To Fly To Power To Live



#### **DATA SHEET**

# LTC-3 Tow Target Launcher



## **01** Description

The Meggitt Defense Systems LTC-3 launchers are intended for use in towing one-way targets from drone aircraft. The LTC-3 launcher has a deploy function (for initially deploying the target from the launcher), and a cut function to release the towline and target at the end of a mission. The launcher has a female receptacle to accept a standard target ball-lock pin. It is operated with a pyrotechnic deploy cartridge for the "deploy" function, and a pyrotechnic bellows actuator for the "cut" function. The launcher also contains an ignition unit that is used to ignite an IR target such as TIX-4. The user selects which type of target is used (IR vs. Radar) to enable or disable the ignition unit. The unit has adjustable sway braces to apply the correct pressure against the specific tow target body diameter.

While currently a pure RF target, future developments include an IR version for air-to-air IR missiles such as AIM-9 and Magic.

## 02 Key features and benefits

- Simple design and construction insure high reliability and low-maintenance operation
- Designed for use on drone aircraft.
  Specific configurations exist for MQM-107D, MQM-107E, and BQM-167A
- Lightweight design minimizes inert launcher weight, maximizing usable captive target weight
- Designed to work with MDSI one-way targets such as TRX-4A, TIX-4, JCHAAT, and POTA-Tow

### 03 Applications

- Drone aircraft
- Towed targets

#### 04 Contact

Meggitt Defense Systems 9801 Muirlands Blvd Irvine, CA 92618, USA Tel: +1 (949) 465 7700 Fax: +1 (949) 465 9560

www.meggittdefense.com www.meggitt.com

## **Enabling the Extraordinary**

To Fly To Power To Live



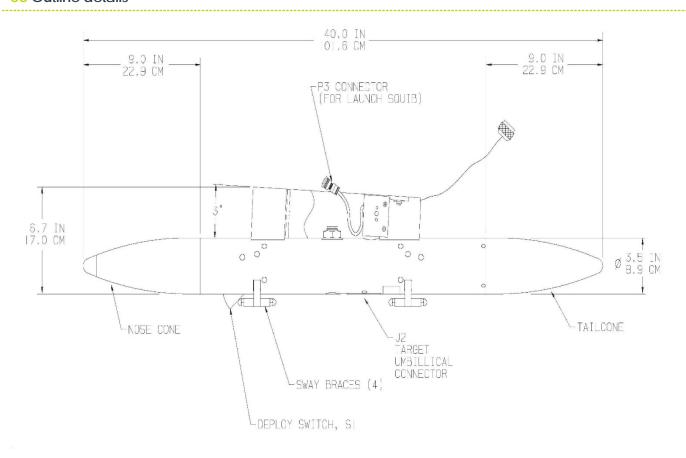
## **DATA SHEET**

## LTC-3 Tow Target Launcher

## **05** Specifications

Diameter 3.5 inches Length 40 inches Weight 14 lbs approximately

### 06 Outline details



Note: Due to continuous process improvement, specifications are subject to change without notice. TCO Review # 94