

Origin 12.7x50mm Electromagnetic

First used by the [Star Army Rifle, Type 33](#) introduced in [YE 33](#) and designed for the [Star Army of Yamatai](#), the 12.7x50mm Electromagnetic was designed by [Origin Industries](#) to be a powerful infantry round capable of taking down the toughest of non-power armored foes such as the [Mishhuvurthyar](#). Noting that conventional weapons did not grant a safely quick incapacitation of the Mishhuvurthyar, Origin Industries set to work in creating the 12.7mm EM, which holds significantly more stopping power than most competing rounds.

Due to the round's performance being directly reliant on the weapon propelling it, the effective range and muzzle velocity vary depending on the platform it is fired from.

Stats

- **Damage Rating:** [Tier 2, Medium Anti-Personnel-5, Tier 2-4^{1\)}](#)
- Caliber: 12.7x50mm
- Damage Description: Munition Dependent
- Effective Range 1,000-8,500 Meters
- Muzzle Velocity: 2,000-5000 feet/second
- Muzzle Blast: Small, Yellow-White Blast
- Recoil: Moderate-Heavy
- **Energy Source:** Electromagnetic Rails/Gauss Coils

Ammunition Types

12.7mm EM Pricing	
Type	Price (100 Round Box)
I-SLAP	65 KS
HESH	70 KS
I-APE	100 KS

Incendiary Saboted Light Armor Penetrator

The I-SLAP consists of an aluminum discarding sabot cradling a finned 7mm depleted uranium penetrator. This penetrator would also have an incendiary paste on the rear end of it to light targets on fire. In addition, the depleted uranium itself has pyrophoric properties, and will light on fire when the incendiary compound burns past a certain point, or friction resulting from penetrating metal or armor ignites it. I-SLAP is most effective against armored targets, and tends to pass through 'soft' ones, doing less damage than potentially possible.

In comparison to other rounds, it is the most accurate and long ranged owing to its excellent sectional density and high velocity.

High Explosive Squash Head

High Explosive Squash Head rounds are essentially just explosive rounds, but with a twist - instead of having the explosives be contained in a metal bullet or shell, the round is primarily nothing but plastic explosives, a detonator tip and a cup to hold it all in. Upon impact, the round squashes across the surface of the target before exploding, doing its damage through the sheer blast force of the high explosive compound. This ammunition is most effective against 'soft' targets that do not have armor.

Incendiary Armor Piercing Explosive

Taking the traits of each ammunition type, I-APE performs well against both armored and unarmored targets, boasting superior terminal ballistics performance as well as penetrative properties. The round consists of a mono-molecular tipped [Nerimium](#) armor penetrator core backed up by an explosive charge and incendiary paste, all encapsulated within a copper jacket. At the tip is the electronic fuse that leads to the 'smart fuse' installed inside the round, which detonates the explosive charge, spreading the incendiary mix and metal fragments at the optimal penetration depth inside the target.

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Munition and Weapon Dependent

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