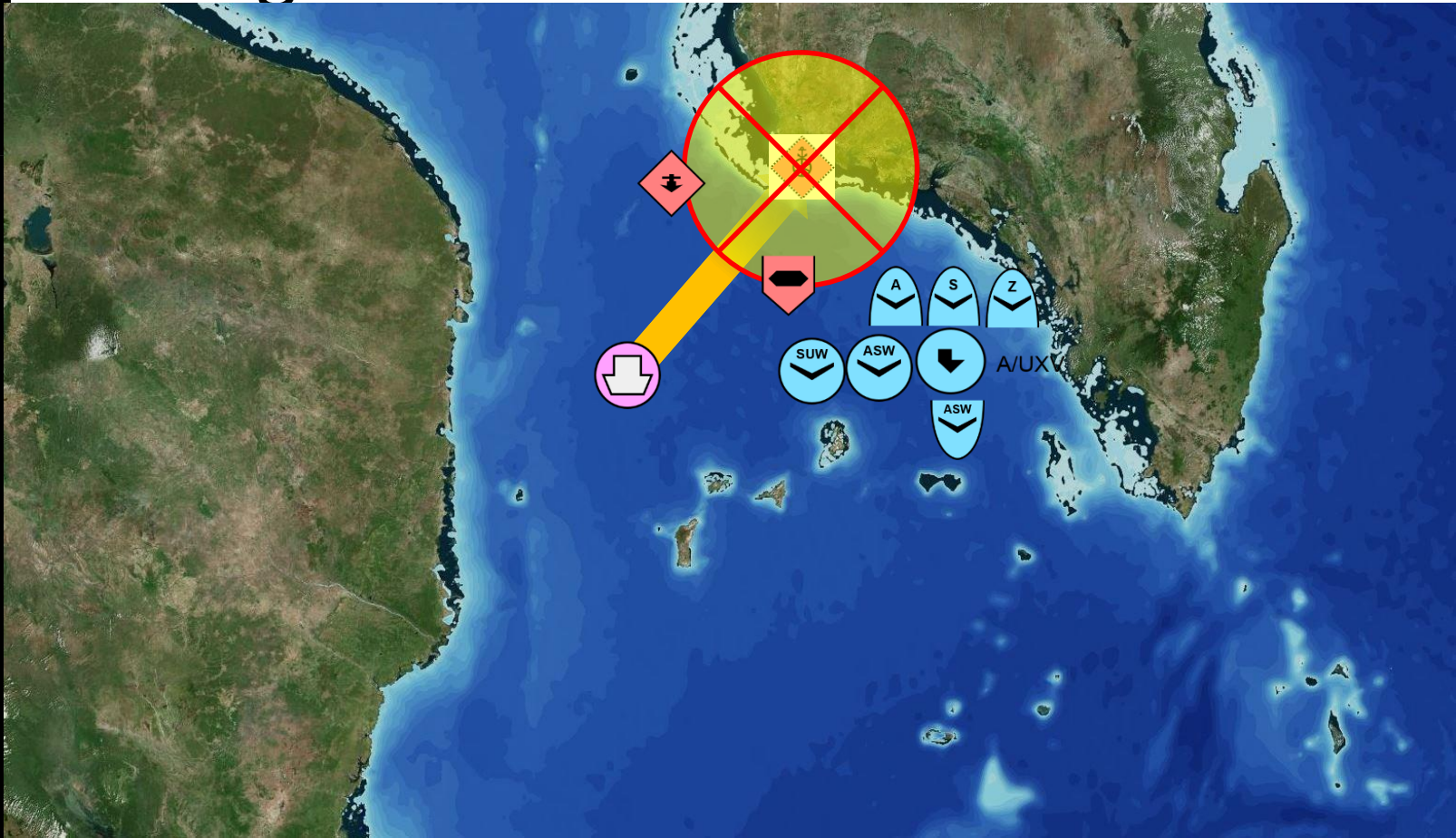


# Protect Port/Anchorage

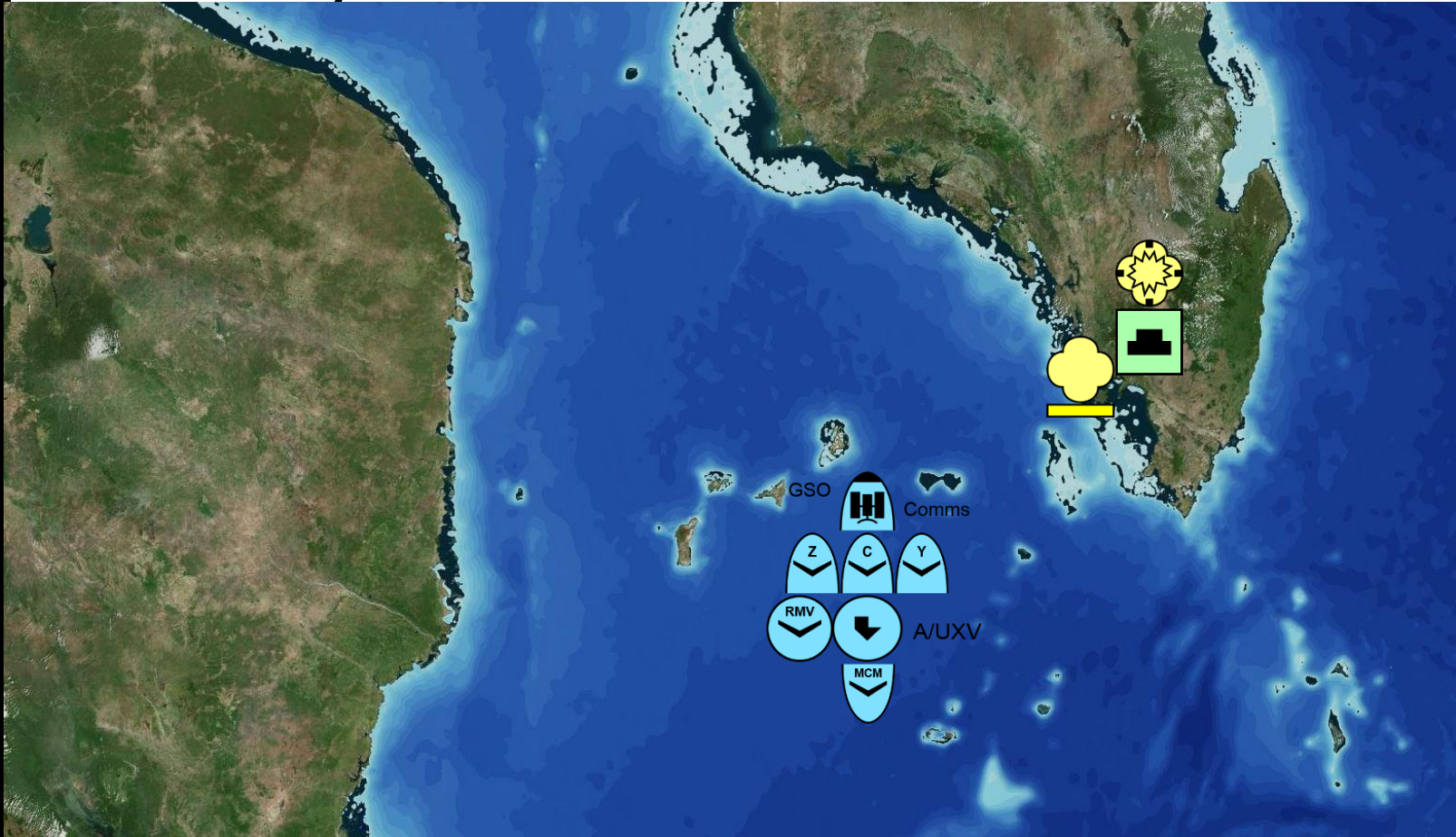




# Embargo



# Incident / Disaster Relief



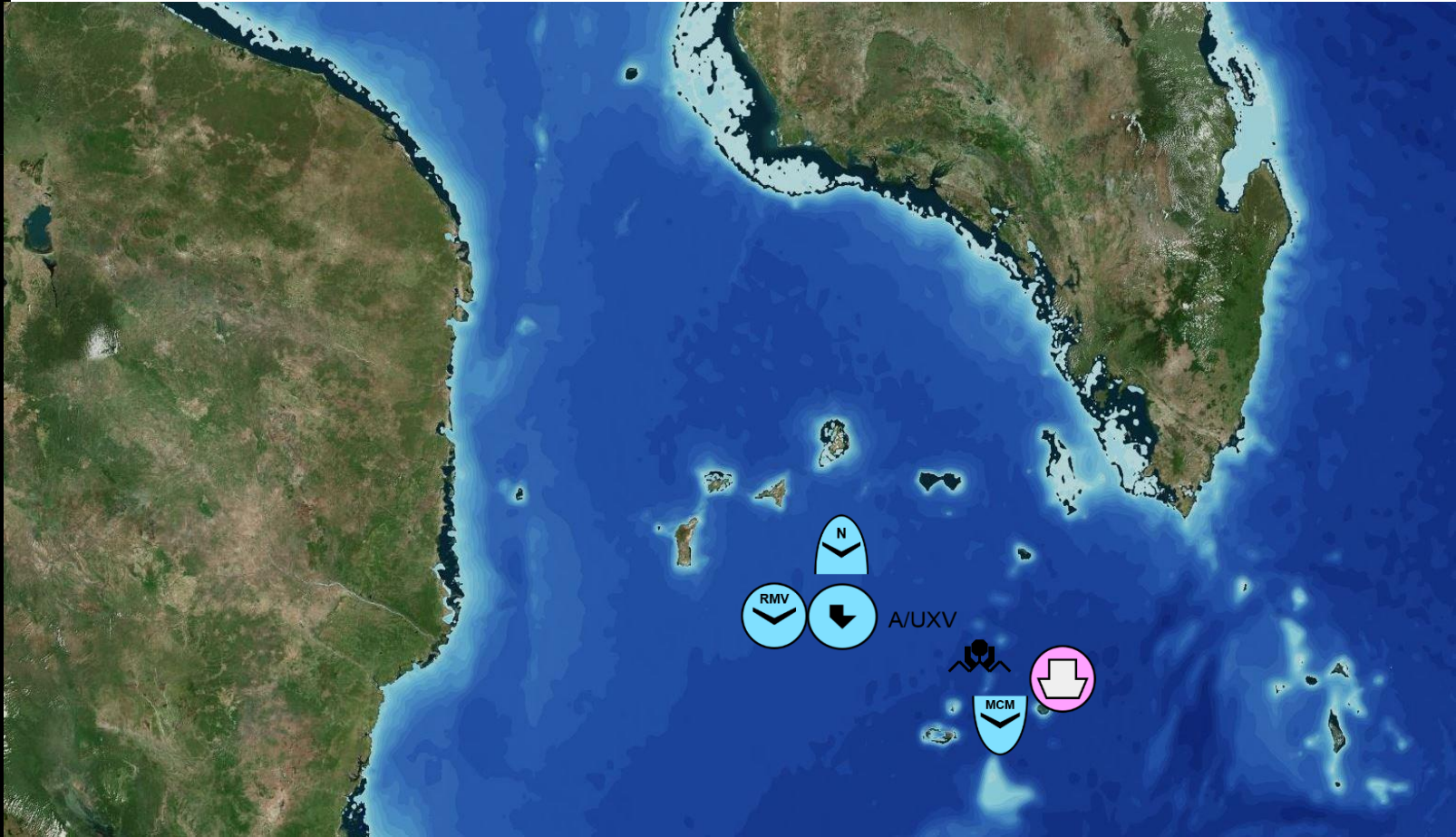


Undersea Defence Technology

13-15 May 2019

Stockholmsmässan, Sweden

# Search & Rescue



#UDT2019

# Unmanned Vehicles Customization

DOMAINS				PAYLOADS			
	UAV(H)	UUV	USV		UAV(H)	UUV	USV
ASW	P	P	P	Visual	P	L	P
MW	L	P	S	I/R	P	N	P
ASUW	P	N	S	Radar	L	N	P
SOF	L	S	N	MFA Sonar	N	N	L
LAND	P	N	N	HFA Sonar	N	L	S
ASY	P	S	L	VHFA Sonar	N	P	S
AMPH	P	N	L	TAS	N	N	P
EW	N	N	S	Comms	P	N	L
				Sonobuoys	P	N	S
				ASM	S	N	L
				Depth Charges	S	N	S
				LWT	S	N	P
				RESM	N	N	S
				Cargo	L	N	S
				Personnel	L	N	S

