

Leonardo DRS to Provide U.S. Navy Advanced Combat Networking Hardware

ARLINGTON, Va. – Leonardo DRS has received a contract from the U.S. Navy to produce advanced consoles and display systems to support the Navy's future surface ship combat system, the company said in a release. The contract is worth more than \$62 million with options that could be worth up to \$462 million.

The Leonardo DRS Naval Electronics business unit will provide a suite of Common Display System (CDS) consoles, thin client displays, multimission displays, and support equipment. The CDS consoles are a set of open-architecture watch station display consoles made up of two different console variants: water-cooled and air-cooled. The common display hardware provides the interface between the Sailor and the ship's combat systems.

"Building these advanced systems gives U.S. Navy sailors the latest in combat networking hardware and provides mission-critical fleet modernization and readiness requirements today and into the future," said Tracy Howard, senior vice president and general manager of the Leonardo Naval Electronics unit.

The Common Display System consoles are the next generation of hardware infrastructure representing the latest technology available on the market. Leonardo DRS has a history of producing advanced hardware for all Navy surface and subsurface platforms for use in combat systems, tactical networks, processing and machinery control.

Work will be performed at the Leonardo DRS Naval Electronics facility in Johnstown, Pennsylvania.