

40x46 mm Round **RLV-HEFJ** High-Explosive Fragmentation Jump Grenade

The 40x46mm **RLV-HEF-1** is intended to destroy enemy personnel, transport vehicles, and light-armored objects at distances of up to 400 m. It has an increased efficiency of defeat due to the detonation at height from 0.5 m to 2.5 m above the ground.

The Rounds are compatible with:

- Underbarrel Grenade Launchers: ARSENAL UBGL-M6 / UBGL-M7 / UBGL-M16 / M203 / FN GL1 / HK269 / AG36 / and other launchers adopted to use lethal ammunition (combat types, e. g. - HEF / HEDP / AD / TB);
- Stand-alone Grenade Launchers: ARSENAL SAGL / HK169 / HK269 / FN GL-S / M320 / and other launchers adopted to use lethal ammunition (combat types, e. g. – HEF / HEDP / AD / TB);
- Multi-shot Grenade Launchers: Milkor MGL / M32 MGL / ARSENAL MSGL / and other launchers adopted to use lethal ammunition (combat types, e. g. - HEF / HEDP / AD / TB);



TECHNICAL CHARACTERISTICS	RLV-HEFJ
Type	Low Velocity, High Explosive Fragmentation Jump
Caliber, mm	40 x 46
Overall length, mm/in	max 113 mm / 4.4 in
Weight of Round, kg/lbs.	max 0.272 kg / 0.59 lbs.
Weight of Grenade, kg/lbs.	0.22 kg / 0.48 lbs. max
Explosive filling	A-IX-1 (RDX)
Weight of the explosive filling, kg/lbs.	0.045 kg / 0.09 lbs. max
Primer type	Percussion, Boxer
Propellant charge	Double base powder
Cartridge case material	Aluminum alloy
Jump height, m	from 0.5 to 2.5
Fuzee	AF43 - point detonating, with time and super-quick and check action and self-destruction
Arming Distance, m	from 10 to 40 m
Self-Destruction Time, s	from 14 to 19 seconds
Muzzle Velocity, m/s	76
Max firing range, m	400
Radius of defeat, m	not less than 6 m
Operation Temperature Range, °C/°F	from -43°C to 52°C / -45.4°F to 125.6°F
CLASS OF EXPLOSION HAZARD:	1.1E, UN 0006

PACKING	
Number of rounds in one wooden case	120 rounds 40 pcs packed in a metal airtight box 3 pcs. metal box in a wooden case
Wooden case dimensions, mm/in	875 x 398 x 206 mm / 34.4 x 15.6 x 8.1 in
Case weight, kg/lbs.	39 kg / 85.9 lbs.
Case volume, m³	0.072 m