

GH Hyper Rounds

Developed in [YE 40](#) by [Galactic Horizon](#) alongside their intended weapon of use, the [Hyper-Shift Rotary Chaingun](#). The Hyper Rounds are an anti-infantry and medium anti-armour ammunition with both a kinetic and an energy variant to allow the weapon to function in most situations. The kinetic rounds also have a tracer version which will fire a tracer round every fourth shot in the belt to show roughly where the shots are going.

Kinetic

The kinetic variant of the Hyper Rounds is a hard hitting bullet which achieves most of its damage through super-sonic speeds, most effective within an atmosphere and against groups of targets or large moderately armoured targets.

Stats

Propelled at super-sonic speeds to allow for maximum potential damage from each round, this speed allows for slightly larger damage as effective range but due to the fire rate on the Hyper-Shift they lose accuracy.

- **Damage Rating:** Tier 6 Heavy Anti-Armour
- **Size:** 8mm diameter, 2cm bullet length, 8cm case length
- **Caliber:** lightweight .50
- **Damage Description:** Very fast hitting bullet of moderate size, can penetrate most weak and some medium armour easily and will shred unprotected targets.
- **Effective Range:** 1200m
- **Muzzle Velocity:** 686m/s
- **Muzzle Blast:** bright white and orange blast accompanied by a loud crack.
- **Recoil:** When mounted the armour or vehicle will be able to compensate for the recoil with ease, if used in a personnel weapon the recoil is akin to that of a high powered sniper rifle such as a .50 rifle.
- **Energy Source:** chemical explosion "propellant"

Energy

The second variation of the Hyper Rounds, an energy shot for use primarily in space or against targets weaker to intense heat. These rounds are brightly illuminated yellow and have slightly better accuracy than the kinetic rounds but are still useful primarily for suppression and fighting large targets.

Stats

Slower than the kinetic rounds but bridging the damage gap through the alternate munition style of laser rounds. These rounds pack less force but a higher average damage.

- **Damage Rating:** Tier 6 Heavy Anti-Armour
- **Size:** roughly 1cm diameter and 4cm length of each shot
- **Damage Description:** High intensity laser shot, extreme heat and non-physical.
- **Effective Range:** 1200m
- **Muzzle Velocity:** 400m/s
- **Muzzle Blast:** Minimal yellow flash and a hissing/sizzling sound.
- **Recoil:** Minimal recoil but higher inaccuracy rates than standard kinetics
- **Energy Source:** [Galactic Horizon Energy Cores](#)

OOC Notes

[club24](#) created this article on 2018/07/26 19:40. Approved by [Legix](#) on 2018/07/29 in its [approval thread](#).

From:

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Last update: **2023/12/21 04:20**

