72	Firearms, projectiles, entrenchment
72a	Small arms not covered 72b or 72h, accessories and general appurtenances for firearms
72b	Blowguns, popguns, air guns, spring guns, report producers, toy guns, arrows, bows, crossbows, throwing and slinging devices, squirt guns
72c	Guns and gun mounts
72d	Ammunition: cartridges, projectiles, cartridge cases; transportation and packing of ammunition; ammunition hoists, ammunition vehicles, cartridge pouches, etc.; cartridge loading and unloading machines
72e	Targets, firing ranges, range butts
72 f	Aiming devices
72g	Independent protective equipment against projectiles, including independent air defence equipment, armoured clothing and helmets, protective shields, concealment, armour plates, armoured turrets, fortress structures and trench fortifications, armour for combat vehicles; flame throwers; means of attack and defence in general, e.g. for individual protection, smoke screens
72 h	Automatic firearms
72 i	Projectile fuses
72a	Small arms not covered 72b or 72h, accessories and general appurtenances for firearms
72a-1 72a-2 72a-3 72a-4 72a-5 72a-6 72a-7 72a-8	Rifles, also shotguns and carbines of various construction (72b-2) Rifles with grip under the fore end of the stock Rifles with grip under the small of the stock Rifles with a trigger-guard cocking lever Rifles that can disassembled, rifle-spade combinations Adjustable rifles, folding rifles Cane guns and gallery rifles Electric rifles Butts, butt plates and stocks
72a-9 72a-10 72a-11	Pistols and revolvers (72a-8; 72b-5/01 – 71b-5/02; 72b-7) Pistols (72a-10; 66a-2; 72b-5; 72b-7) Revolvers Revolvers with hinged barrels
72a-12 72a-13 72a-14/01	Breech mechanisms and accessories for small arms (72a-31) Breech block actions Straight pull actions

72a-16/02 72a-16/03	Self-cocking actions for hinged barrel rifles Actions for triple and multi-barrel rifles
72a-17/01 72a-17/02 72a-17/03 72a-17/04 72a-18	Cartridge extractors and ejectors for hinged barrel rifles for breech block rifles for bolt action rifles Cartridge guides, cartridge extracting tools Modifications for hunting rifles, e.g. single trigger for multi-barrel arms
72a-19/01 72a-19/02 72a-19/03 72a-19/04 72a-19/05 72a-19/06 72a-19/07 72a-19/10	Protective cover over trigger guard as safety Trigger safety with rotating catch mounted on the trigger guard Firing pin safeties Automatic safeties activated when aiming the rifle Safeties for hinged barrel rifles Safeties for breech block actions Safeties for bolt and straight pull actions Special safeties
72a-20 72a-21/01 72a-21/02 72a-22 72a-23 72a-24	Cartridge magazines for small arms Box magazines (72a-17) Special box magazines outside of the breech recess Cartridge catchers Butt magazines Drum magazines Tubular magazines
	Miscellaneous mechanisms on small arms apart from actions and magazines
72a-25/01 72a-25/02 72a-25/03 72a-25/04 72a-25/05 72a-25/06 72a-25/10 72a-26	Trigger mechanisms Rifle breech mechanisms with hair triggers Push button and thumb triggers Air pressure trigger devices Firearms triggered at a specific elevation Safety devices against canting (72f-4) Single-motion cocking and firing devices Special trigger devices Devices for trigger control
72a-27/01 72a-27/02 72a-27/03 72a-27/04 72a-27/05 72a-27/06 72a-27/07 72a-28	Rifle barrels in general (manufacture 49a-45/01, 49a-45/02) Barrels for multi-barrel rifles Barrel connections for multi-barrel rifles Sub-calibre tubes and telescoping barrels Cartridge chamber within the barrel Testing and aiming instruments for rifle barrels Muzzle covers Damping devices; silencers, recoil reducers and muzzle-flash hiders for fire arms of all kinds (14g-10; 30d-29; 46c6-1/01; 46c6-1/02; 46c6-1/10 – 46c6-1/12; 46c6-2;
72a-29/01 72a-29/02 72a-29/03 72a-29/04 72a-29/05	46c6-3/01; 46c6-3/02; 47f-1/01) Shot counters for firearms Rifle firing devices for special projectiles, e.g. star shells, rifle grenades, etc. Dust guards for the breech and ejection openings (72a-20) Indicators showing if a weapon is loaded Devices for indicating the cartridges in the magazine

