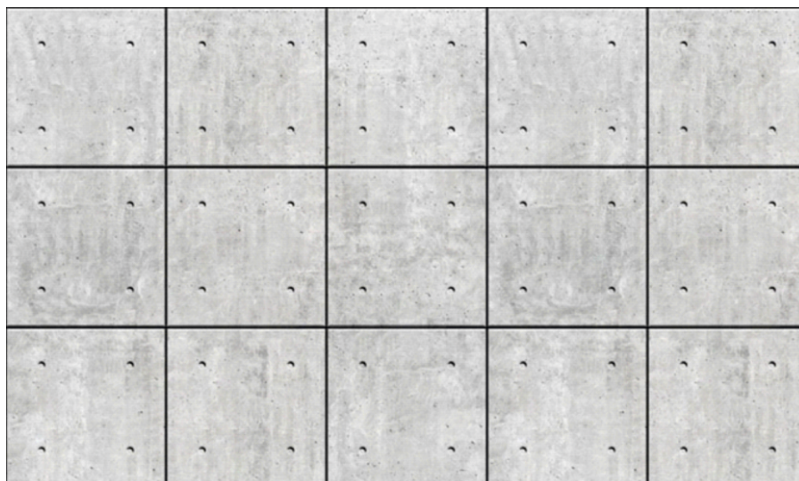


BALLISTIC SHIELDS.

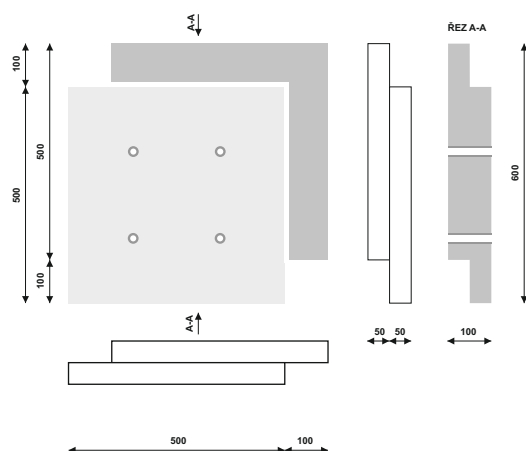
For reinforcement of walls of buildings important for the defence of the state, military objects and objects for the protection of the population. To reinforce the protection of universities and schools, embassies, public buildings, urban centres, and the defence of critical infrastructure, both military and civilian.



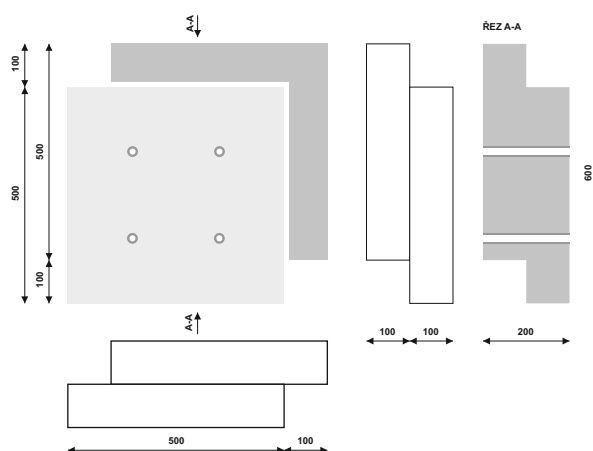
MODEL LIGHT A HEAVY



LIGHT 100



HEAVY 200



*It is characterized by high resistance to the effects of the blast wave and to penetration by conventional projectiles, shrapnel and secondary shrapnel.
Designed for rapid and to protect high and medium priority detached buildings.*

NATO - STANAG 2280 : 2016 STANDARDS.

BY NATO - ATP-3.12.1.8 TEST PROCEDURES AND CLASSIFICATION OF THE EFFECTS OF WEAPONS ON STRUCTURES

STANAG 2280, Ed. 2.

Třída odolnosti: A3, C4, D6 pro tloušťku stěny prvku 100 mm.
Třída odolnosti: A5, C4, D5 pro tloušťku stěny prvku 200 mm.

	A	B	C	D	E
	Projectiles	Direct Fire Warheads	Indirect Fire Munitions	High Explosive (TNT Eqvt)	Moving Vehicles
Severity of Effect (level)	6. Automatic canon 30 mm APDS	Advanced ASM Anti Structure Munitions	240 mm Rocket	≤ 50 kg	Tracked Vehicle
	5. HMG 14.5 mm (0.57)	Tandem ASM	155 mm Mortar 122 mm Rocket	≤ 10 kg	Large Truck ≤ 32,000 kg
	4. HMG 12.7 mm (0.50)	Anti-personel Thermobaric conventionalcharge < 2.5 kg	120 mm Mortar 107 mm Rocket	≤ 2 kg	Truck ≤ 7,500 kg
	3. Assault / Sniper Rifle 7.62 mm AP	Anti-tank Shaped charge	82 mm Mortar	≤ 1 kg	Small Truck ≤ 2,500 kg
	2. Assault Rifle 5.56 - 7.62 mm Ball	40 mm Rifle grenade shaped charge	60 mm Mortar	≤ 0.5 kg	Passanger Car ≤ 1,500 kg
	1. Pistol	(reserved)	Hand grenade	≤ 0.1 kg	Motorcycle

TECHNICAL DATA.

Construction characteristics

Total volume	00,025 / 00,05 m ³
Specific weight	02,50 / 02,50 t/m ³
Total weight	00,065 / 00,13 t
Built-up area	00,25 / 00,25 m ²
Load per m ²	00,26 / 00,52 t
Outer element surface	01,40 / 01,80 m ²

Capability

- o Quickly and effectively objects reinforcement.
- o Protecting high and medium priority objects.
- o Simple replacement of a damaged part.

