

UMD (Universal Mass Driver) Canisters

First put into service in [YE 29](#), Universal Mass Driver Canisters are [NAM's](#) standard payload for electromotive weaponry. There are four size grades of UMD canisters available: Armor grade, Vehicle grade, Starship grade, and Capital grade.. This article lists the specifics of each grade, as well as linking to systems that utilize them. UMD canisters are differentiated by color, with the color scheme standardized among the sizes: RED is always some type of high explosive; WHITE is always an armor piercing round; BLACK is a stealth/sniper round; BLUE is intended for EMP and Anti-shield purposes; GREEN is always an antimatter charge; and YELLOW is a harmless subspace pinger.

History

In [YE 42](#), [Aera Maren](#) used one of these shells for a boodytrap during the [Kuvexian War](#)¹⁾.

Armor Grade Munition Types

Armor grade UMD canisters are roughly the same size and shape as a soda can, and are the common munition of Nepleslian anti-material weapons.

- Length: 5"²⁾
- Caliber: 2.17"³⁾
- Effective Range: 3,000 meters in atmosphere, 5,000 meters in space.
- Muzzle Velocity: 2,000 meters per second in atmosphere, 5,000 meters per second in space.
- Muzzle Blast: Small static discharge as the hypersonic canister leaves the barrel; delayed sonic boom in atmosphere.
- Recoil: Very Heavy
- Energy Source: Electromagnetically propelled canisters of varying types

UMD Purpose Chart		
Type	Purpose	Blast Radius
RED <i>High Explosive Canister</i>	Tier 5 Medium Anti-Armor, can achieve Tier 7 Light Anti-Mecha if shell penetrates target's armor before detonating.	4m
WHITE <i>Tungsten Penetrator Canister</i>	Tier 3 Heavy Anti-Personnel against shields, Tier 7 Light Anti-Mecha to unshielded	N/A
BLACK <i>Zanarium Sniper Canister</i>	Tier 5 Medium Anti-Armor	N/A
BLUE <i>EMP Canister</i>	Tier 6 Heavy Anti-Armor to shields, minor electronic scrambling effects against unshielded targets.	N/A
GREEN <i>Antimatter Canister</i>	Tier 8 Medium Anti-Mecha or Tier 3 Heavy Anti-Personnel if fired in 'buckshot' mode.	N/A
YELLOW <i>Subspace Pinger</i>	N/A	N/A

Currently Used By

- [AIR 2 FMD-01a](#)
- [AIR UMD-01a](#)
- [NIGHT UMD-01anc](#)
- [VOID Commando UMD-02a](#)
- [Night 2 UMD-01anc](#)
- [BULLDOG RFMD-02b](#)
- [Storm FMD-03R](#)

Vehicle Grade Munition Types

Vehicle grade UMD munitions are intended for use with armored and unarmored vehicles, starships, and as light armaments for starships.

- Length: 8^{“4)}
- Caliber: 4.1^{” 5)}
- Effective Range: 4,000 meters in atmosphere, 100km in space.
- Muzzle Velocity: 2,000 meters per second in atmosphere, 5,000 meters per second in space.
- Muzzle Blast: Small static discharge as the hypersonic canister leaves the barrel; delayed sonic boom in atmosphere.
- Recoil: Minor but negligible for a firing vehicle.
- Energy Source: Electromagnetically propelled canisters of varying types

UMD Purpose Chart		
Type	Purpose	Blast Radius
RED <i>High Explosive Canister</i>	Tier 8 Medium Anti-Mecha, can achieve Tier 10 Light Anti-Starship if shell penetrates target's armor before detonating.	16m
WHITE <i>Tungsten Penetrator Canister</i>	Tier 5 Medium Anti-Armor against shields, Tier 9 Heavy Anti-Mecha to unshielded	N/A
BLACK <i>Zanarium Sniper Canister</i>	Tier 7 Light Anti-Mecha	N/A
BLUE <i>EMP Canister</i>	Tier 9 Heavy Anti-Mecha to shields, minor electronic scrambling effects against unshielded targets.	N/A
GREEN <i>Antimatter Canister</i>	Tier 9 Heavy Anti-Mecha or Tier 5 Medium Anti-Armor if fired in 'buckshot' mode.	N/A
YELLOW <i>Subspace Pinger</i>	N/A	N/A

Starship Grade Munition Types

Starship grade munitions are effectively 8 inch shells, and are the standard kinetic munition used by Nepleslian warships.

