

# Applications Overview of IHDIV NSWC's Reactive Materials

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# Report Documentation Page

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# What are Reactive Materials?

- **Reactive Materials”** refers to materials that either react with themselves (thermites, intermetallics) or combust violently with air (Al, Ti, Hf) upon impact releasing energy.
  - An energetic material consisting of two or more solid-state reactants that together form a thermo-chemical mixture
  - Typically metal-metal and/or metal-metal oxide mixtures with and without binders
  - Materials with higher predicted energy per unit volume than conventional energetics
  - Energy release management is critical to obtain useful energy from RMs
    - RM formulation (particle size, density, structural properties etc..)
    - System engineering

**ENERGY COMPARISON**

Composition	$(-\Delta H)$ [cal/g]	$(-\Delta H)$ [cal/cm <sup>3</sup> ]
TNT	1,040	1,530
HMX	1,280	2,510
Ti+2B	1,115	3,992
2 Al + 3 H <sub>2</sub> O	---	10,154
C+O <sub>2</sub>	2,800	17,600
4Al+3O <sub>2</sub>	7,420	20,040

# Classes of Reactive Materials

- Self-Propagating High-temperature Synthesis (SHS) - more energy
  - Thermitic - metal/metal oxide reactions
    - Thermite and MIC reactions
  - Intermetallic reactions
    - Aluminides
    - Borides
    - Carbides
  - Metal/fluorine systems
  
- Ultra-fine powders - energy management
  - ALEX (exploded wire)
  - MIC ingredients
  - Nano-laminates
  - Mechanochemical Synthesis (MCS)
  - Energy Saturated Media (ESM)
  - Hf and Ti powders

# Potential Applications

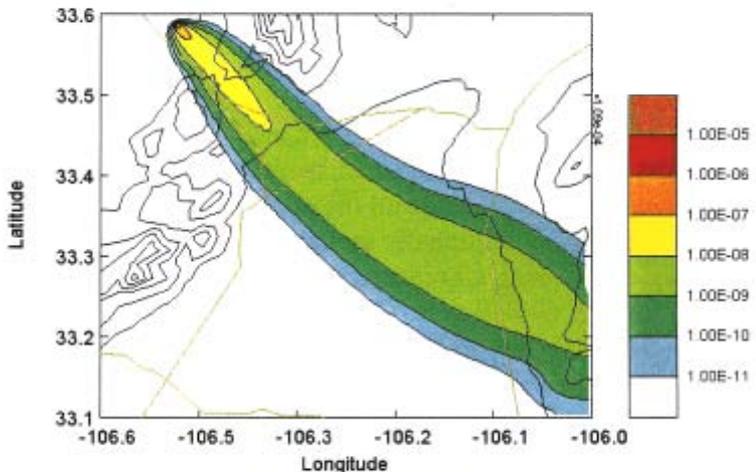
- Biological agent defeat
- Material destruction
- Target damage using structural reactives
  - Reactive fragments
  - Enhanced blast effects
- High Explosive Target Countermeasure
- Improved underwater explosives
- Manufacturing
- Metal cutting/concrete cutting
- Propellant/Explosive additives

# Advantages of an RM

- Additional energy by replacing inert components with an RM
- Adaptable to a variety of applications
- Offers kill mechanisms that resulting in lower collateral damage
- Many RMs are 4.1 Flammable solid versus 1.1 detonable explosives
- Improved Insensitive Munitions (IM) sensitivity
- Minimal gas evolved during combustion
- Warhead fill would survive high impacts from penetration

# Biological Agent Defeat Application

## HIGH EXPLOSIVE BOMB ATTACK ON BIOLOGICAL TARGET

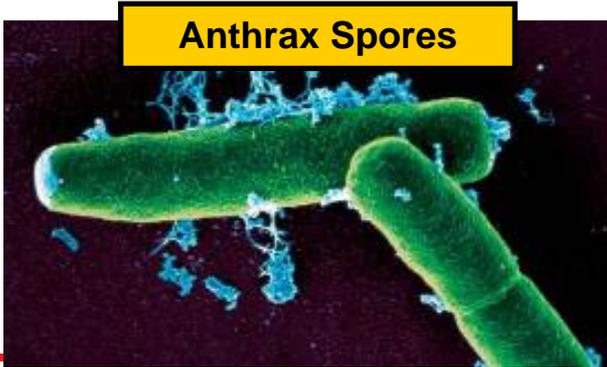


- HE overpressure and target damage will result in large release of live agents and massive collateral damage downwind.

