

**BALLISTIC BODY ARMOR LEVELS DEFINED BY COMMITTEE EUROPEAN
NORMALIZATION (CEN)**

LEVEL	THREAT	CALIBER	CARTRIDGE	MASS (g) ¹	VELOCITY +/- 10 m/s
BR 1	rifle	0.32	RN/lead	2.6	360
BR 2	pistol	9 mm Parabellum	JF ² /RN/SC	8.0	400
BR 3	pistol	0.357 Magnum	JF ³ /CN/SC	10.2	430
BR 4	pistol	0.44 Magnum	JF ⁴ /FN/SC	15.6	440
BR 5	rifle	5.56 x 45	JF ⁴ /PB/SCP	4.0	950
BR 6	rifle	7.62 x 51	JF ² /PB/SC	9.5	830
BR 7	rifle	7.62 x 51	JF ² /PB/HC	9.8	820
SG 1	short-length gun	12/70	full lead jacket ⁵	31.0	420
SG 2	short-length gun	12/70	full lead jacket ⁵	31.0	420

- RN - round nosed
- FN - flat nosed
- CN - conical bullet
- SC - soft lead core
- SCP - soft lead core and steel armor-piercing nose (type SS109)
- PB - pointed bullet
- HC - hard steel core, mass¹ = 3.8 g, rigidity is above 63 HRC (accordind to Rockwell)
- FJ - full jacketed

- ¹ -rated value, clearance +/-0.1 g
- ² -full metal jacket (tombac alloy galvanostery)
- ³ -full metal jacket
- ⁴ -full tompac alloy jacket
- ⁵ -brennex

BALLISTIC BODY ARMOR LEVELS DEFINED BY STANAG (STANAG 4569)

LEVEL	KE-THREAT	ARTILLERY
I	Rifles 7.62x51 NATO Ball Distance:30m Velocity:833m/s Angle:azimuth 360°. Elev. 0°-30°	20mm FSP Velocity:400m/s Angle:azimuth 360°. Elev. 0°-11° simulated range or burst 150m
	Rifles 5.56x45 NATO SS109 Distance:30m Velocity:937m/s Angle:azimuth 360°. Elev. 0°-30°	
II	Infanty Rifles 7.62x51 AP P80 Distance:30m Velocity:833m/s Angle:azimuth 360°. Elev. 0°-30°	20mm FSP Velocity:600m/s Angle:azimuth 360°. Elev. 0°-15° simulated range or burst 120m
III	Sniper rifles 7.62x51 AP (WC) (7.62 Dragunov B32) Distance:30m Velocity:930m/s Angle:azimuth 360°. Elev. 0°-30°	20mm FSP Velocity:680m/s Angle:azimuth 360°. Elev. 0°-20° simulated range or burst 90m
IV	Heavy machine Gun 14.5x114 AP / B32 Distance:200m Velocity:911m/s Angle:azimuth 360°. Elev. 0°	20mm FSP Velocity:1000m/s Angle:azimuth 360°. Elev. 0°-90° simulated range or burst 25m