

# Multi-Role Radar

## MR84



The MR84 is a mobile S-Band Multi-Role Radar (MR) Family implementing an advanced 3D Active Electronically Steered Array (AESA) supporting modular and scalable architecture.

The MR family supports Artillery Weapon Location & Air Defense operational missions and provides optimal solutions for short, medium and long range missions.

The MR84 features high redundancy, graceful degradation, high reliability and very high availability.

### Missions

#### Artillery Weapon Location :

- Detection of mortars, cannons, rockets and missiles
- Hostile weapon location
- Calculation of impact points
- Friendly fire ranging

#### Air Defense :

- Detection and classification of all types of airborne targets
- Fast update rate for tracking of maneuvering targets
- Generation of real-time air situation picture

#### Fire Control :

- Anti-missile interception systems
- SAM systems

### Features

- 3D Multi-beam operation by Active Electronically Steered Array (AESA)
- Dual operation modes :
  - WLR : Sector of up to 120°
  - Air Defense : Rotating up to 30RPM for fast update rate
- Scalable to several sizes/configurations
- High mobility and fast deployment
- Air transportable (by C-130)
- Remote operation
- Integrated network operations
- Advanced ECCM capabilities
- Advanced signal processing for :
  - Operation in heavy clutter and noisy environments
  - Operation in dense environments
  - Classification and identification of targets
  - Superior low altitude operations
- Graceful degradation and very high availability

### Performance Highlights\*

#### Air Surveillance

- Detection range : Up to 256 NM
- Azimuth coverage : 120° or rotating 360°
- Elevation coverage : Up to 50° & 100 Kft
- Accuracy : Provide high accuracy 3D measurement
- Capacity : Up to 1200 targets

#### Weapon Location

- Detection range : Up to 100 Km
- Azimuth coverage : 120°
- Elevation coverage : Up to 50°
- Accuracy : 0.25% CEP
- Capacity : 200 targets / min

\* Actual figures depend on radar size / configuration