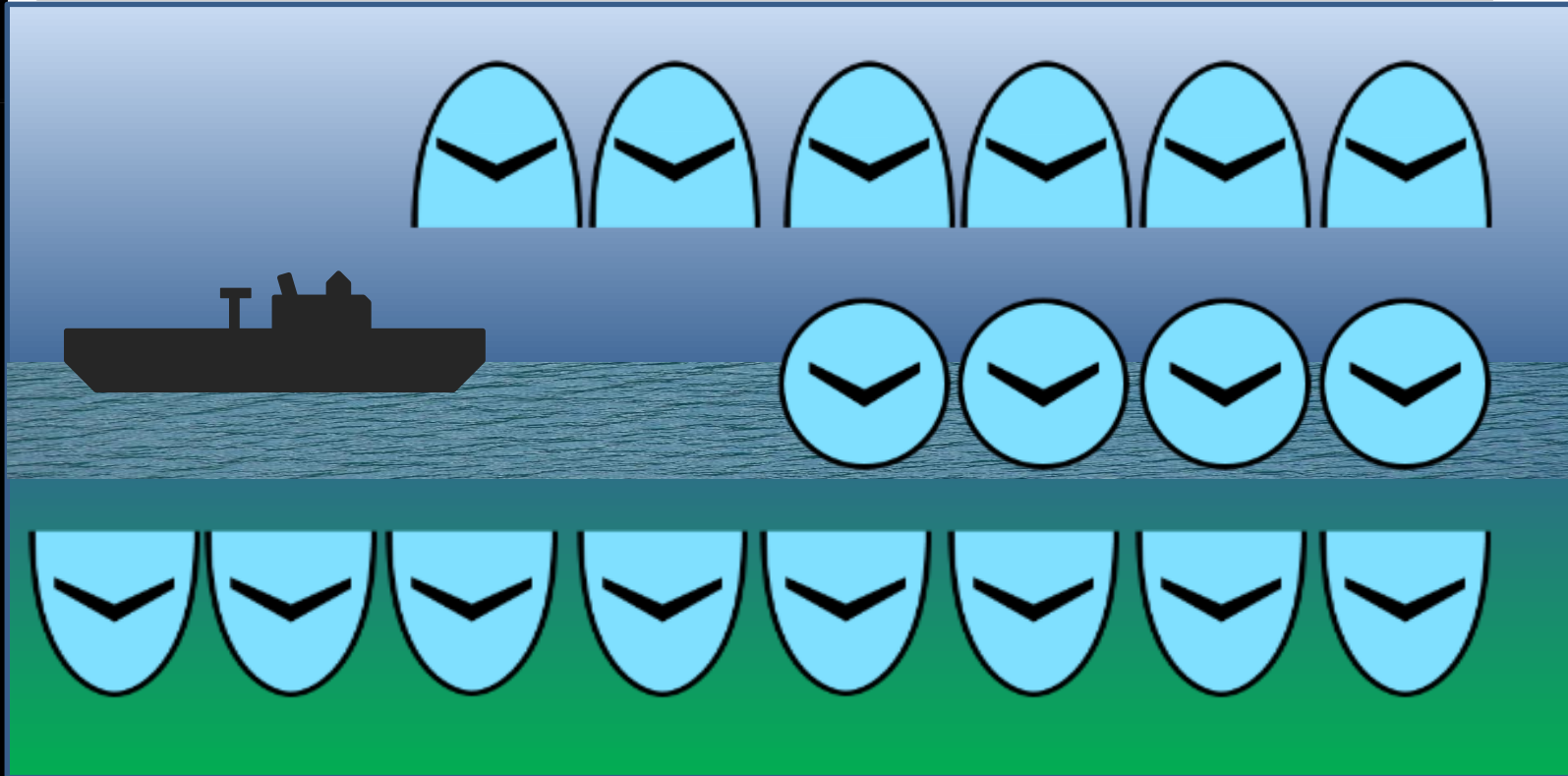
  

Legend	
P	Primary
S	Secondary
L	Limited
N	None

# Unmanned Vehicles Customization

PAYLOADS IN DOMAINS								
	ASW	MW	ASUW	SOF	LAND	ASY	AMPH	EW
Visual	S	L	P	L	P	P	P	N
I/R	S	L	P	L	P	P	P	N
Radar	L	N	P	L	L	S	L	N
MFA Sonar	P	L	N	N	N	N	N	N
HFA Sonar	S	P	N	N	N	S	N	N
VHFA Sonar	L	P	N	N	N	P	N	N
TAS	P	N	L	N	N	N	N	N
Comms	P	P	P	P	P	N	P	P
Sonobuoys	P	N	N	N	N	N	N	N
ASM	N	N	S	N	N	L	N	N
Depth Charges	L	N	N	N	N	L	N	N
LWT	P	N	N	N	N	N	N	N
RESM	N	N	S	N	S	N	S	P
Cargo	N	N	N	L	N	N	L	N
Personnel	N	N	N	N	L	N	L	N

# Initial Set of Unmanned Vehicles



# MOP / MOE

- Combat System
    - By Warfare Area
  - Platform
    - Speed
    - Endurance
    - Environment
    - Payload (drones)
  - Transversal
    - Signatures
    - Interferences
- 
- Traditional Combatant
  - Sciamano

# MOP – Traditional Combatant

Combat System		DCL	ID	ENG	DEF		Connect.	
					Self	Prot.		
AWW	AAW	Aircraft	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
		A/S Missile	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
		Ball. Missile	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	ASUW	Asymmetric	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
		Surf. Ships	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
		Asymmetric	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	STKW	Special Forces	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
		Naval Gunfire	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
		SLAM	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Aircraft		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
UWW	ASW	Submarine	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
		Torpedo	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
		Asymmetric	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	MW	MCM	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
M/L	Mine	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Info Ops	Intel IW	COMINT	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
		RF	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
		ELINT	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	ACINT	Acoustics	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
		RF	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	DOS	ECM	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
		IT	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	Cyber	Cyber	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Media		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Info Warfare	PsyOps	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
	Public Info	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	

