

PM CCS

PROJECT MANAGER CLOSE COMBAT SYSTEMS



EVERY SOLDIER. EVERY MISSION.



We're
on a
Mission

Nearly every mission our Soldiers face, either domestic or international, involves an item managed by PM CCS. Supporting the 21st century Army requires a product portfolio with the capabilities necessary to succeed in current operations and be prepared and equipped for a complex, unpredictable future. PM CCS' contributions are on the forefront of theater operations and span multiple services, providing cutting-edge technology to defeat ever-evolving threats, as well as legacy systems being used in innovative ways on the battlefield.

Even faced with shrinking defense budgets, drastic changes to the force structure, and a growing myriad of threats, our Army must and will succeed in any operational environment. PM CCS stands ready to deliver the most robust capabilities available to allow our Soldiers to respond as necessary, complete the mission, and return home safely.

As an organization, PM CCS is mindful of the public's trust to provide effective, reliable capabilities to the Soldier at a great value to the taxpayer. By leveraging science and technology initiatives and supporting dynamic, competitive acquisition and production contracts, PM CCS can develop, field, and sustain equipment in an affordable, incremental manner.



CLOSE COMBAT

Having the tactical flexibility to react to any scenario ensures success against varied threats. Combat Munitions provide a range of battlefield munitions and escalation of force (EOF) capabilities that broaden Soldiers' options for countering enemy actions. They include shoulder-launched munitions (SLMs), grenades, and non-lethal ammunition and systems.

SLMs provide Soldiers the ability to defeat light armored vehicles, bunkers, and enemy personnel. Disposable and highly mobile, improved versions of SLMs can be fired from confined spaces, increasing effectiveness in urban environments. The upgraded M72 Light Assault Weapon (LAW) is ideal for the combat environment in Afghanistan, characterized by difficult terrain, long foot patrols, and fast-paced operations at close range. Grenades range in effect from non-lethal to lethal, and can be hand thrown or propelled from a launcher and offer a variety of capabilities – from fragmentation and incendiary to screening and signaling – to the Soldier in close combat situations.

Non-lethal munitions and systems allow Soldiers to react with the appropriate level of force based on the threat. They are vital in urban conflict due to the need to limit collateral damage. The modularity of these EOF systems allow commanders to tailor equipment based on specific missions, such as peacekeeping, crowd control, or cordon and search operations, and threat.

DETECT, DENY, DEFEAT

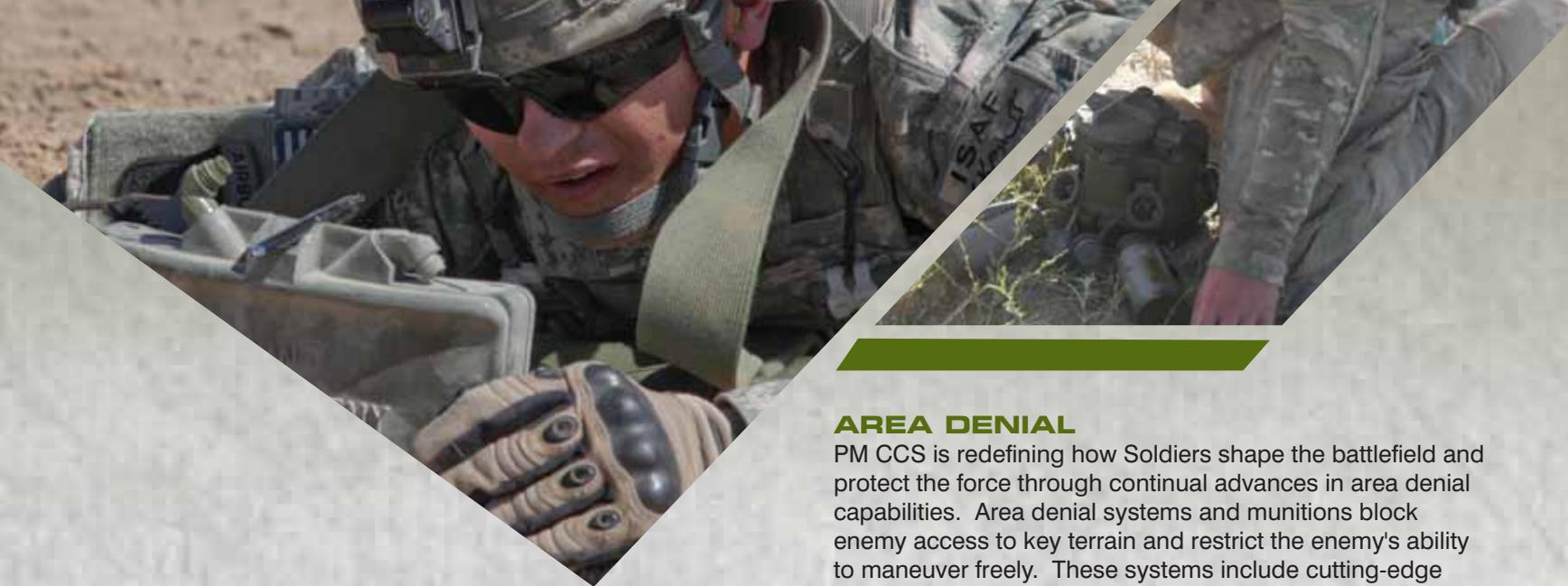
Improvised explosive devices (IEDs) remain one of the most deadly threats to U.S. service members with every step and mile they travel. Protecting the force from these dangers takes a layered approach to control, monitor, and defend personnel, facilities, and vehicles.

