

Land Warrior

lethal • survivable • informed



General Dynamics C4 Systems is the prime contractor and system integrator for the Army's Warrior System programs.

Land Warrior is a high tech "system of systems" designed to provide every soldier with enhanced capabilities. This integrated, fighting system dramatically increases the combat soldier's lethality, battle command compatibility, survivability, mobility, awareness, sustainability and combat effectiveness.

The Land Warrior system enables soldiers to quickly engage and defeat enemy targets while reducing fratricide. Land Warrior is modular to permit tailoring for mission requirements, minimizing the combat load, and facilitate maintenance. Land Warrior enables command, control, and sharing of information, thus providing "total battlefield

visibility" and integration into the digitized battlefield with a consistent and intuitive interface for use under combat conditions. Each individual soldier on the battlefield can easily and clearly communicate with others in the squad by voice, visual and text data. The soldier always knows his precise location, where his buddies are, the mission plans and known enemy positions. They can accurately engage targets from cover — day or night — even around corners, without exposing himself to the enemy fire.

The system integrates previously distinct components such as protective clothing, communications, sensors, and power, to enhance capabilities while minimizing the weight addition. These components are integrated into a system that makes the dismounted combat soldier lethal, survivable, and informed.

A Weapon Subsystem (WSS)

- Weight: 1.14 lbs (DVS/WHA and WUI combined)
- Purpose: Integrates weapon-mounted sensors (multifunction laser, Daylight Video Sight, Thermal Weapon Sight); weapon user interface device provides control of weapon-mounted sensor functions and voice communication from the weapon.

B Soldier Control Unit (SCU)

- Weight: 1.03 lbs, including Soldier Access Module card and card pouch
- Purpose: Provides the primary user interface to system functions; interprets SAM (Soldier Access Module) card information for system security and access control.

C Personal Area Network (PAN) Cables

- Weight: 1.99 lbs; Leader system adds 0.68 lb (including cable for MFL)
- Purpose: Distributes power and data, including video from weapon-mounted sensors, through the system

D Personal Clothing and Individual Equipment (PCIE)

- Weight: 3.61 lbs
- Purpose: Utility belt and subsystem pouches hold equipment

E Computer/Master Hub Subsystem (CSS)

- Weight: 1.40 lbs
- Purpose: Provides control of all system functions, including mission planning and execution functions; data message preparation and transmit/receive functions; and subsystem management.

F Power Source Subsystem (PSS)

- Weight: 4.50 lbs
- Purpose: Provides centralized power from dual disposable or rechargeable batteries.

G CommsNet Radio Subsystem (CNRS)

- Weight: 1.75 lbs, including cable and antenna
- Purpose: Provides transmit/receive voice and data capability using EPLRS waveform.

H Navigation Subsystem (NSS)

- Weight: 1.30 lbs
- Purpose: Integrated GPS and Dead Reckoning Device provides position location data to the Soldier and a time reference to the system.

I Helmet Subsystem (HSS)

- Weight: 1.39 lbs (HIA, MRA and HMD combined)
- Purpose: Provides full-color display for the computer interface, and display of weapon-mounted sensor video; speaker and microphone.



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