

# 12.7mm Mass Driver Rounds

While mass driver rounds are not new technology to the [SMDIoN](#), they were not a staple of its armories as compared to other forms of firearms technology.

As part of the [YE 34](#) move to [organize](#) Nepleslia's logistics, [NAM](#) created the 12.7mm mass driver round as the Power Armor-grade mass driver round. These rounds are only available for [DioN](#) forces and not for sale to public or other [private](#) buyers.

## SLAP round

The basic 12.7mm round meant to be an all-comers round. It incorporates a sabot, which allows for the use of a penetrator projectile of a smaller diameter than the original bore. By using the casing of a large cartridge with a lightweight projectile, the velocity of the projectile and its penetrative capability are increased

### Stats

- [Damage Rating](#): Tier 4, Light Anti-Armor.
- Caliber: 12.7mm x 100mm
- Damage Description: A sabot penetrator used to better penetrate armor than a solid slug. It fragments after penetrating its target, and can cause spalling even on ricochets.
- Effective Range: Depends on muzzle velocity
- Muzzle Velocity: Depends on railgun used
- Muzzle Blast: None
- Recoil: Slight to Nepleslian PA, moderate for [ID-SOL](#)
- Energy Source: Railgun

## Hi-Explosive, Armor Piercing (HEAP)

The next most produced type of 12.7mm round, intended for use against hostile heavy power armor and vehicles. These rounds are designed to explode after penetrating their target, spraying molten lead inside its target.

### Stats

- Damage Rating: Tier 5 Medium Anti-Armor
- Caliber: 12.7mm x 100mm
- Damage Description: Designed to pierce armor and explode half a second later.
- Effective Range: Depends on muzzle velocity

- Muzzle Velocity: Depends on railgun used
- Muzzle Blast: None
- Recoil: Slight to Nepleslian PA, moderate for [ID-SOL](#)
- Energy Source: Railgun

## Incendiary Rounds

These specialist rounds are designed for anti-personnel use. Upon firing, they burn a phosphorous charge and detonate upon impact, spraying phosphorous across the target and surrounding area.

- Damage Rating: Tier 3, Heavy Anti-Personnel (to shields), Tier 5 Medium Anti-Armor to armor
- Caliber: 12.7mm x 100mm
- Damage Description:
- Effective Range: Depends on muzzle velocity
- Muzzle Velocity: Depends on railgun used
- Muzzle Blast: None
- Recoil: Slight to Nepleslian PA, moderate for [ID-SOL](#)
- Energy Source: Railgun

## Weapons Chambered for 12.7mm Rounds

- [12.7mm Medium Chain Gun](#)

### OOO NOTES

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The [SLAP round concept](#) is taken from real life

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