

Soldier Systems Technology Roadmap Vision and Future Capabilities Workshop

WELCOME!

June 16, 17 2009



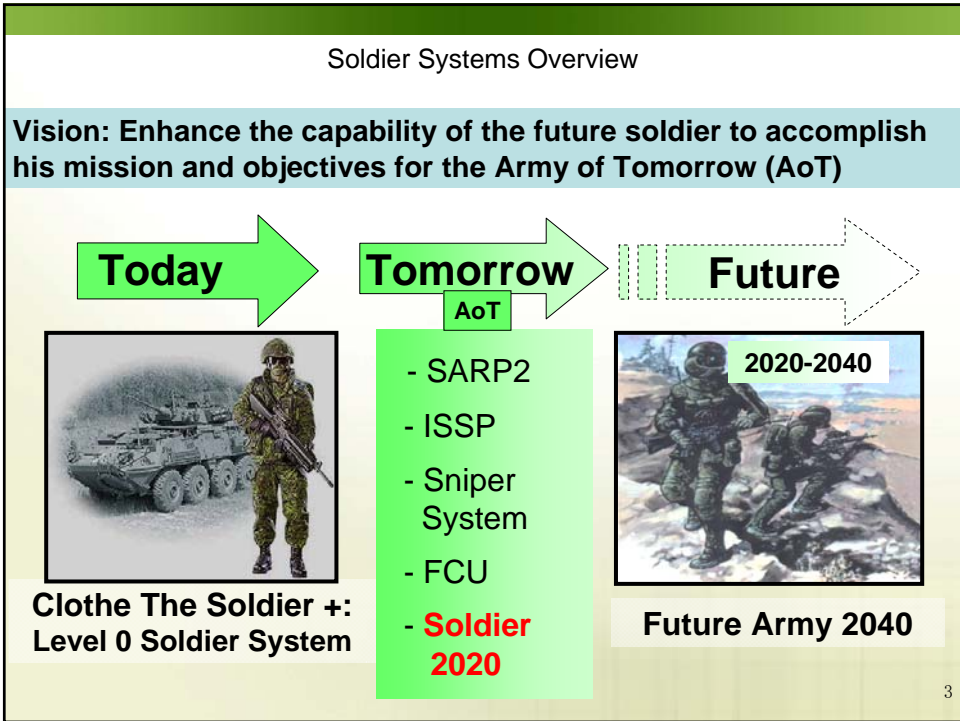
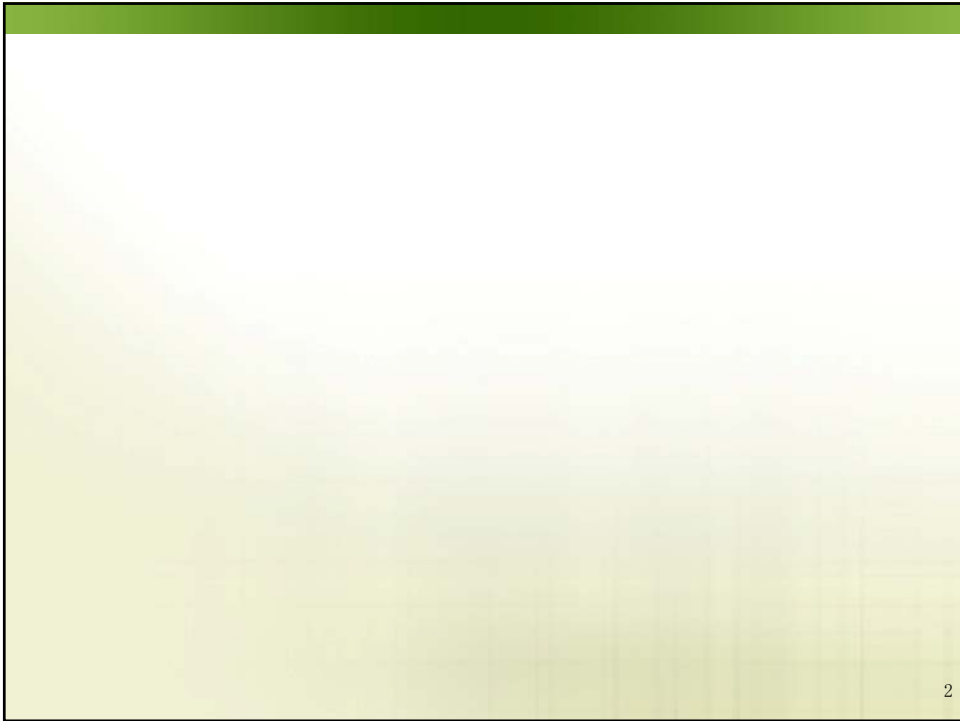
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1. Is anyone sick?
2. Do they know what to do?
3. So...?





