

### TERMS

**ammunition (ammo)** - (From the French *la munition* or *l'ammunition*.) **1.** A generic term that includes all kinds of missiles to be thrown against an enemy, such as bullets, projectiles, rockets, grenades, torpedoes, bombs, and guided missiles. It includes their necessary propellants, primers, fuzes, detonators and charges of conventional explosive, nuclear explosive, chemical or other materials. **2.** In the broadest sense, the term is not limited to those materials to be thrown, nor to be used against an enemy, but includes, in addition to the items and materials given in sense 1, all explosives, explosive devices, pyrotechnics, and pyrotechnic devices. The purpose is not limited and includes, in addition to direct use against an enemy, such uses as illumination, signaling, saluting, mining, digging, cutting, accelerating, decelerating, separating, catapulting, personnel or material, operating or stopping mechanisms, demolition, decoying, practice, training, guarding, game hunting and purse sport. **3.** In the most restricted sense, the term includes a complete round and all its components, that is, the material required for firing a weapon such as a pistol, rifle, or cannon, from which a projectile is thrown for inflicting damage upon an enemy. Generally the term is used

or taken in its broadest sense (sense 2) unless a more restricted sense is indicated or is implied.

**Ammunition Data Card (DD Form 1650)** -

Identification card prepared for each individual lot manufactured, giving the type and composition of the ammunition and identifying its components by lot number and manufacturer. When necessary, may also include instructions for holding the ammunition.

**ammunition lot** - A quantity of rounds or components, each of which is manufactured by one manufacturer under uniform conditions and is expected to function uniformly. The lot is designated and identified by an ammunition lot number and an ammunition data card. *See also: Ammunition Data Card.*

**arm** - To make ammunition ready for detonation, as by removal of safety devices or alignment of the explosive elements in the explosive train of the fuze.

**arming plug, antitank mine** - A device assembled on a mine, antitank after fuzing, which can be set to either a safe position or an armed position. In the armed position, enough pressure will cause the fuze to function.

**armor-piercing (AP)** - A description of ammunition, bombs, bullets, projectiles or the like which are designed to penetrate armor and other resistant targets.

**artillery ammunition** - Ammunition for cannon above 30 millimeters (1.181 in) in caliber.

**ball ammunition** - Nonarmor-piercing small arms ammunition in which the projectile is solid. It is for use against personnel and light material targets or for training purposes.

**band, rotating** - Soft metal band around projectile near its base. The rotating band centers the projectile and makes it fit tightly in the bore, thus preventing the escape of gas, and, by engaging the rifling, gives projectile its stabilizing spin.

**band, rotating, pre-engraved** - A rotating band fitted to a projectile with grooves to fit the rifling of the weapon. The grooves are formed in the manufacture of the projectile. This practice is followed in the manufacture of ammunition for recoilless weapons. *See also: band, rotating.*

**bandoleer** - A closed loop of fabric, with pockets designed to accommodate small arms ammunition. Used by individual soldiers for carrying ammunition, by suspending one or more bandoleers over their shoulders.

**bangalore torpedo** - A metal tube or pipe that is packed with a high explosive charge. A bangalore torpedo is chiefly used to clear a path through barbed wire or mine fields.

**base cover** - A metal plate, caulked, crimped, or welded to the base of a projectile to prevent leakage of propellant gases into the charge. Not ordinarily used on small projectiles. Also called base plate.

**base ejection (BE)** - A term for projectiles in which provision is made for ejecting the contents through the base by internal force powerful enough to remove the base plug and contents simultaneously. Usually the force is applied by an expelling charge, which is functioned by a fuze. Various types of special purpose projectiles such as illuminating, leaflet, and some smoke projectiles, are base ejection.

**base of projectile** - The rearmost section of a projectile. For projectiles having a rotating band, it is the section to the rear of the band.

**belt, link** - Ammunition feed belt for an automatic weapon in which metal links connect the cartridges and, with them, form the belt.

