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Future Long-Range Strike:

Resetting the Balance of Stand-in and Stand-off Forces

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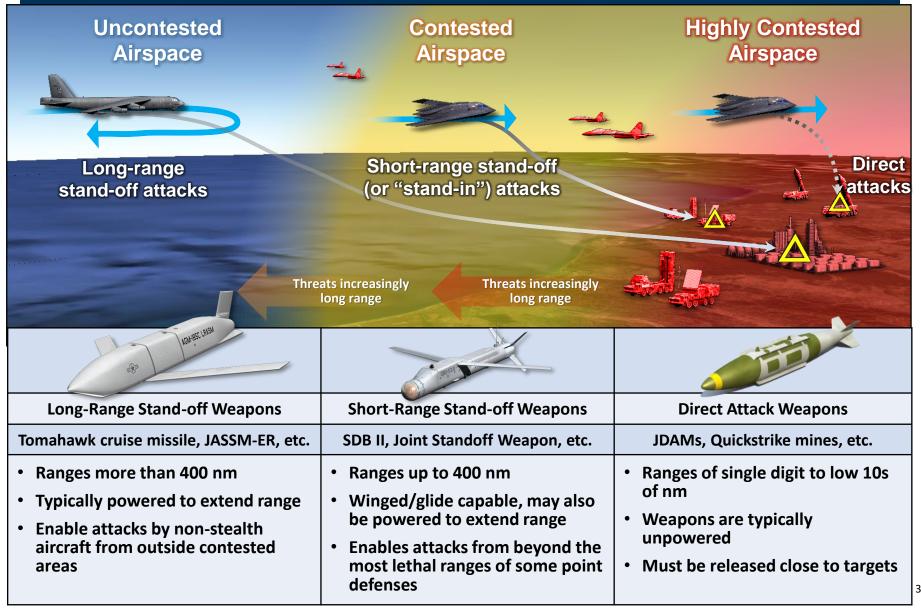
- What's the issue?
 - Understanding stand-off and stand-in Ο (penetrating) strike capabilities
 - The diminished U.S. bomber force \bigcirc
 - An unbalanced force mix \cap
- Factors that should shape the future force balance
 - Stand-off ranges for non-stealth strike platforms Ο
 - Weapon effectiveness against mobile/relocatable, Ο hardened/deeply buried targets
 - Weapons cost and cost-per-effect Ο
- An arsenal plane: quick and cheap?



Stand-off Forces

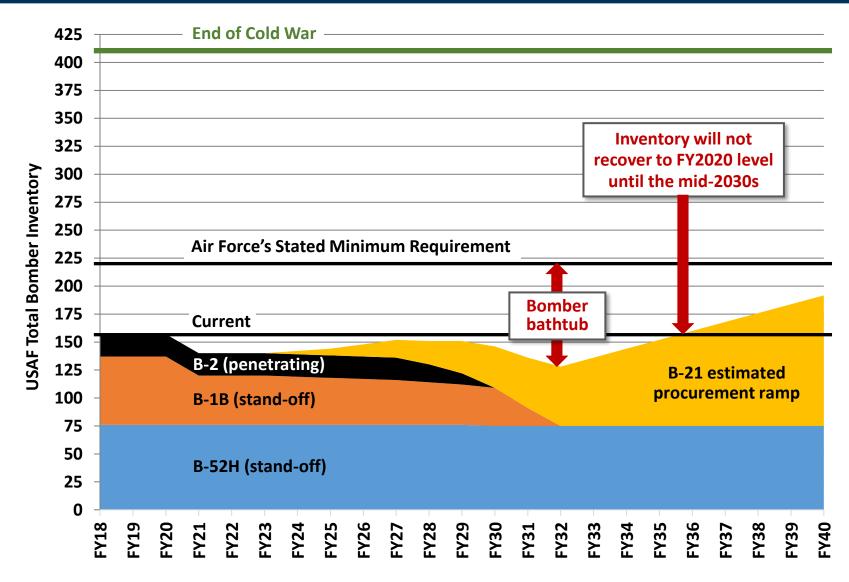


Describing "stand-off" and "stand-in"



