

# Electronic Attack Systems

**The Electronic Attack (EA) System** is a modularized system that can be used to provide EA techniques for tactical applications or EA techniques that simulate threat jamming systems. The EA systems have been installed on land, in and on aircraft, in unmanned aerial targets and aboard ships.

The EA system is capable of generating the following types of jamming and, because of the system's modularity, it can be set up to do any or all of these techniques:

- Non-Coherent Noise Techniques
- Deception Techniques
- Digital RF Memory Techniques



**Because of our system's modularity, it can be set up to do any or all of these bands:**

- C/D-Band
- E/F-Band
- G/H/I/J-Band
- Other bands available if required

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# Electronic Attack Systems Modules



System Control Unit



Antenna



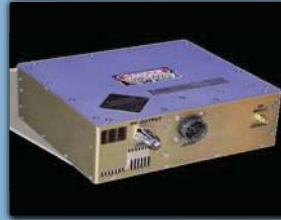
E/F Band MPM



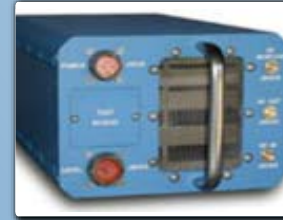
IFM



Solid State Amplifier



G/H/I/J Band MPM



DRFM

## FREQUENCY COVERAGE:

- Non-Coherent Noise Techniques
- Deception Techniques
- Digital RF Memory Techniques

## NOISE JAMMER TECHNIQUES:

- Fixed Frequency
- Linear Swept
- Spot Noise
- Comb Noise
- Barrage Noise
- Blink
- Swept Amplitude Modulation (SAM)

## DRFM Techniques:

- Cover Pulse
- Range Gate Stealer (RGS)
- Multiple False Targets (MFT)
- Stretched Pulse (SP)
- Coordinated Range/Velocity Gate
- Stealer (RGS/VGS) (Coherent)

## REPEATER TECHNIQUES:

- Fixed Blink
- SAM
- Cover Pulse
- Bi-Phase Modulation
- Pseudorandom Noise (PRN)
- Blinking Pseudorandom Noise (BPRN)
- Random Doppler (RD)
- Multiple Frequency Repeater (MRF) AM on Output
- Repeater Swept Amplitude Modulation (RSAM)
- Velocity Gate Stealer (VGS)
- Fixed Offset (FO)
- Velocity Gate Stealer & Repeater Swept Amplitude Modulation (VGS/RSAM)