**black powder (BP)** - A low explosive consisting of an intimate mixture of potassium or sodium nitrate, charcoal, and sulphur. It is easily ignited and is friction sensitive (but not as sensitive as primer mixes). It is not intended to be initiated by friction in ammunition items. Formerly extensively used as a military propellant, but now its military use is almost exclusively in propellant igniters and primers, in fuzes to give short delay, in powder train time fuzes, in blank ammunition, and as spotting charges in practice ammunition.

**blank ammo** - An indication that ammunition does not contain projectile but does contain a charge of low explosive, such as black powder, to make a noise.

**blister gas** - Any of several war gases which produce burning, inflammation, or destruction of tissue, either externally or internally. Also called blistering gas. Such gases were formerly listed as vesicants. Examples: lewisite and mustard, distilled.

**boattail** - 1. Having a tapered-in base; boat-tailed.  
2. The base of a projectile when shaped like the frustum (point of a cone). *See: base of projectile.*

**bomb** - In a broad sense, an explosive or other lethal agent together with its container or holder, that is planted or thrown by hand, dropped from an aircraft, or projected by some other slow-speed device (as by lobbing it from a mortar), and used to destroy, damage, injure, or kill.

**booster** - 1. Assembly of metal parts and explosive charge provided to augment the explosive component of a fuze, causing detonation of the main explosive charge of the munition. May be an integral part of the fuze. The explosive in the booster must be sufficiently sensitive to be actuated by the small explosive elements in a fuze, and powerful enough to cause detonation of the main explosive filling. 2. Auxiliary propulsion system, used in the early launching phase of a missile, in addition to the principal propelling means. It may be released from the missile when its impulse has been delivered.

**bourelet** - The cylindrical surface of a projectile on which the projectile bears while in the bore of

the weapon. Conventionally the bourrelet is located between ogive and the body of the projectile and has a slightly larger diameter than the body. In some cases the bourrelet extends the full length of the body. In some projectile designs the conventional bourrelet becomes the front bourrelet, a rear bourrelet being provided behind the rotating band. In other designs a middle bourrelet is provided just forward of the rotating band.

**bullet** - A projectile able to be fired from a small arm, i.e., rifle or pistol.

**burster** - An explosive element used in chemical ammunition to open the container and disperse the contents.

**canister (cnstr)** - **1.** A special short-range anti-personnel projectile designed to be fired from rifled guns. It consists of a casing of light sheet metal, which is loaded with preformed submissiles such as small steel balls. The casing is designed so that the rotation causes it to open at or just beyond the muzzle of the gun. The submissiles are then dispersed in a cone, giving effective coverage of the area immediately in front of the gun. *See cartridge*, etc. **2.** In certain special projectiles, the subassembly or inner container where the payload is, such as in a smoke canister.

**canister, smoke** - A chemical filler in ogival or cylindrical containers for loading into projectiles of chemical shells. When ignited, a colored or white smoke is produced.

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- cannelure** - 1. A groove in a bullet for a lubricant or into which the cartridge case is crimped; a groove in a cartridge case providing a grip for the extractor (also called an extractor groove). 2. Ringlike groove for locking the jacket of an armor-piercing bullet to the core. 3. Ringlike groove in the rotating band of a gun projectile to lessen the resistance offered to the gun rifling and to prevent fringing (also called a fringing groove). *See crimping groove.*
- cannon** - A complete assembly, consisting of a tube, a breech mechanism, and a firing mechanism or base cap, all of which are components of a gun, howitzer, or mortar. May also include muzzle appendages.
- cap, blasting** - A small tube, usually copper or aluminum, closed at one end and loaded with a charge or charges of high explosives, at least one of which is capable of detonating from the spit or sparks from the safety fuse. Electric blasting caps are blasting caps provided with a means for electrical firing.
- cartridge (ctg)** - An assemblage of the components required to function a weapon once; for example, ammunition for a gun which contains in a unit assembly all of the components required to function once, and which is loaded into the gun at one time.
- cartridge, ball** - A cartridge in which the projectile is a ball. *See ball ammunition, cartridge (first definition).*

**cartridge, blank** - A cartridge, consisting of cartridge case, primer, and propellant or black powder, but no projectile. Blank ammunition is used in training, in signaling, and in firing salutes.

