

# Littoral Warfare: Taking the Fight to the Enemy

Admiralty Trilogy Seminar
Presented by:
Clash of Arms Games



## Introduction

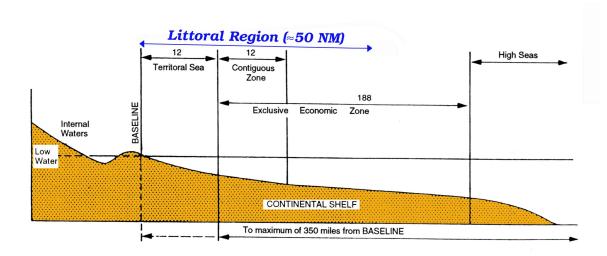
- Definition
- Environment
- Multiple Threats
- Impact on Design
- Impact on Operations
- Conclusions





## Definition

- <u>Littoral</u>: Those regions relating to or existing on a shore or coastal region, within direct control of and vulnerable to the striking power of naval expeditionary forces. (Naval Warfare, Naval Doctrine Publication 1)
- <u>Proposed Definition:</u> The operation of naval forces within 50 NM of the coast.





## Taking the Fight to the Enemy

- Is "Littoral Warfare" something new?
- Anytime troops are inserted from sea, you have littoral warfare.
  - Gallipoli World War I
  - South Pacific "Island Hopping" World War II
- Anytime ships fight in close proximity to land, you have littoral warfare.
  - Operations in the English Channel
  - Guadalcanal Campaign

## Environment



- The littorals present a very difficult environment due to the close proximity of land
- Detection Issue
  - Radar Land clutter
  - IR Large background heat source
  - Sonar Shallow water, high ambient noise
- Classification Issue
  - Large number of false targets
  - High shipping density
- Attack Issue
  - Shallow water can be mined

## Radar Example



- Detection of a fast patrol boat with a surface search radar
  - La Combattante class
    - 249 tons normal displ
    - RCS = 28 dB
  - SPS 64 Radar
    - Open range = 11.3 NM
  - Operating near a beach
    - Land clutter = 17 dB
    - Littoral range of SPS-64 = 4.3 NM







- Diesel submarines are even harder to detect in shallow water
  - Very quiet when on the battery
  - High shipping density raises the ambient noise
  - High reverberation limits active detection



**Mud Sharks!** 

- Taking the fight to his backyard maximizes a SS strengths and minimizes its weaknesses
  - Mitigates the speed and endurance limitations of SS



## Threats - Fast Patrol Boats

#### **Littoral Warfare**

- Small, fast, heavily armed
  - Hard to detect, hide along the shore
  - Sprint to get into position, fire multiple ASCMs
- Fragile platforms, easily killed
  - Very limited space for defensive weaponry
  - Limited ECM
- "Egg shells armed with sledge hammers."

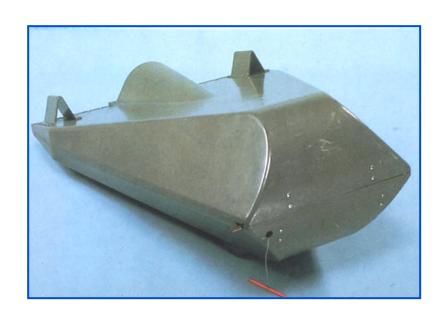
Surprise!
Shoot!
Scoot!



## Threats - Mines



- Weapons that wait
- Easy to employ
- Difficult to detect
- Very hard to sweep
- CHEAP!
- Modern mines
  - Multiple influence, bottom
  - Propelled warhead, moored
- Don't forget the old fashioned moored contact mine is still a threat







- Artillery and missile batteries
- Radar, EO/IR sensors
- Usually integrated
- Mostly static defenses
- Increasing emphasis on mobile systems
- Lesson of DESERT STORM

If it doesn't move, it dies!









- Radar and IR stealth required
- Greater reliance on "stealthy" and passive sensors
  - LPI radar
  - EO/IR sensors
- Growing emphasis on off board sensor platforms
- Highly automated, integrated combat systems
  - Reduce reaction time

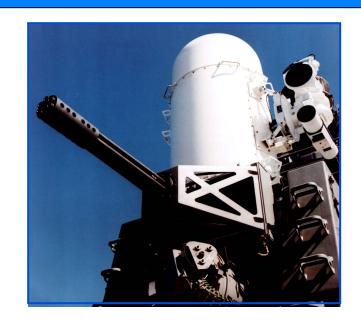


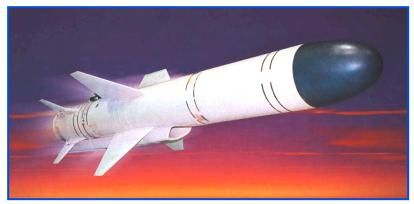






- Fundamental paradigm shift to coastal areas
- Back to the future
  - AAW systems now being upgraded/designed with true ASUW role
- Small combatants now the major target
  - Need to be able to attack targets close to land
- Every ship needs to be able to counter mines





## Impact on Operations





- Littoral warfare is <u>asymmetric</u> in nature
  - Opponent can't win a force on force duel
- Operations will incur greater risks
  - Difficult detection, classification environment
  - Reduced reaction time
- Knowledge of your enemy, environment and own ship capabilities are key to survival and success

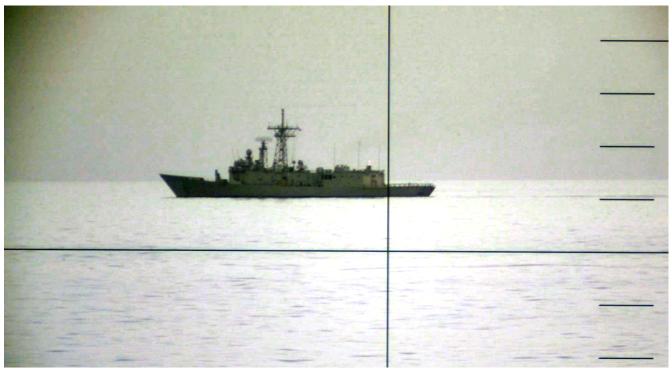


## Conclusions

- Littoral Warfare is the nature of war at sea today, and for the foreseeable future
- Its not something new lots of history
- Its asymmetric in nature guerilla warfare
- The environment is much more difficult, and is more beneficial for the defender
- Realize that taking the fight to the enemy always entails certain risks
- Risk can be reduce, but not eliminated by knowledge enemy, environment, self







Littoral warfare can be hazardous....





.... to your health!



# **Questions?**

