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Starship Gauss Ammunition

Origin's Starship Gauss Ammunition family was introduced in YE 40 and contains multiple types of ammunition in three different sizes ranging from 250x1000mm all the way up to 1000x4000mm. Developed from the round used in the older Gauss Impelled Positron Cannon, these rounds, called Shells, serve varying purposes and have varying degrees of effectiveness.

Heavy Kinetic Penetrator

The Heavy Kinetic Penetrator, or HKP shells, are the most basic and simple types of anti-starship shells. They are composed of a dense ferrous alloy shell that has a depleted uranium penetrator embedded in its center. Upon impact, the kinetic penetrator has a tendency to punch through targets while the outer shell either shatters or ablates, causing local fragmentation or splash damage.

High Explosive Positron

Normally known as HEP, the High Explosive Positron shells are designed to explode on impact, releasing a burst of contained positrons which will react with and destroy anything it comes into contact with by releasing a huge energy potential and causing secondary explosion propagation until all of the antimatter has been ablated.

Electromagnetic Pulse

The Electromagnetic Pulse, or EMP shells, are designed to take out shields and disable sensors and electronics by creating a high-yield pulse of electromagnetic energy at varying frequencies upon impact. The EMP shells do very little physical damage but are extremely effective against shields and unprotected electronics.

Gauss Round Specifications

Listed below are the three sizes of available Gauss Rounds, and their damage potential when utilized at their maximum allowable muzzle velocities.

250x1000mm Shells

The 250×1000 mm Shell is a light duty anti-starship round, which is meant for use both in light antistarship and heavy anti-mecha situations. While still a huge round, it is scaled more favorably toward being carried by small to medium starships.

- Damage Rating: HKP: Tier 10, HEP: Tier 11, EMP: Tier 8 (Tier 10 to shields and electronics)
- Caliber: 250 x 1000 mm
- Effective Range 300,000 km in space¹⁾, 100,000 km in atmosphere
- Muzzle Velocity: .90c
- · Recoil: High
- Muzzle Blast: None ²⁾
- Energy Source: Ship's power supply, Gauss.
- Cost: HKP: 100KS/2 rounds , HEP: 300KS/2 rounds , EMP: 200KS/2 rounds

500x2000mm Shells

The 500x2000mm Shell is a workhorse Gauss round for medium to large spacecraft. Developed from the rounds used by the older GIPC, these rounds bring a heavy hitting punch to nearly any warship.

- Damage Rating: HKP: Tier 11, HEP: Tier 12, EMP: Tier 9 (Tier 11 to shields and electronics)
- Caliber: 500 x 2000 mm
- Effective Range 300,000 km in space³⁾, 100,000 km in atmosphere
- Muzzle Velocity: .90c
- Recoil: Extremely High
- Muzzle Blast: None 4)
- **Energy Source:** Ship's power supply, Gauss.
- Cost: HKP: 200KS/2 rounds , HEP: 600KS/2 rounds , EMP: 400KS/2 rounds

1000x4000mm Shells

The 1000x4000mm Shell is Origin's largest round which can be fired from a Starship Gauss Cannon. Designed as a heavy main weapon round, these shells combine massive amounts of kinetic energy with deadly payloads to be some of the strongest shells available to be fired from a starship.

- Damage Rating: HKP: Tier 12, HEP: Tier 14, EMP: Tier 10 (Tier 12 to Shields and Electronics)
- Caliber: 1000 x 4000 mm
- Effective Range 300,000 km in space⁵⁾, 100,000 km in atmosphere
- Muzzle Velocity: .90c
- · Recoil: Extremely High
- Muzzle Blast: None 6)
- **Energy Source:** Ship's power supply, Gauss.
- Cost: HKP: 400KS/2 rounds , HEP: 1200KS/2 rounds , EMP: 800KS/2 rounds

OOC Notes

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| Products & Items Database | |
|---------------------------|---------------------------|
| Product Categories | weapons: ammunition |
| Product Name | Starship Gauss Ammunition |
| Manufacturer | Origin Industries |

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Theoretically unlimited, however it can only targets within 300,000 km

In atmosphere, there will occasionally be a burst of light when the weapon is fired due to atmospheric gasses lonizing.

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