**cartridge, ignition** - An explosive cartridge forming part of the propellant system for mortars. It serves as the inner zone charge and also provides the flame necessary for igniting additional increment charges.

**charge, spotting** - A small charge, usually black powder, in a practice bomb, practice mine, etc., to show the location of its point of functioning. Also occasionally used in service ammunition.

**chemical agent, chloroacetophenome (CN)** - Tear gas, causing irritation of eyes, skin, and upper respiratory passages. Has no permanent effects. Used for training and riot control. See *individual agents*.

**chemical agent, hexachloroethane mixture (HC)** - A smoke-producing agent, consisting of a mixture of grained aluminum, zinc oxide, and hexachloroethane. The smoke is produced by the burning mixture, induced by a suitable ignition charge. Used to produce a screening smoke.

**chemical agent, lewisite (L)** - A moderately delayed action casualty gas. A blister gas, toxic lung irritant, and systemic poison. Produces immediate and strong stinging sensation of the skin. Dichloro (2-chlorovinyl) arsine.

**chemical agent, mustard, distilled (HD)** - A delayed action casualty gas. A blister gas, which

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acts as cell irritant and cell poison. (Distilled refers to a purifying process greatly reducing the odor, making it harder to detect).

**chemical agent, mustard gas (H)** - A delayed action casualty gas. A blister gas, which acts as cell irritant and cell poison. Contains about 30 percent sulfur impurities, giving it a pronounced odor.

**chemical ammunition** - Any ammunition, bombs, projectiles, bullets, flares, etc., containing a chemical agent or agents. Such agents include war gases, smokes, and incendiaries.

**crimping** - **1.** Mechanical operation on metal or other material by which the material is permanently deformed, usually by small undulations, frills, or wrinkles. **2.** The process by which the cartridge case is secured to the projectile, either by a continuous folding in of the neck of the cartridge case into the crimping groove or by a series of crimps somewhat below the cartridge case mouth. **3.** In blank small arms ammunition, the closing in of the neck of the cartridge case to secure the wadding over the charge.

**crimping groove** - A groove around a projectile base which provides a means of crimping the cartridge case to the projectile.

**cryptographic equipment destroyer, incendiary** - An item designed to be filled with an incendiary mixture and to burn cryptographic equipment and associated material.

**deflagrate** - Exothermic reaction that propagates from burning gases to the unreacted material by conduction, convection, and radiation.

**detonator -1.** An explosive train component that can be activated by either a nonexplosive impulse or a primer and can reliably initiate high order detonation in a subsequent high explosive component of the train. When activated by a nonexplosive impulse, a detonator includes a primer. In general, detonators are classified by method of initiation; such as percussion, stab, electric, flash, etc. See specific definitions. **2.** An explosive charge placed in certain equipment and set to destroy the equipment under certain conditions.

**detonator, electric** - Electrical leads and explosive elements for detonating an explosive charge.

**detonator, friction** - A blasting cap fuse and a pull fuse lighter for detonating an explosive charge.

**detonator, percussion** - A blasting cap and explosive elements designated for detonating an explosive charge.

**detonator, stab** - A detonator that initiates the detonation wave in the explosive train by a pin stab.

**drill ammunition** - Inert ammunition for training the weapons' crew.

**firing table** - A table giving the data needed for firing a gun accurately on a target under standard conditions. It also includes the corrections that must be made for special conditions, such as winds or variations of temperature.

**fixed ammunition** - Ammunition with primer and propellant in a cartridge case permanently crimped or attached to a projectile. Loaded into the weapon as a unit. Usually called a cartridge.

**flechette** - (French, "a small arrow.") **1.** An aerial dart. **2.** A small fin-stabilized missile, a large number of which can be loaded in artillery canister. *See canister.*

**folding fin (FF)** - A fin on a rocket, missile, etc., hinged to permit outward extension when the missile is in flight.

