



40 MM HV AIRBURST GRENADE

ATOM 40 mm High Velocity Airburst Grenade is programmed via Fire Control Unit which can be integrated to any automatic grenade launcher with just a few modifications to the gun if needed. Fire Control Unit provides the user to see and approve the target, measures the distance to the target and calculates the time required for the ammunition to air burst.

Together with \$AHİN weapon station; ATOM 40 mm High Velocity Airburst Grenade offers an effective kinetic attack capability against drones.

General Specifications of ATOM 40 mm High Velocity Airburst Grenade

- High precision time programming
- Effective usage in all types of ground conditions
- Target-optimized fragmentation Pattern
- **Electronic Self Destruct function**
- High first hit probability
- Highly reliable Safe and Arm Device
- 10 Years Shelf Life

General Specifications of ATOM 40 ABM Fire Control Unit

- ATOM 40 mm High Velocity Airburst Grenade programming capability
- Adaptable to any Automatic Grenade Launchers
- Ease of Installation/Usage
- Day/Night vision capability
- High Precision Ballistic Solution for all types of standard 40 mm munitions (HE, HE-SD, HEDP, TP, etc.)
- High first hit probability
- Target identification up to 1500 m
- +/-2 m LRF accuracy
- Via the user interface
 - Choosing the ammunition type
 - Determining the usage mode in case of smart ammunition preference

Technical Specifications

Caliber : 40 mm x 53 **Project Weight** : 255 g

Muzzle Velocity : 245 m/s (nominal)

Number of Fragments :>500 Kill Radius :5 m **Wound Radius** : 15 m **Operating Temperature** : -33 / +52 Storage Temperature : -46 /+63 Self-Destruction Type : Electronic : 18-40 m **Arming Distance**

for infantry and land targets: 1500 m for drones : 700 m

Weapons to be used : MK19 Mod3, H&K AGL/ GMG and any standard

40mm Automatic Grenade Launchers

Target Set

- Targets hidden behind cover/wall, in trenches, inside buildings/ bunkers/caves, behind corners
- Unarmored vehicles
- Dismounted infantry

Max. Effective Range













