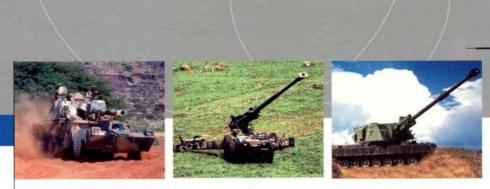


INTEGRATED ARTILLERY AND BALLISTIC SYSTEMS



Combining integrated artillery systems to achieve an effective end result

INTEGRATED BALLISTIC SYSTEM













Superior test facilities



Balistic tables



• Bi-modular charge systems



Fuses



Basebleed

Projectiles

HE Practice, Clstr HE HC, Screening Smoke, Red Phoshorus, V-lap.

INTEGRATED ARTILLERY SYSTEM

The effective integration of the system elements, that enable the artillery to engage a target, requires each system to function optimally and together within the total system. Artillery requires command and control, target acquisition and fire direction, ballistic computing, target allocation, selection and delivery of projectiles and the reporting of target effect. An integrated artillery system must combine the different system elements to achieve an effective end result.

WEAPON SYSTEM

The G6 is a 155mm, 45calibre self propelled gun, is mounted on a special 6x6 wheeled vehicle. The gun can function autonomously for considerable periods and over long distances. With its built-in inertial navigation and laying system, high strategic and tactical mobility, plus excellent crew comfort and protection, the G6 is a leader in its class.

The G5 is a 155mm, 45calibre weapon which, when fired the base bleed rounds can cover a target zone of almost 1000km² to a range of 40km, without changing position. It is equipped with an auxilliary power unit which gives it self-propelled tactical mobility at speeds up to 16km/h.

The T6 155mm Turret System is based on the G6 design but fitted with a 52 calibre main weapon. It has a fully automatic ammunication handling system and can fire 8 rounds a minute. The T6 turret, can be mounted on a MBT chassis, and has successfully fired to a range of 54km

SUPPORT VEHICLES

COMMAND AND CONTROL

The Artillery Command and Control System comprises of elements with which data is obtained, processed and distributed so that guns can fire correctly on selected targets.

These include:

- INTEGRATED BALLISTIC SYSTEM