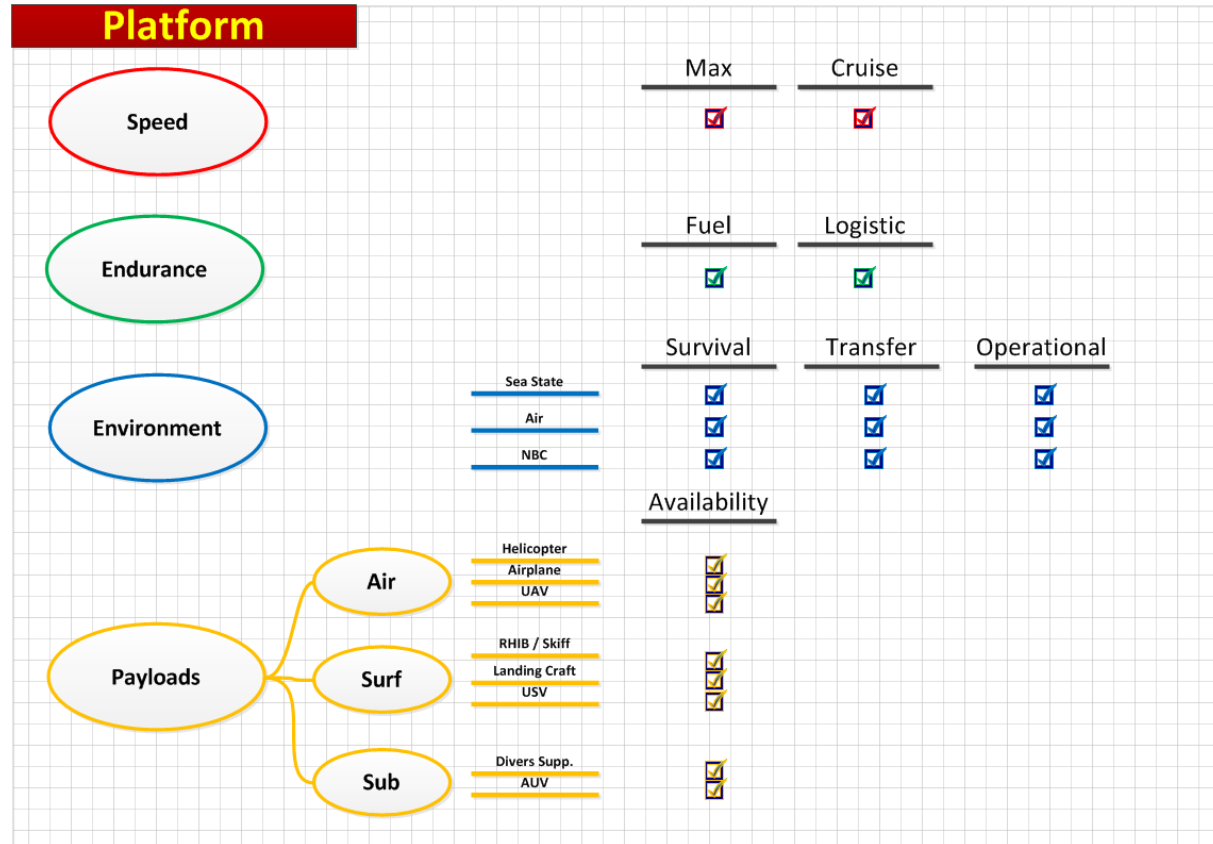


13-15 May 2019

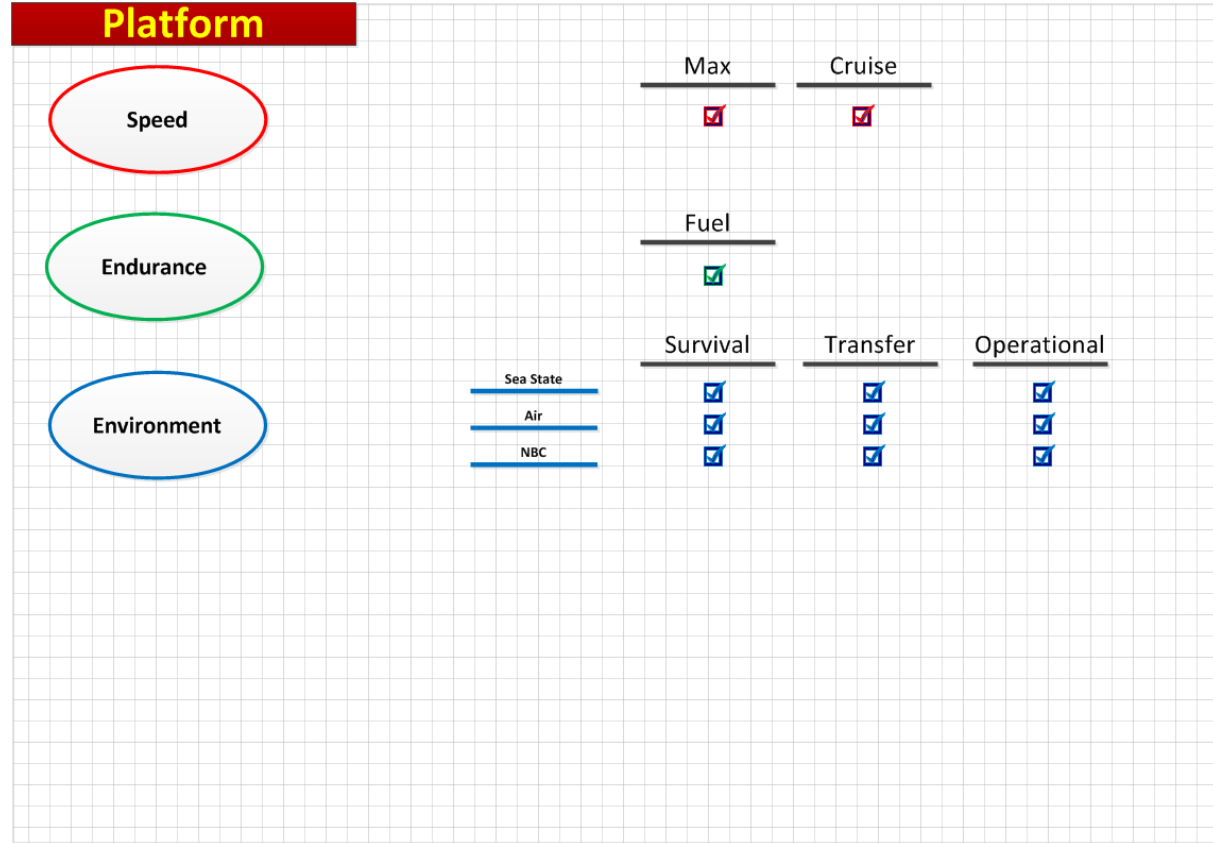
Stockholmsmässan, Sweden

Combat System			DCL	ID	ENG	DEF	Connect.
			Prot.				
AWW	ASUW	Surf. Ships	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
		Asymmetric	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
	STKW	Special Forces		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>
		Naval Gunfire			<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>
UWW	ASW	Submarine	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
		Torpedo	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
	Asymmetric	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
