

# 10mm Very Low Drag

Designed in [YE 37](#) as a replacement for the smaller ammo used by the LASR, the Yamatai 10mm VLD is an enlarged version of the 7mm boat-tail slug with added technological improvements to increase its flexibility in various combat situations. While a larger and heavier round, the 10mm VLD's main improvement is the increased muzzle velocity it is fired at coupled with a [new shape](#) designed to minimize drag. The 10mm VLD Ammunition is designed to be fired from a rifled barrel, accepting the trade offs of power in exchange for accuracy and range.

## Stats


- Damage Rating: Tier 4, Light Anti-Armor-4, Depending on Muzzle Velocity
- Caliber: 10x38mm
- Damage Description: Munitions Dependent
- Effective Range 4,500 meters when fired at 7,500 m/s
- Maximum Range: 8,000 meters when fired at 7,500 m/s
- Muzzle Velocity: Max firing velocity is 7,500 m/s.
- Muzzle Blast: Large, Sharp white with an electric crack
- Recoil: Unmanageable without Armor, noticeable in Armor
- Energy Source: Electromagnetic Rails/Gauss Coils

## Ammunition Types

| 10mm VLD Pricing |                       |
|------------------|-----------------------|
| Type             | Price (100 Round Box) |
| HEIAP            | 80 KS                 |
| SB               | 50 KS                 |

## High Explosive Incendiary Armor Piercing

The HEIAP Round is a special general purpose round designed for use in situations where stealth and collateral damage are not a major concern. The round is composed of an incendiary component stacked at the tip of the round, followed by a high explosive material, and finally a [Nerimium](#) penetrator. The HEIAP round is designed to detonate on contact with a target, causing thermal and concussive shocks to "clear" the way before the Nerimium penetrator component impacts. The HEIAP round has a weight of 20

grams, and does Tier 5 or Tier 6, Medium Anti-Armor or Heavy Anti-Armor ( **Fix Me!**): Staff needs to determine which)/Fred DR 4 damage.

## Standard Ball

SB Ammunition is your standard, completely simple ball ammunition that does damage through simple transfer of kinetic energy. The 10mm Standard Ball ammunition fires a 40 gram [Durandium Alloy](#) jacketed, [NeriDura](#) cored round, doing Tier 4, Light Anti-Armor/Fred DR 3 damage.

## OOC Notes

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