

MK 48 Mod 6 AT

- Nose contour and design optimized for very low sonar self-noise - provides enhanced passive detection capability
- Digitally-formed, multiple steered beams in both transmit and receive for effective volume search
- Multiple waveforms (low Doppler detection using high time-band-width, low reverberation waveform)



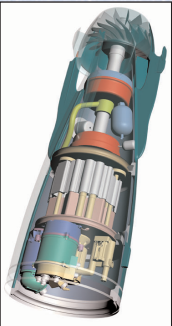
- “COTS” signal and tactical data processors configured in state-of-the-art open architecture (industry standard VME Bus and Ethernet)
- Advanced sonar signal processing algorithms and weapon control tactics (programmable embedded tactics/dynamics/CCM logic)
- Rapid “snapshot” capability
- Capable of tracking/classifying multiple targets
- Capable of downloading tactical software on-board submarine (portable Torpedo Downloader System)
- 100% current memory reserve with spare CCA slots for expansion



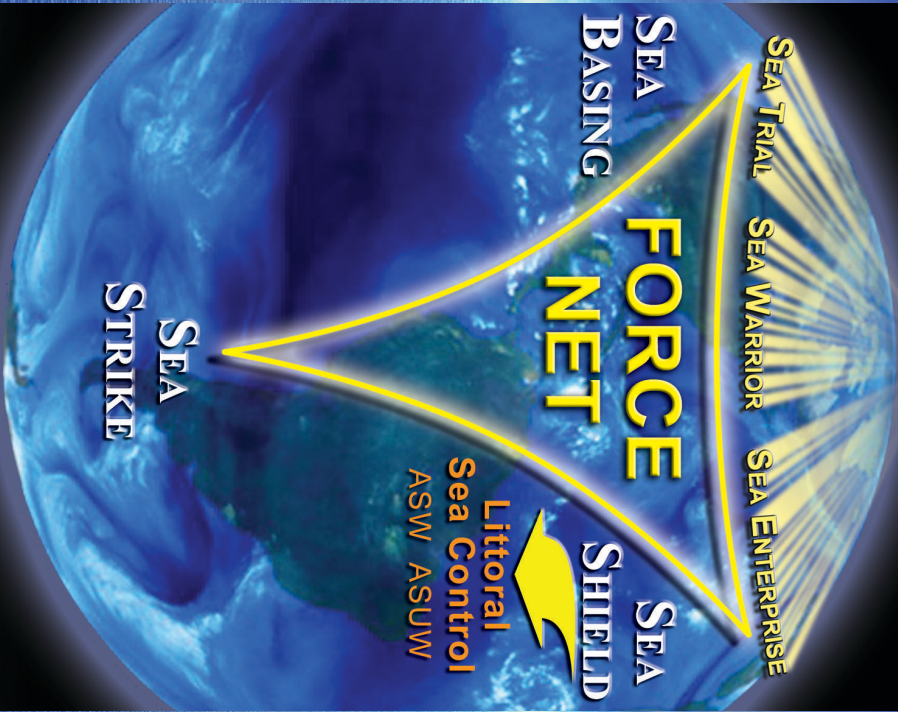
- Explosive energy equivalent to 455 kg (1,000 lbs) of TNT
- Multiple fuzing modes - ASW and ASUW capable
- Fully-integrated Fleet Exercise Section (FES)



- Low radiated noise
- Very shallow to deep depth capable
- High speed capable – speed variable over full speed range for optimized homing



SEA 21WARRIOR

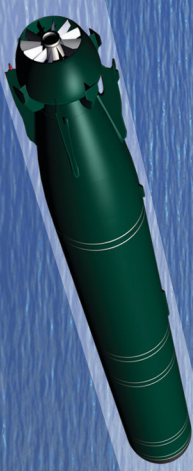


Contact Information:

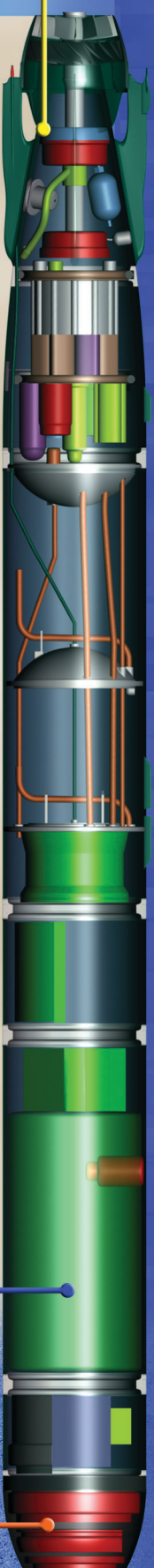
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Heavyweight Torpedo

MK 48 MOD 6 AT



MK 48 MOD 6 AT – Affordable and Effective



System Capabilities

- Low Doppler capability, programmable CCM
- Shallow water capability, bottom launchable
- Continuous improvements in hardware and software to grow additional capability
- Quiet
- Digital weapon programmable
- Multiple search and homing modes
- Wire guidance and salvo capability
- Supportable



warhead

MK 48 torpedo evolution



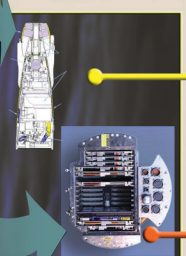
Mod 4

- High speed, deep depth capability
- 1970's technology



Mod 5 (ADCAP)

- Software programmable, digital processor-based sonar, signal processing, and G&C
- Digitally formed, multiple steered beams
- Weapon lethality significantly improved in both clean and CM environments



Mod 6 (ADCAP)

- Incorporates COTS signal and data processors in an open architecture
- Improved shallow water performance
- Significantly reduced weapon-radiated noise

Mod 7 (ADCAP)

- Wideband sonar processing
- Advanced signal processing
- Improved performance in littoral and CM environments

Spiral Package 1

Spiral Package 2

Next Generation Torpedo

Increased Weapon Effectiveness

- Advanced Guidance & Control Processors
- Advanced Algorithms

- Increased Stealth
- Increased Endurance
- Advanced Warheads

Reduced Ownership Cost

- Guidance Upgrades
- Covert Sonar for Reduced Target Alertment

Impulse or Swimmer Launch Capable

Open Systems Architecture

Torpedo Commonality

COTS Processors

CONTINUOUS SOFTWARE BLOCK UPGRADES

ASW/ASUW Capable
Multiple & Selectable Warhead Fuzing options

Weapon Analysis and Simulation Facility



- Hardware in-the-loop simulations: in excess of 20,000
- Digital simulations: in excess of 9,000,000

7000+ In-Water Mod 5/6 Exercise Firings Conducted



Wind Tunnel



MK 48 Common Weapon Tester