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# **NAVAL POWER 21**

## **IN AN**

# **EXPEDITIONARY WORLD**



# NAVAL – INDUSTRY R&D PARTNERSHIP



**Sea Shield**

**FORCEnet**

**Sea Strike**

**Sea Basing**

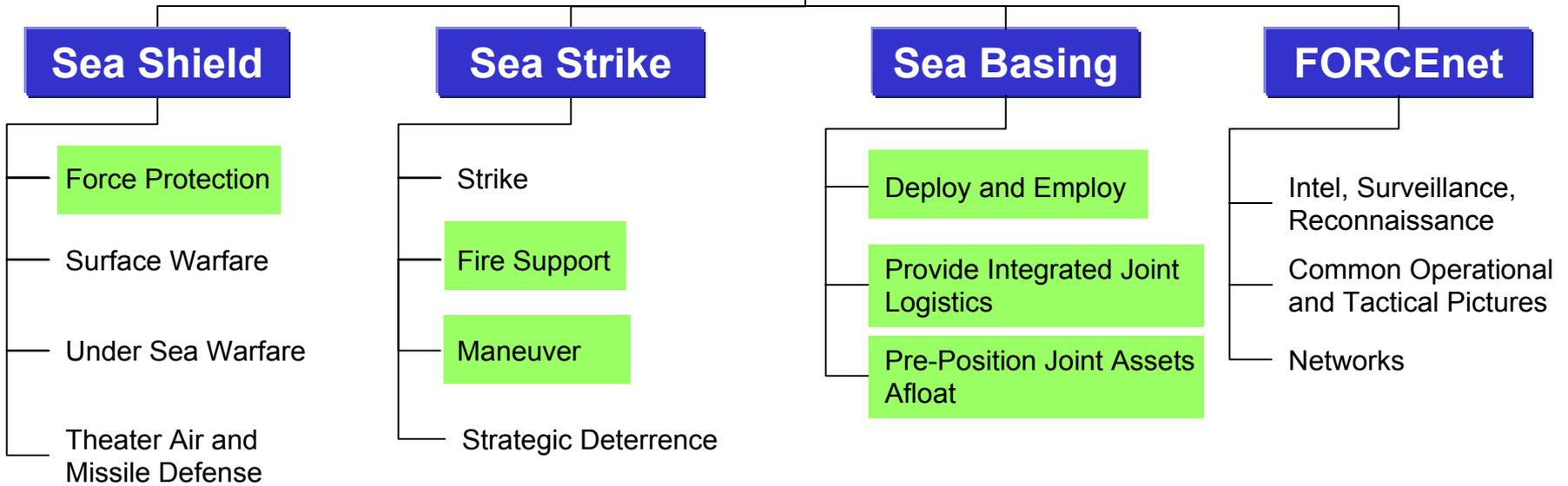
***Expeditionary  
Maneuver Warfare***



# NAVAL – INDUSTRY R&D PARTNERSHIP



## Sea Power 21



**4 Naval Capability Pillars**  
**14 Mission Capability Packages**



# SEA SHIELD CAPABILITIES

## Sea Shield

### Force Protection

Protect Against SOF and Terrorist Threats

Mitigate Effects of CBRNE

### Surface Warfare

Provide Self-Defense Against Surface Threats

Conduct Offensive Operations against Surface Threats

### Under Sea Warfare

Provide Self-Defense Against Subsurface Threats

Neutralize Submarine Threats in the Littorals

Neutralize Open Ocean Submarine Threats

Counter Minefields from Deep to Shallow Water

Breach Minefields, Obstacles, and Barriers from Very Shallow Water to the Beach Exit Zone

