



The following article is currently NOT APPROVED for in-character usage. But I really do wonder if you read this tag. Maybe you should. But then, the content of the article is more important than any information I have up here right? Like today's date? Hugs & Kisses, Sigma

Sensor Jamming Rounds

During munitions tests in [YE 35](#), [NAM](#) found that certain types of unorthodox mass driver munitions had an adverse effect on enemy sensors. To confirm these findings, NAM began an extensive test on captured electronics. Their findings were incredible.

When hit by thick, viscous liquid, most electronics were found to fail and most of their users confounded by the methods used. The best part was that this new munition was already part of Nepleslia's existing inventory, just no one had thought to use it in that way before.

"It's utterly brilliant!" exclaimed one scientist, "No nation has shielded their sensors against it. The moment we deploy it, we'll change the face of modern warfare!"

There are four types of this new round, which can be fired from both starship and power armor weapons. Strawberry was found to be most useful against NMX sensors while Raspberry worked extremely well in defeating Yamataian sensors. Blueberry was considered a mediocre general type of round but blackcurrant was discovered to be highly potent against almost everyone, though it was rarer in Nepleslian stocks.

In demonstrations to the [Star Military](#), officials were stunned by the revelation and demanded more tests to see if it had any anti-infantry applications. Further tests showed that the liquid was also a good way of restricting visual sight on power armor if one got a direct hit to the face. It was also a good way of distracting NMX Nekos who would stop to open the rounds and ingest its contents before continuing the chase (albeit much slower due to fuller stomachs). Even the [Intelligence and Pacification Group](#) were impressed by the last use. One spokesman from NAM was quoted saying, "The IPG really want to do some field tests with this to see if it works just as well against Yamataian Nekos."

Shortly afterwards, the Navy confirmed it would stock more of these new munitions using both regular ammunition racks as well as kitchen racks to store the munitions. The reason for the dual storage system was due to the continuing need for sailors to have something to put onto their toast.

Stats

- Damage Rating: N/A; Sensors are jammed upon direct hits
- Size: Cylindrical glass container about the size of a jam jar.
- Caliber: Variable, depending on the size of the sensors you need to jam
- Damage Description: The point of impact is covered in thick, viscous liquid that immediately hampers usage; multiple hits are necessary for best results
- Effective Range: 2-3km in atmosphere, unlimited in space.

- Muzzle Velocity: Variable, dependent on the gun used
- Muzzle Blast: None, mass driver ammunition
- Recoil: Minimal since the round usually not big, weapon may buck if multiple rounds are fired in quick succession
- Energy Source: Magnetically propelled out of barrel.

OOC

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