**fuse** - A term for an igniting or explosive device in the form of a cord, consisting of a flexible fabric tube and core of low or high explosive. Used for blasting and demolition and in certain munitions. A fuse with black powder or other low explosive core is called a blasting time fuse. A fuse with PETN or other high explosive core is called detonating cord.

**fuse, blasting, time** - A flexible, water-resistant, fabric-covered cord containing a black powder core that burns at a known rate, providing a time delay proportional to the length of fuse. Used for igniting a blasting cap or an explosive charge.

**fuze** - A device with explosive components used to initiate a train of fire or detonation in ammunition by an action such as hydrostatic pressure, electrical energy, chemical action, impact, mechanical time, or a combination thereof. Fuzes are used primarily in bombs and projectiles.

**fuze, base** - Any fuze installed in the base of a projectile.

**fuze cavity** - A socket or hole in a bomb, projectile, etc., for receiving a fuze or a portion of a fuze.

**fuze, combination** - A fuze combining two different types of fuze mechanisms, especially one combining impact and time mechanisms.

**fuze, dummy** - An initiation of a fuze that has the same shape, weight, and center of gravity as the fuze but has no explosives or moving parts. Used for training.

**fuze, mechanical time (MT)** - A fuze actuated by a clock mechanism preset to a specific time. Excludes fuze, bomb; fuze, mine; and fuze, hand grenade.

**fuze, point detonating (PD)** - A fuze in the nose of a projectile and designed to be actuated on impact.

**fuze, point initiating, base detonating (PIBD)** - A fuze with initiating components in the nose of a projectile and detonating components in the base of a projectile, activated on impact.

**fuze, proximity, variable time (VT)** - A fuze where primary initiation occurs by sensing the

presence, distance, and/or direction of the target through the characteristics of the target itself or its environment.

**fuze, safety** - Two terms have been commonly used to describe the safety built into a fuze to prevent premature functioning at the time of use and to provide the required safety in transportation. *Bore safety* applies only to fuzes used in artillery or mortar projectiles or rockets, and refers to the safety feature that prevents functioning while the fuze is in the bore of the gun or in the launching tube. Such fuzes are said to be "bore safe." *Detonator safety* relates to fuzes for any application. It refers to the safety feature that prevents functioning of the succeeding element(s) of the explosive train if the detonator functions while the fuze parts are in the safe position. Such a fuze is said to be "detonator safe." In general the terms are interchangeable with respect to artillery, mortar, and rocket fuzes, but bore safety applies only to those types of fuzes.

**fuze, superquick (MTSQ)** - A fuze that functions with the least possible delay after impact. The delay is in microseconds.

**G-agent** - Any one of a group of war gases known as nerve gases. The group is known as the "G-series."

**gauge** - The interior diameter of the barrel of a shotgun expressed by the number of spherical lead bullets fitting it that make a pound; as a twelve-gauge shotgun.

**gilding metal** - A copper alloy used to jacket small arms bullets, to form detonator or primer cups, and to form rotating bands for artillery projectiles. This metal can be easily engraved by the lands as the projectile moves down the bore. Gilding metal is approximately 90 percent copper and 10 percent zinc.

**grenade** - A small explosive or chemical missile, originally to be thrown by hand, but now also to be projected from special grenade launchers, usually fitted to rifles or carbines. Grenades may be classified as either rifle or hand. Many variations of these have been used, including improvisations.

**grenade, chemical** - A general term for any grenade filled with a chemical agent.

**grenade, chemical, burning** - A general term for any grenade that releases its agent by bursting.

**grenade, illuminating** - A grenade to be placed or projected and to light up an area by burning. It may be used also as a trip flare or as a incendiary device.

**grenade, incendiary** - A grenade filled with incendiary materials used to start fires or used primarily for incendiary purposes.

**grenade, practice** - A grenade used for practice. The grenade may contain a small charge of black powder to give a puff of smoke when it goes off.

**grenade, riot** - A grenade of plastic or other nonfragmenting material, containing a charge of tear gas and a detonating fuze with short delay. When the grenade functions, the gas is released by bursting.