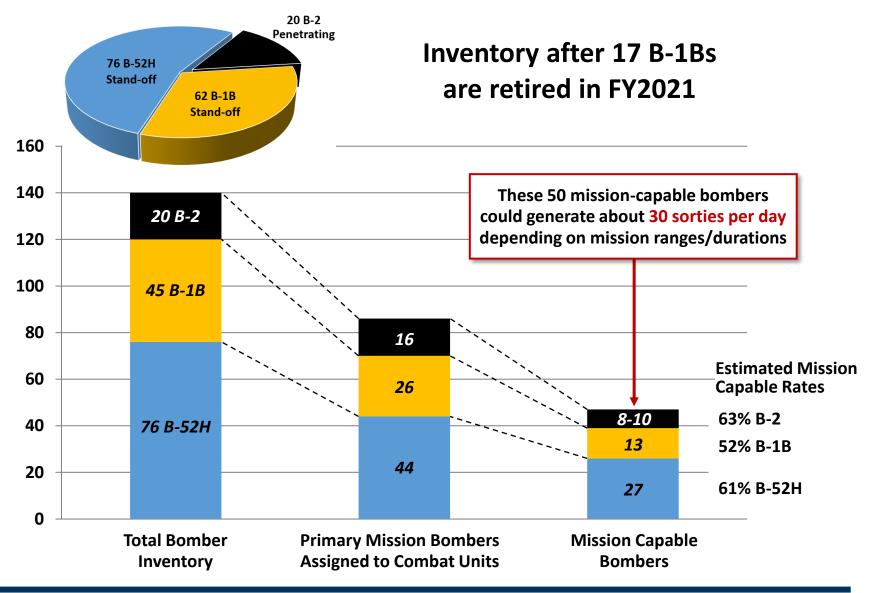


Today's bomber force is too small



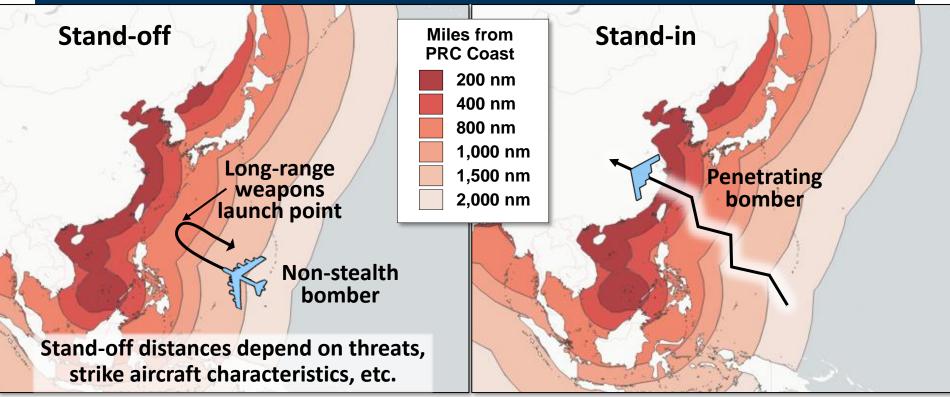


Bomber force lacks sufficient sortie capacity and is unbalanced





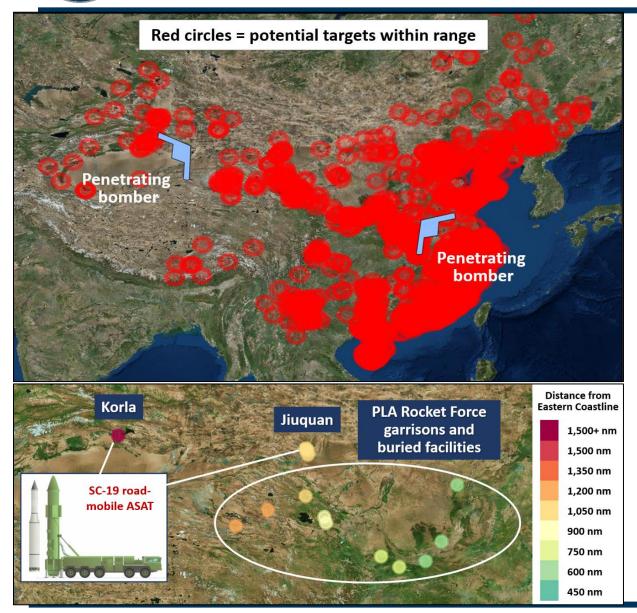
Both have advantages and disadvantages



- Both can strike on night-one to achieve time-sensitive objectives
- Both increase survivability of the force
- Stand-off strike platforms must use long-range weapons
- Stand-in bombers can employ short-range/direct attack weapons

Create differences Targets at risk Effectiveness against challenging targets Weapons size, sortie loadouts, and cost

, Changing character of target sets must inform future force requirements



Target sets may be very different

- Far larger than post-Cold War target sets
- More distributed, greater depth of the battlespace
- Enemy countermeasures

