

7.6cm Sunderer Ammunition

Ammunition for the Sunderer 7.6cm ammunition.

History and Background

This ammunition was developed for usage with the 7.6cm Sunderer Cannon during Steiner's first stint in Kikyo-rather shell out money for somebody else's product, he took it upon himself to design and develop an in-house weapon. The ammunition was initially developed as a High-Explosive Armor Piercing Round with a powder load of 2.5 pounds, giving a general-purpose round that could engage most targets, but was somewhat lackluster in its initial performance. The powder load was increased later to 6 pounds which offered a much higher muzzle velocity but still lacked penetration against heavier vehicles and walkers.

Eventually, other ammunition types were created to increase the weapon's effectiveness against targets, ranging from armor-piercing to punch-through armor to canister shot to deal with infantry.





General Information

Year of Creation	YE 43
Weapon	7.6cm Sunderer Cannon
Designer	Albert Steiner
Nomenclature	IC-76-A
Alt. Nomenclature	IC-76C-S
Manufacturer	Iron Company
Fielded by	Iron Company
Availability	Mass Production
Price	150 ks per 10

Ammunition Stats

Damage Rating	Tier 4-8
Size	34.2cm(round), 114cm(W/ Shell)
Caliber	76x791mm
Damage Description	Depends on Payload
Effective Range	Depends on round
Muzzle Velocity	4800 meters per second
Muzzle Blast	A loud boom kicking up a massive cloud of dust from the shockwave
Recoil	High
Energy Source	Chemical Propellant


Ammo Quick Reference Chart

7.6cm  HEAP	Heavy Anti-Armor
7.6cm Armor Piercing	Light Anti-Mecha
7.6cm HEP(High Explosive Plasma)	Medium Anti Mecha
7.6cm  High Explosive Canister	Light Anti-Armor
7.6cm  Flak	Light-Anti Mecha
7.6cm “Purifier”  Incindiary round	Medium Anti-armor


7.6 cm HEAP

The 7.6 cm high-explosive armor-piercing round upon impact first punches through with a solid steel tip that activates a timed fuse, which goes off a second later and causes a small explosion, roughly 5 meters in radius-sending a small shockwave out that is lethal within 3 meters and stuns out to nine and spewing shrapnel from the shell. The round if it hits a solid target may detonate inside if it penetrates; causing the shockwave to pulverize any personnel inside as well as sending shrapnel bouncing around.

7.6cm Armor-piercing

The 7.6cm Armor-Piercing round is a solid steel shot with a tungsten core; able to punch a nice big hole in a target. The round primarily relies on  **spalling**, shrapnel caused by the hull of a vehicle to do most of the damage-however even if there are measures put in place to prevent this having a nice big hole in your armor is somewhat detrimental to survival.

7.6cm High-Explosive Plasma

The 7.6cm High-Explosive Plasma is a modified  **HESH**, or high-explosive plastic round; the explosive surrounds a large canister of plasma gas, the same blend used in the Wrath Series Fusion Reactor. Upon impact, the round detonates and releases the ignited plasma gas in a 12-meter radius. The resulting heat and shockwave, 18 meters in diameter are enough to cause third and fourth-degree burns and outright kill infantry, while anything at the impact point is simply vaporized. This round is primarily used to remind those on the receiving end that even an archaic design can be made that much more deadly with modern technology. Also known as “Bounce this”, “A can of sunshine” or “From the Ancestors, with love.”

7.6cm High-Explosive Canister

The high-explosive canister round is primarily meant to deal with large groups of conventional infantry. It works by firing around twenty-five sub-munitions in a 30-degree cone. Each sub-munition is encased in a thin metal layer and filled with a small amount of high explosive. Upon impact, they detonate in a small half-meter radius rending flesh and shattering bone. The metal casing is simply vaporized. The round has

some limited usage against power-armored targets.

7.6cm Flak

The 7.6cm Flak round works by sending shrapnel through a target from a small explosion around 3 meters in diameter, using either a timed fuse to detonate after a certain period or a proximity fuse. It is primarily used as “aircraft-be-gone”, sweeping the skies of pesky airborne threats. While it can be used against infantry-the risk the shrapnel poses to both operators and friendly forces generally means this isn't a good idea.

7.6cm Purifier Incendiary Round

The 7.6cm Purifier is meant to spread incendiary material, a hellish mixture of thermite, polypropylene oxide gel, white phosphorus, and napalm over a large area. Equally effective against underbrush and bunkers alike-an explosive charge spreads the mixture over a 9-meter radius, causing third and fourth-degree burns, generating smoke and like the Canister shot it can threaten power armored units.

OOO Notes

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