

## Strike Systems Fact Sheet

Strike Systems, a function of the Missile and Aviation System Division, specializes in rapid, affordable development of aerospace products to meet specific and urgent customer needs. The division focuses on design of advanced weapons, testing, and fielding niche capabilities.

Dynetics is currently developing two strike systems that will support the warfighter and defend the nation—Small Glide Munition and Gremlins Architecture.

### Dynetics Strike Systems Capabilities Include:

**Warhead Design and Development:** We design, develop, and produce tailored blast/fragmenting, penetrating, and programmable effects warheads, including their integration with fuzing to produce a self-contained system.

**Collaborative Autonomy:** As a major element of the Department of Defense's Third Offset Strategy, we are focused on developing low-cost, heterogeneous swarms of effector and sensor platforms that can autonomously collaborate to accomplish missions with minimal human supervision. These swarm systems are designed to adapt to changing threat and target tactics in order to maximize mission success especially in anti-access/area denied environments.

**Rapid Prototyping:** We provide quick-response and rapid product development for the Department of Defense. Our customers can count on our quality to guarantee they meet their customer's demands. We build our hardware products using our ISO 9001:2008 certified process and we develop our software products under our CMM Level 3-certified quality program.

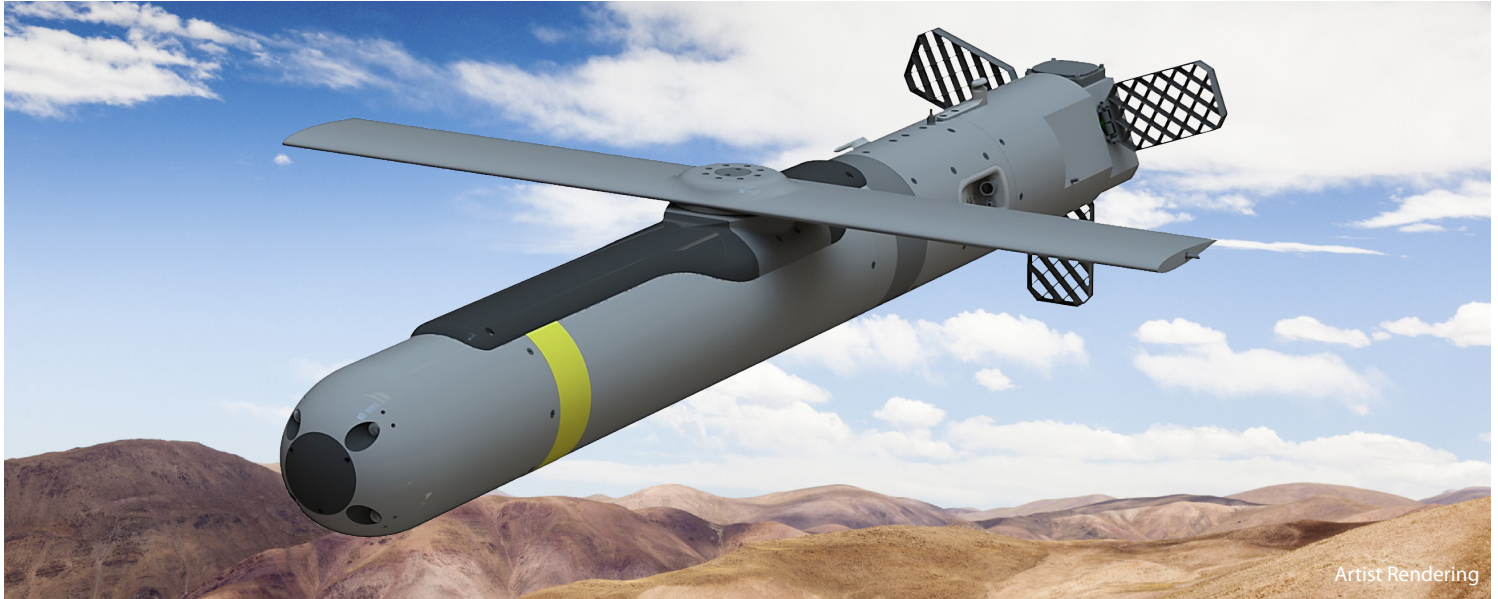
**Combat Training and Test Solutions:** We provide training and test solutions for every area of a strategy. Our team is prepared for basic operations, emergency procedures, and mission functions.

Founded in 1974, Dynetics provides responsive, cost-effective engineering, scientific and IT solutions to the national security, cybersecurity, space, and critical infrastructure security sectors. Our portfolio features highly specialized technical services and a range of software and hardware products, including components, subsystems and complex end-to-end systems. The company of more than 1,400 employee/ owners is based in Huntsville, Ala., and has offices throughout the U.S.

### Strike Systems Key Facts

- Developed and manufacture of the Small Glide Munition – GBU-69/B
- Designing the Gremlins architecture for the Defense Advanced Research Projects Agency (DARPA)
- Designed the Massive Ordnance Air Blast munition & manufactured guidance tailkits – GBU-43/B
- Played a significant role in the design of the Massive Ordnance Penetrator – GBU-57A/B

# Strike Systems Architecture



## Small Glide Munition – GBU-69/B

Small Glide Munition (SGM) is an enhanced capability, Stand-Off Precision Guided Munition (SOPGM) that can be carried on AC-130 Gunships or Unmanned Aircraft Systems. The SGM features a modular design allowing multiple common variants and considerable design flexibility. By mounting the seeker nose section, tail kit and wing assembly directly to the warhead case, the SGM allows different seekers, warheads and other subsystems to be readily incorporated. SGM is 42 inches in length, with a 4.5-inch diameter, and a wingspan of 28 inches. The munition weighs 60 lbs.



## Gremlins

Gremlins are low-cost, reusable unmanned air systems for the Defense Advanced Research Projects Agency (DARPA). Gremlins will be launched from existing military aircraft while out of range of adversary defenses. The Gremlins architecture enables other critical technologies such as advanced payloads, autonomous operations, and distributed battle management of swarming systems. When Gremlins complete their mission, a C-130 transport aircraft retrieves them in the air and transports them to a base of operations where ground crews refurbish and prepare them for their next use within 24 hours.

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