**1 GRAM  
10 BILLION SPORES**



**8,000 Spores  
50 % Lethal**



# Biological Agent Defeat Application



➤ RMs that produce a long thermal pulse, low overpressure and biocides will be effective against biological agents.

➤ In FY2005, IHDIV NSWC demonstrated the Vulcan Fire intermetallic / oxidizer payload against Anthrax simulant during the Agent Defeat ACTD Program

- FY2005 Military Utility Assessment (MUA) of RM payload for USECENTCOM



## Effective Kill Environment

- Sustained target temperature >500F
- Biocides created
  - Cl<sub>2</sub>, and Titanium Dioxide
- Very low overpressure



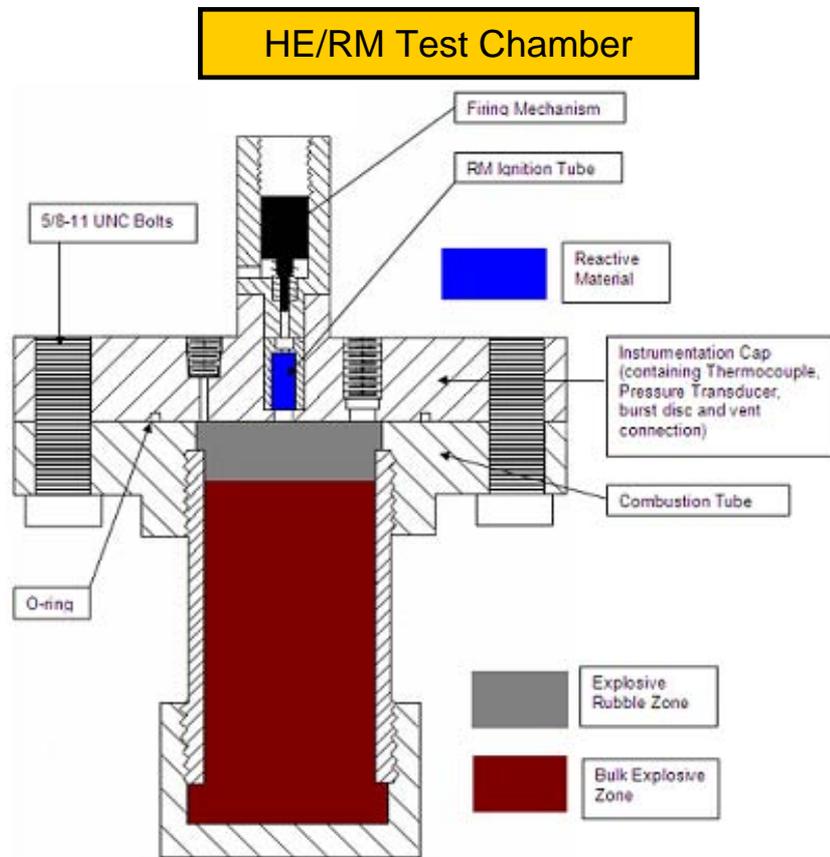
# High Explosive Target Countermeasure Application

- RMs may be effective countermeasure to HE targets. The goal is to identify RM candidates that can destroy these targets with minimal collateral damage
  - Maximize target break-up and combustion
  - Prevent target detonation response



# High Explosive/RM Characterization

- Test chamber simulates HE target impacted by RM projectile. It incorporates an HE bulk and rubble zone to simulate impact damage.
  - Data Collection
    - Temperature vs Time
    - Pressure vs Time
    - Chamber damage serves as a witness to HE response
    - HE consumption
  - Scalable
    - Chamber was sized to hold ~380g but can be scaled



**Bulk & Rubble HE Loading**



Bare Tube

Combustion

Add loading (11g, 5 grams powder, 20 grams 3/8" pellets

Add 1.5 grams powder, 8 grams 1/2" pellets

Add 5 grams powder. Now completed.