	MW	MCM	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Mine				<input checked="" type="checkbox"/>			
		M/L			<input checked="" type="checkbox"/>		
Info Ops	Intel IW	COMINT	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>			
		RF					
		ELINT	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>			
		ACINT	Acoustics	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
	DOS	ECM			<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
		Cyber				<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	IT					<input checked="" type="checkbox"/>	
Info Warfare	PsyOps		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>
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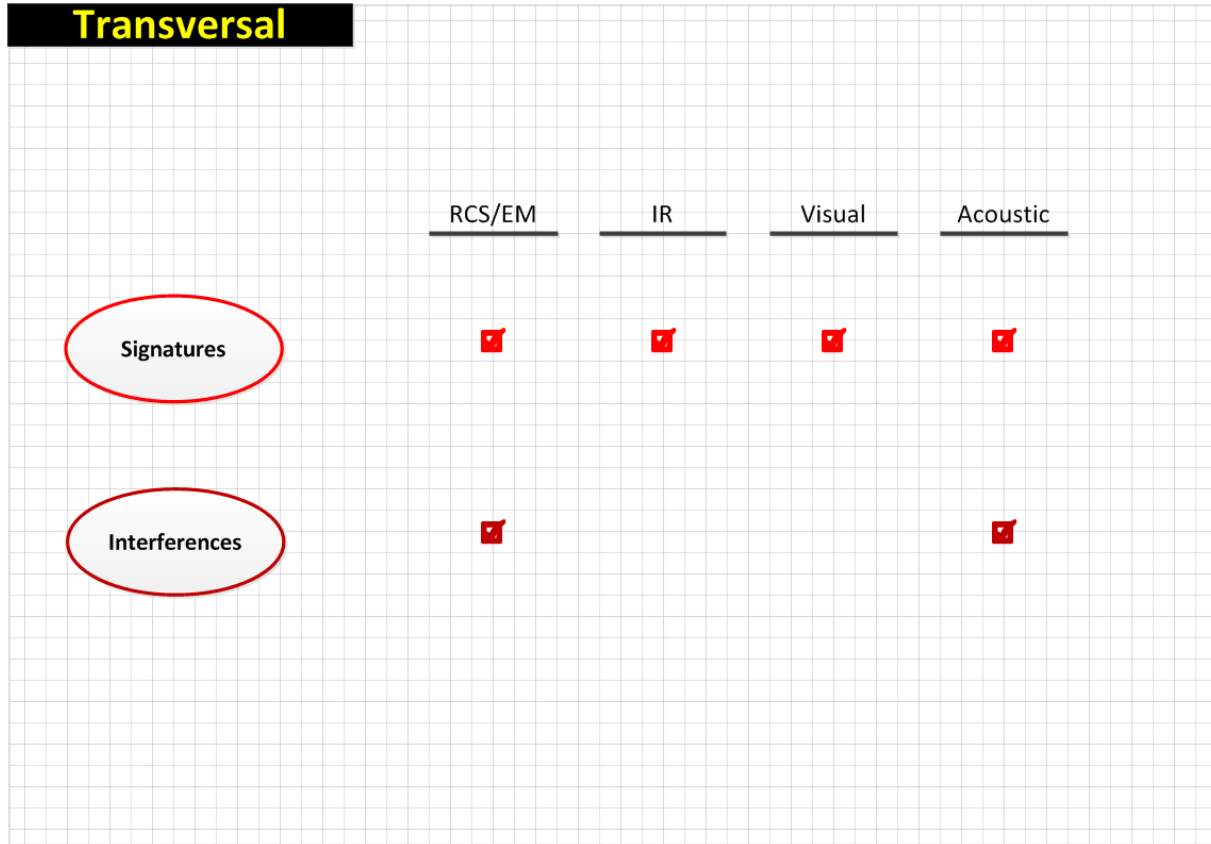
# MOP – Traditional Combatant