Detecting IEDs or threats is the first line of defense. Capabilities, such as Sherlock and Fido explosive detection systems, are designed to detect potential IEDs, suicide bombers, and other explosive hazards at base entrances, ranges, and control points as part of a tiered defense. They provide improved identification and detection capabilities outside the blast range.

Deny systems are designed to block enemy access to unauthorized locations and prohibit them from emplacing IEDs or other explosive hazards in targeted areas. These capabilities aim to reduce the security risks for U.S. Forces and provide blast mitigation with standoff protection.

Defeat products focus on defensive technologies and capabilities required to conquer IEDs by neutralizing them before they can be detonated or minimizing the effects of IED blasts on personnel, equipment, and facilities.





AREA DENIAL

PM CCS is redefining how Soldiers shape the battlefield and protect the force through continual advances in area denial capabilities. Area denial systems and munitions block enemy access to key terrain and restrict the enemy's ability to maneuver freely. These systems include cutting-edge networked munitions, legacy anti-personnel and anti-vehicle systems, and emerging non-lethal capabilities.

Man-portable, these systems provide Soldiers faster response time, greater efficiency, and enhanced safety and can be employed to protect perimeters and flanks during attack, reinforce light forces, and control enemy movement.

A key area denial capability, the XM-7 Spider Networked Munition empowers frontline Soldiers by providing situational awareness while minimizing risk. Spider is an advanced man-in-the-loop area denial system that offers remote-controlled force protection and 360° coverage. In the words of one Soldier serving in Afghanistan, Spider “makes a little unit look like a big unit.” The system is different from a landmine in that it cannot deliver effects unless commanded to do so, and it can be safely recovered from the field, removing the residual life-threatening risk, and reused.



WIDE AREA SECURITY

Nothing is more important than the freedom to operate wherever required on the battlefield. Finding, neutralizing, and discarding explosive hazards that impede this movement demands a complete spectrum of countermine and explosive ordnance disposal (EOD) solutions for vehicle, handheld, and robotic applications.

In Afghanistan, insurgents have moved to utilizing explosive hazards made of low- or non-metallic components that are more difficult to detect using conventional methods, putting Soldiers at greater risk of injury or death. Enter ground penetrating radar (GPR) – a superior technology that provides a three-dimensional analysis of objects buried in the ground. Both the Husky Mounted Detection System (HMDS) and the AN/PSS-14 Mine Detecting System employ GPR. This technology alerts the operator to the threat prior to detonation, greatly reducing the risk of injury to the crew and battle damage to the vehicle or surrounding facilities. In addition, both HMDS and the Small Robotic Explosive Hazard Detection/Neutralization (SHRED) program, formerly known as the Autonomous Mine Detection System (AMDS), are developing materiel solutions intended to encompass robotic applications that will improve standoff distances for the Soldier.

The Army EOD program has increased tenfold since 2003 due to mission growth and the continual threats faced by U.S. Forces around the globe. Continuous development of countermeasure technology and equipment enhances the EOD technician's ability to access, disrupt, and neutralize hazards from increased standoff distances – quickly and smoothly.





POWER PROJECTION

PM CCS' Support Munitions – demolitions and pyrotechnics – provide Soldiers enhanced maneuver, communication, and illumination capabilities across various missions on the battlefield.

Combat engineers, infantry, EOD, and special operations forces use demolitions and breaching munitions to clear mines and IEDs, overcome obstacles, and impede enemy movement. Modernization efforts are aimed at making demolitions lighter, more reliable, and less sensitive. PM CCS manages a range of demolition and initiator items, including M112 C4 block, shaped and cratering charges, sheet explosives, electric and non-electric blasting caps, and the suite of Modernized Demolition Initiators. PM CCS also manages two rocket-projected explosive line charge programs designed to clear mines and related obstacles. The Anti-Personnel Obstacle Breaching System (APOBS) is light enough to be carried by two Soldiers with backpacks and provides dismounted breaching. The Mine Clearing Line Charge (MICLIC) provides a "close-in" breaching capability for mounted forces.

Pyrotechnic munitions include flares, signals, and simulators. Advanced infrared decoy flares, the M206, M211, and M212 are used by Army aircraft (fixed wing and rotary) to defeat a wide range of shoulder launched missile threats. The family of hand held signals provides aircraft, distress, and troop emplacement signaling, as well as battlefield illumination. The battlefield and ground effects simulators, such as the M115A1 Ground Burst Simulator and M116 Hand Grenade Simulator, produce battlefield noises and effects such as ground burst explosions and visual flashes for use in training.



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