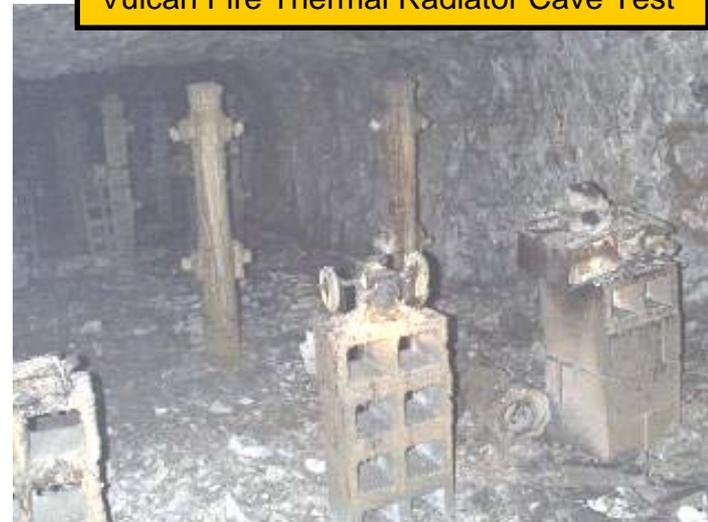
# Material Destruct Application

- Sustained high temperature is required to destroy materials. An RM producing high overpressure is not desired.
- The Vulcan Fire (VF) intermetallic RM with and without oxidizer was demonstrated for material destruct application.

Manportable VFThermal Radiator



Vulcan Fire Thermal Radiator Cave Test



Vulcan Fire Burn Barrel Test

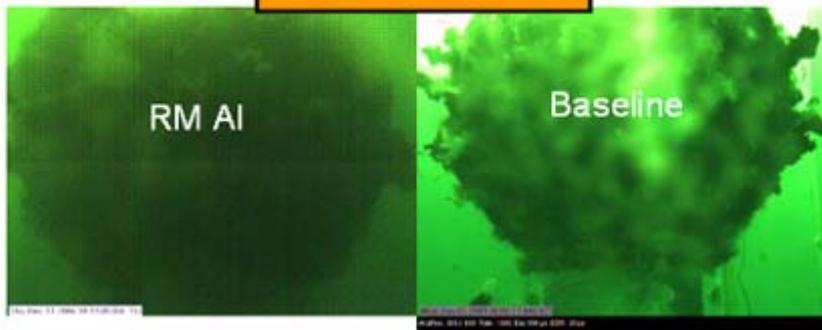


# Underwater Warhead Application

- Increase underwater warhead performance by reacting water with an RM.
- The challenge is to react and mix RM with external water fast enough to support shock impulse and bubble.
- Small scale tests conducted in FY09 indicate that the aluminum-water reaction was fast enough to increase shock impulse and bubble energy.