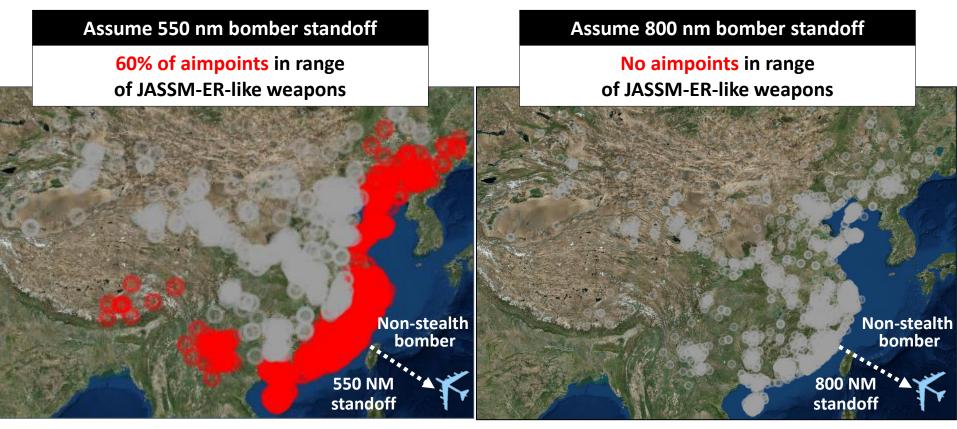
Mobility, hardening/deeply burying, active & passive defenses effective against PGMs

Advantages of penetrating bombers

- Can reach all targets at using short-range/direct attack weapons
- Can attack from multiple aspects to complicate enemy defensive operations



Standoff ranges can affect number of targets that can be held at risk



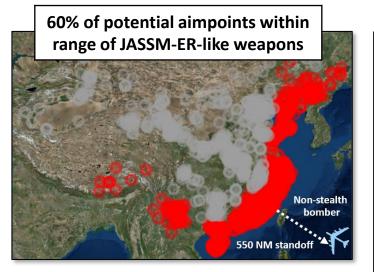
Potential targets not covered:

- Interior C2 nodes
- Ballistic missile sites, bomber bases
- Anti-satellite threats
- Military aerospace industry, etc.

Longer range weapons would help but...

- Range can increase weapon size
- Larger weapons = fewer per sortie
- Can increase time to targets
- Can increase cost of weapons

Enemy countermeasures can reduce effectiveness of long-range standoff strikes







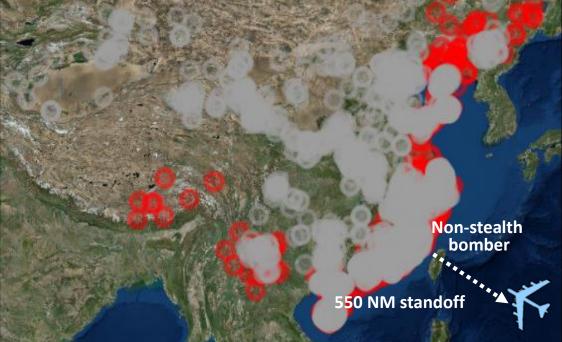


Ballistic missile TEL



Mobile HQ-9 SAM

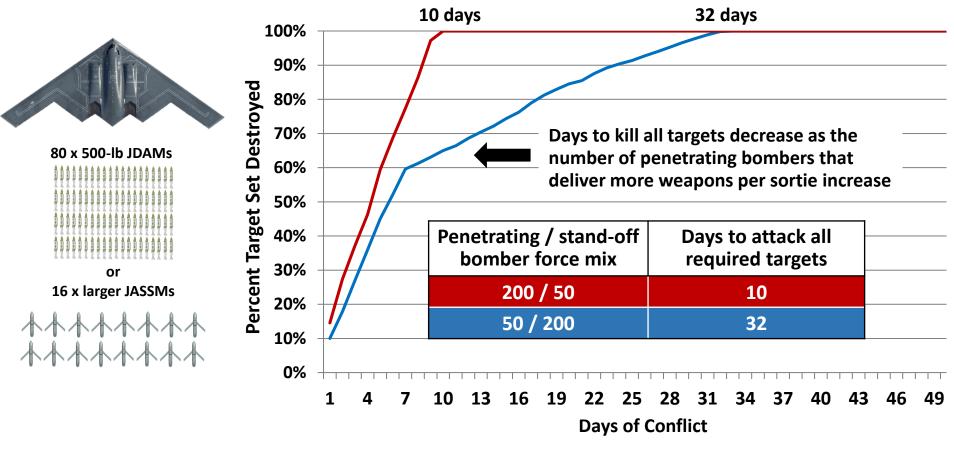
If targets that are hardened, deeply buried, mobile, or relocatable are excluded