What is a Soldier System?

- The **Dismounted Soldier System (DSS)** is defined as everything (items or equipment) the soldier wears, carries and consumes to fulfil the soldiers tasks as individuals, as members of fighting teams and as parts of higher-level operational units on the battlefield and in a tactical environment
- **DSS Sub-System**: A group of modules that contribute to given functions and or capabilities.

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Nato Soldier Capability Areas (AC225/P3 D316 & D346, 1991)

- The five Nato Soldier System capability areas (AC/225 LG/3 – WG/3, 1993) are:
 - **Survivability, Sustainability, Lethality, Mobility and C4I**
- These capabilities are enhanced by a number of components integrated as a system of systems or sub-systems
- The **Human dimension** is an integral part of each areas

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ARMY Soldier System Architecture

Capability area	Sub-systems
LETHALITY	Weapon sub-system
MOBILITY	Mobility sub-system
SURVIVABILITY	Protection sub-system
SUSTAINABILITY	Clothing and load carriage sub-system
C4I	C4I sub-system
	Head-borne sub-system
	Training sub-system

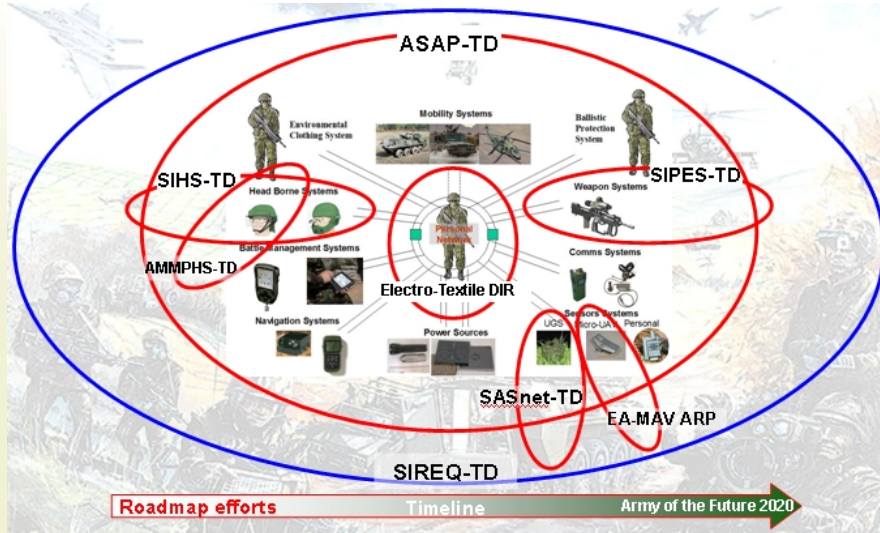
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THE INTEGRATED SOLDIER - a "System of Systems"



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THE INTEGRATED SOLDIER R&D "SYSTEM OF SYSTEM"



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SOLDIER MODERNISATION PROGRAM HISTORY

1995 – IPCE (Integrated Protective Clothing and Equipment)
Contract Award - \$\$\$\$ for IPCE TD

WHY not WHAT?

- R&D → SIREQ TD
- R&D → CBPlus TD
- R&D → SIHS TD
- R&D → AMMPHS TD
- R&D → ASAP TD
- R&D → SIPES TD
- Other supporting R&D and DIRs

WHEN not WHAT?

R&D Roadmap

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