Conduct Mining Operations

### Theater Air and Missile Defense

Provide Self-Defense Against Air and Missile Threats

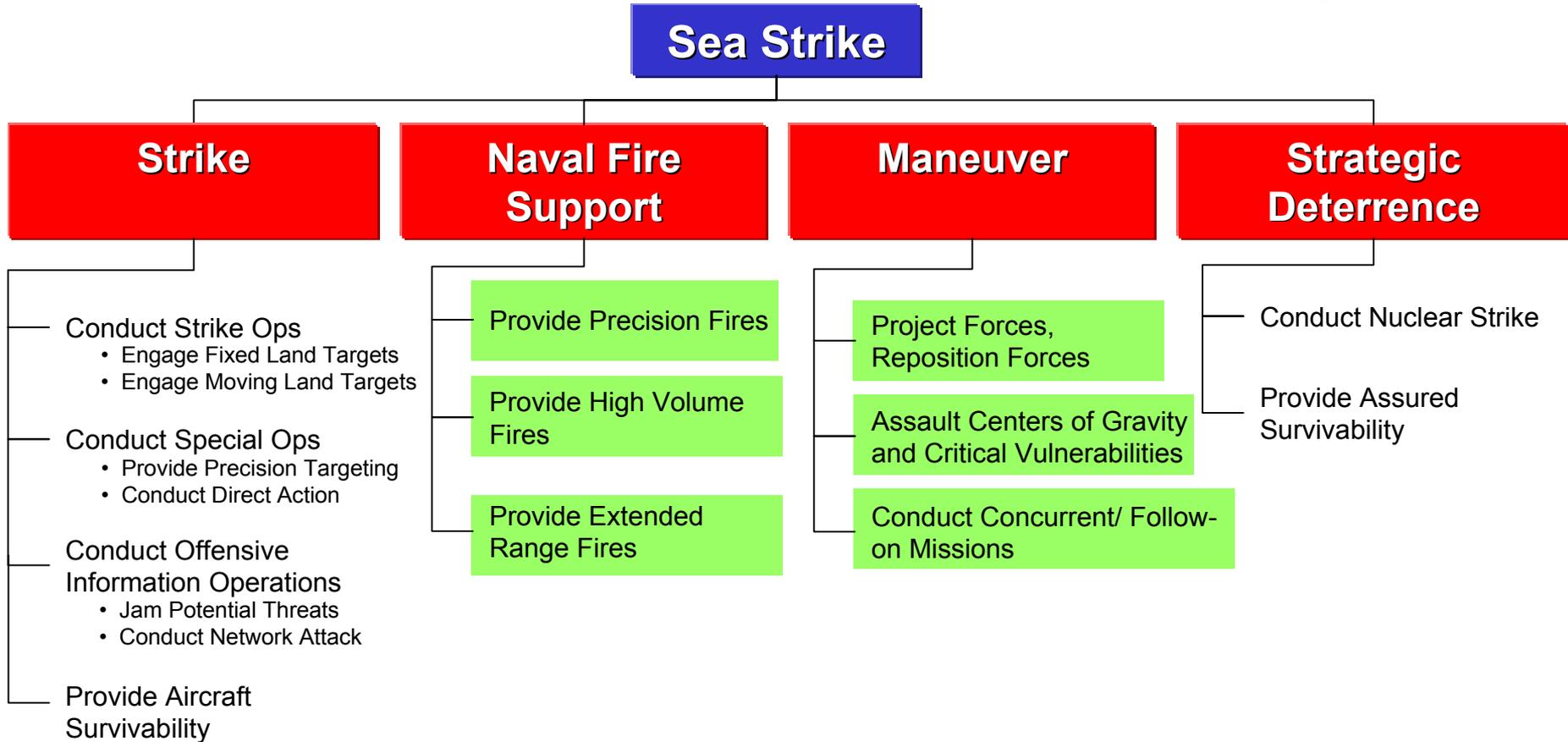
Provide Maritime Air and Missile Defense

Provide Overland Air and Missile Defense

Conduct Sea-Based Missile Defense



# SEA STRIKE CAPABILITIES





# SEA BASING CAPABILITIES



## Sea Basing

### Deploy and Employ

- Close the Force & Maintain Mobility
- Provide at Sea Arrival and Assembly
- Allow Selective Offload
- Reconstitute and Regenerate at Sea

### Provide Integrated Joint Logistics

- Provide Sustainment for Operations at Sea
- Provide Sustainment for Operations Ashore
- Provide Focused Logistics
- Provide Shipboard and Mobile Maintenance
- Provide Force Medical Services
- Provide Advanced Base Support

### Pre-Position Joint Assets Afloat

- Integrate and Support Joint Personnel and Equipment
- Provide Afloat C2 Physical Infrastructure
- Provide AFSB Capability for Joint Operations



# FORCENET CAPABILITIES



## FORCEnet

### Communication and Data Networks

- Provide Communications Infrastructure
- Provide Network Protection
- Provide Network Synchronization
- Provide Information Transfer

### Intel, Surveillance, and Recon

- Conduct Sensor Management and Information Processing
- Detect and ID Targets
  - Fixed Land Targets
  - Moving Land Targets
  - Air and Missile Targets
  - Surface Targets
  - Submarine Targets
  - Mines
- Provide Cueing and Targeting Info
- Assess Engagement Results

### Common Operational and Tactical Pictures

- Provide Mission Planning
- Provide Battle Management Synchronization
- Provide Common PNT and Environmental Info
- Integrate and Distribute Sensor Info
- Track and Facilitate Engagement of Time Sensitive Targets
- Track and Facilitate Engagement of Non-Time Sensitive Targets

14 Capabilities



# WHAT CAN INDUSTRY DO?

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- **We can precisely kill a tank at 20 miles but we cannot safely stop/disable a car at 100 meters.**
  - **Why needed? Check points, possible truck bombs, car chases, prevent entrances to sensitive installations and establishing perimeters.**
- **We can shoot individuals from over a mile away but cannot quickly incapacitate them, even for just a few seconds, beyond 20-30 feet (taser and flash-bang grenade range)**
  - **Why needed? Possible suicide bombers, controlling crowds, hostage rescue, and clearing buildings.**



# WHAT CAN INDUSTRY DO?

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- **We can locate and engage submarines from miles away yet cannot locate and repel swimmers mere yards away**
  - **Why needed? Protect ships in port**
- **We can locate diamonds and gold thousands of feet below the surface and oil thousands of miles out to sea but cannot locate a surf or surface mine to protect our most precious resource**
  - **Why needed?; our Marines and sailors**



# POTPOURRI-MARINE STUFF

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- **Portable BLOS communications**
- **Lighter weight materials body armor**
- **Self sealing hulls for ships**
- **Better Battery Technologies**
- **Liquid Distribution**
- **Fratricide**

**QUESTIONS**