**grenade, smoke** - A grenade containing a smoke-producing mixture used for screening or signaling. Sometimes charged with colored smoke.

**grenade, training** - An inert hand grenade used in throwing training. Formerly called dummy grenade.

**grenade, white phosphorus** - A grenade that contains a main charge of white phosphorus and a small explosive burster charge for scattering the main charge. Used for smoke and some incendiary effect.

**grommet** - A device made of rope, plastic, rubber, or metal to protect the rotating band of projectiles.

**hypervelocity armor-piercing discarding sabot (HVAPDS)** - A type of HVAP projectile in which the sabot will become separated from the core a short distance from the muzzle of the gun. Separation of the sabot from the core means the core becomes a freeflight projectile with lowered air resistance.

**igniter** - Any device, chemical, electrical, or mechanical, used to ignite.

**igniter, time blasting fuse** - A device containing a firing mechanism and suitable ignition material for igniting a blasting time fuse.

- igniter train** - A step-by-step arrangement of charges in pyrotechnic munitions so that the initial fire from the primer is transmitted and intensified until it sets off the main charge.
- illuminant composition** - A mixture of materials for use in the candle of a pyrotechnic device, producing a high-intensity light.
- increment** - An amount of propellant added to, or taken away from, a propelling charge of semifixed or separate loading ammunition to allow for differences in range. Increments are commonly packed in propellant bags made of cartridge cloth.
- inert** - Descriptive of condition of a munition, or component thereof, which contains no explosive, pyrotechnic, or chemical agent.
- irritant gas** - A nonlethal gas that irritates the skin and makes tears flow. Any one of the family of tear gases used for training and riot control.
- linked ammunition** - Cartridges fastened to one another side by side with metal links, forming a belt that feeds easily into a machine gun.
- low explosive (LE)** - An explosive that, when used in its normal manner, deflagrates or burns rather than detonates. That is, the rate of advance of the reaction zone into the unreacted material is less than the velocity of sound in the unreacted material. Low explosives include propellants, certain primer mixtures, black powder, photoflash powders, and delay compositions.

Whether an explosive reacts as a high explosive or a low explosive depends on how it is initiated and confined. For example, a double base propellant, when initiated in the usual manner, is a low explosive. However, this material can be made to detonate if the propellant is initiated by an intense shock. Conversely, a high explosive like TNT, under certain conditions, can be ignited by flame and will burn without detonating.

**low-order burst** - The functioning of a projectile or bomb when the explosive fails to attain a high-order detonation. Usually evidenced by the breaking of the container into a few large fragments instead of a large number of small fragments.

**mine** - An encased explosive or chemical charge designed to be positioned so that it detonates when its target touches or moves near it or when touched off by remote control. General types are land and underwater.

**mine, antipersonnel (APERS)** - A land mine for use against personnel, made with a small amount of high explosive, generally less than 1 pound, in a metallic or nonmetallic container. It is fitted with a detonating fuze arranged for actuation by pressure or release of pressure by pull on a trip wire, or by release of tension (cutting) of a taut wire. Two types are available, the blast type, which explodes in place, and the bounding type (called a bounding mine), which projects a

fragmenting body into the air that, upon detonation, scatters fragments over a wide area.

**mine, antitank (AT)** - A land mine that is an explosive charge in a metallic or nonmetallic case, with provision for a main fuze, and usually for secondary antiremoval fuzes. Designed to function when a tank or other vehicle runs over it. Provided with a charge designed to produce disabling effects on a tank.

**mine, land** - A container filled with high explosive or chemicals, placed on the ground or lightly covered, and fitted with a fuze or a firing device or both. It is usually set off by the weight of vehicles or troops passing over it.

**napalm (NP)** - Powdered aluminum soap used to gelatinize oil or gasoline for napalm bombs or flame throwers.

**nerve gas** - A chemical agent absorbed into the body by breathing, by ingestion, or through the skin. Affects the nervous and respiratory systems and various body functions.