72a-29/06 72a-30 72a-31/01 72a-31/02 72a-32 72a-33/01 72a-33/02 72a-33/03 72a-33/10	Special devices Rifle supports, shooting rests, shooting stands, etc. Rifle cleaning devices (cartridges with lubricating wads 72d-1/04, 72d-20) Lubrication of breech mechanism parts, cartridges and projectiles Slashing and thrusting weapons in combination with firearms Carrying devices for firearms (33d-13/02, 33d-13/03) Detachable stocks, fastening on bags, canes, umbrellas (33d) Revolver holsters (33b-2/01) Special accessories
72b	Blowguns, popguns, air guns, spring guns, report producers, toy guns, arrows, bows, crossbows, throwing and slinging devices, squirt guns
72b-1 72b-2 72b-3 72b-4 72b-5/01 72b-5/02 72b-6/01 72b-6/02 72b-6/03 72b-7	Blowguns and popguns Air rifles Bows and crossbows, arrows and bolts, finned aircraft projectiles Spring-operated firearms Report producers, also toy cap pistols Fear producing pistols Throwing and slinging devices to be used as weapons (devices for slinging playing balls 77a-26/11, 77a-65/12; throwing and slinging devices as toys 77f-24, 77a-33/18) Centrifugal catapults Throwing devices with throwing beam Squirt pistols, gas pistols
72c	Guns and gun mounts
72c-1 72c-2 72c-3 72c-4/01 72c-4/02	Rammers Adjustable embrasure mounts, mounts for casemate guns Mounts for turret or cupola guns Disappearing mounts Mounts for submarine guns (mounts for aircraft weapons 62b-22)
72c-5/01 72c-5/02 72c-5/03 72c-5/04 72c-5/05	Heavy gun mounts motor drawn, self-propelled Barrel transporters Carriages for railway guns Rotating mounts Spring relief devices
72c-6/01 72c-6/02 72c-6/03 72c-6/04 72c-6/05 72c-6/06 72c-6/07 72c-7	Wheeled carriages in general with swivelling set of wheels Motorised wheeled carriages Trench gun mounts Wheel brakes Protective shields Trunnion bearings Spring trail-spade carriages
72c-8/01 72c-8/02 72c-8/03 72c-8/04 72c-8/05	Barrel recoil guns Hydraulic brakes Friction brakes Spring brakes Compressed-air and gas brakes (muzzle brakes 72a-28) Non-recoil guns

72c-8/08	Other brakes
72c-9/01	Barrel counter-recoil guns
72c-9/02	Brakes for counter-recoil guns
72c-10	Wedge-type breech blocks
72c-11	Breech screws
72c-12	Interrupted-screw breech blocks
72c-13	Firing lock mechanisms
	Firing mechanisms (in connections with aiming devices 72f-15/11)
72c-14/01	Mechanical
72c-14/02	Pneumatic
72c-14/03	Electrical
72c-15	Gun barrels (boring and rifling devices 49a-45/01, 49a-45/02)
	Special guns, mortars (mechanical throwing and projecting devices 72b-6/01 – 72b-6/03)
72c-16/01	Compressed-air guns
72c-16/02	Gas guns
72c-16/03	Electric guns
72c-16/04	Gunpowder charge projectors
72c-16/05	Firing mechanisms and devices for rockets (coastal life-saving service 65b-21)
72c-17	Shrapnel canister guns, mitrailleuse guns, revolving cannons without belt
72c-18	Miscellaneous devices
72d	Ammunition: cartridges, projectiles, cartridge cases; transportation and packing of ammunition; ammunition hoists, ammunition vehicles, cartridge pouches, etc.; cartridge loading
	and unloading machines (fuses 72i)
72d-1/01	Cartridges in general
72d-1/02	Projectiles with hollow chamber containing a part or the whole of the propelling charge, cartridges without cases, cartridges the cases of which are made of explosive material
72d-1/03	Spring cartridges
72d-1/04	Cartridges with devices for cleaning and lubrication of the barrel of the weapon (72d-20)
72d-2	Artillery cartridge cases, powder charge structure
72d-3/01	Cartridge cases in general (manufacture 7c-28)
72d-3/02	Cartridge cases with movable base, especially for machine guns
72d-4	Cartridge igniters, primers, percussion caps, etc. (chemical section 78e)
72d-5	Shot shells, plugs
72d-6	Blank cartridges, training cartridges and projectiles
72d-7 72d-8	Small charge cartridges, sub-calibre types Packing of projection and cartridges, also in ammunition vehicles and boxes (packing)
	Packing of projectiles and cartridges, also in ammunition vehicles and boxes (packing of detonators 78e)
72d-9	Cartridge pouches and belts (weaving process for web cartridge belts 86c-1)
72d-10/01 72d-10/02	Cartridge belts (belt feeding mechanisms 72h-11) Loading clips
72d-10/02 72d-10/03	Cartridge filling machines for belts, clips and drum magazines
72d-10/03 72d-11	Circular clips for revolvers
72d-11 72d-12	Cartridge loading machines
72d-12 72d-13	Cartridge handling apparatus, devices for extracting and inserting percussion caps,
	etc.