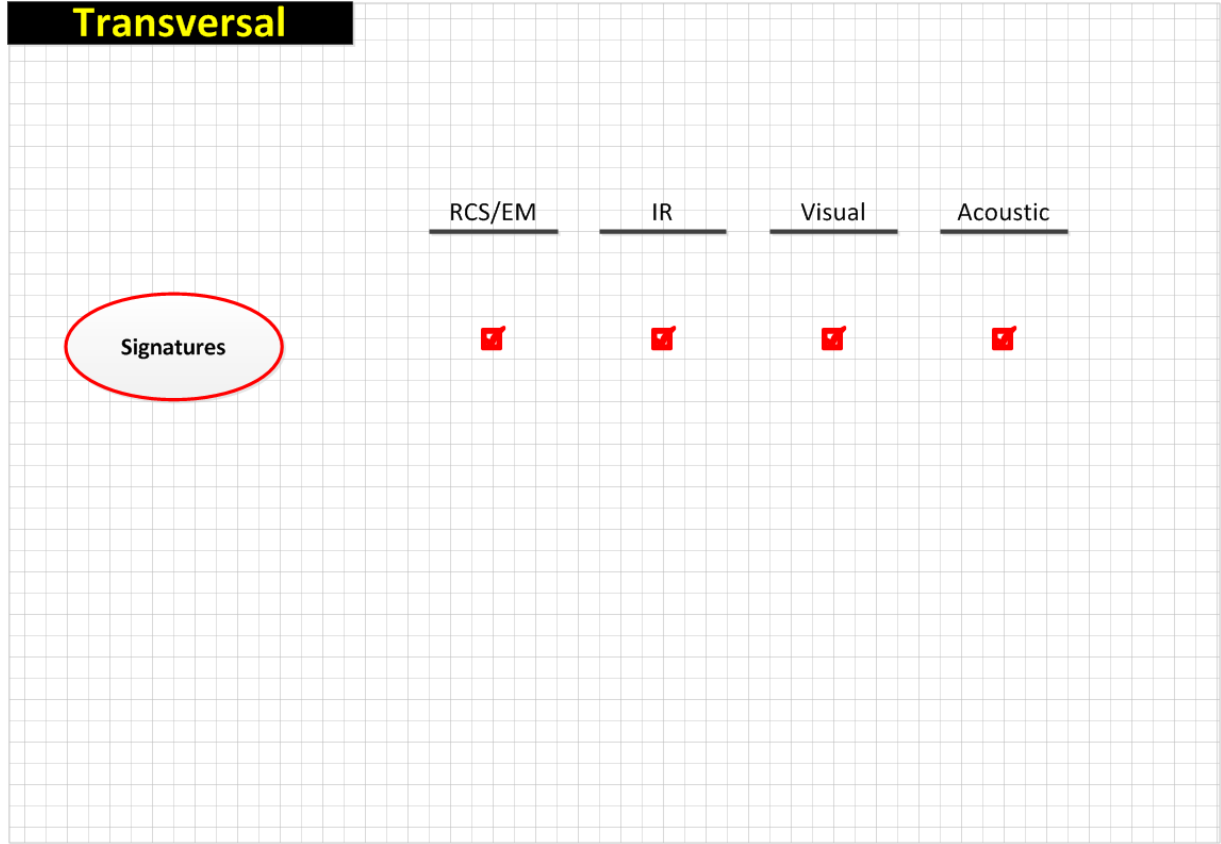
# MOP – Sciamano



# MOP – Traditional Combatant



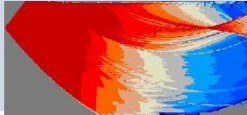
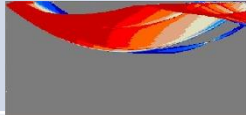

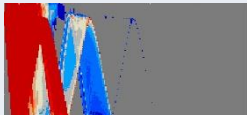
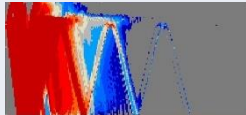
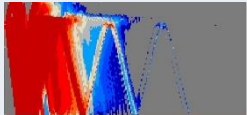
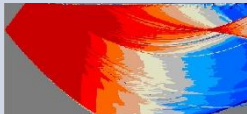
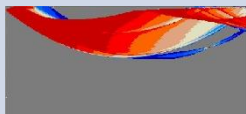
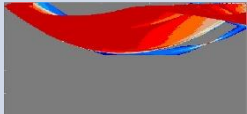
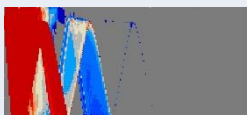
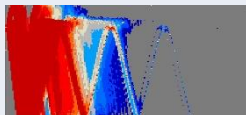
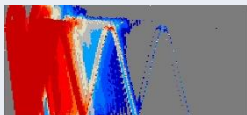
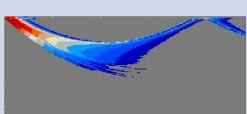
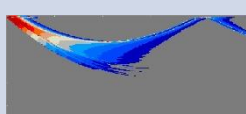
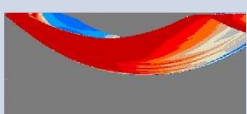
# MOP – Sciamano



# Status - Conditions

Mission	UAV (S/B)	USV (DS)	USV (VDS/TAS)	AUV (HFAS)
<b>Sciamano</b>				
Sanitation (t = 6 hrs)	4	2	1	6
Escort (t = 24 hrs)	Not considered	1.5	1.5	Not Considered
<b>ASW Frigate</b>				
Equipment (t = 6/24 hrs)	HMS (MF)	VDS/TAS (LFAS)	Helicopter (DS)	Helicopter (SB)

# Status - Conditions

Mission	Propagation	Sc. Dipping	Sc. VDS/TAS	ASW Frigate
Sanitation	Sound Channel			
	Bottom Bounce			
	Convergence Zone	Not Available		
Escort	Sound Channel			
	Bottom Bounce			
	Convergence Zone			

# Status - Results

Mission	Propagation	Sciamano	ASW Frigate
Sanitation	Sound Channel	Best	Good
	Bottom Bounce	Best	Good
	Convergence Zone	None	
Escort	Sound Channel	Good	Good
	Bottom Bounce	Fair	Good
	Convergence Zone	Negligible	Best



# Way Ahead

- Self-Defense
  - Obvious?
  - Measurable?
- Engagement
  - Torpedo
  - ASW Spoof?
  - Depth Charges?



