



Surface Navy Association

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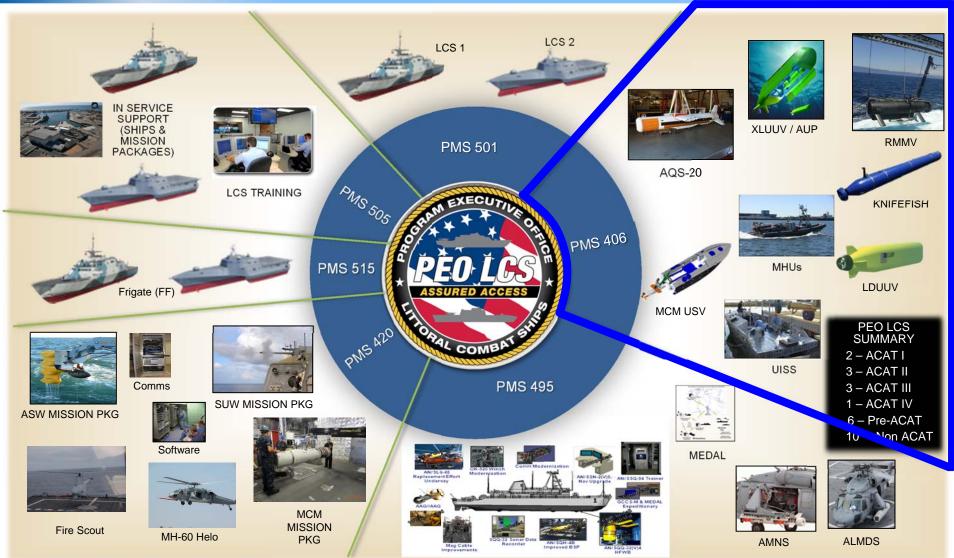






