

# Galactic Horizon Explosive Shell

Designed in [YE 40](#) for use with the [BreachaNova Heavy Shotgun](#), the Explosive Shell aims to provide a deadly anti-infantry munition for heavy shotguns and small cannons. It consists of a bright red cartridge filled with 20 small explosive pellets - each of which has a blast radius of 30cm - and the full force of a single shell is intended to break down walls or severely damage heavily-armoured targets.

This shell is classified as a Class 2 Kinetic within the [Galactic Horizon Munitions](#) list.

## Stats

General information about the Explosive Shell, including essential damage and efficiency details.

- **Purpose:** Tier 4, Light Anti-Armor<sup>1)</sup>
- **Length:** 10cm
- **Caliber:** 12 gauge
- **Damage Description:** Explosive heavy shotgun shell.
- **Effective Range:** 35m
- **Muzzle Velocity:** 380m/s
- **Muzzle Blast:** Wide orange cone of fire
- **Recoil:** Significant; [power armour](#) use is advised to avoid injury.
- **Energy Source:** Chemical propellant
- **Price:** 200KS per 80 round box.

## OOO Notes

[club24](#) created this article on 2018/08/27 07:40; [Frostjaeger](#) [approved](#) it (using the [checklist](#)) on 2018/08/28 08:26.

<sup>1)</sup>

Per individual pellet; each Explosive Shell carries twenty of them.

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