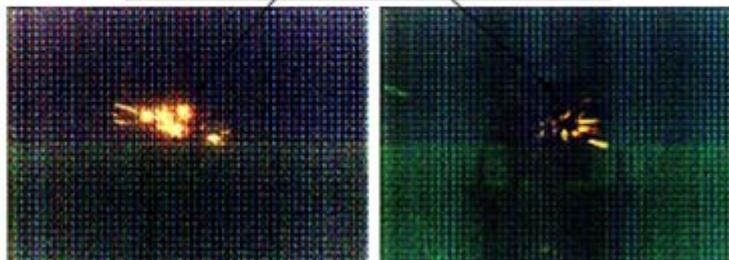
Bubble Photos



UNDEX Tank



RM Aluminum-Water Reactions



# Structural RM Applications

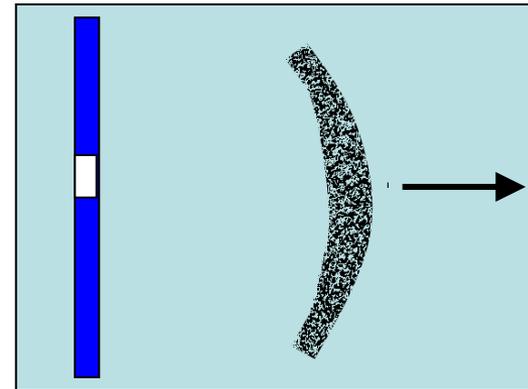
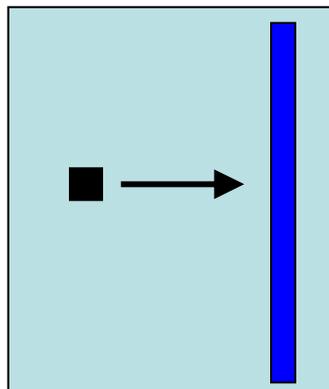
*Reactives augment Kinetic Energy Effects with Chemical Energy to Enhance Lethality and Battle Damage Indication.*

➤ IHDNSWC has developed the highest performing RMs with densities  $>5.5$  g/cc. Goal is to increase density to steel (7.8 g/cc)

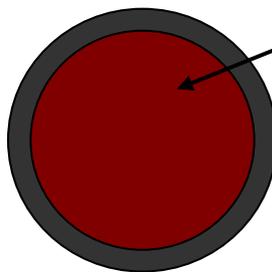
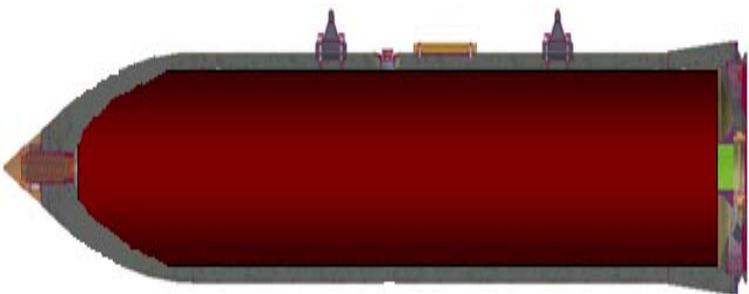
➤ For a reactive fragment impacting a target, the break-up and react as a FAE inside the target

➤ For enhanced blast, an RM case will immediately breakup during HE event and react as a FAE

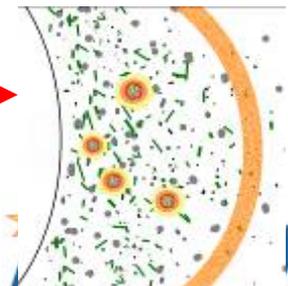
## REACTIVE FRAGMENTS



## ENHANCED BLAST WARHEAD CASING



*HE detonation disperses Structural RM and initiates fuel/air combustion with heated/dispersed RM particles resulting in increased blast.*