PEO LCS Portfolio

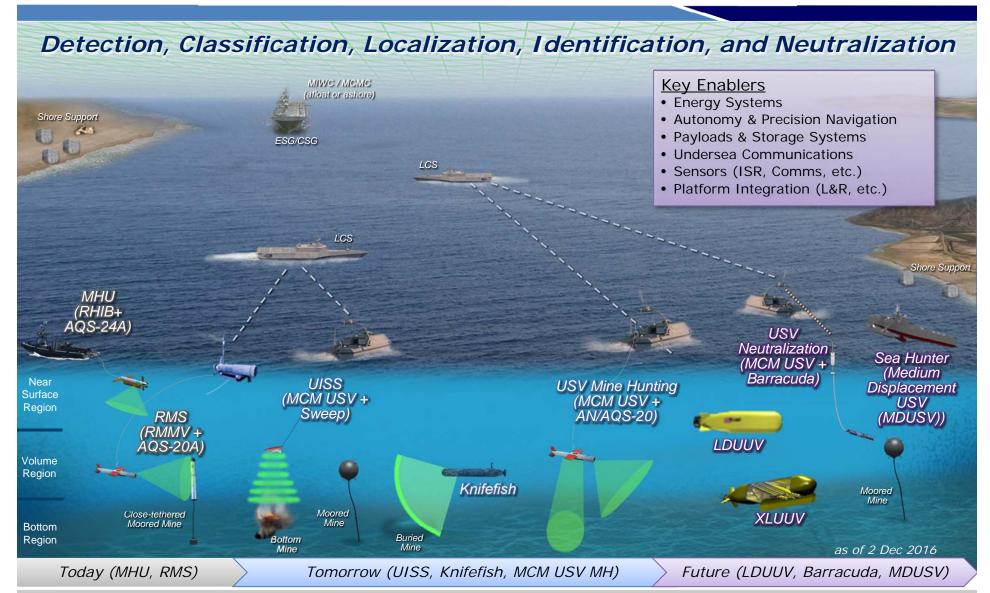






Achieving the Mission From Mine Warfare to the Undersea Domain



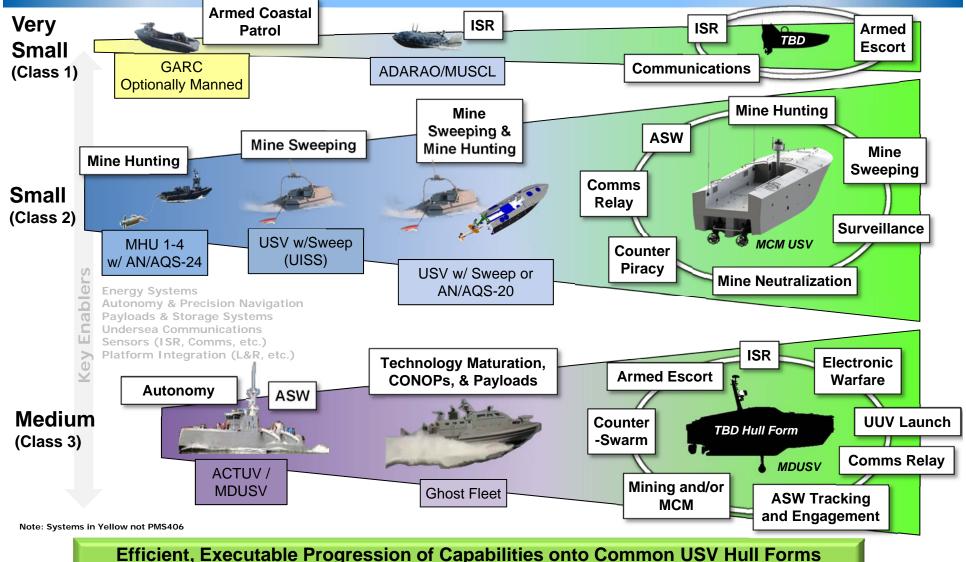




USV System of Systems Vision





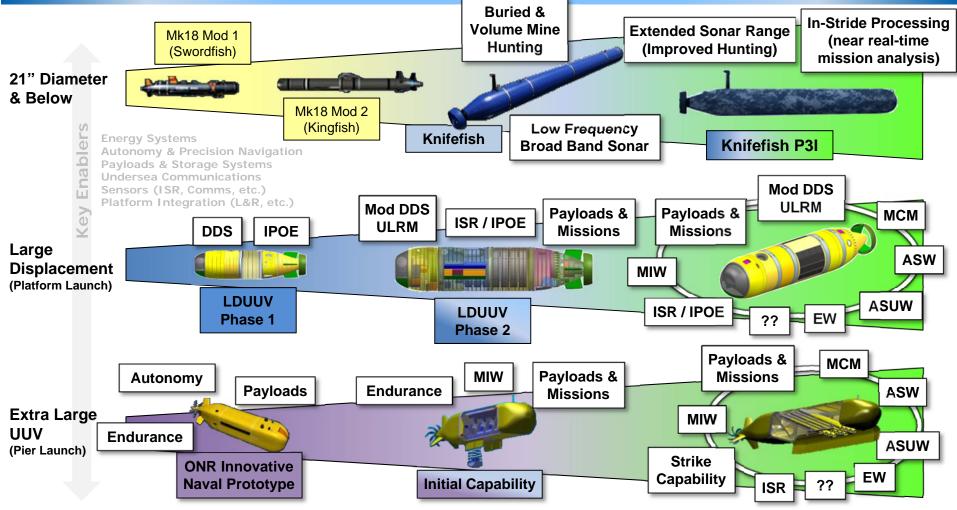




UUV System of Systems Vision







Note: Systems in Yellow not PMS406

Efficient, Executable Progression of Capabilities through Various UUV Systems



Summary



- LCS is the first ship class designed and built from the keel up to support unmanned systems
 - Unmanned Systems key to success of LCS and its mission packages
 - Modularity allows inclusion of latest and greatest technology as systems evolve
- Unmanned systems are high growth
 - Key enabler for both LCS & Undersea Enterprise
- Technology and innovation are our enablers
- Key technical areas where Industry can support
 - Increased levels of autonomy
 - Complex technologies that are reliable, maintainable, and sustainable
 - Evolved technologies in navigation, power, C2, etc.
 - Platform integration
 - Payload modularity and open architecture designs
 - Sensors (ISR, Communications, etc.)
 - Sensor data management & visualization tools

Leveraging critical technologies is integral to success in Unmanned Maritime Systems





Questions?



