CLAIMS:

1. An airburst projectile for countering an unmanned aerial vehicle (UAV) comprising:

an ogive connected to a fuze assembly, which fuze assembly is then connected to a shell;

wherein the ogive houses:

a spinner, with the spinner comprising a rear annular plate being connected along an inner annular edge to a sleeve, and a plurality of partition plates extend radially from the sleeve and being in contact with a face of the rear annular plate, so that each space between adjacent radial partition plates form a compartment, in which a streamer, in a coiled-up state, is disposed in each compartment; and

the fuze assembly comprising a programmable fuze and an electric detonator;

so that the spinner and the fuze assembly are located forward of the electric detonator, and when the UAV is determined to be a threat or undesirable, an airburst projectile is fired into a flight path of the UAV, such that when the ogive is burst open by activating the electric detonator, the spinner is ejected, causing the streamers to disperse and the streamers to open up from the coiled-up state, thus creating a streamer cloud in the flight path of the UAV.

2. The airburst projectile according to claim 1, further comprising an explosive charge disposed inside the shell.

3. The airburst projectile according to claim 1, wherein a plurality of the spinners is stacked one on another along an axis that is substantially coaxial with a longitudinal axis of the airburst projectile.

4. The airburst projectile according to claim 3, further comprising a guide tube, along which the plurality of spinners is stacked one on another.

5. The airburst projectile according to any one of the preceding claims, further comprising a front annular plate, with an inner edge of the front annular plate being connected to a front end of the sleeve.

6. The airburst projectile according to any one of the preceding claims, wherein the sleeve has apertures, with each aperture in fluid communication with an associated compartment.

7. The airburst projectile according to any one of the preceding claims, further comprising a decelerator connected to an outer edge of each of the radial partition plate.

8. The airburst projectile according to claim 1, wherein the sleeve is elongate and forms a tube.

9. The airburst projectile according to claim 8, wherein the tube comprises a plurality of apertures, so that a row of apertures along the tube is in fluid communication with an associated compartment.

10. The airburst projectile according to claim 8 or 9, wherein a plurality of streamers is packed in each compartment.

11. The airburst projectile according to any one of the preceding claims, wherein the streamer is made from a web of material chosen from: plastic, paper, fibres and fabric, or a composite thereof.

12. The airburst projectile according to any one of the preceding claims, wherein the streamer has a width of substantially 5-15 mm, a length of substantially 300-4000 mm and a thickness of substantially 0.01-0.2 mm.

13. The airburst projectile according to claim 12, wherein the streamer has a thickness of substantially 0.01-0.05 mm.

14. The airburst projectile according to any one of the preceding claims, wherein each streamer has a blob formed at an intermediate location between two free ends.

15. The airburst projectile according to claim 14, wherein the blob is a bead.

16. The airburst projectile according to claim 14, wherein the blob is knot of the web material.

17. The airburst projectile according to any one of the preceding claims, wherein the electric detonator can also be an electronic explosive device (EED) or an electric ignitable device (EID).

18. A system for countering an unmanned aerial vehicle (UAV) comprising:

operating a laser range finder to determine a distance, speed and direction of the UAV;

computing ballistic parameters for an airburst projectile, configured according to any one of claims 1-17, to reach a flight path of the UAV; and

firing a grenade launcher to propel the airburst projectile to the desired destination, and detonating the airburst projectile to disperse streamers to create a streamer cloud, so that some of the streamers may be caught by propellers of the UAV, thereby to disable the UAV and to bring the UAV to the ground.

19. A system for countering an unmanned aerial vehicle (UAV) comprising:

establishing or estimating a user distance to a territorial or air-exclusion boundary;

entering the user distance into a programming unit (PU) on an associated grenade launcher; and

after determining that the UAV is a threat or undesirable, firing the grenade launcher to propel an airburst projectile, configured according to any one of claims 1-17, to the desired destination, and detonating the airburst projectile to create a streamer cloud as a warning shot or fence marking shot.