



Schweizerische Eidgenossenschaft
Confédération suisse
Confederazione Svizzera
Confederaziun svizra

Federal Department of Defence
Civil Protection and Sport DDFS

Taskforce Drones

Operation scenarios



Operation scenarios

Attack drone

Description:

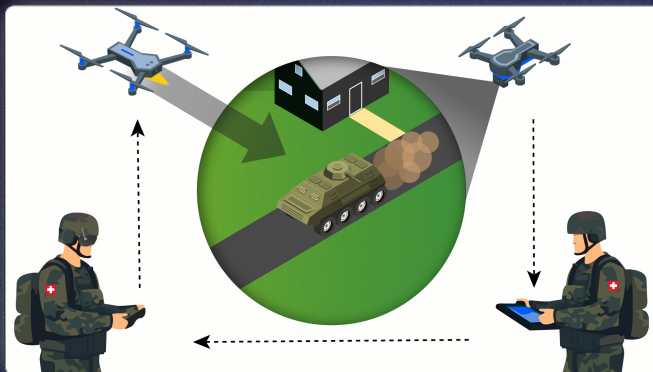
Attack drone with effectors to attack enemy armoured vehicles, which strikes the chosen target with a high level of precision even outside the line of sight.

The target is detected by external reconnaissance equipment or observers.

The drone is destroyed during operation and will normally not return.

Operational in a few minutes and compact for individual transport.

To fulfil its mission, the drone can also operate in the event of interference signals, either via a physical data link or by an autonomous final approach.



Note:

The operation scenarios described here are not intended to be understood as military doctrine. They are intended purely to illustrate possible areas of application and the respective requirements. New project submissions are to be sent to taskforce.drohnen@ar.admin.ch.

Capabilities

**Effect against
targets on the
ground**

Distances

Up to 15 km

Landscape

**Lowlands (rural and urban)
Low mountain range**

Legend

Mandatory

Optional

Target types

**Armoured vehicles (moving)
Light and non-armoured vehicles
(moving) - Hardened positions**

Ambient conditions

**Daylight, dry
Daylight, rain
Night**

Further optional
criteria according
to catalogue.



Operation scenarios

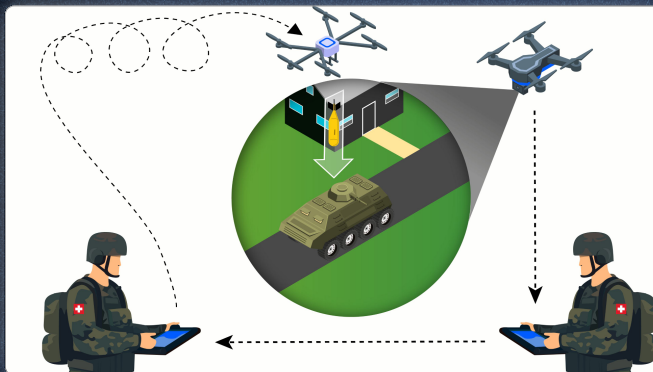
Airdrop drone

Description:

Airdrop drone with effectors to attack vehicles, positions or persons, which strikes the chosen target with a high level of precision even outside the line of sight.

The target is detected by external reconnaissance equipment or observers. The effector is jettisoned, the drone remains preserved and can be securely returned after the effector has been jettisoned.

To fulfil its mission, the drone can have a high level of resilience against interference signals.



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Capabilities

Effect against targets on the ground

Distances

Up to 15km

Landscape

Lowlands (rural and urban)
Low mountain range
High mountains

Legend

Mandatory
Optional

Target types

Stationary vehicles, positions, combatants
Moving vehicles

Ambient conditions

Daylight, dry
Daylight, rain
Night

Further optional criteria according to catalogue.



Operation scenarios

Ambush

Description:

Attack drone with effectors for surprise attack on enemy mechanised front-line units. The drone can wait concealed on the ground at a strategic passing point and suddenly attack from ambush when the enemy approaches.

The drone is destroyed during operation and will normally not return.

Operational in a few minutes and compact for individual transport.

For operational safety, the drone can have a high level of resilience against interference signals.



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Capabilities

Effect against targets on the ground

Distances

Up to 15 km

Landscape

**Lowlands
Low mountain range**

Legend

Mandatory
Optional

Target types

Armoured vehicles (moving)
Light and non-armoured vehicles (moving)

Ambient conditions

Daylight, dry
Daylight, rain
Night

Further optional criteria according to catalogue.



Operation scenarios

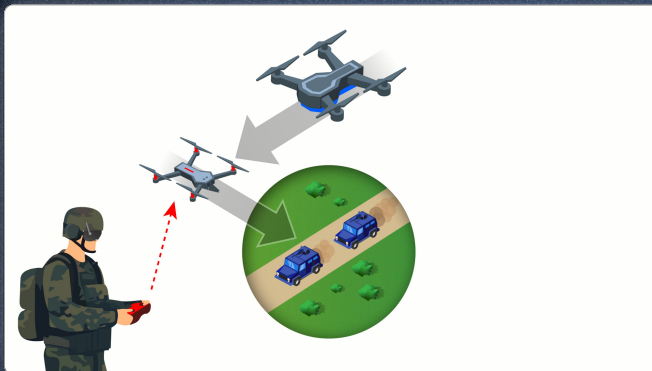
C-UAV drone

Description:

Very fast UAV for kinetic combat of small UAVs. Rough target recognition is performed by other sources, the drone makes the final approach. The interceptor drone adapts autonomously to the flight path of the attacking drone.

The UAV may be destroyed during operation, depending on the effectors.

To improve the effect, the UAV can be equipped with an effector such as a net or an explosive device.



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Capabilities

**Effect against
targets in the air**

Distances

Up to 15 km

Landscape

**Lowlands
Low mountain
range**

Legend

Mandatory
Optional

Target types

Moving mini UAV

Ambient conditions

Daylight, dry
Daylight, cloudy
Night

Further optional
criteria according
to catalogue.



Catalogue of optional capabilities

Description:

The minimum requirements have been listed for the respective preceding operation scenarios. This fact sheet illustrates the complete definitions according to a maximum conceivable solution. All capabilities which go beyond the minimum specifications in the individual operation scenarios are of interest and must be listed.

Capabilities:

- Effect against targets on the ground
- Effect against targets in the air

Distances:

- Up to 15 km
- Up to 30 km
- Up to 100 km

Target types:

- Infrastructure
- Stationary or mobile tanks
- Stationary or mobile armoured vehicles
- Stationary or mobile (lightly armoured) vehicles
- Stationary or mobile vehicles
- Positions
- Combatants
- Mini UAV moving

Ambient conditions:

- By day
- At night
- Cloudy/foggy
- Sunny
- Dry
- With rain
- With light rain
- With snowfall
- With storms/strong wind

Note:

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Landscape:

- Lowlands
- Low mountain range
- urban
- rural
- High mountains

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