

AA&E Risk Categories

Category	Missiles & Rockets	Arms	Ammunition & Explosives
I	Manportable (Redeye, Stinger, Dragon, Javelin, LAW, SMAW)	None	Complete explosive rounds for Category 1 missiles and rockets.
II	Crew-served or platform mounted launchers and other equipment (Missiles Only)	Light automatic weapons up to .50 caliber and 40mm MR 19 machine guns	Hand and rifle grenades, high explosives, and white phosphorous. Mines, antitank or antipersonnel (unpacked weight of 50 lbs or less). Explosives used in demolition operations (C4, MIL dynamite, TNT, 100 lbs or less). Warheads for sensitive missiles and rockets.
III	Complex hardware and software equipment to function (e.g. Hellfire missile)	Launch tube and gripstock for: Stinger, Redeye, Dragon; mortar tubes up to 81mm; grenade launchers, rocket and missile launchers 100 lbs or less; flame throwers; launchers/missile guidance set for the TOW.	.50 caliber and larger, with explosive filled projectile, grenades (incendiary) and fuses for high explosive grenades, blasting caps, supplementary charges, bulk explosives, detonating cord, warheads for sensitive missiles and rockets weighing between 50-100 lbs
IV	None	Shoulder fired weapons other than grenade launchers, not fully automatic; handguns; recoilless rifles up to and including 106mm.	Nonexplosive projectile, fuses, grenades (smoke, etc.), incendiary destroyers, riot control agents