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Missile Radar Scoring System (MRSS)



01 Description

The Missile Radar Scoring System (MRSS) is a noncooperative Doppler radar scoring system that provides 3D projectile tracking. The system is optimized for stationary or slow-moving surface target applications. Round detection and reporting is automatic, while raw projectile data captured by the radar is stored locally for processing vector scores post-mission.

Redundant data can be streamed to an optional secondary data storage location. System monitoring and control is supported through a standard ethernet interface. Although designed for missile scoring, MRSS can be configured for operation with a variety of other caliber rounds and different firing rates.

The MRSS is patterned after STVS and RRS. The Surface Target Vector Scorer (STVS) has been proven in ocean based testing while the Radar Rocket Scorer (RRS) has been proven in land based testing.

02 Key features and benefits

- Scoring range 0 90 m (0 295 ft)
- Automatic data capture
- Real-time detection and reporting
- Post-mission 3D trajectory measurements
- Supports land or sea environments
- Software configurable
- Local data storage

03 Applications

Projectile tracking

04 Contact

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05 Specifications

Missile Radar Scoring System (MRSS)

Weapon type	Missile (standard)
Weapon velocity	Up to 900 meters/sec Can be tailored to your specifications
Scoring range	0 – 90 m (0 – 295 ft) Can be tailored to your specifications
Scoring coverage	Hemispherical
Miss distance accuracy	< 10 meters
Command/control	Ethernet (TCP/IP)
Input voltage	22 – 32 VDC
Power dissipation	200 watts (max)
Weight	100 lbs (max)
Operating frequency	3.245 GHz (nominal)

06 Outline details



Note: Due to continuous process improvement, specifications are subject to change without notice. TCO Review # 100