72d-14/01	Projectile jacketing machines, varnishing (conveying and orienting cartridges 49c-30)

72d-14/02	Devices for cleaning and lubricating projectiles
72d-15/01	Projectiles for small arms
72d-15/02	Projectiles with core
72d-15/03	Projectiles with central through passage
72d-15/04	Arrow-like projectiles
72d-15/05	Tungsten projectiles (18d; 40b; 40a-57/00)
72d-15/06	Bundled projectiles
72d-16/01	Ordnance projectiles in general
72d-16/02	Armour-piercing projectiles
72d-16/03	Sub-calibre projectiles
72d-17/01	Shells, shrapnel, solid shot (72d-18/01 – 72d-18/02) and case shot
72d-17/02	Hand grenades (fuses for hand grenades 72i-1/02, 72i-3/02)
72d-17/03	Rifle grenades (fuses for rifle grenades 72i-1/02, 72i-3/02)
72d-17/04	Projectiles fired from a firing rod
72d-17/05	Projectiles which remain connected with the firing point by means of a line (for sea rescue 65b)
72d-17/06	Projectiles with independent internal projectiles
72d-17/07	Shrapnel balls
72d-17/08	Land mines, mechanical section (chemical section 78a-5)
72d-18/01	High-explosive projectiles (72d-17), mortar shells (mortars 72b-6/01 – 72b-6/03; 72c-16/01 – 72c-16/05)
72d-18/02	Charging devices for explosives
72d-19/01	Rocket projectiles (structure of combustion chamber and accessories in general 46g, 74d-7; remote control 62c-29)
72d-19/02	Illuminating projectiles, also smoke, artificial fog and hovering projectiles
72d-19/03	Projectiles indicating their trajectory or point of impact
72d-19/04	Incendiary projectiles
72d-19/05	Projectiles with signal containers or sounding devices
72d-19/06	Gas projectiles, gas hand grenades, projectiles with narcotic filler substances, with oil, pepper, etc.
72d-19/07	Aerial bombs (62c-18; remote control 62c-29)
72d-19/08	Aerial torpedoes and mines (62c-18; remote control 62c-29)
72d-19/09	Land torpedoes
72d-19/10	Projectiles with guidance mechanisms or means to control the trajectory, assuming effective condition during flight
72d-19/11	Projectiles with extendable arms
72d-19/12	Chain and net barrage projectiles
72d-19/13	Projectiles which enter water or float thereon (72i)
72d-19/14	Ignition by water pressure for projectiles in the water
72d-20	Projectile seating and packing, lubricating wads and projectiles
72d-21/01	Ammunition supply in armour protected devices, ammunition hoists, etc. (ammunition supply, for warships 65a2; general 35a, 81e-42)
72d-21/02	Loading devices mounted on guns
72d-21/03	Ammunition carriers
72e	Targets, firing ranges, range butts
72e-1	Rifle ranges and target stands, range butts, shields
72e-2/01	Targets in general
72e-2/02	Self-indicating targets, mechanical
72e-2/03	Self-indicating targets, electrical
72e-2/04	Film targets (57a-51)
72e-3	Drop and hinged targets, disintegrating targets
72e-4	Moving targets, targets on carriages
126-4	Moving targets, targets on carriages

72e-5	Clay pigeons
72f	Aiming devices (range finders, general 42c; radio transmitting and receiving devices 21a4-48/51 – 21a4-48/63)
72f-1	Rear and front sights for firearms in general
72f-2	Vertically and laterally adjustable sights: sliding leaf and bent adjustment surface sights
72f-3/01	Devices for mounting and adjustment of telescopic sights and their parts on firearms (optical structure 42h-10 – 42h-12)
72f-3/02	Dioptre sights
72f-4	Pendulum sights
72f-5	Change-over sights for multi-barrel rifles
72f-7/01	Devices for aiming drills
72f-7/02	Aiming drill devices with indicating needle, with photographic target registration, with point of impact marked by a dot of light
72f-7/03	Aim checking devices
72f-7/04	Adjusting and sighting in devices for rifles
72f-8	Clinometer level sighting devices
72f-9	Mirror sights in firearms and means of mounting and controlling same (optical structure 42h-10/05)
72f-10/01	Elevating and traversing gear for field guns
72f-10/02	Elevating and traversing devices with independent line of sight
72f-10/03	Elevating and traversing gear for machine guns
72f-10/04	Elevating and traversing devices for producing sweeping fire, especially for machine guns
