

Halo_Shield

THE LAYERED FULL-KILL-CHAIN FOR COMPLEX THREAT ENVIRONMENTS



In a battlespace where adversaries exploit drone swarms, advanced UAS, and subsonic cruise missiles, forces need a defense architecture that delivers absolute situational advantage and unmatched operational resilience. Halo_Shield™, from AeroVironment, is engineered for decisive force protection: a modular, distributed, multi-domain C-UAS system purpose-built to safeguard both critical infrastructure and expeditionary units against a spectrum of evolving aerial threats. Designed for plug-and-play integration, Halo_Shield minimizes training and personnel demands while maximizing coverage and survivability. Its autonomous kill-chain and fault-tolerant architecture provide protection against massed, coordinated, and emerging aerial threats—wherever forces operate. When the cost of failure is too great, Halo_Shield delivers the confidence warfighters and decision makers need: a real-world force multiplier for multi-domain air defense.

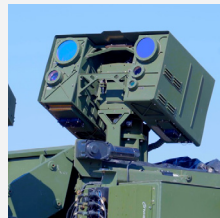


Halo_Shield Tiles: Layered, Autonomous, Distributed and Scalable for Preferential Engagements

Halo_Shield's modular, distributed tile architecture enables rapid deployment and scalable, multi-layered defense for critical infrastructure and military operations. Each self-contained tile integrates advanced sensors (EO/IR, radar, passive RF, acoustic, satellite GEOINT/SIGINT), effectors (RF, DE, Kinetic) and AV_Halo AI-driven C2 software, automating detection, classification, and effector responses for broad-area protection. Flexible and efficient, Halo_Shield reduces personnel needs with autonomous kill-chains that connect to and augment legacy systems, turning previously "unseen" threats into actionable intelligence through real-time, autonomous workflows.

Halo_Shield™ SENTINEL

As the first line of defense, the SENTINEL Tile delivers point defense against Group 1-5 UAS threats. It can be configured with modularity for both fixed-site and mobile deployments. Key capabilities include advanced sensors and multiple effectors to neutralize even the highest-stakes threats.



Halo_Shield™ TERRESTRIAL

Anchoring the distributed defense, TERRESTRIAL tiles provide affordable, passive, and scalable threat detection, tracking, and identification—especially for UAS and emerging aerial threats—extending coverage around high-value assets or along borders.



Halo_Shield™ NAUTICAL

The NAUTICAL tile provides domain-specific detection and protection within maritime regions (coastlines, rivers, harbors) where standard land-based detection may be sub-optimal.



Halo_Shield™ CELESTIAL

Left-of-launch intelligence is delivered by the CELESTIAL Tile, which uncovers threat deployment, staging, or launching activity well beyond the defended perimeter. It provides early warning and cues for airborne or ground assets to confirm and defeat threats.



Halo_Dome™ AERIAL

The AERIAL Tile extends the Halo_Shield C-UAS architecture vertically, providing elevated sensing to fill coverage gaps. It delivers agile, retaskable coverage and earlier warning with higher-quality tracks over complex terrain and threat corridors.



**DETECTS AND DEFEATS EVOLVING C-UAS THREATS AT THE EDGE | ACCELERATED KILL CHAIN
LOW COST PER KILL | SURVIVABLE PASSIVE SENSOR DESIGN | MULTI-DOMAIN DOMINANCE | PROVEN DELIVERY**