**ogive** - The curved or tapered front of a projectile. As a geometric body, a convex solid of revolution in which the generating area is bounded by an arc of a circle the center of which lies on the side of the axis of revolution opposite to the arc. When applied to a projectile contour the radius of the arc is expressed in caliber, such as a 7-caliber ogive. With a bullet, bomb, or other projectile having a fuze forming the nose, the ogive is included between a point where the projectile begins to curve or taper and a point on

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the line where fuze and body meet. In other types of projectiles, the nose of the projectile is included as part of the ogive.

**practice ammunition** - Ammunition used for target practice or similar types of training. For gun and rocket type weapons, practice ammunition contains a propelling charge and either an inert filler or a spotting charge in the projectile. Other types of practice ammunition, such as bombs or mines, usually contain a spotting charge or some form of charge to indicate functioning.

**primer** - **1.** A relatively small and sensitive initial explosive train component. When it is actuated, it initiates functioning of the explosive train. It does not reliably initiate high explosive charges. In general, primers are classified in accordance with the method of initiation; percussion, stab, electric, friction, etc. **2.** Refers to the assembly which ignites propelling charges.

**primer, artillery** - A primer that ignites the propellant charge of an artillery weapon. In ammunition using a cartridge case, the primer is in the cartridge case. For separate loading ammunition, the primer is inserted in the breech block. It is a charge of heat producing material, such as black powder, together with means for igniting the charge, and a metal housing so it can be handled as a unit. Artillery primers are classified by the method of initiation, as percussion, electric, friction, and combination percussion-electric.

**primer, electric** - A primer for electric current initiation.

**primer, electric and percussion** - A primer for initiation either by impact of a firing pin or by electric current.

**primer, friction** - A primer fixed by pulling a toothed wire or plug through an explosive mixture.

**primer mixture** - An explosive mixture containing a sensitive explosive and other primer ingredients.

**priming composition** - A mixture of materials that is very sensitive to impact or percussion and, when so exploded, undergoes very rapid autocombustion. The products of such an explosion are hot gases and incandescent solid particles. Priming compositions are used to ignite primary high explosives, black powder igniter charges, propellants in small arms ammunition, etc.

**projectile, dummy** - A projectile that has no explosive charge. Dummy projectiles are used for practice and training.

**projectile, high explosive plastic (HEP)** - A thin-walled projectile, filled with plastic explosive. The projectile "squashes" against an armed target before detonation, and defeats the armor by producing spans which are detached with considerable velocity from the back of the target plate.

**projectile, illuminating** - A projectile, with a time fuze, that releases a parachute flare at any desired height. Used for lighting up an area.

**propellant** - A propellant agent: specifically, a low-explosive substance or mixture, which, by burning, produces gases at controlled rates and provides the energy necessary to propel a projectile or missile. Propellants are either liquid or solid. Liquid propellants, used primarily in rocket engines, may be classified as monopropellants, bipropellants, and sometimes multipropellants, depending on the number of unmixed chemicals fed into the combustion chamber. Solid propellants, used primarily in guns and rocket motors, are classified by the number of basic explosives they contain. A single base propellant contains only one explosive ingredient. A common example of this is pyropropellant. A double-base propellant contains two explosive ingredients, commonly nitrocellulose and nitroglycerin. Ballistite, the standard propellant used in US mortars, is double based.

**propellant powder** - A low explosive of fine granulation that, by burning, produces gases at a controlled rate thus providing energy for propelling a projectile. Restricted to small arms propellants, for which the grain size is small. In larger grain form it is called simply propellant.

**pyrotechnic signal** - Signal (*see signal*) designed

for military use to produce a colored light or smoke, signifying some kind of information.

**pyrotechnics** - Military and nonmilitary items that produce a bright light for illumination, or colored lights or smoke for signaling. Pyrotechnics are consumed in their use.

**quickmatch** - Fast burning fuse made from a cord impregnated with black powder.

**recoilless ammunition** - Ammunition intended for use in recoilless rifles. Provision is made in the ammunition for release of propellant gases so there will not be any recoil.

**renovation** - Restoration of ammunition to serviceability condition by operations more extensive or hazardous than reconditioning. Usually means replacement of components.

