The first hard kill torpedo defence solution effective even in shallow water

**Benefits**

- Breaks torpedo homing
- Eliminates the re-attack problem
- One torbuster per single torpedo attack
- Fast reaction time - can deal with very short range attacks
- Safe - complies to IM standards

**Torpedo Defense**

The Torbuster is a fourth generation torpedo countermeasure for submarines. It provides effective defense against all types of acoustic homing torpedoes by means of combined soft and hard kill.

**Neutralizes Any Torpedo On First Attack**

Upon detection of an incoming torpedo (external to the system), the Torbuster will be launched from an external launcher. Torbuster will propel itself to a safe distance from the submarine and seduce the incoming torpedo by transmitting specific acoustic signals using a technology based on the Scutter, reactive acoustic decoy. As the torpedo homes in on the decoy, the decoy will sense when it is at the closest point of approach and self explode, inflicting sufficient damage to the torpedo to neutralize it.

**Torbuster Control**

The system is operated from a single console (Launcher Control Unit). The operator is able to monitor the decoys in the launchers, to monitor and activate the launchers, and to control the system’s safety interlocks and stores.
Torbuster

Features

- Based on Scutter reactive response countermeasure
- Explodes on torpedo CPA
- Launched from external pneumatic launchers
- Meets IM standards
- Surface ship version is optional
- Exercise version available