

# Zeus Ammunition

With the creation of the [El-M2-1a Lightning Slug Shotgun "Zeus"](#) produced by the [Elysian Celestial Empire](#) in [YE 40](#) came its ammunition. Its ammunition was inspired by unguided missiles, delivering a payload using accelerant or via railgun. Using this system, each round's composition consists of ionized gaseous elements in their liquid state as well as some conventional bullet accelerant. When the accelerant explodes, the liquid instantly vaporizes, sending the slug hurtling outwards, aided by the magnetic coils contained within the Zeus. When the electrical nodes are activated for a short moment upon trigger release, the lightning bolt sets off the microwarhead.

## 4-Gauge Zeus Shell

These rounds are specifically designed to be used with the [El-M2-1a Lightning Slug Shotgun "Zeus"](#), although in theory any 4-gauge slug or scattershot could be used with the Zeus. However, the manufacturers recommend using the specific Zeus shells, and warranty may be voided if improper slugs were loaded.

### Stats

Stats are shown below. Every ammunition has a different use. It is recommended to all soldiers they pack different types if mission will be unclear, or report to ships for resupply should the situation change.

### Plasma Detonation Slug

For use in-atmosphere, the plasma detonation slug is good for taking on any size of power armor and combatting even some small fighters or mecha. To assist in convenience, every [El-M2-1a Lightning Slug Shotgun "Zeus"](#) purchased comes with 50 free rounds.

- [Damage Rating](#): Tier 6
- Size: 11.5cm length, 2.8cm diameter
- Weight: 150 grams
- Caliber: 4-gauge
- Damage Description: Large amounts of kinetic energy on impact, followed by a large (0.5m diameter) plasma explosion.
- Effective Range (Ground): 750m. Past this point the slug will not explode, as the gases will not be able to follow it due to atmospheric turbulence.
- Effective Range (Space): 1.5km. Past this point the slug will not explode, as the gases have thinned out too much, causing it to deal Tier 5 damage.
- Muzzle Velocity: 3750 m/s ground, 7.5 km/s space.
- Muzzle Blast: A small muzzle flash, not unlike that of a regular gun. At most 0.2 seconds later, the plasma explodes into a bright blue fireball.

- Recoil: Strong. Not recommended for use outside of power armor.
- Energy Source: Condensed gas explosion, followed by coilgun.

## Antimatter Detonation Slug

For use in space, the Antimatter Detonation Slug comes with a more powerful warhead. The Antimatter Detonation Slug utilizes a microfusion cell that powers an antimatter containment inductor. When the warhead passes through the coils, induced EMF will cause a fuse to blow out, causing the microfusion reactor to begin meltdown. When the electricity follow-up hits the slug, the inductor and microfusion reactor control circuit will burn out, causing a rapid expansion of the antimatter inside, leading to an explosion.

Note: Use in space only. Do not use in atmosphere.

- **Damage Rating:** Tier 7
- Size: 11.5cm length, 2.8cm diameter
- Weight: 150 grams
- Caliber: 4-gauge
- Damage Description: Large amounts of kinetic energy on impact, followed by a large (0.5m diameter) antimatter explosion.
- Effective Range: 1.5km. At 1.75km the slug's containment field will destabilize, leading to an explosion. However, before this the Zeus's automated system will trigger detonation anyways.
- Muzzle Velocity: 7.5km/s
- Muzzle Blast: A small muzzle flash, not unlike that of a regular gun. At most 0.2 seconds later, the aether energy explodes into a bright yellow fireball.
- Recoil: Strong. Not recommended for use outside of power armor.
- Energy Source: Condensed gas explosion, followed by coilgun.

## Scattershot

For use anywhere, the scattershot is weaker but spreads the gases in a cone, allowing it to combat large groups of enemies at once.

- **Damage Rating:** Tier 5
- Size: 11.5cm length, 2.8cm diameter
- Weight: 150 grams
- Caliber: 4-gauge Buckshot
- Damage Description: Large amounts of kinetic energy on impact.
- Effective Range (Ground): 750m. Past this point the slug will not explode, as the gases will not be able to follow it.
- Effective Range (Space): 1.5km. Past this point the gases will have thinned out too much for the lightning to follow up.
- Muzzle Velocity: 3750 m/s ground, 7.5 km/s space.
- Muzzle Blast: A small muzzle flash, not unlike that of a regular gun.
- Recoil: Strong. Not recommended for use outside of power armor.

- Energy Source: Condensed gas explosion, followed by coilgun.

## OOO Notes

[META\\_mahn](#) created this article on 2018/04/24 22:22.

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

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