

Threat/Target Systems

The Threat / Target Systems Department develops, constructs and modifies target systems for realistic threat simulation. Targets include aerial targets, land point targets, scored targets, seaborne targets and scuttled or afloat target ships. Aerial targets include subscale and full-scale subsonic and supersonic targets. Land-based targets include fixed target arrays, manned and remote controlled vehicles. The department provides range clearance and surveillance, diving support for test article recovery, real-time weapon impact scoring and target ship preparation and deployment.

AERIAL TARGETS

Aerial targets include subscale subsonic targets, full-scale missile targets and full-scale aircraft targets – all capable of remote operation.

- BQM-74E and BQM-34S (subscale subsonic recoverables)
- AQM-37 (subscale supersonic missile)
- GQM-163A Coyote and MA-31 (full-scale supersonic missiles)

LAND TARGETS

Land Targets include a broad selection of fixed, mobile, and antiradiation targets. Targets are also constructed to meet specific program requirements.

The Threat / Target Systems Department has created a process for the fabrication of threat realistic plastic targets. This process can produce a wide variety of plastic armored vehicles that are low-cost, durable, mobile and threat realistic. Targets can be outfitted with various options to include RF and IR systems and camouflage paint themes.

Many different types of full-scale, three-dimensional targets are currently produced: BRDM II Amphibious Scout Vehicle, SA-9 Gaskin, AT-5 Spandrel, T-72 Main Battle Tank, ZSU-23-4 Shilka, SA-6 Straight Flush, SA-6 Gainful, SA-20 Tombstone, 2S6 Tunguska, BTR-70, M2A2 Bradley and HUMVEE. Several two-and-a-half dimensional targets are also available. These 2.5-D targets are designed to be indistinguishable from a 3-D unit at a distance of 1,000 meters and at angles deviating up to 10 degrees from a direct line-of-site with the target. This department can also provide inflatable targets for test and training exercises that are mobile and visually realistic.

FOR MORE INFORMATION

Atlantic Targets and Marine Operations
(301) 342-1304

Pacific Targets and Marine Operations
(805) 989-5909

www.navair.navy.mil/targets



BQM-74 launch (top);
Coyote launch (bottom)



Inflatable SCUD (top);
SA-6 Gainful (bottom)

Threat/Target Systems

The Threat / Target Systems Department offers customers a comprehensive selection of threats and targets. A highly skilled technical work force develops, tests, evaluates, and provides life-cycle support for threats and targets and oversees their use during test and training exercises.

SEABORNE TARGETS

Seaborne targets include littoral and open-ocean targets.

- High-Speed Maneuverable Surface Target (40+ knots, can operate independent of ranges with a portable command-and-control unit)
- QST-35 Seaborne Powered Target (SEPTAR) (missile/launch threat)
- Mobile Ship Target (full-scale, remotely controlled, environmentally friendly)
- Aerial Target Launch Ship (full-scale vessel for remote launches of selected aerial targets)
- Improved Surface Tow Target (sled for direct-fire scenarios, towed by remote SEPTAR)
- Trimaran and Williams Sled (missile/gunnery target)
- Floating At-Sea Target (FAST) (gunnery/bomb target)
- HARM/IR (drifting barge target)

LIVE-FIRE TARGETS

The Threat and Target Systems Division supports Live Fire Test and Evaluation (LFT&E) programs that are designed to measure ship survivability against newly developed weapons or to validate ship survivability characteristics. The division manages the test platform from cradle-to-grave, ensuring that all customer, environmental and test requirements are met.

AUGMENTATION, SIMULATION SYSTEMS & RELATED CAPABILITIES

- Electronic attack systems (e.g., active jammers, chaff and flares) and radar simulator systems
- Scoring (scalar and vector)
- Radar and IR signatures
- Target command-and-control
- Location, navigation and identification services



Hellfire SEPTAR



Live-fire testing