

**GROUP OF GOVERNMENTAL EXPERTS OF  
THE STATES PARTIES TO THE CONVENTION  
ON PROHIBITIONS OR RESTRICTIONS ON  
THE USE OF CERTAIN CONVENTIONAL  
WEAPONS WHICH MAY BE DEEMED TO BE  
EXCESSIVELY INJURIOUS OR TO  
HAVE INDISCRIMINATE EFFECTS**

CCW/GGE/XIV/WG.1/1/Add.2  
1 June 2006

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**Fourteenth Session**  
**Geneva, 19–23 June 2006**  
Item 7 of the Agenda  
**Explosive Remnants of War**

**Working Group on Explosive Remnants of War**

**PROVISIONAL AGENDA FOR THE MEETING OF THE  
MILITARY AND TECHNICAL EXPERTS ON ERW**

Proposal by the Chairperson of the Meeting of the Military and Technical Experts on ERW

Addendum

**DRAFT TABLE OF EXPLOSIVE ORDNANCE TYPES AND SYSTEMS**

## Draft Table of Explosive Ordnance Types and Systems

| System ▼     | Type ►   | SA <14.5 | Hand Gr | Proj Gr | Mortar | Artil Proj | Tank Proj | Rockets | Guid Miss | Bombs | AT-Missiles | LR SOM | Attac Drones |
|--------------|----------|----------|---------|---------|--------|------------|-----------|---------|-----------|-------|-------------|--------|--------------|
| HE           |          |          |         |         |        |            |           |         |           |       |             |        |              |
| HEI          |          |          |         |         |        |            |           |         |           |       |             |        |              |
| HE Frag      |          |          |         |         |        |            |           |         |           |       |             |        |              |
| HEAP         |          |          |         |         |        |            |           |         |           |       |             |        |              |
| HEAT         |          |          |         |         |        |            |           |         |           |       |             |        |              |
| HEAT Frag    |          |          |         |         |        |            |           |         |           |       |             |        |              |
| HESH         |          |          |         |         |        |            |           |         |           |       |             |        |              |
| APHE         |          |          |         |         |        |            |           |         |           |       |             |        |              |
| CP           |          |          |         |         |        |            |           |         |           |       |             |        |              |
| WP           |          |          |         |         |        |            |           |         |           |       |             |        |              |
| Smoke        |          |          |         |         |        |            |           |         |           |       |             |        |              |
| Illuminating |          |          |         |         |        |            |           |         |           |       |             |        |              |
| Incendiary   |          |          |         |         |        |            |           |         |           |       |             |        |              |
| Sub-muni:    |          |          |         |         |        |            |           |         |           |       |             |        |              |
|              | AP Frag  |          |         |         |        |            |           |         |           |       |             |        |              |
|              | AT SC    |          |         |         |        |            |           |         |           |       |             |        |              |
|              | AT/AP DP |          |         |         |        |            |           |         |           |       |             |        |              |
| FAE          |          |          |         |         |        |            |           |         |           |       |             |        |              |
| Shrapnel     |          |          |         |         |        |            |           |         |           |       |             |        |              |

Existing:   
Not existing: 

### System Legend

HE: High Explosive  
HEI: High Explosive Incendiary  
HE FRAG: High Explosive Fragmentation  
HE A/PERS: High Explosive Pre Fragmented / High Explosive Anti Personnel  
HEAT: High Explosive Anti Tank  
HEAT Frag: Dual Purpose HEAT / Fragmentation  
HESH: High Explosive Squash Head  
APHE: Armour Piercing High Explosive  
WP: Smoke Bursting White Phosphorus  
Smoke: Smoke Base Ejection (BE) Carrier Munitions  
Illuminating: Illuminating Carrier Munitions  
Incendiary: Incendiary Carrier Munitions  
Propaganda: Propaganda Carrier Munitions  
Sub-munitions Carrier Munitions:  
AP Frag: Anti Personnel Fragmentation  
AT SC: Anti Tank Shaped Charge  
AT/AP: Anti Personnel / Anti Tank Dual Purpose  
FAE: Fuel Air Explosive Munitions  
Shrapnel: Shrapnel Munitions

### Type Legend

SA <14.5: Small Arms Ammunition (less than 14.5 mm)  
Hand Gr: Hand Grenades  
Proj Gr: Projected (Rifle) Grenades  
Mortar: Mortar Rounds  
Artil Proj: Artillery Projectiles  
Tank Proj: Tank Projectiles  
Rockets: Rockets  
Guid Miss: Guided Missiles  
Bombs: Aircraft Bombs  
AT-Missiles: Anti Tank Missiles  
LR SOM: Long Range Standoff Missiles  
Attac Drones: Attac Drones