72f-11	Elevating and traversing gear for fixed artillery
72f-12/01	Elevating and traversing gear for guns and sight mounts positively connected with range finders (42c-14 – 42c-23)
72f-12/02	Sight mounts with devices for compensating lateral drift or deflection due to rifling or wind
72f-12/03	Sight mounts with devices for eliminating the influence of trunnion canting
72f-12/04	Telescopic sights with devices for compensating for variations in muzzle velocity and powder temperature
72f-12/05	Aiming equipment for firearms installed in aircraft, etc.
72f-12/06	Bomb sights
72f-13	Rod sight mounts for guns
72f-14	Telescopic sight mounts for guns, telescope mounting, structure of individual parts
	Devices for determining and adjusting the lead factor when firing on moving targets
72f-15/01	for naval targets
72f-15/02	for air targets
72f-15/05	Anti-aircraft fire control equipment
	Remote control equipment (21c-46/01 – 21c-46/05; 21c-57; 21c-62; 65f2-18; 65f2-19; 74b; 74c)
72f-15/06	especially for naval guns
72f-15/07	especially for naval guns, with devices for calculating and compensating for the different locations of observation point; gun position and target
72f-15/08	with equipment for allowing for ship motion (42c-25)
72f-15/09	with devices for allowing for own and enemy movements, wind, variations of projectile velocity, etc., i.e. combinations of all circumstances
72f-15/11	Aiming and firing equipment with devices for allowing for changes of direction of the ship, pre-ignition mechanisms
72f-15/12	Devices for shooting at markers, cards or photographs mounted on the gun

72f-15/13	Sighting devices, aiming points for indirect firing, parallax elimination devices
72f-15/14	Adjusting devices for sights (42h-12/06)
72f-15/16	Artillery computers, mechanised firing tables
72f-15/20	Target-attached operational test equipment for firearms
72f-16	Protective covers for sighting mechanisms
72f-10 72f-17	Observation towers (45k-11/01; 45k-31/02)
72g	Independent protective equipment against projectiles, including independent air defence equipment (other air defence equipment in special classes), armoured clothing and helmets, protective shields, concealment, armour plates, armoured turrets, fortress structures and trench fortifications, armour for combat vehicles; flame throwers; means of attack and defence in general, e.g. for individual protection, smoke screens
72g-1/01	Armoured clothing (3b-7; 3b-13/00)
72g-1/02	Armoured helmets, steel helmets (41c-1; 41c-3/00)
72g-1/03	Protective shields, worn on the body
72g-2/01	Light protective coverings and armoured shields
72g-2/02	Protective shields for small arms
72g-2/03	Mobile armour shields
72g-2/04	Spades which may be used as protective shields
72g-2/05	Light concealment devices, camouflage without fog or gas
72g-3/01	Armour plates (18d-49)
72g-3/02	Armoured turrets and cupolas
72g-3/03	Fortress structures
72g-3/04	Bulletproof plate glass armour (shatter-proof or splinter-proof glass 39a-17; 39b-27;
-g	39a3-9/02; 32a-27/00; 32b-27/12)
72g-3/10	Self-sealing protective layers against damage by weaponry fire (manufacture, in special classes, fuel containers with protective covers 62c-14/03; pneumatic tyres 63e-16)
72g-4	Armoured vehicles, etc. (ammunition vehicles 72d-8; gun shields 72c-6/05)
72g-5	Mechanical trench excavators
72g-6	Flame throwers
72g-7/01	Independent air raid shelters and defence installations, proof against penetration by projectiles, dugouts, etc., erected exclusively for purposes of defence, protection and attack
72g-7/02	Additional protective nets and arresting devices erected over buildings or structures to prevent projectile penetration and repel incendiary bombs, and to catch and divert bombs
72g-7/03	Shell impact protection shelters
72g-7/04	General equipment for producing or dispersing smoke, either for defence or attack (45f-10; 45f-15/00; 45k-4/50; 45k-13/00; 61b-1/03; 62c-20/02; 65a2-72; 65a2-73; 78d-1/02)
72g-8	Obstacles and man-traps (45k-9/01; 45k-23/00)