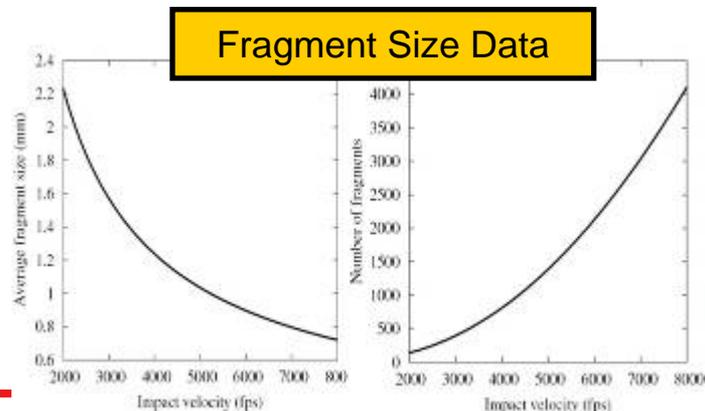
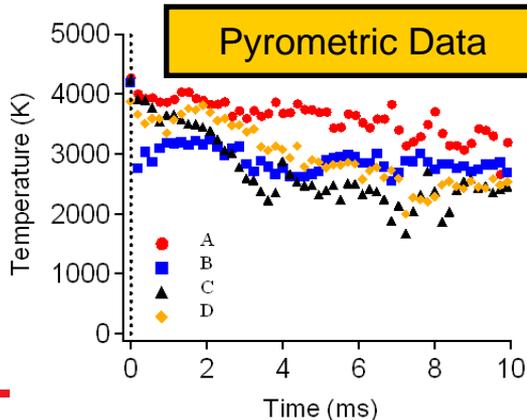
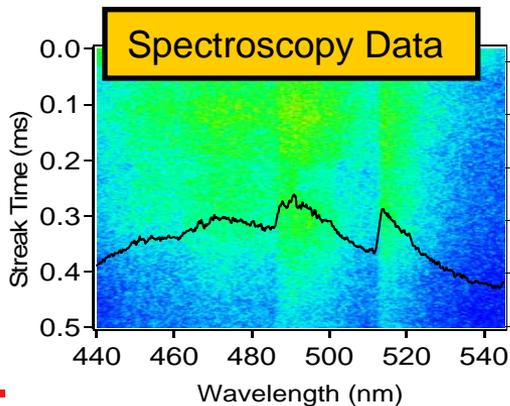
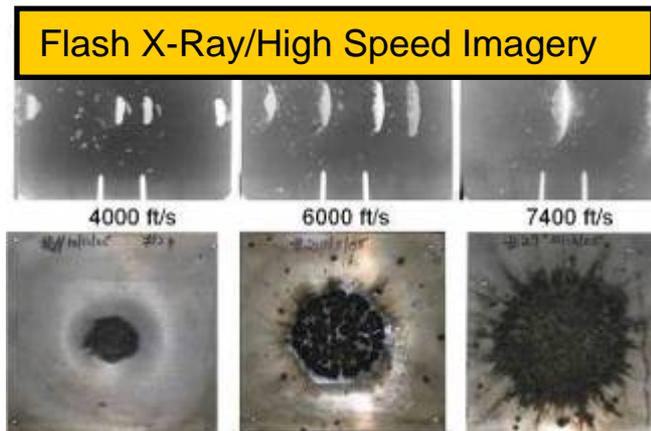
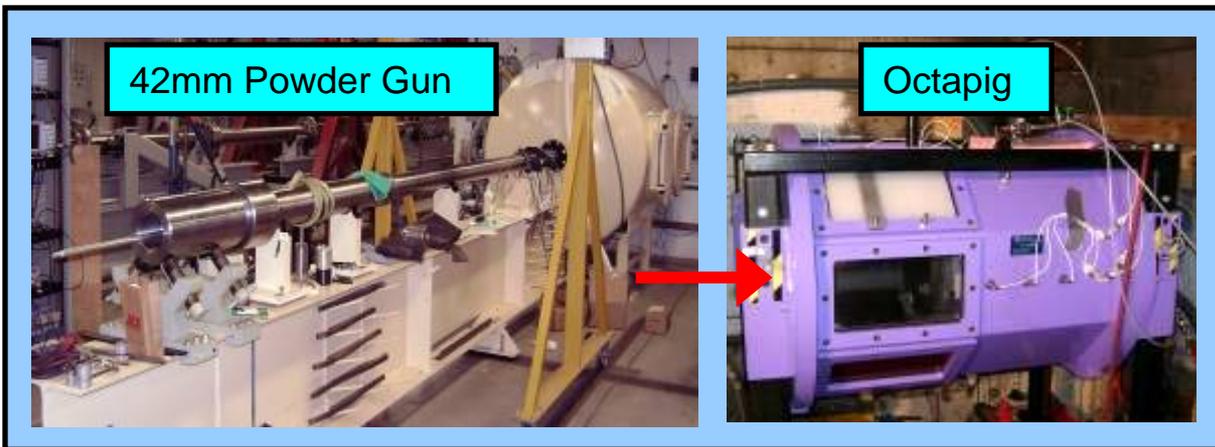


# Reactive Materials Energy Release Characterization

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- RMs are fired from 1K to 8K ft/sec. They penetrate thin steel plate and break up finally impacting on anvil in test chamber.
- We can collect peak and quasistatic pressure data, spectroscopy data, pyrometry data, flash x-ray images, high speed optical photography, reaction gas sampling, and RM debris collection in a single shot.
- Quasistatic pressure generally accepted as performance metric.



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