



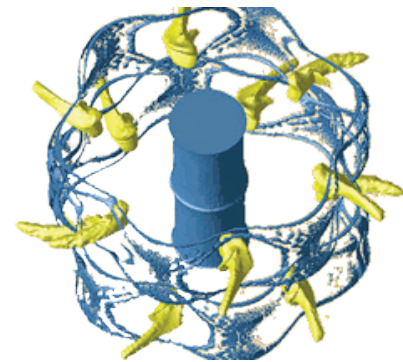
ADVANCED WARHEAD TECHNOLOGY



General Dynamics Ordnance and Tactical Systems offers a variety of services and hardware that advances the state of the art in warhead technology. From world-class modeling and simulation and advanced designs to development, qualification and production, we offer concept to hardware capability to enhance the warfighter's effectiveness.

Modeling and Simulation

We offer a full array of hydrocode, finite element and lethality system effectiveness modeling and simulation to develop warhead concepts that deliver maximum lethality against a wide array of targets including fixed, mobile, hardened and buried.



Multiple EFP



Brick over block wall target penetration

ADVANCED WARHEAD TECHNOLOGY



Advanced Shock Physics Modeling

- Detonation/Deflagration/Blast
- Explosively Formed Penetrators (EFP)
- Shaped Charges
- Blast/Fragmentation
- Reactive Materials
- Geological/Non-Geological Penetration

Design

- Structural Analysis, including Finite Element Modeling
- Explosive Trade Studies
- Solid Modeling
- Platform Integration
- Technical data packages

System Effectiveness Analysis

- System Integration and Design
- Insensitive Munition (IM)
- Target Engagement
- Lethality

Next Generation Blast and Fragmenting Warheads

Blast and fragmentation warheads destroy soft targets while protecting military assets and personnel with Insensitive Munitions features.

World Class Shaped Charge Warheads

Advanced shaped charge warheads offer improved anti-armor performance in a more compact package, creating space for additional weapon system features, including IM features and soft target effectiveness.

Devastating Lethality Against Multiple Target Sets

Designed for effect, built for lethality. Our family of warheads offers the warfighter the lethal effects needed for battlefield superiority.

Multimode Effects

Advanced Multimode warheads combined shaped charge and blast fragmentation technology, offering full advantage to the warfighter against multiple targets:

- Anti-Armor, Materiel and Personnel
- Military Operations in Urban Terrain (MOUT) structures
- Blast and Thermobaric effects



Blast Fragmentation



Multimode Effects



Multiple target sets

GENERAL DYNAMICS
Ordnance and Tactical Systems