

Galactic Horizon Superdense Slug

Designed in [YE 40](#) for use with the [BreachaNova Heavy Shotgun](#), the Superdense Slug is the next step up from the [Magnum Slug](#) - as the former possesses a much denser composition and more effective aerodynamic design then the latter in order to pack a heftier punch while still retaining most its initial muzzle velocity. At close range, this slug is capable of punching through light vehicles, heavy [power armour](#), and even some buildings - thus it's meant for use against tough enemy targets.

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

Stats

General information about the Superdense Slug, including essential damage and efficiency details.

- [Purpose](#): Tier 7, Light Anti-Mecha
- Length: 10cm
- Caliber: 12 gauge
- Damage Description: A slug round that is more dense then usual and designed to punch through tough armour.
- Effective Range: 50m
- Muzzle Velocity: 400m/s
- Muzzle Blast: A burst of orange flame.
- Recoil: Substantial; [power armour](#) use is recommended.
- Energy Source: Volatile chemical reactants
- Price: 200[KS](#) per 80 round box.

OOC Notes

[club24](#) created this article on 2018/08/27 18:25; Frostjaeger [approved](#) it (using the [checklist](#)) on 2018/08/28 08:26.

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