

Category: Shelter – Class II Equipment

Item Name: Ultra-Lightweight Camouflage Net System (ULCANS)
Increment I

NSN: 1080-01-475-0696

LIN: C89361



Part Number (Model Number): MIL-PRF-53134

Description: ULCANS is designed to improve survivability of military personnel and hardware as an allweather modular concealment system that provides visual, infrared, and radar signature reduction. It is snag resistant, field repairable, and maintainable. It is designed for easy, rapid deployment and recovery with minimal personnel. ULCANS Increment I developing reversible Light/Dark Woodland, Snow/Alpine and Desert/Urban variants to restore combat overmatch against new and future foreign sensor threats. Incorporate Short Wave Infra-Red (SWIR) defeat, Radar background matching capability, and improve Thermal (LWIR) performance to mitigate known sensor gaps. New camouflage to the Force for the first time in a generation (since mid-late 90's).

Version: N/A

Dimension: consists of (12) 4ft poles, (6) shape disrupter, (24) stakes, (1) hex and (1) diamond screen which can be becket laced together and combined with additional systems to form larger surface areas. The hex has a surface area of 673.6 ft² and the diamond 224.5ft².

Weight: 42LBS

Capability: ULCANS Increment I systems will provide Full Spectrum Signature Management, Protection from Current Sensor Threats as a Low Cost Force Multiplier. ULCANS Increment I introduces complete EM spectrum defeat for Visual, nIR, SWIR, LWIR, Radar, UV to mitigate known sensor gaps from legacy camouflage to restore combat overmatch.

Electrical Power: None

Transportability: Land, Sea, Air eligible

Used By (Service): Army

Other Characteristics: In development with availability of Light /Dark Woodland Variants in late FY19, Snow/Alpine variants in FY20 and Desert/Urban in FY21 as CTA items.

Support Equipment (Ancillary): TM 5-1080-250-12&P

Primary Inventory Control Authority (PICA): NIMSC5

Supportability: Standard Army Supply and Two Level Maintenance, TACOM ILSC Managed