








# Ukraine Conflict UAV Evolution

UAVs in Ukraine are constantly evolving, forcing rapid innovation within small windows of advantage

<u>Fixed Wing ISR</u>  Orlan-10 Forpost	<u>Quadcopter</u>  "Baba Yaga" DJI Mavic 3	<u>One Way Attack (OWA)</u>  KUB-BLA Shahed – 136	<u>First Person View (FPV)</u>  FPV w/RPG FPV w/FRAG	<u>Autonomy</u>  R18 Zala 421-16E
Start of Conflict	Early 2022	Mid – Late 2022	Mid – Late 2023	Late 2023 – Early 2024
<b>Real-time forward observation, fires direction/adjustment, &amp; cueing of strike systems</b>	<b>Engage dismounted or defiladed troops, armored systems, &amp; other targets w/dropped munitions</b>	<b>Expendable w/integrated warhead to detonate upon target impact, providing accurate, long-range strikes</b>	<b>Enabling hunter-killer teams to destroy targets by delivering munitions via virtual "kamikaze" strike missions</b>	<b>Operates autonomously...intelligent detection &amp; recognition of objects by class &amp; type in real time</b>
<u>Platform Characteristics</u> • Fixed Wing • Medium – Large • Long-range, longer duration • Military  <u>TTPs</u> • Battlefield Transparency – Observed/Directed fires • Reusable  <u>Innovations</u> • Comms link for constellations of lo-alt UAVs • Laser Target Designator	<u>Platform Characteristics</u> • Quadcopter & Multi-rotor • Small – Medium • Short-range, limited duration • Commercial  <u>TTPs</u> • Battlefield Transparency • Daytime/Nighttime • Top attack • Repeaters extend range & mitigate EW jamming • Reusable  <u>Innovations</u> • "Motherships" • Thermal Imagers • Teaming – ISR/Strike/Repeaters	<u>Platform Characteristics</u> • Fixed wing • Small – Medium • Longer-range, longer duration • GPS Waypoint • Military  <u>TTPs</u> • Battlefield Transparency – Precision fires • Daytime/Nighttime • Loitering Munition/OWA • Fixed Targets • Small – Medium Targets  <u>Innovations</u> • Military Import (Iran) • Loitering Munition/OWA • Counter Jamming	<u>Platform Characteristics</u> • Quadcopter • Small & Fast • VR Guided • Commercial  <u>TTPs</u> • Battlefield Transparency – Precision fires • Daytime/Nighttime • Loitering Munition/OWA • Moving targets/Vulnerable points • Enter small, confined areas  <u>Innovations</u> • "Cottage Industry" Manufacturing • 3D Printed • Laser Target Designator	<u>Platform Characteristics</u> • Multi-rotor & Fixed Wing • All sizes • Military & Commercial • Longer-range, longer duration  <u>TTPs</u> • Battlefield Transparency • Kill-box – Targeting • Daytime/Nighttime • Repeaters extend range & mitigate EW jamming • Reusable & Loitering Munition  <u>Innovations</u> • AI-enabled Machine Vision & Learning • Target/Terrain recognition • Fully autonomous lethality • Immune to EW jamming

Evolution driven by EW, attrition, munitions shortages, precision, & cost-effectiveness

UAVs' continued evolution towards greater autonomy & interconnectivity within kill chains represents a major shift in the character of war -- proliferating precise & massed strike capability