








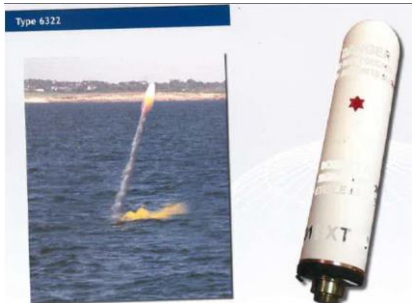




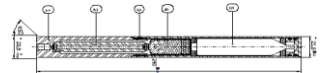


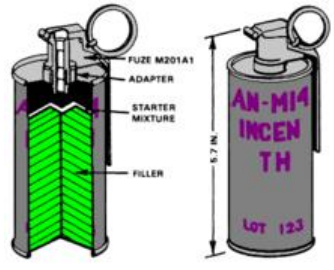
## GENERIC AMMUNITION CATEGORIES AND TYPES

### THAT INDUSTRY INPUT IS REQUIRED

Category/ Type No. (EDA numbering)	GENERIC CATEGORY/ TYPE (still under work by Task Force)	MAIN FUNCTION (still under work by Task Force)	NON EXHAUSTIVE EXAMPLES (still under work by Task Force)
12b	Fixed or projected illuminating ammunition	b. Generating a visual effect for a specific duration, visible at a specific distance.  By combustion reaction or reaction with the ambient environment (water, etc.),	Marine markers, day and night location markers  
13a(i)	Smoke screening and coloured smoke ammunition  a. Producing an opaque screen in a specific wave band, for a determined duration, to obscure a defined target at a specific distance:	i. by combustion reaction	Smoke shell, smoke grenade  Instantaneous Smoke grenade With Red phosphorus   
13a(ii)- 1		(ii) by dispersal of a suitable material  <i>More specifically, by releasing substances as a marker ( inert substances such as talc, plaster, paint, fluorescent dye...)</i>	Marine location marker with a fluorescent dye    Inert materials : dispersion of powder

			
13a(ii) -2		<p>(ii) by dispersal of a suitable material</p> <p><i>More specifically, by combination of at least 2 cases among the 3 following cases: releasing: substances or articles, sublimated substances, and/or the reaction products of burnt substances</i></p>	<p>Ammunition type GALIX</p> <p>GALIX ammunition : mix of powder and smoke</p> 
13a(iii)		<p>(iii) by a substance reacting with the ambient environment</p>	<p>Smoke or phosphorous shell, terephthalic acid grenade, Mortar smoke ammunition</p> <p>Smoke or phosphorous shell, terephthalic acid grenade, Mortar smoke ammunition</p>  <p>Smoke Projectile, grenade or canister based on white phosphorus. Wideband smoke obscurant grenades</p> 
13b(i)	<p><b>Smoke screening and coloured smoke ammunition</b></p> <p>b. Producing a colored or white smoke in a specific wave band, for a determined duration,</p>	<p>(i) by combustion reaction</p>	<p>Colored smoke or white smoke submarine location markers, Smoke signals, Marine smoke markers, colored smoke grenade</p> <p>Colored smoke or white smoke, <b>Smoke signals</b>, Marine smoke markers, colored</p>

	to "mark" a position or provide information		<p>smoke grenade Coloured smoke signalling grenades using dyes. Cinnamic acid or teraphthalic acid based compositions</p>  <p>submarine location markers</p> 
13b(ii)		(ii) by sublimation of a colorant	<p>Smoke pot of practice munitions</p> <p>Smoke signals</p> 
13b(iii)		(iii) by a substance reacting with the ambient environment	<p>Wide band obscuring grenades, practice rocket head with an impact marker</p>   <p>Impact Marker for pilot training</p>  

17b	<b>Special-effect ammunition,</b> generating a special effect such as:	b. Incendiary to produce high temperatures on combustion to cause the ignition of flammable material in a given volume and for a given duration of time	incendiary ammunition,: thermite, Red phosphorous  
18b	<b>Practice (or training) ammunition</b>	b. Simulating real munitions for training purposes by simulating the lethal effect, <u>with/through</u> release of a substance or mixture	Training tracking flares. Practice smoke marker grenades. Practice Rockets (that release a substance or mixture during use) . Inert practice mines (that release a substance or mixture during use). Practice mortar ammunition (that release a substance or mixture during use)  Practice grenades containing talc + pluster.  