

Galactic Horizon Munitions

A basic list of the various munitions used by [Galactic Horizon](#) products within a basic classification system to help easily distinguish their power and ability as well as providing an easy reference guide for what weapons can use what ammo. This page serves as an OOC guide for munition classification and is not to be referenced IC.

Missiles

The three groups of missile classification are listed here along with links to each one. Each class also represents what weapons are able to utilise them, while class 1 and 2 missiles can often both be used by smaller launchers class 3 is exclusively for starships and large war machines. Each missile launcher also states what class it is able to accommodate.

Class 1

Class 1 includes the smallest missiles with the lowest average destructive capacity, mostly made up of mini-missiles and countermeasure missiles for point defence.

| Name | Description |
|------|-------------|
|------|-------------|

Class 2

The middle ground of Horizon Missiles, average size with a range of damage types and choice that comes with having enough size to create unique style munitions.

| Name | Description |
|-------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------|
| Galactic Horizon Mini Missile | The original, all-purpose missile with both AP and HE configurations. |
| Galactic Horizon Long Range Striker Missile | The strongest missile of class 2, a high yield explosive equipped to fly up to 1500km with +/- 10m accuracy. |
| Galactic Horizon Tactical Missile | Less focus on explosive power and more on tactical and more on tactical use of fire, smoke and interference. |

Class 3

The biggest and strongest missiles Horizon has to offer, intended only for use on large war machines or starships the class 3 missiles focus on efficient use of advanced technology.

| Name | Description |
|------|-------------|
|------|-------------|

Explosives

The explosives used by Horizon are grouped into categories based on lethality, class 1 being mainly tactical devices with little lethal capacity, class 2 being a mixture of lethal and tactical devices such as incendiaries and class 3 containing explosive and destructive explosives.

Class 1

Class 1 being mostly taken up by tactical devices such as traditional flashbangs, smokes and concussions with little to no intended lethal capacity.

| Name | Description |
|------|-------------|
| | |

Class 2

Class 2 is a small mixture of semi-lethal and tactical devices such as firebombs and some gas grenades.

| Name | Description |
|------|-------------|
| | |

Class 3

Class 3 encompasses standard explosive grenade types as well as more advanced explosive devices with the intent to kill or cause massive damage.

| Name | Description |
|------|-------------|
| | |

Kinetics

Class 1

Class 1 kinetic rounds encompasses the smaller ammunition such as 9mm rounds, some smaller rifle rounds and basic shotgun shells, none of this ammo exceeds a damage rating of Tier 4.

| Name | Description |
|-------------------------------|-----------------------------------------------------------------------------------------|
| Bruiser | Anti-riot gauss orb ammunition designed to bruise |
| Bone Breaker | Heavier anti-riot gauss orb ammunition designed to break bones and cause serious injury |
| Heart Stopper | Anti-riot gauss orb ammunition designed to end lives and dent power armour |
| Scatter Shot | High-powered 12 gauge shells for personnel-grade shotguns |
| Slug | High-powered 12 gauge slugs for personnel-grade shotguns |

| Name | Description |
|-----------------------------------------------------|--------------------------------------------------------------------------------------------------------------|
| Galactic Horizon 7.7x15mm | A small round designed for compact weapons, low-caliber carbines and such |
| Galactic Horizon 7.7x30mm | A mid-sized round designed for assault rifles and harder-hitting sidearms |
| Galactic Horizon 7.7x60mm Shotshell | A slim shotgun shell densely packed with buckshot, designed primarily for revolvers and lever-action systems |
| Galactic Horizon 7.7x60mm | A fairly large rifle round designed for precision at impressive distances |

Class 2

Class 2 kinetic rounds moves on to the harder hitting rounds used by bigger guns which are usually high powered shoulder fired weapons, none of this ammo exceeds a damage rating of Tier 7.

| Name | Description |
|--------------------------------------------------|----------------------------------------------------------------------------------|
| Magnum Scatter Shot | High-velocity 12 gauge buckshot for anti-armour shotguns |
| Staballoy Rods | Rod-style gauss ammunition for use in anti-armour weapons |
| Magnum Slug | High-velocity 12 gauge slug for anti-armour shotguns |
| Galactic Horizon Explosive Shell | Explosive 12 gauge shells for heavy PA shotguns.10cm receivers only. |
| Galactic Horizon Superdense Slug | A high density slug round for heavy PA shotguns. 10cm receivers only. |
| Galactic Horizon 18x63mm Bighorn | A big-bore, brute-force projectile capable of penetrating a decent bit of armour |

Class 3

Class 3 kinetic rounds are the biggest and baddest, designed for use in weapons built in or mounted to starships and large ground vehicles, this ammo is Tier 8 and up.

| Name | Description |
|------|-------------|
|------|-------------|

OOO Notes

[club24](#) created this article on 2018/08/21 05:26.

□ This article is a work-in-progress. Is it not currently approved.

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



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2023/12/21
04:20

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