

## Not Yet Approved

# Aeron Specialized Ammunition

Created by [aeron\\_munitions](#), all ammunition are designed to fit within the standard specified.

## 12 Gauge Shotgun

All ammunition is designed to universally fit a standard 12 gauge shotgun chamber.

### Non-Lethal

- Plastic [PDR 0]: designed for mock battles and non-lethal defense
- Electric Charge [Tier 1, Light Anti-Personnel]: Delivers a shock of 20k Volts which will knock down most, if not all, humanoid life forms
- Paint [PDR 0]: designed for mock battles and recreation
- Tracking [PDR 0]: comes in 3 different styles, paint, ultraviolet dye, and adhesive (vehicles)

### Lethal

Only White and Clear are non-military, Blue and Red are security force grade, Green and Black are military grade.

- Explosive (Red) [Tier 2, Medium Anti-Personnel]: designed after the HHG's destructive red shells, it's explosive power is roughly the same
- EMP (Blue) [Tier 1, Light Anti-Personnel]: Emits an electromagnetic pulse which fries electronics, low damage to humanoid targets hit by slug
- Caustic (Green) [Tier 2, Medium Anti-Personnel]: highly caustic acid encased in a special polymer. Eats through most metals and flesh. Only sold to the military, ammunition is flammable
- Incendiary (Orange) [Tier 2, Medium Anti-Personnel]: Upon contact, the liquid contents of this slug ignite on contact
- Normal (White) [Tier 2, Medium Anti-Personnel]: your typical 12 gauge shotgun slug
- FMJ (Gray) [Tier 2, Medium Anti-Personnel]: your typical FMJ 12 gauge shotgun slug
- 00 Buck (Clear) [Tier 2, Medium Anti-Personnel]: your typical 00 buck, scatters for multiple targets
- Caustic/Incendiary (Black) [Tier 2, Medium Anti-Personnel]: the most diabolical ammunition made by Aeron Munitions as of [YE 32](#), it combines the corrosive effect of the Green slug with a time delayed Orange shell positioned behind it. Utilizes the [daps](#).

### Damage Chart

| DR Type | Corresponding Ammo       |
|---------|--------------------------|
| PDR 0   | Plastic, Paint, Tracking |

| DR Type                       | Corresponding Ammo                |
|-------------------------------|-----------------------------------|
| Tier 1, Light Anti-Personnel  | Electric Charge                   |
| Tier 1, Light Anti-Personnel  | Blue                              |
| Tier 2, Medium Anti-Personnel | White, Gray, Clear, Orange, Green |
| Tier 2, Medium Anti-Personnel | Black, Red                        |

## 10mm and 50 Caliber Sniper Rifle

Comes in 10mm, and 50 caliber.

### Bullet Design

The [bullet design](#) depends on the substance inside the bullet. There is the [fpds](#) and the [spds](#).

### Non-Lethal

- Tracking [PDR 0]: comes in 3 different styles, paint, ultraviolet dye, and adhesive (vehicles)

### Lethal

- Explosive/Normal (Solid Red) [Tier 3, Heavy Anti-Personnel]: Styled after its shotgun counter part, the bullet detonates on contact. Uses the [spds](#).
- Explosive/FMJ (Red Stripes) [Tier 3, Heavy Anti-Personnel]: It is designed to first penetrate armor FMJ style and then with a short delay, detonate inside the armor penetrated. Uses the [spds](#).
- Caustic/Normal (Solid Green) [Tier 2, Medium Anti-Personnel]: highly caustic acid encased in a special polymer. Eats through most metals and flesh. This bullet will splatter acid on the outside of the target. Uses the [fpds](#).
- Caustic/FMJ (Green Stripes) [Tier 2, Medium Anti-Personnel]: highly caustic acid encased in a special polymer. Eats through most metals and flesh. This bullet will first penetrate armor and then release its caustic material beneath the surface. Uses the [fpds](#).
- Incendiary/Normal (Solid Orange) [Tier 2, Medium Anti-Personnel]: Upon contact, the liquid contents of this bullet ignite on contact. Uses the [fpds](#).
- Incendiary/FMJ (Orange Stripes) [Tier 2, Medium Anti-Personnel]: After penetrating the armor with FMJ, the bullet's aerosol contents ignite with a modified, [Single Stage daps](#) as well as [fpds](#).
- Normal (White) [Tier 2, Medium Anti-Personnel]: your typical bullet
- FMJ (Gray) [Tier 2, Medium Anti-Personnel]: your typical FMJ bullet
- Caustic/Incendiary/Normal (Black Stripes) [Tier 3, Heavy Anti-Personnel]: a caustic chemical is released to eat though any flesh and metal. Unlike the shotgun counter part, this incendiary chemical is aerosol based. A tiny delayed charge sets off the incendiary liquid and chars the remaining material around the bullet hole. Utilizes a modified [daps](#) with [fpds](#).
- Caustic/Incendiary/FMJ (Black Stripes) [Tier 3, Heavy Anti-Personnel]: after penetrating the armor with FMJ, a caustic chemical is released to eat though any flesh or electronics beneath. Unlike the

shotgun counter part, this incendiary chemical is aerosol based. A tiny delayed charge sets off the incendiary liquid and chars the remaining material around the bullet hole. Utilizes a modified [daps](#) with [fpds](#).

- Double Bulet (Purple) [Tier 3, Heavy Anti-Personnel]: This unique bullet is a two stage bullet design. The rifle fires the bullet like a normal gun; however, once it comes into contact with the target, another smaller bullet is fired at point blank range into the target causing further damage. Utilizes the [spds](#).

## Damage Chart

| DR Type                       | Corresponding Ammo                |
|-------------------------------|-----------------------------------|
| PDR 0                         | Tracking                          |
| Tier 1, Light Anti-Personnel  |                                   |
| Tier 1, Light Anti-Personnel  |                                   |
| Tier 2, Medium Anti-Personnel |                                   |
| Tier 2, Medium Anti-Personnel | White, Gray, Clear, Orange, Green |
| Tier 3, Heavy Anti-Personnel  | Red, Black, Purple                |

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