72g-9	Means of attack and defence in general, e.g. also for individual protection, rubber truncheons
72h	Automatic firearms
72h-1/01	Automatic firearms in general
72h-1/02	Trigger mechanisms for firing single shots or for sustained fire
72h-1/03	Brakes and fire regulators
72h-1/04	Barrel fastening
72h-1/05	Firing pin design and arrangement

72h-1/10	Test equipment for the functioning of automatic firearms and for mounts
72h-2/01	Recoil-operated weapons with fixed barrel
72h-2/02	Toggle joint block for fixed barrel
72h-2/03	Inertial locks
72h-2/04	Recoil operated weapons with non-locking action
72h-3/01	Recoil-operated weapons with slide-back barrel
72h-3/02	Recoil-operated weapons with forward-slide barrel
72h-3/03	Barrel locks (recoil amplifiers, silencers, etc, 72a-28)
72h-4/01	Blowback-operated weapons
72h-4/02	Trigger systems, cartridge feeds, dust covers for blowback-operated weapons
72h-4/03	Blowback-operated weapons with gas trap cylinder
72h-5/01	Automatic pistols, "Browning" or "Luger" type, etc.
72h-5/02	Elements of automatic pistols
72h-6	Hand-operated machine guns and cannons: revolver cannons with belt feed
72h-7/01	Automatic machine guns and cannons
72h-7/02	Synchronising gear for firearms shooting through the propeller
72h-7/03	Motor-operated firearms
72h-7/04	Double and multi-barrel machine guns and cannons
72h-7/05	Cooling devices for machine guns
72h-8	Maxim guns
72h-9	Automatic guns of large calibre
72h-10	Mounts, bases, shoulder pieces for automatic firearms
72h-11	Intermittent feed systems for cartridge belts and drum magazines (clips 72d-10/02; cartridge belts 72d-10/01; cartridge magazines 72a-20 – 72a-22, 72a-24; drum magazines 72a-23)
72 i	Projectile fuses
72 i 72i-1/01	Projectile fuses Time and combination fuses
	Time and combination fuses
72i-1/01	•
72i-1/01 72i-1/02	Time and combination fuses Time fuses for hand and rifle grenades
72i-1/01 72i-1/02 72i-1/03	Time and combination fuses Time fuses for hand and rifle grenades Hydraulic time fuses
72i-1/01 72i-1/02 72i-1/03 72i-2/01	Time and combination fuses Time fuses for hand and rifle grenades Hydraulic time fuses Manual fuse setters
72i-1/01 72i-1/02 72i-1/03 72i-2/01 72i-2/02	Time and combination fuses Time fuses for hand and rifle grenades Hydraulic time fuses Manual fuse setters Fuse setting apparatus, occasionally in conjunction with the fire control gear
72i-1/01 72i-1/02 72i-1/03 72i-2/01 72i-2/02 72i-3/01	Time and combination fuses Time fuses for hand and rifle grenades Hydraulic time fuses Manual fuse setters Fuse setting apparatus, occasionally in conjunction with the fire control gear Percussion fuses for shells
72i-1/01 72i-1/02 72i-1/03 72i-2/01 72i-2/02 72i-3/01 72i-3/02	Time and combination fuses Time fuses for hand and rifle grenades Hydraulic time fuses Manual fuse setters Fuse setting apparatus, occasionally in conjunction with the fire control gear Percussion fuses for shells Percussion fuses for hand and rifle grenades
72i-1/01 72i-1/02 72i-1/03 72i-2/01 72i-2/02 72i-3/01 72i-3/02 72i-3/03	Time and combination fuses Time fuses for hand and rifle grenades Hydraulic time fuses Manual fuse setters Fuse setting apparatus, occasionally in conjunction with the fire control gear Percussion fuses for shells Percussion fuses for hand and rifle grenades Percussion fuses for bombs
72i-1/01 72i-1/02 72i-1/03 72i-2/01 72i-2/02 72i-3/01 72i-3/02 72i-3/03 72i-3/04	Time and combination fuses Time fuses for hand and rifle grenades Hydraulic time fuses Manual fuse setters Fuse setting apparatus, occasionally in conjunction with the fire control gear Percussion fuses for shells Percussion fuses for hand and rifle grenades Percussion fuses for bombs Projectile fuses with extendable arms for use against aerial targets
72i-1/01 72i-1/02 72i-1/03 72i-2/01 72i-2/02 72i-3/01 72i-3/02 72i-3/03 72i-3/04 72i-3/05	Time and combination fuses Time fuses for hand and rifle grenades Hydraulic time fuses Manual fuse setters Fuse setting apparatus, occasionally in conjunction with the fire control gear Percussion fuses for shells Percussion fuses for hand and rifle grenades Percussion fuses for bombs Projectile fuses with extendable arms for use against aerial targets Percussion fuses with forward projecting push rod Percussion fuses with delay on target and adjustment according to choice: delayed or
