

# 25mm Autocannon rounds

The 25mm Autocannon line of ammunition was developed in [YE 41](#) to be used by the [Desert Wind Autocannon](#). It has several different types of payloads that it can use for varying targets.

## Stats

The following are the statistics for the 25mm Autocannon rounds.

- **Damage Rating:** Varies depending on round payload
- Size: 25x137mm
- Caliber: 25mm
- Damage Description: Varies depending on round payload
- Effective Range 3,000 meters
- Maximum Range: 6,000 meters
- Muzzle Velocity: 1,200 meters per second
- Muzzle Blast: [A loud barking/booming noise](#).
- Recoil: Light.
- **Energy Source:** Chemical propulsion

25mm Autocannon round Damage Quickchart	
Type	Purpose
APDS	<a href="#">Tier 7</a>
HEF	<a href="#">Tier 5</a>
HEP	<a href="#">Tier 6</a> primary, <a href="#">Tier 3</a> secondary

## Armor Penetrating Discarding Sabot

Armor Penetrating Discarding Sabot (or APDS) rounds are designed to penetrate armored targets and do damage to the internals of the target. They are best used against vehicles or other targets with thick armor. Their design is fairly simple, with a outer casing (sabot) that is discarded after the round leaves the barrel, allowing the actual penetrator, a thin pointed rod, to attain higher velocities, travel further and penetrate more.

When the round impacts, it causes incendiary fragments within the penetrator to ignite. Depending on circumstances, the penetrator may either continue all the way through the target and out the other side showering the inside of the target with incendiary fragments and shrapnel on its way out, or shatter inside the target and completely immolate the target's interior.

- **Damage Rating:** [Tier 7](#)
- Damage Description: Single target. Kinetic (Penetrator) and incendiary (Incendiary fragments) damage.

## High Explosive Fragmentation (HEF)

High Explosive Fragmentation rounds are designed for use against fast moving aircraft and unarmored infantry. They can be set to proximity, timed or contact fuses. When the fuse is triggered, an explosive charge is detonated and the round showers the surrounding area with hot deadly shrapnel.

The timed fuse option uses the parent vehicle's targeting computer to determine a time-to-target, and sets the round to pre-fragment, leaving the target's path filled with deadly projectiles.

- **Damage Rating:** Tier 5
- **Damage Description:** Area of Effect, 7.5 meter radius. Kinetic (Shrapnel) and incendiary (Heated shrapnel) damage.

## High Explosive Plasma (HEP)

High Explosive Plasma rounds are similar to High Explosive Fragmentation rounds, but are designed instead for use against aircraft and infantry in power armor. Like HEF rounds they can be set to proximity, timed or contact fuses.

When the fuse is triggered, a copper slug is melted into plasma by an electric charge provided by a capacitor within the round. The plasma expands is directed forwards in a cone as the round explodes. The plasma streaks forwards, impacting targets while shrapnel from the round is scattered around.

- **Damage Rating:** Tier 6 primary, Tier 3 secondary
- **Damage Description:** Area of Effect, 5 meter radius. Kinetic (Shrapnel) and energy (Plasma) damage.

## OOC Notes

Alex Hart created this article on 2019/02/12 15:16.

Approved by Ametheliana on 2019/02/12

Products & Items Database	
Product Categories	weapons: ammunition
Product Name	25mm Autocannon rounds
Manufacturer	Osman Heavy Industries
Year Released	YE 41
Price (KS)	10.00 KS

From:

<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:

[https://wiki.stararmy.com/doku.php?id=corp:ohi:ammo:25mm\\_autocannon\\_rounds&rev=1700311814](https://wiki.stararmy.com/doku.php?id=corp:ohi:ammo:25mm_autocannon_rounds&rev=1700311814)

Last update: **2023/12/21 01:20**

