

Type 33 Automatic Grenade Launcher Ammunition

The grenades for the [Star Army of Yamatai Type 33 Automatic Grenade Launcher](#) are ovoid and approximately 5cm in diameter at their widest. Each grenade has a dark gray body with a colored stripe which designated the specific type of grenade. A white stripe signifies a Concussion Grenade, a black stripe signifies a Fragmentation grenade, and a red stripe signifies an Incendiary Grenade.

The grenades are attached to a long ammunition belt by the grenade pin, which is locked to prevent accidental detonation. The pin is unlocked once the grenade enters the chamber so that way the grenade may be easily fired. Once the pin is removed an electronic circuit within the grenade is closed which arms the grenade. The grenades may only be detonated by a significant impact or by the Airburst Ability.

When reloading ammunition a compartment on the left side of the weapon opens to reveal the chamber and the firing mechanism. Once a belt is used up it will completely feed out of the weapon. To load a new ammunition belt simply push the first grenade on the belt horizontally into the chamber, as if it were being pulled into position by the belt. Then close the compartment and lock it using the the clips on the outside of the compartment.

Types of Grenades

Each type of ammunition is identical to their Type 30 Hand Grenade ([Concussion](#), [Fragmentation](#), or [Incendiary](#)) excepting that they are smaller versions, being 5cm in diameter. Each type of ammunition also shares the same damage description as they Type 30 equivalents.

Concussion Grenade

DR: Tier 4, Light Anti-Armor

- Effective Range 4 kilometers
- Maximum Range: 7 kilometers
- Firing Mode: Fully automatic
- Energy Source: Kinetic
- Blast Radius: 4 meters

Fragmentation Grenade

DR: Tier 2, Medium Anti-Personnel

- Effective Range 4 kilometers
- Maximum Range: 7 kilometers

Last update:

2023/12/21 01:03 stararmy:weapons:type_33_agl_ammunition https://wiki.stararmy.com/doku.php?id=stararmy:weapons:type_33_agl_ammunition

- Firing Mode: Fully automatic
- Energy Source: Kinetic
- Blast Radius: 4 meters

Incendiary Grenade

DR: Tier 3, Heavy Anti-Personnel/Tier 3, Heavy Anti-Personnel

- Effective Range 4 kilometers
- Maximum Range: 7 kilometers
- Firing Mode: Fully automatic
- Energy Source: Thermal
- Blast Radius: 4 meters

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Last update: **2023/12/21 01:03**