72i-1/01 72i-1/02 72i-1/03 72i-2/01 72i-2/02 72i-3/01 72i-3/02 72i-3/03 72i-3/04 72i-3/05 72i-3/06	Time and combination fuses Time fuses for hand and rifle grenades Hydraulic time fuses Manual fuse setters Fuse setting apparatus, occasionally in conjunction with the fire control gear Percussion fuses for shells Percussion fuses for hand and rifle grenades Percussion fuses for bombs Projectile fuses with extendable arms for use against aerial targets Percussion fuses with forward projecting push rod Percussion fuses with delay on target and adjustment according to choice: delayed or instant effect
72i-1/01 72i-1/02 72i-1/03 72i-2/01 72i-2/02 72i-3/01 72i-3/02 72i-3/03 72i-3/04 72i-3/05 72i-3/06	Time and combination fuses Time fuses for hand and rifle grenades Hydraulic time fuses Manual fuse setters Fuse setting apparatus, occasionally in conjunction with the fire control gear Percussion fuses for shells Percussion fuses for hand and rifle grenades Percussion fuses for bombs Projectile fuses with extendable arms for use against aerial targets Percussion fuses with forward projecting push rod Percussion fuses with delay on target and adjustment according to choice: delayed or instant effect Percussion fuses with device detonating on any impact: double cone fuses Percussion fuses with striker safety removed within the barrel or immediately before
72i-1/01 72i-1/02 72i-1/03 72i-2/01 72i-2/02 72i-3/01 72i-3/02 72i-3/03 72i-3/04 72i-3/05 72i-3/06 72i-3/07 72i-3/08	Time and combination fuses Time fuses for hand and rifle grenades Hydraulic time fuses Manual fuse setters Fuse setting apparatus, occasionally in conjunction with the fire control gear Percussion fuses for shells Percussion fuses for hand and rifle grenades Percussion fuses for bombs Projectile fuses with extendable arms for use against aerial targets Percussion fuses with forward projecting push rod Percussion fuses with delay on target and adjustment according to choice: delayed or instant effect Percussion fuses with device detonating on any impact: double cone fuses Percussion fuses with striker safety removed within the barrel or immediately before the muzzle: inertia or centrifugal safeties
72i-1/01 72i-1/02 72i-1/03 72i-2/01 72i-2/02 72i-3/01 72i-3/02 72i-3/03 72i-3/04 72i-3/05 72i-3/06 72i-3/07 72i-3/08 72i-3/09	Time and combination fuses Time fuses for hand and rifle grenades Hydraulic time fuses Manual fuse setters Fuse setting apparatus, occasionally in conjunction with the fire control gear Percussion fuses for shells Percussion fuses for hand and rifle grenades Percussion fuses for bombs Projectile fuses with extendable arms for use against aerial targets Percussion fuses with forward projecting push rod Percussion fuses with delay on target and adjustment according to choice: delayed or instant effect Percussion fuses with device detonating on any impact: double cone fuses Percussion fuses with striker safety removed within the barrel or immediately before the muzzle: inertia or centrifugal safeties Percussion fuses in which the striker safety is made inoperable upon impact Percussion fuses in which the primer, the detonator or the striker are pushed or shifted
72i-1/01 72i-1/02 72i-1/03 72i-2/01 72i-2/02 72i-3/01 72i-3/02 72i-3/03 72i-3/04 72i-3/05 72i-3/06 72i-3/07 72i-3/08 72i-3/09 72i-3/10	Time and combination fuses Time fuses for hand and rifle grenades Hydraulic time fuses Manual fuse setters Fuse setting apparatus, occasionally in conjunction with the fire control gear Percussion fuses for shells Percussion fuses for hand and rifle grenades Percussion fuses for bombs Projectile fuses with extendable arms for use against aerial targets Percussion fuses with forward projecting push rod Percussion fuses with delay on target and adjustment according to choice: delayed or instant effect Percussion fuses with device detonating on any impact: double cone fuses Percussion fuses with striker safety removed within the barrel or immediately before the muzzle: inertia or centrifugal safeties Percussion fuses in which the striker safety is made inoperable upon impact Percussion fuses in which the primer, the detonator or the striker are pushed or shifted in the safe position
