

# Ke-M4-W2901 7×20mm LASR Type B

The [Ke-M4-W4000 Power Armor Automatic Rifle - 40YE](#) fires an ammunition very similar to what the [Ke-M4-W2901 Light Armor Service Rifle](#) is chambered in though rather than relying on magnetic rails to accelerate the rounds it uses the more primitive method of chemical propulsion to send rounds flying out of the barrel. In essence the original 7x20mm LASR darts were taken and wrapped in a block of solid propellant to create a new calibre of chemically fired caseless ammo which burns off this propellant block with each successful firing to provide the kick of energy needed to accelerate each projectile.

## Stats

Statistics about the various types of ammunition available for this round.

### Standard, Uncoloured Tip:

Information relating to this 7x20mm LASR Type B round:



- Damage Rating: Tier 3, Heavy-Anti Personnel
- Size: 7x20mm
- Caliber: 7x20mm
- Damage Description: Round is made of steel, fitted with a [Durandium Alloy](#) jacket to punch through most hardsuits and lighter power armour. The standard issue type of round, used for majority of engagements.
- Effective Range: Up to 6000 meters (max range 18000 m in atmosphere)
- Muzzle Velocity: 4,665 ft/s (1,422 m/s)
- Muzzle Blast: A quick gout of flame that is dispersed by the facets of the flash-hider, giving the weapon a thin, almost faint 'halo' like muzzle flash coming out of the end.
- Recoil: Heavy. An unarmored non-Neko soldier attempting to fire this weapon would receive a significant kick to their shoulder. An [NH-17R](#) or [NH-27](#) could fire the weapon up to a certain point, but not at full automatic for extended periods. A [Nekovalkyrja, type 33](#) would be no different in this respect from NH-17 or NH-27's. Weapon drifts up, at a rate of one centimeter per 3 round burst. The direction left or right depends on which direction the weapon is set to vent. The drift from this is only noticeable in longer burst. This drift of 1 centimeter in the appropriate direction requires a burst of 15 rounds to occur.
- Energy Source: Chemical Projectile Propulsion

### Hollowpoint, Grey Tip:

Information relating to this 7x20mm LASR Type B round:



- Damage Rating: Tier 2, Medium-Anti Personnel

- Size: 7x20mm
- Caliber: 7x20mm
- Damage Description: Round is made of soft steel with hollow tip, fitted with a thin [Durandium Alloy](#) half-jacket. Intended for use in close quarters operations and/or against unarmored targets.
- Effective Range: Up to 6000 meters (max range 18000 m in atmosphere)
- Muzzle Velocity: 4,665 ft/s (1,422 m/s)
- Muzzle Blast: A quick gout of flame that is dispersed by the facets of the flash-hider, giving the weapon a thin, almost faint 'halo' like muzzle flash coming out of the end.
- Recoil: Heavy. An unarmored non-Neko soldier attempting to fire this weapon would receive a significant kick to their shoulder. An [NH-17R](#) or [NH-27](#) could fire the weapon up to a certain point, but not at full automatic for extended periods. A [Nekovalkyrja, type 33](#) would be no different in this respect from NH-17 or NH-27's. Weapon drifts up, at a rate of one centimeter per 3 round burst. The direction left or right depends on which direction the weapon is set to vent. The drift from this is only noticeable in longer burst. This drift of 1 centimeter in the appropriate direction requires a burst of 15 rounds to occur.
- Energy Source: Chemical Projectile Propulsion

## Armour Piercing, Black Tip:

Information relating to this 7x20mm LASR Type B round:



- Damage Rating: Tier 4, Light-Anti Armour
- Size: 7x20mm
- Caliber: 7x20mm
- Damage Description: Round is made of [Durandium Alloy](#), with a [Zesuaium](#) dart core. Intended for use against lightly armored units such as general purpose military vehicles and light power armor/mecha forces.
- Effective Range: Up to 6000 meters (max range 18000 m in atmosphere)
- Muzzle Velocity: 4,665 ft/s (1,422 m/s)
- Muzzle Blast: A quick gout of flame that is dispersed by the facets of the flash-hider, giving the weapon a thin, almost faint 'halo' like muzzle flash coming out of the end.
- Recoil: Heavy. An unarmored non-Neko soldier attempting to fire this weapon would receive a significant kick to their shoulder. An [NH-17R](#) or [NH-27](#) could fire the weapon up to a certain point, but not at full automatic for extended periods. A [Nekovalkyrja, type 33](#) would be no different in this respect from NH-17 or NH-27's. Weapon drifts up, at a rate of one centimeter per 3 round burst. The direction left or right depends on which direction the weapon is set to vent. The drift from this is only noticeable in longer burst. This drift of 1 centimeter in the appropriate direction requires a burst of 15 rounds to occur.
- Energy Source: Chemical Projectile Propulsion

## Shield Piercing, Yellow Tip:

Information relating to this 7x20mm LASR Type B round:



- Damage Rating: Tier 3, Medium-Anti Personnel
- Size: 7x20mm
- Caliber: 7x20mm
- Damage Description: Round is made of [Durandium Alloy](#), fitted with a [Toledorium Grade-B](#) dart core. Issued only when expected to fight against hostiles with shielding, however, lacks armor piercing quality to enable this aspect.
- Effective Range: Up to 6000 meters (max range 18000 m in atmosphere)
- Muzzle Velocity: 4,665 ft/s (1,422 m/s)
- Muzzle Blast: A quick gout of flame that is dispersed by the facets of the flash-hider, giving the weapon a thin, almost faint 'halo' like muzzle flash coming out of the end.
- Recoil: Heavy. An unarmored non-Neko soldier attempting to fire this weapon would receive a significant kick to their shoulder. An [NH-17R](#) or [NH-27](#) could fire the weapon up to a certain point, but not at full automatic for extended periods. A [Nekovalkyrja, type 33](#) would be no different in this respect from NH-17 or NH-27's. Weapon drifts up, at a rate of one centimeter per 3 round burst. The direction left or right depends on which direction the weapon is set to vent. The drift from this is only noticeable in longer burst. This drift of 1 centimeter in the appropriate direction requires a burst of 15 rounds to occur.
- Energy Source: Chemical Projectile Propulsion