- Standoff weapons can't carry warheads large enough to hill very hard/deeply buried targets
- Kill chain latency can reduce long-range standoff weapon effectiveness against mobile/relocatable targets



Weapons delivered per sortie is another key to campaign success



- The size of weapons generally increase with their range
- Increasing weapons size reduces weapons delivered per sortie (targets per sortie)
- Campaign success can hinge on maximizing weapons placed on targets in the shortest amount of time



225,000

200,000

175,000

150,000

125,000

100,000

75,000

50,000

25,000

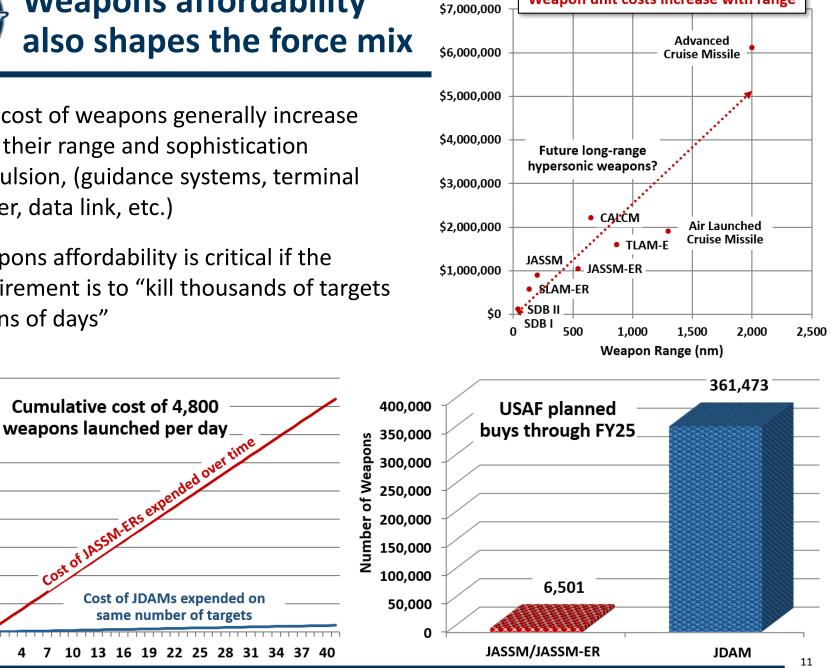
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Total Cost Weapons (FY19 \$ M)

Weapons affordability also shapes the force mix

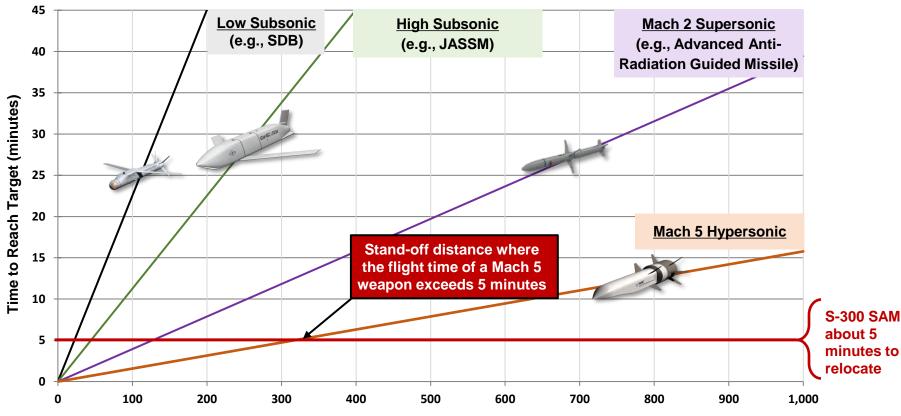
- Unit cost of weapons generally increase ۲ with their range and sophistication propulsion, (guidance systems, terminal seeker, data link, etc.)
- Weapons affordability is critical if the requirement is to "kill thousands of targets in tens of days"



Weapon unit costs increase with range



Hypersonic weapons are needed...but kill chain latency will still be a challenge



Weapon Launch Distance from Target (miles)