- Length: 14"⁶⁾
- Caliber: 8"⁷⁾
- Effective Range: 30,000 meters in atmosphere, 300 kilometers in space.
- Muzzle Velocity: 2,000 meters per second in atmosphere, 5,000 meters per second in space.
- Muzzle Blast: Small static discharge as the hypersonic canister leaves the barrel; delayed sonic boom in atmosphere.
- Recoil: Minor but negligible to a starship in combat
- Energy Source: Electromagnetically propelled canisters of varying types

UMD Purpose Chart		
Type	Purpose	Blast Radius
RED <i>High Explosive Canister</i>	Tier 11, Medium Anti-Starship, can achieve Tier 12, Heavy Anti-Starship if shell penetrates target's armor before detonating	40m
WHITE <i>Tungsten Penetrator Canister</i>	Tier 12, Heavy Anti-Starship, reduced to Tier 9, Heavy Anti-Mecha against shields	N/A
BLACK <i>Executioner High Explosive Armor Piercing</i>	Tier 8, Medium Anti-Mecha	N/A
BLUE <i>EMP Canister</i>	Tier 11, Medium Anti-Starship to shields, minor electronic scrambling effects against unshielded targets.	N/A
GREEN <i>Antimatter Canister</i>	Tier 13, Medium Anti-Capital Ship	N/A

Capital Grade Muniton Types

Capital Grade UMD rounds are intended to equip only the largest of Nepleslian capital warships. The canisters are large- too large to be possibly handled by a Nepleslian, and intended generally for ship to ship combat and orbital fire support.

- Length: 34"⁸⁾
- Caliber: 16"⁹⁾
- Effective Range: 30,000 meters in atmosphere, 1 AU in space.
- Muzzle Velocity: 3,000 meters per second in atmosphere, 6,000 meters per second in space.
- Muzzle Blast: Varies depending on weapon. Normal railguns firing Capital Grade UMD rounds will produce a sharp flash. Virtual Barrel railguns produce a spurt of white brilliant plasma that dissipates from the force of the traveling round.
- Recoil: Heavy. Don't put this on anything smaller than a Battleship.
- Energy Source: Electromagnetically propelled canisters of varying types

UMD Purpose Chart		
Type	Purpose	Blast Radius
RED <i>High Explosive Canister</i>	Tier 13, Light Anti-Capital Ship, can achieve Tier 14, Medium Anti-Capital Ship if shell penetrates target's armor before detonating	40m
WHITE <i>Tungsten Penetrator Canister</i>	Tier 14, Medium Anti-Capital Ship, reduced to Tier 10, Light Anti-Starship against shields	N/A

UMD Purpose Chart		
Type	Purpose	Blast Radius
BLACK <i>Executioner High Explosive Armor Piercing</i>	Tier 12, Heavy Anti-Starship	N/A
BLUE <i>EMP Canister</i>	Tier 14, Medium Anti-Capital Ship to shields, minor electronic scrambling effects against unshielded targets.	N/A
GREEN <i>Antimatter Canister</i>	Tier 14, Medium Anti-Capital Ship	N/A

Currently Used By

- [Na-S/S-04a Rook Automated Defense Platform](#)

OOC Notes

This page recieved an update on [9/30/2019](#) that was approved by [Syaoran](#)

1)

<https://stararmy.com/roleplay-forum/threads/creative-soldier-takes-on-kuvexians-with-random-salvage.65178/>

2)

127mm

3)

55mm

4) 7)

203mm

5)

105mm

6)

355mm

8)

863mm

9)

406mm

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