72i-1/01 72i-1/02 72i-1/03 72i-2/01 72i-2/02 72i-3/01 72i-3/02 72i-3/03 72i-3/04 72i-3/05 72i-3/06 72i-3/07 72i-3/08 72i-3/09 72i-3/10 72i-3/10	Time and combination fuses Time fuses for hand and rifle grenades Hydraulic time fuses Manual fuse setters Fuse setting apparatus, occasionally in conjunction with the fire control gear Percussion fuses for shells Percussion fuses for hand and rifle grenades Percussion fuses for bombs Projectile fuses with extendable arms for use against aerial targets Percussion fuses with forward projecting push rod Percussion fuses with delay on target and adjustment according to choice: delayed or instant effect Percussion fuses with device detonating on any impact: double cone fuses Percussion fuses with striker safety removed within the barrel or immediately before the muzzle: inertia or centrifugal safeties Percussion fuses in which the striker safety is made inoperable upon impact Percussion fuses in which the primer, the detonator or the striker are pushed or shifted in the safe position Percussion fuses with closure of the flash hole between the primer and the detonator
72i-1/01 72i-1/02 72i-1/03 72i-2/01 72i-2/02 72i-3/01 72i-3/02 72i-3/03 72i-3/04 72i-3/05 72i-3/06 72i-3/06 72i-3/07 72i-3/08 72i-3/10 72i-3/10	Time and combination fuses Time fuses for hand and rifle grenades Hydraulic time fuses Manual fuse setters Fuse setting apparatus, occasionally in conjunction with the fire control gear Percussion fuses for shells Percussion fuses for hand and rifle grenades Percussion fuses for bombs Projectile fuses with extendable arms for use against aerial targets Percussion fuses with forward projecting push rod Percussion fuses with delay on target and adjustment according to choice: delayed or instant effect Percussion fuses with device detonating on any impact: double cone fuses Percussion fuses with striker safety removed within the barrel or immediately before the muzzle: inertia or centrifugal safeties Percussion fuses in which the striker safety is made inoperable upon impact Percussion fuses in which the primer, the detonator or the striker are pushed or shifted in the safe position Percussion fuses with closure of the flash hole between the primer and the detonator Fuses for water bombs, hydrostatic principle operation or the like
72i-1/01 72i-1/02 72i-1/03 72i-2/01 72i-2/02 72i-3/01 72i-3/02 72i-3/03 72i-3/04 72i-3/05 72i-3/06 72i-3/07 72i-3/08 72i-3/09 72i-3/10 72i-3/11 72i-3/12 72i-4	Time and combination fuses Time fuses for hand and rifle grenades Hydraulic time fuses Manual fuse setters Fuse setting apparatus, occasionally in conjunction with the fire control gear Percussion fuses for shells Percussion fuses for hand and rifle grenades Percussion fuses for bombs Projectile fuses with extendable arms for use against aerial targets Percussion fuses with forward projecting push rod Percussion fuses with delay on target and adjustment according to choice: delayed or instant effect Percussion fuses with device detonating on any impact: double cone fuses Percussion fuses with striker safety removed within the barrel or immediately before the muzzle: inertia or centrifugal safeties Percussion fuses in which the striker safety is made inoperable upon impact Percussion fuses in which the primer, the detonator or the striker are pushed or shifted in the safe position Percussion fuses with closure of the flash hole between the primer and the detonator Fuses for water bombs, hydrostatic principle operation or the like Time, percussion and combination fuses operated by clockwork