MILITARY STANDARD

AMMUNITION COLOR CODING

TO ALL HOLDERS OF MIL-STD-709C:

1. THE FOLLOWING PAGES OF MIL-STD-709C HAVE BEEN REVISED AND SUPERSEDE THE PAGES LISTED:

NEW PAGE	DATE	SUPERSEDED PAGE	DATE
iii	28 September 1984	iii	6 May 1976
5	6 May 1976	(REPRINTED WITHOUT CHANGE)	
6	28 September 1984	6	6 May 1976
7	28 September 1984	7	7 Feb 1980
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9	28 September 1984	9	6 May 1976
10	28 September 1984	10	6 May 1976
11	28 September 1984	11	6 May 1976
12	6 May 1976	(REPRINTED WITHOUT CHANGE)	

2. RETAIN THIS NOTICE AND INSERT BEFORE TABLE OF CONTENTS.

3. Holders of MIL-STD-709C will verify that page changes and additions indicated above have been entered. This notice page will be retained as a check sheet. This issuance, together with appended pages, is a separate publication. Each notice is to be retained by stocking points until the Military Standard is completely revised or canceled.

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(Project 1395-0235)

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4.3.2 Missiles, missile components and tactical submunitions, which are overpacked in color coded launchers, dispensers, warheads, projectiles, or rocket motors need not be color coded. However, when color coding is applied, the color shall comply with this standard.

4.3.3 Semi-fixed and separate loading artillery ammunition containing mass scatterable mines shall be marked with a circumferential band of triangular shaped figures to indicate both an HE use and mass scatterable mine loaded ammunition. See Table II.

4.4 Materials. Color coding materials (e.g., paints, enamels, lacquers, marking inks, decals, or strippable tapes) shall be as required by the applicable ammunition drawings and specifications.

4.5 Data Marking. Data markings not otherwise specified herein, such as ammunition lot number and national stock numbers (NSN's), will be in the same color as other markings or in black or white.

5. DETAIL REQUIREMENTS. Applications of color, consistent with Table I, for specified ammunition are as shown in Table II. The details of Table II shall be complied with.

TABLE I
AMMUNITION COLOR CODE

COLOR 4/ 5/	FED. STD. NO. 595	INTERPRETATION
Yellow	33538	Identifies High Explosive (HE) ammunition or indicates the presence of a high explosive.
Brown	30117 or 30140	Identifies low explosive items or components or indicates the presence of a low explosive.
Gray 1/ 6/	36231	Identifies chemical ammunition containing a toxic chemical, incapacitating or riot control agent.
Dark Red	31136	Identifies a riot control agent filler.
Dark Green 1/	34108	Identifies a toxic chemical agent filler.
Violet	17100	Identifies an incapacitating agent filler.
Black 1/ 3/	37038	Identifies an armor defeating ammunition or indicates an armor defeating capability.
Silver/ Aluminum	17178	Identifies countermeasure ammunition (e.g. radar echo, leaflets).
Light Green 1/	34558 or 34449	Identifies screening or marking smoke ammunition.

TABLE I (Continued)

COLOR	FED. STD. NO. 595	INTERPRETATION
Light Red	31158	Identifies incendiary ammunition or indicates the presence of highly flammable material (liquids, jellies, solids), designed to produce damage by fire.
White 1/ 2/ 3/	37875	Identifies illuminating ammunition or ammunition designed to produce a colored light, and simulators.
Light Blue	35109	Identifies practice ammunition.
Orange	32246	May be used to identify ammunition used for tracking and recovery in tests or in training operations (e.g. underwater mines and torpedos).
Bronze, Gold, Brass	17043	Identifies completely inert ammunition designed for use in activities such as assembly, testing, handling, drills, etc., and not designed to be delivered in a delivery system.

FOOTNOTES: The following colors when applied as stated below have no color coding significance:

1/ Colors GRAY, BLACK, GREEN or WHITE on underwater ammunition.
2/ Color WHITE on guided missiles, dispensers and rocket launchers.
3/ Colors BLACK or WHITE when used for lettering or special marking.
4/ Colors specifically applied to identify the color produced by smoke ammunition or pyrotechnics.
5/ Unpainted or natural color ammunition.
6/ Color GRAY on air launched missiles.

