



Hatchet

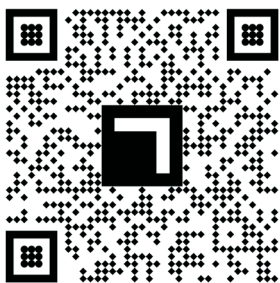
Miniature Precision Strike Munition

SYSTEM DESCRIPTION

Northrop Grumman's Hatchet is a miniature air-delivered glide weapon with high precision, lethality and reliability. Hatchet utilizes a compressed carriage design enabling compatibility with all types of aircraft, from Group 1 UAS up to larger fixed wing. Hatchet achieves its compressed carriage design by employing three carbon fiber wings that wrap around the bomb body and foldable control actuation system (CAS) fins.

DESIGN HIGHLIGHTS

Hatchet uses a semi-active laser/GPS/INS to guide to its target with <2 meter accuracy (verified through testing). Equipped with a Northrop Grumman designed Lethality Enhanced Ordnance (LEO) Warhead, Hatchet contains thousands of pre-formed tungsten fragments to achieve devastating effects on soft targets.



Scan the QR code to learn more about Hatchet.

GUIDANCE OPTIONS AVAILABLE TODAY:

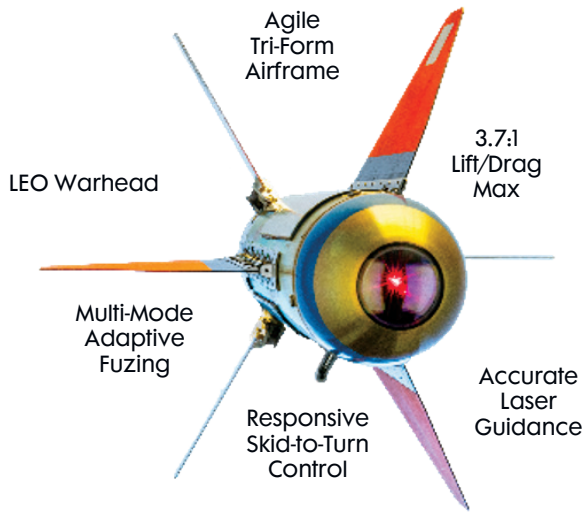
- GPS/INS Only
- INS Only (GPS Denied Capability)
- GPS/INS Midcourse/ Semi-Active Laser (SAL) Terminal

FUTURE GUIDANCE OPTIONS:

- GPS/INS Midcourse/EO/IR Terminal Automatic Target Recognition (ATR)
- GPS/INS Midcourse/Other Terminal
- Secure Datalink

SYSTEM HIGHLIGHTS:

- Hatchet is a TRL 7+, 29+ inert and live weapons drop tested to date
- Accuracy <2 m CEP
- Lethality 45-80% of a 500-pound class weapon
- Height of Burst (HOB), Point Detonation (PD) or Point Detonation Delay (PDD) fuzing options
- Compressed carriage design to create a deep magazine to provide "mass effects"
- Supports scalable fires to minimize risk of collateral damage
- Modular design to tailor effects for a specific mission
- Small, silent and difficult to detect by enemy combatants
- Platform agnostic



Physical Characteristics

- Diameter = 2.40 in (61 mm)
- Length = 12.83 in (32.5 mm)
- Weight = 6.38 lbs (2.9 kg)
- Warhead = 3.12 lbs (1.42 kg)



Release from a DoD Group 3 UAS (April 2022)



Successful Live Demonstration (May 2022)



50 mph Moving Vehicle <.5m accuracy (May 2021)



2 m Height of Burst