

**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/WP.3
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Agenda item 7
Explosive remnants of war**

Working Group on Explosive Remnants of War

TECHNICAL COMMENTS ON DOCUMENT CCW/GGE/XIII/WG.1/WP.8

Submitted by the Argentine Republic

1. The original table in working paper WP.8 may contain changes which, without entering into details that are not in keeping with the desired purpose, would make it more complete and more broadly cover various conventional weapons ranging from generally available through intermediate to the most advanced technologies. They all have a greater or lesser likelihood of becoming ERW, and so all need to be taken into account.
2. The table was modified in keeping with document CCW/GGE/XIV/WG.1/1/Add.2, which was also taken into account, so that this latest version available is used as the basis for the proposed changes. A proposed table is attached to this paper.
3. In connection with this table, the Argentine Republic wishes to highlight the following points:
 - (i) The left-hand column would be clearer if headed **Terminal effect** (of munitions) rather than **Systems**.
 - (ii) Anti-tank missiles (AT), long-range missiles (also known as “cruise missiles”) and drones are added in the munitions column, as indicated in sheet 5 of the draft table referred to under (b) above.
 - (iii) Extended-range munitions **HE RAP** and rocket-assisted munitions **HE ERFB-BB** are included between mortars and artillery, as they have a distinctive internal structure.

- (iv) An indication is given that the white phosphorus munition also has an incendiary effect **WP SI** (by adding the letter **I**).
- (v) The armour-piercing capped munition **AP APC**, the high-velocity armour-piercing munition **HVAP** and the armour-piercing discarding sabot-tracer **APDS-T** are eliminated, because they are projectiles which have a solid nucleus, with pure piercing effects, and which are not at risk of becoming ERW since, as they have no explosive charge but only a propelling charge (tribasic powders), they can only become abandoned munitions.
- (vi) Notwithstanding the provisions of the preceding paragraph, the armour-piercing fin-stabilized discarding sabot-tracer **APFSDS-T** (“arrow” type) is kept in the table, since, although it also has a solid nucleus, some countries use it with a piercing nucleus of depleted uranium, so that its use generates hazardous wastes, especially at the post-conflict stage.
- (vii) The explosively formed penetrator **EFP** submunition-carrying munitions used in particular in what are known as “smart” missiles are included.
- (viii) Anti-personnel/anti-tank submunitions **AT/AP DP** are known as **DPICM** (dual-purpose improved conventional munitions), so that designation should be retained.
- (ix) The three types of **minelets** have been eliminated on the grounds that they should be regarded as anti-personnel mines, which have not been included in this table. If mines dispersed by cluster munitions are added, landmines should also be added.

Annex

DRAFT TABLE OF CONVENTIONAL AMMUNITION TYPES AND SYSTEMS

Terminal effect System	Vector used Type	SA <14.5	Hand Gr	Proj Gr	Mortar	Artil Proj	Tank Proj	Rockets	Guid Miss	Bombs	AT missile	Long-range missiles	Attack drones
HE													
HEI													
HE Frag													
HE APERS													
HE RAP/HE FB-BB													
HEAT													
HEAT Frag													
HESH													
AP HE													
APFSDS-T													
CP													
WP S I													
Smoke													
Illuminating													
Incendiary													
Submunitions:													
	AP Frag												
	AT SC												
	EFP (SFF)												
	DPICM												
FAE													
Shrapnel													

Existing:



Not existing:



Type legend**Vector used**

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 missile	Anti-tank missile
LR SOM	Long-range stand-off missile
Attack drones	Unmanned attack vehicles

System legend (terminal effect)

HE:	High-explosive
HEI:	High-explosive incendiary
HE FRAG:	High-explosive fragmentation
HE AP:	High-explosive anti-personnel
HE RAP/ HE ERFB-BB	High-explosive rocket-assisted projectile Extended-range full-bore base bleed
HEAT:	High-explosive anti-tank with shaped/hollow charge
HEAT Frag:	Dual-purpose HEAT/fragmentation
HESH:	High-explosive squash head
APHE:	Armour-piercing high-explosive

AP:	Armour-piercing
HVAP:	High-velocity armour-piercing
APDS-T:	Armour-piercing discarding sabot-tracer
APFSDS-T:	Armour-piercing fin-stabilized discarding sabot-tracer
CP:	Concrete-piercing
WP SI:	Smoke-bursting white phosphorus
Smoke:	Smoke base ejection (BE) carrier munitions
Illuminating:	Illuminating carrier munitions
Incendiary:	Incendiary carrier munitions
Submunition-carrying munitions:	
	APERS: Anti-personnel
	AT SC: Anti-tank shaped-charge
	EFP: Explosively formed penetrator
	DPICM: Dual-purpose improved conventional munition
FAE:	Fuel-air explosive munitions
Shrapnel:	Shrapnel munitions