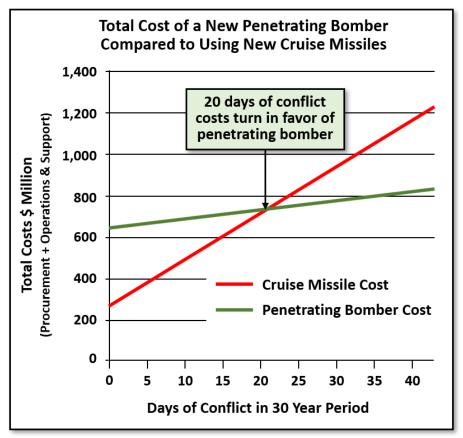






Arsenal plane: must also consider cost effectiveness from a campaign perspective

2010 RAND Project Air Force



Cost of cruise missiles expended in operations can quickly exceed (20 days) cost of a reusable penetrator delivering cheaper short-range weapons

Real-world air campaigns:

- 1991 Operation Desert Storm = 43 days
- 1999 Operation Allied Force = 78 days
- 2003 Operation Iraqi Freedom = 42 days

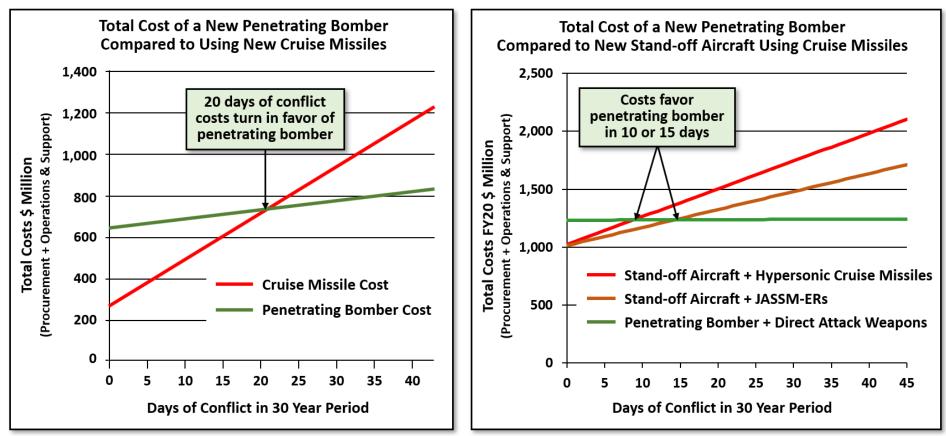
- RAND comparison didn't include cost of a new stand-off arsenal plane
- A "new-old" C-17 or commercial derivative arsenal plane could cost 400m-plus



Arsenal plane: must also consider cost effectiveness from a campaign perspective

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USAF new start aircraft programs average 5-6 years to first flight + 4-5 years to first delivery -- B-21s will be rolling off the line at scale before an arsenal plane is operational



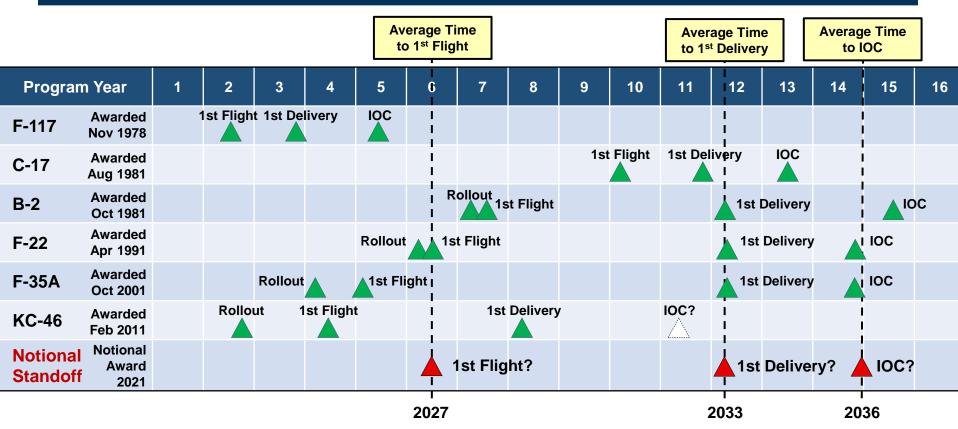
- The USAF should increase its long-range strike capacity: a total force of at least 316 bombers (still less than the Cold War force)
- As it builds its bomber force the USAF should prioritize penetrating strike: at least 240 B-21 stealth bombers
- Hypersonic weapons are needed but will not be a panacea
- Allocating modified airlift aircraft to conduct strike missions does not make operational sense
- A new arsenal plane will not be a quicker/cheaper and could drain resources from penetrating strike programs



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New arsenal plane availability?



- Average of 5-6 years to first flight , longer to first delivery of an operational aircraft
- B-21s will be rolling off the production line at scale before an arsenal plane is operational