TABLE II
APPLICATION OF COLOR CODING

AMMUNITION	COLORS		
	Body	Marking 1/	Band
High Explosive (HE), except 20MM	Olive Drab	Yellow	2/ 3/ 4/ 5/
High Explosive, (HE), 20MM	Yellow	Black	None
Explosive Binary Munitions	Olive Drab	Yellow	Broken 6/ Yellow
High Explosive Plastic (HEP)	Olive Drab	Yellow	Black
High Explosive Anti-tank (HEAT)	Black	Yellow	None
Antipersonnel and anti-tank mines	Olive Drab	Yellow	3/
Incendiary	Light Red	Black	None
High Explosive Incendiary (HEI)	Yellow	Black	Light Red
Armor Piercing Incendiary (API)	Black	White	Light Red
Armor Piercing (AP)			
(a) with bursting charge	Black	Yellow	None
(b) without bursting charge	Black	White	None
Canister	Olive Drab	White	None
Flechette loaded	Olive Drab	White	7/ 8/

TABLE II (Continued)
APPLICATION OF COLOR CODING

AMMUNITION	COLORS		
	Body	Marking 1/	Band
Simulator	White	Black	10/ 13/
Illuminating 9/			
(a) separate loading	Olive Drab	White	White
(b) fixed or semi-fixed	White	Black	None
Practice	Light Blue	White	
(a) with low explosive to indicate functioning			Brown
(b) with high explosive to indicate functioning			Yellow
(c) without explosive to indicate functioning			None
Screening or Marking Smoke Ammunition			
(a) Filled with other than white phosphorus	Light Green	Black	None
(b) Filled with white phosphorus	Light Green	Light Red	10/ 11/
Inert ammunition not designed to be delivered in a delivery system	Bronze	Black	None
Chemical			
(a) Filled with a riot control agent	Gray	Dark Red	1 Dark Red 10/
(b) Filled with an incapacitating agent	Gray	Violet	1 Violet 10/
(c) Filled with a toxic chemical agent other than binary agents.	Gray	Dark Green	1 Dark Green 10/

TABLE II (Continued)

APPLICATION OF COLOR CODING

AMMUNITION	COLOR		
	Body	Marking 1/	Band
Chemical			
(d) Filled with a toxic chemical binary nerve agent	Gray	Dark Green	1 Broken Dark Green 10/ 12/ 13/

FOOTNOTES:

1/ The letters and figures normally used for the main identification details.

2/ A circumferential band of yellow diamond shaped figures is applied to semi-fixed and separate loading Improved Conventional Munitions.

3/ A circumferential band of yellow triangular shaped figures is applied to mass scatterable mine loaded semi-fixed and separate loading ammunition.

4/ Separate loading ammunition for shipboard use shall have a yellow band in addition to the yellow markings.

5/ Bombs shall have one yellow band except thermally protected bombs shall have two yellow bands in addition to the yellow markings.

6/ A circumferential broken yellow band, consisting of one-half inch segments separated by one-half inch gaps, is applied to explosive binary munitions.

7/ A circumferential band of white diamond shaped figures is applied to ammunition containing flechettes.

8/ Yellow band is applied when the ammunition contains explosive designed to fracture the projectile.

9/ Both (a) and (b) color applications are standard. However, for land ammunition use, separate loading ammunition shall be colored olive drab as the overall body color with a white band and the main identification details marked white, and fixed and semi-fixed ammunition shall be colored white as the overall body color with the main identification details in black.

TABLE II (Continued)

FOOTNOTES:

10/ Yellow band is applied when a high explosive burster is present.

11/ Separate loading ammunition for shipboard use shall have black markings and a light red band.

12/ Toxic chemical agent ammunition containing a Binary nerve agent filling shall be indicated by a broken dark green band having one-half inch segments separated by one-half inch spaces.

13/ Brown band is applied when a low explosive (e.g. expulsion charge) is present.

6. SYMBOLS

6.1 Tracer. The presence of a tracer shall be indicated by a hyphenated letter T in the nomenclature, e.g., HE-T. That letter may also be placed elsewhere on the ammunition singly or as a circumferential band of T's.

6.2 Color Effect. The color or colors produced by ammunition shall be indicated by symbol, when required for tactical reasons.

6.2.1 The color effect(s) shall be indicated by the symbol "C" repeated at least three (3) times in the color approximating that of the effect produced. When so used, these colors shall have no other coding significance.

6.2.2 Items ejecting more than one star shall be marked by parallel rows of the symbol "C" one row for each star and each row in the appropriate star color.

6.2.3 Items ejecting stars where the quantity is of no significance shall be marked with the symbol "MULTI".

Certain provisions of this standard are the subject of international standardization agreements NATO STANAG 2321 - NATO Code of Colours for the Identification of Ammunition (Except Ammunition of a Calibre Below 20mm) and NATO STANAG 2322 - Minimum Markings for the Identification of Ammunition (and its packaging). When revision or cancellation of this standard is proposed, which will affect or violate the international agreement concerned, the preparing activity will take appropriate reconciliation action through international standardization channels, including departmental standardization offices, if required.

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