



Operational requirement

Highly effective subsystems that are able to protect combat aircraft against attacking missiles are required to counter modern threat.

However, increasing the decoy capacity of individual platforms, while not compromising the available internal and external space capacity of aircraft, remains a constant cause for concern.

The solution

ECLAIR-M is the complementary decoy dispenser to SPIRALE, the chaff and flare dispensing system for all variants of the Mirage 2000. ECLAIR-M increases the basic IR flare capacity of SPIRALE by 4 times. Chaff cartridges can also be used.

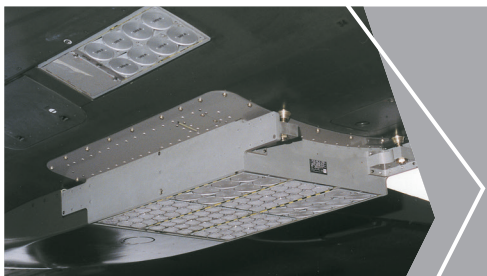
ECLAIR-M is housed in the dragchute bay of the Mirage 2000 in order to keep the hard points clean.

ECLAIR-M is completely integrated within the ICMS EW suite of the Mirage 2000 developed in co-operation with Thales. It is in service with the French and export Air Forces

- Increases the internal IR flare capacity by 4 times
- Completely integrated on to the Mirage 2000 EW suite
- Preserves carrier aircraft's aerodynamic qualities
- In service within the French and export Air Forces

ECLAIR-M

ADDITIONAL DECOY DISPENSER FOR MIRAGE 2000 SERIES



AIR

MBDA Contacts
 Sales and Business Development
 1 avenue Réaumur
 92358 Le Plessis-Robinson cedex - France
 Tel. + 33 (0) 1 71 54 10 00
 Fax + 33 (0) 1 71 54 00 01
salesenquiries@mbda-systems.com
www.mbda-systems.com

ECLAIR-M is made up of a mechanical framework housing the magazines, their ammunition and the electronic unit.

Name
 • **ECLAIR-M**

Location

ECLAIR-M is located in the dragchute bay of the Mirage 2000 where it can rapidly take the place of the parachute assembly or of the arrester hook device.

Ammunition

ECLAIR-M is designed to provide a standard mechanical and electrical interface with existing or future magazines containing the ammunition.

Functional integration

ECLAIR-M is connected to the Digital System Unit of the SPIRALE system via a serial data link and is managed as a cartridge dispenser module of the SPIRALE system.