**rocket, aircraft (AR)** - A rocket especially designed to be launched from an airplane.

**sabot** - Lightweight carrier in which a subcaliber projectile is centered to permit firing the projectile in the larger caliber weapon. The sabot diameter fills the bore of the weapon from which the projectile is fired. One common type of sabot is discarded a short distance from the muzzle and is known as a discarding sabot. A sabot is used with a hypervelocity armor-piercing projectile having a tungsten carbide core. In this case, the core is considered the subcaliber projectile.

**saluting ammunition** - In cartridge nomenclature, a cartridge, blank intended for salutes.

**screen, smoke** - A smoke cloud produced by chemical agents or smoke generators. Used to conceal friendly troops and/or to deny observation by enemy troops.

**semifixed ammunition** - Ammunition in which the cartridge case is not permanently fixed to the projectile, so that the zone charge (*see zone charge*) within the cartridge case can be adjusted for the desired range. Semifixed ammunition is loaded into the weapon as a unit.

**sensitivity** - The characteristic of an explosive component which expresses its sensitivity to initiation by externally applied energy.

**separate loading ammunition** - Ammunition in which the projectile, propellant charge (bag loaded), and primer are handled and loaded separately into the gun. There is no cartridge case with this type of ammunition.

**setback** - The relative rearward movement of component parts in a projectile, missile, or fuze as it moves forward during its launching. These movements, and the setback force which causes them, are used in the arming and eventual functioning of the fuze.

**set forward** - The relative forward movement of components that occurs in a projectile, missile, or bomb in flight when it impacts. The effect is due to inertia and is opposite to "setback" (*see setback*).

**shear pin** - A pin or wire in a fuze, designed to hold parts in fixed positions until forces exerted

on one or more of the parts are enough to shear the pin or wire. Setback or set forward (impact) forces usually cause shearing. The shear member is kept from breaking during transportation by a safety device.

**shoulder, case** - The portion of the cartridge case between the neck and the body.

**signal** - A pyrotechnic that produces a sign by illumination, smoke, sound, or a combination of these effects to provide identification, location, warning, etc.

**signal, illumination** - A pyrotechnic that produces a sign with light to provide identification, location, warning, etc.

**signal, smoke** - A pyrotechnic that produces a sign with smoke to provide identification, location, warning, etc.

**simulator, booby trap** - Used during maneuvers and in troop training to provide a small pyrotechnic device that can be installed as a "safe" booby trap. Used to give training in installing and using booby traps and in impressing the need for caution in troops who may be exposed to booby traps.

**small arms ammunition** - Ammunition for small arms; rounds of a caliber up to and including 30 millimeters (1.181 in).

**spall** -1. Fragment(s) torn from either surface of armor plate, as the result of the impact of kinetic energy ammunition or the functioning of chemical energy ammunition. 2. Specifically, a

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small explosive device that looks like a detonator (*see detonator*) but loaded with low explosive, so that its output is primarily heat (flash). It is usually electrically initiated and initiates the action of pyrotechnic devices and rocket propellants.

**standoff** - In shaped charge ammunition: the distance or spacing between the base of the liner and the target at the time of initiation. Built-in standoff is determined by the spacing between the base of the liner and the impact surface of the tip of the projectile. Free space is determined by the same distance at the time of functioning, allowing for the nose crushing. Air space refers to the same spacing in underwater weapons.

**star** - A pyrotechnic that burns as a single light.

**starting mix** - In pyrotechnics, an easily ignited mixture that transmits flame from an initiating device to a less readily ignitable composition.

**sustainer** - A propulsion system that travels with, and does not separate from, the missile. Usually applied to a rocket motor or rocket engine when used as the principal propulsion system—as distinguished from an auxiliary system, such as the JATO unit.

**sympathetic detonation** - Explosion caused by a detonation wave from another explosion.

**tear gas** - A chemical which burns and causes a powerful lachrymal effect (tears) and also affects the upper respiratory system.

**triple base propellant** - Propellant (*see propellant*) with three principal active ingredients, such as nitrocellulose, nitroglycerin, and nitroguanidine.