# Way Ahead

## Hull Configuraton

Traditional



Catamaran



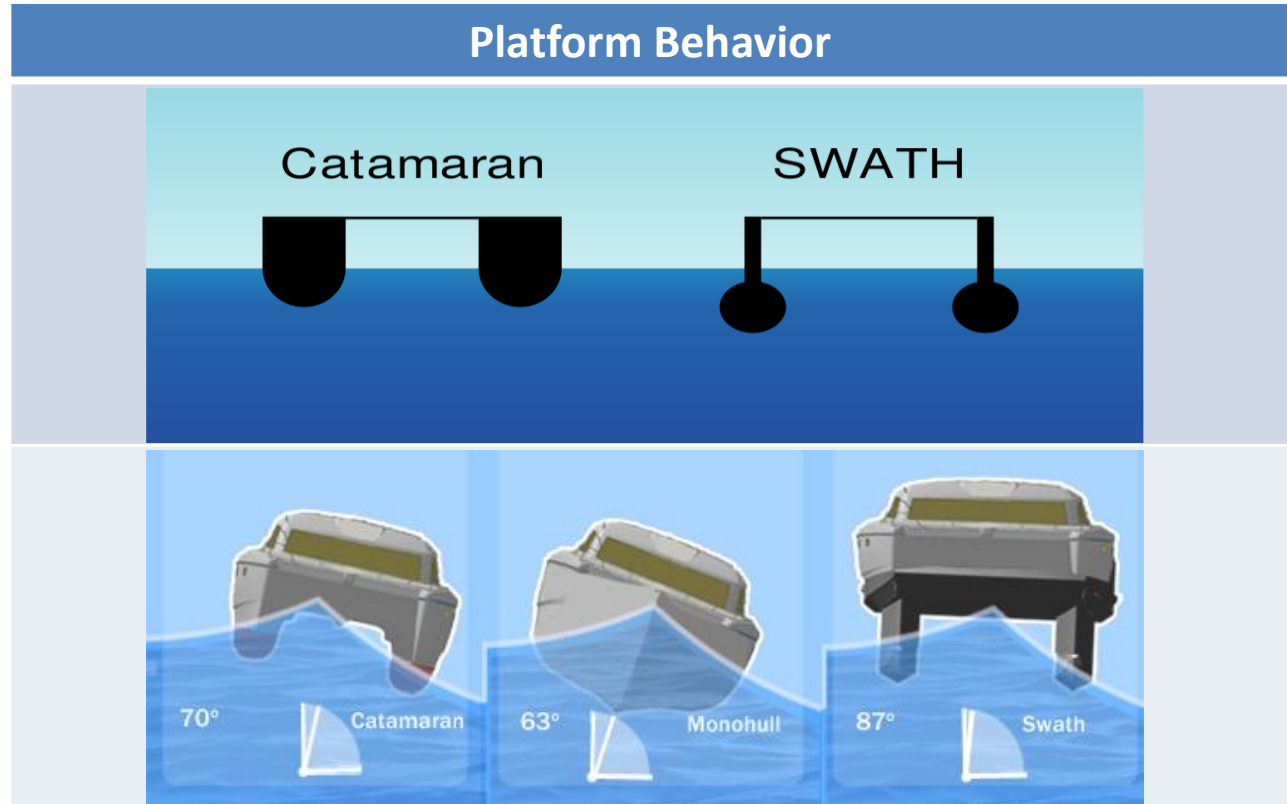
SWATH



Hybrid



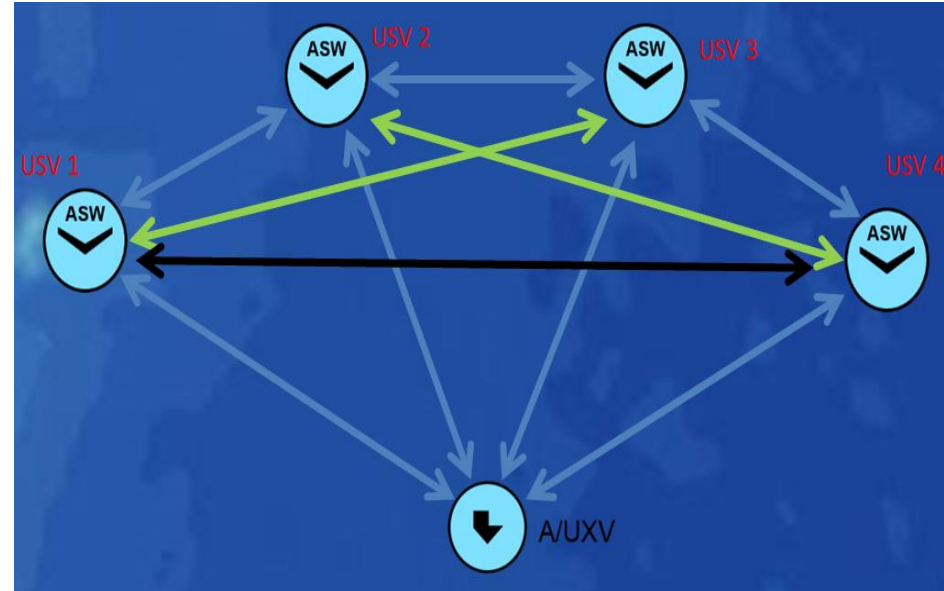
# Way Ahead



# Way Ahead

## Network Configuration

- Control the vehicles
- Receive vehicles navigational data
- Receive/download information collected by vehicles' sensors
- Emergency shot-down
- Relay of information/orders.



# Sciamaano Concept Study

**Q&A**

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