### Tracer, White Tip:

Information relating to this 7x20mm LASR Type B round:



- Damage Rating: Tier 2, Medium-Anti Personnel
- Size: 7x20mm
- Caliber: 7x20mm
- Damage Description: Round is made of a hollow steel round, fitted with a [Durandium Alloy](#) jacket. Packed with slow-burning magnesium. 0.01 second delay on fuse to ignite magnesium. Used for night time operations to assist in tracking fire in dark conditions.
- Effective Range: Up to 6000 meters (max range 18000 m in atmosphere)
- Muzzle Velocity: 4,665 ft/s (1,422 m/s)
- Muzzle Blast: A quick gout of flame that is dispersed by the facets of the flash-hider, giving the weapon a thin, almost faint 'halo' like muzzle flash coming out of the end.
- Recoil: Heavy. An unarmored non-Neko soldier attempting to fire this weapon would receive a significant kick to their shoulder. An [NH-17R](#) or [NH-27](#) could fire the weapon up to a certain point, but not at full automatic for extended periods. A [Nekovalkyrja, type 33](#) would be no different in this respect from NH-17 or NH-27's. Weapon drifts up, at a rate of one centimeter per 3 round burst. The direction left or right depends on which direction the weapon is set to vent. The drift from this is only noticeable in longer burst. This drift of 1 centimeter in the appropriate direction requires a burst of 15 rounds to occur.
- Energy Source: Chemical Projectile Propulsion

### Training, Blue Tip:

Information relating to this 7x20mm LASR Type B round:



- Damage Rating: Tier 0, non-lethal<sup>1)</sup>
- Size: 7x20mm
- Caliber: 7x20mm
- Damage Description: Round is made of hardened plastic, fitted with a steel jacket. Unlike with the LASR, PAAR-40 uses an altered training round, intended to provide all the impact and recoil standard in the weapon with standard ammo, but at much reduced ranges to allow for more controlled conditions on the range. Maximum range for these is 1000m, with ballistics identical to standard at 250m. This is due to the different firing mechanisms between the LASR and the PAAR-40, requiring training weapons to actually fire the rounds instead of being set to a 'training' mode that simulates the firing.
- Effective Range: Up to 1000m
- Muzzle Velocity: 1555 ft/s (473 m/s)
- Muzzle Blast: A quick gout of flame that is dispersed by the facets of the flash-hider, giving the weapon a thin, almost faint 'halo' like muzzle flash coming out of the end.
- Recoil: Heavy. An unarmored non-Neko soldier attempting to fire this weapon would receive a significant kick to their shoulder. An [NH-17R](#) or [NH-27](#) could fire the weapon up to a certain point, but not at full automatic for extended periods. A [Nekovalkyrja, type 33](#) would be no different in this respect from NH-17 or NH-27's. Weapon drifts up, at a rate of one centimeter per 3 round burst. The direction left or right depends on which direction the weapon is set to vent. The drift from this is only noticeable in longer burst. This drift of 1 centimeter in the appropriate direction requires a burst of 15 rounds to occur.
- Energy Source: Chemical Projectile Propulsion

## Explosive, Red Tip:

Information relating to this 7x20mm LASR Type B round:



- Damage Rating: Tier 3, Heavy-Anti Personnel
- Size: 7x20mm
- Caliber: 7x20mm
- Explosion Radius: 5ft
- Damage Description: Round is made of tungsten, fitted with a [Durandium Alloy](#) jacket, and a [Type 31 Explosives](#) core. Primarily issued to designated marksmen and sniper teams, these rounds are intended to serve as a means to quickly terminate targets.
- Effective Range: Up to 6000 meters (max range 18000 m in atmosphere)
- Muzzle Velocity: 4,665 ft/s (1,422 m/s)
- Muzzle Blast: A quick gout of flame that is dispersed by the facets of the flash-hider, giving the weapon a thin, almost faint 'halo' like muzzle flash coming out of the end.
- Recoil: Heavy. An unarmored non-Neko soldier attempting to fire this weapon would receive a significant kick to their shoulder. An [NH-17R](#) or [NH-27](#) could fire the weapon up to a certain point, but not at full automatic for extended periods. A [Nekovalkyrja, type 33](#) would be no different in this respect from NH-17 or NH-27's. Weapon drifts up, at a rate of one centimeter per 3 round burst. The direction left or right depends on which direction the weapon is set to vent. The drift from this is only noticeable in longer burst. This drift of 1 centimeter in the appropriate direction requires a burst of 15 rounds to occur.

- Energy Source: Chemical Projectile Propulsion

## OOO Notes

SirSkully created this article on 2019/03/05 11:58.

Approved

[<https://starmy.com/roleplay-forum/threads/saoy-ke-m4-w4000-power-armor-automatic-rifle-40ye.63140>here]]

1)

unless you try hard enough, honestly

From:

<https://wiki.starmy.com/> - **STAR ARMY**

Permanent link:

[https://wiki.starmy.com/doku.php?id=starmy:ammunition:ke-m4-w2901\\_7\\_20mm\\_lasr\\_type\\_b](https://wiki.starmy.com/doku.php?id=starmy:ammunition:ke-m4-w2901_7_20mm_lasr_type_b)

Last update: **2023/12/21 01:01**

