

20mm Gjallahorn Shells

An oversized shotgun shell combined with a grenade, the 20mm *Gjallahorn* mimics the name of the weapon it was based off but is not limited to that weapon alone. The 20mm shells come in many flavors.



20mm High Explosive

- Damage Rating: T-2 Medium anti-personnel
- Caliber: 20mm
- Damage Description: A small HE shell detonates with the radius of a large beachball, damaging through both kinetic shrapnel and concussion.
- Effective Range: 700m
- Muzzle Velocity: 220m/s
- Arming Distance: 7m

20mm Flares

- Damage Rating: T-1 Light anti-personnel
- Caliber: 20mm
- Damage Description: A colored flare pre-chosen by the welder fires up to 50m in the air and explodes into a bright light that slowly drifts on a parachute after a solid minute. Can cause small fires.
- Effective Range: 700m
- Muzzle Velocity: 220m/s
- Arming Distance: 1m

20mm Metal-Foam

- Damage Rating: T-0
- Caliber: 20mm
- Damage Description: A simple shell erupts in quickly expanding and hyper hardening foam that incapacitated individuals, quickly seals gaps and holes, blocks terrain, and smothers fires. Can be used to seal small holes in starships in an emergency and once hardened is extremely difficult to remove.
- Effective Range: 700m
- Muzzle Velocity: 220m/s
- Arming Distance: 2m

20mm Pyro

- Damage Rating: T-1 Light anti-personnel
- Caliber: 20mm
- Damage Description: A small 20mm micro grenade detonates, releasing a fast igniting thermic napalm that rapidly eats through both flesh, light armor, and even hard materials and soft metals.
- Effective Range: 700m
- Muzzle Velocity: 220m/s
- Arming Distance: 7m

20mm Plasma Charge

- Damage Rating: T-3 heavy anti-personnel
- Caliber: 20mm
- Damage Description: A small contained plasma charge detonates with devastating force, rapidly burning and melting light and heavy infantry grade armors in close range and covering nearby surfaces and individuals in smaller plasmic shrapnel resulting in smaller but equally damaging results
- Effective Range: 700m
- Muzzle Velocity: 220m/s
- Arming Distance: 7m

20mm Flechette Darts

- Damage Rating: T-2 Medium anti-personnel
- Caliber: 20mm
- Damage Description: Twenty durandium flechettes are fired from a colander like shotguns traditional buckshot into a cone shape downrange, penetrating deep into medium armor. The darts are difficult to remove from quilled tips that bury deep into flesh and muscle.

- Effective Range: 50m
- Muzzle Velocity: 420m/s
- Arming Distance: instant

20mm EM shell

- Damage Rating: T-1 light anti-personnel¹⁾
- Caliber: 20mm
- Damage Description: A harmless to armor but devastating to shields micro emitter covers an area of several square feet in a burst of electromagnetic pulses that disrupt technologies and sensitive equipment and cripple shields.
- Effective Range: 700m
- Muzzle Velocity: 220m/s
- Arming Distance: 7m

20mm Smoke Rounds

- Damage Rating: T-1 light anti-personnel
- Caliber: 20mm
- Damage Description: A simple explosive charge that erupts in colored smoke of various types chosen by the wielder. The smoke can fill up a small rooms worth of space.
- Effective Range: 700m
- Muzzle Velocity: 220m/s
- Arming Distance: 7m

20mm Sticky Grenade

- Damage Rating: T-2 Medium anti-personnel
- Caliber: 20mm
- Damage Description: A traditional HE round that when striking a target sticks to it for several seconds before exploding.
- Effective Range: 700m
- Muzzle Velocity: 220m/s
- Arming Distance: 5m

20mm Rocket Shell

- Damage Rating: T-4 Light anti-armor
- Caliber: 20mm
- Damage Description: A rocket-propelled, high-explosive shell is fired from the weapon at impressive speed and accuracy.
- Effective Range: 1,200m

- Muzzle Velocity: 360m/s
- Arming Distance: 30m

OOC Notes

Please feel free to use for weapons, armor, etc. And create more as you please. [Charmaylarg](#) created this article on 2020/07/20 17:06.

¹⁾

T-4 to shields

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