

The underwater advantage

Subsea operations face a wide range of challenges, and safeguarding waters is more important than ever. With over a century of expertise, Saab offers advanced unmanned underwater systems for mine countermeasures, anti-submarine warfare and commercial applications. Join Saab at Underwater Defence Technology UDT 2025 to learn how underwater systems can enhance maritime operations in any scenario.

Sabertooth

Powerful and versatile

Sabertooth is a powerful yet lightweight platform for inspection, maintenance, and repair (IMR). Its compact, tether-free design and exceptional maneuverability enable safe access to complex structures. This makes Sabertooth ideal for offshore surveys and autonomous IMR of subsea installations and tunnels.



Anti-Submarine Warfare Training Train as you fight

Saab's AUV62-AT is an anti-submarine warfare training system, suitable for everyone from experienced crews to navies seeking to enhance their training capabilities. It enables crews to engage in a wide range of training scenarios, from basic exercises to live torpedo firings, followed by extensive postmission evaluation.



Double Eagle Family With safety in mind

The Double Eagle family ensures safe, cost-efficient and reliable Mine Countermeasures operations. At UDT, Saab will display Double Eagle SAROV and Multi-Shot Mine Neutralisation System MuMNS. It can be operated both as an AUV for detection and classification, and as an ROV for identification and mine disposal. Complementing this, the Double Eagle MuMNS is a highly effective and versatile mine neutralization system that significantly increases operational tempo.

Saab Lightweight Torpedo Adapted for the modern warfare

The Saab Lightweight Torpedo SWLT is based on over 100 years of underwater systems experience, as a result it performs equally well in both shallow and blue water, as well as under cold, warm and brackish conditions. Both a fire-and-forget and wireguided torpedo, enables the operator manually navigate narrow passages and complex terrain when required.