**unarmed** - The condition of a fuze (or other firing device) in which the necessary steps to make it function have not been taken. It is when the fuze is safe for handling, storing, and transporting. The fuze is partially armed if only some of the steps have taken place.

**warhead** - That portion of a rocket or guided missile that contains the load that the vehicle is to deliver. It may be empty or contain high explosives, chemicals, instruments, or inert materials. It may also include a booster, fuze(s), adaption kits, and/or buster.

**web** - In a grain of propellant, the minimum thickness of the grain between any two adjacent surfaces is called the web or the web thickness. In a cord the diameter is the web. In a single perforated grain there is one web, but a multiperforated grain there is an inner web and an outer web. The mean of these values is known as the average web. In designs of solid or single perforated grains, the propellant is entirely consumed when the web is burned through. In multiperforated grains this is not true; slivers are formed at this stage, which then burn to completion.

**weight zone** - A classification of certain projectiles of 75 millimeters and larger into groupings

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(zones) by weight. The weight zone is painted on each projectile as crosses or squares.

**white phosphorus (WP)** - See chemical ammunition.

**zone charge** - The number of increments of propellant in a propellant charge of semifixed rounds, corresponding to the intended zone of fire. For example, zone charge 5 has 5 increments of propellant.

## ABBREVIATIONS

ACC	ammunition condition code
ACR	Ammunition Condition Report
ADP	automatic data processing
AP	ammunition point, armor piercing
APERS	antipersonnel mine
AR	aircraft rocket
ARTEP	Army Training and Evaluation Program
ASP	ammunition supply point
AT	antitank mine
ATP	ammunition transfer point
BE	base ejection
BP	black powder
CN	chloroacetophenome
cnstr	canister
COMMZ	communications zone
CONUS	Continental United States

COSCOM	corps support command
CSA	corps storage area
CSR	controlled supply rate
ctg	cartridge
DA	Department of the Army
DAO	division ammunition officer
DISCOM	division support command
DOD	Department of Defense
DODAAC	DOD activity address code
DODAC	DOD Ammunition Code
DODESB	DOD Explosive Safety Board
DODIC	DOD identification code
DS	direct support
DSR	depot surveillance record
EOD	explosive ordnance disposal
FF	folding fin
FM	field manual
FSU	field storage unit
GMLR	guided missile/large rocket
GS	general support
H	mustard gas
HC	hexachlorethane
HD	distilled mustard gas
HE	high explosive
HEP	high explosive plastic
HEAT	high explosive, antitank
HVAP	hypervelocity armor piercing
IAR	inventory adjustment report

## Glossary

IAW	in accordance with
ICM	improved conventional munitions
L	lewisite
LE	low explosive
MCC	movement control center
MHE	materials handling equipment
MLRS	Multiple Launch Rocket System
MMC	Material Management Center
MSR	main supply route
MT	mechanical time (fuze)
MTSQ	mechanical time superquick (fuze)
NBC	nuclear, biological, chemical
NEW	net explosive weight
NP	napalm
NSN	national stock number
PD	point detonating fuze
PIBD	point initiating, base detonating (fuze)
PWP	plasticized white phosphorus
QA/QC	quality assurance/quality control
QD	quantity distance
RAP	rear area protection
RSR	required supply rate
RT	rough terrain
RTCC	rough terrain container crane
RTCH	rough terrain container handler
RTFL	rough terrain fork lift
S&P	stake and platform

S&T BN	supply and transportation battalion
SIMU	suspended from issue, movement and use
SIU	suspended from issue and use
SOP	standing operating procedure
SPI	special inspections
ST	short ton
STANAG	Standardization Agreement
TAACOM	Theater Army Area Command
TB	technical bulletin
TCMD	transportation control movement document
TM	technical manual
TMO	transportation movement officer
TO	transportation order
TOE	table of organization and equipment
TSA	theater storage area
UBL	unit basic load
UIC	unit identification code
VT	variable time, proximity (fuze)
WARS	Worldwide Ammunition Reporting System
WP	white phosphorous