Lorath Solid Munitions

The following listing depicts the potential loads which can be fired from Lorath solid chemical propelled firearms, and magnetic acceleration weapons, this includes individual and crew-served weapons, thus damage ratings listed are estimated at a reasonable 'middle-ground'.

Ammunition Selection

The following are descriptions and details stating the use, function, and intent of several types of Lorath ammunition varieties.

Antimatter Ordinance

Due to the robust armor found on SMX warships, antimatter has been selected as a primary means of neutralizing SMX starships and mecha. Along with being able to neutralize targets clad in Zesuaium, Antimatter also provides a means of delivering fall-out-free nuclear-like effects on a planetary target location. Due to the wide spread damage in planetary use due to the explosive reaction with atmosphere, it is recommended that antimatter munitions be used sparingly in atmosphere.

Plasma Ordinance

When in a planetary deployment, or close range space deployment, plasma ordinance would be an ideal means of delivering damage. Despite not being able to deliver as much damage as antimatter, plasma is still able to deal damage to zesuaium targets. Plasma can also be used to ignite targets such as cities or forests. Due to the wide-range of plasma-explosions, it is suggested that plasma ordinance not be used within range of friendly installations or within friendly stations or spacecraft.

Nuclear Ordinance

Nuclear ordinance is an older form of weapon, yet it retains it's use due to it's wide spread destruction and lasting damage to a given area. Unfortunately, due to the unfocused release of thermal energy, nuclear weapons are ineffective against starship targets, yet pose a major threat against installations, and enemy held terrain. It is suggested that nuclear weapons be used only as a 'scorched earth' tactic when reclaiming enemy held worlds. Nuclear weapons are not suggested to be used within the atmosphere of friendly held planets.

Nanomachine Ordinance

Ideal for a long-lasting impact against an enemy populace, nanomachine ordinance is intended to destroy

select species of farmland, livestock, and humanoid life. Fortunately nanomachines are capable of being pre-programmed to be selective of their targets. The secondary use of nanomachine ordinance is that it can be used to *heal*, when properly configured, nanomachine ordinance can be used to revitalize soil, cure disease, and even clean entire atmospheres… thus nanomachine ordinance provides a wide range of potential applications.

Conventional Solid Slugs

Due to the current advancements in armor and shield technology, conventional slugs have taken a back-seat to the advancements of energy based weaponry. Despite being outdated, conventional slugs still serve a use in damaging installations, neutralization of unarmored enemies, or neutralizing small-scale targets such as power armor.

'Needle'-like Ammunition

Conventional Slug

- Damage Description: Kinetic impact damage, some fragmentation.
- Chemical Propelled Damage Rating: Tier 2, Medium Anti-Personnel
- Magnetic Propelled Damage Rating: Tier 2, Medium Anti-Personnel

Linear Accelerator 'Needle' for Stalwart Special

- Damage Description: Kinetic impact damage
- Damage Rating: Tier 3, Heavy Anti-Personnel

Fragmentation Slug

- Damage Description: Kinetic impact damage, heavy fragmentation and shrapnel
- Chemical Propelled Damage Rating: Tier 2, Medium Anti-Personnel
- Magnetic Propelled Damage Rating: Tier 2, Medium Anti-Personnel

Chemical Delivery

- Damage Description: Light kinetic damage, delivers chemicals on or in the intended target
- Damage Rating: Tier 1, Light Anti-Personnel

1mm - 4mm

Conventional Slug

- Damage Description: Kinetic impact damage, some fragmentation.
- Chemical Propelled Damage Rating: Tier 1, Light Anti-Personnel

- Magnetic Propelled Damage Rating: Tier 1, Light Anti-Personnel

Chemical, Radio, Incendiary Tracer AKA CRI[1)]

- Damage Description: Heat, kinetic, fragmentation, chemical burns.
- Chemical Propelled Damage Rating: Tier 1, Light Anti-Personnel
- Magnetic Propelled Damage Rating: Tier 1, Light Anti-Personnel

Fragmentation Slug

- Damage Description: Kinetic impact damage, heavy fragmentation and shrapnel
- Chemical Propelled Damage Rating: Tier 1, Light Anti-Personnel
- Magnetic Propelled Damage Rating: Tier 2, Medium Anti-Personnel

Soft-Gel Slug

- Damage Description: Kinetic impact
- Varieties: Phosphorescent marker, scent marker, colored marker, glue gel, RF tag delivery.
- Damage Rating: 0 - Non-Lethal

Lethal Intent Soft-Gel Slug

- Damage Description: Varies
- Varieties: Napalm gel, acidic gel, radioactive gel, white phosphorus suspension, nanomachine delivery, poison delivery, bio-weapon delivery, chemical suspensions.
- Damage Rating: Tier 2, Medium Anti-Personnel

Explosive Gel Slug

- Damage Description: Explosive Damage
- Varieties: Remote RF Detonation, Chemical Reactive Delay Detonation, Pressure Detonation, Impact Detonation, Focused Explosion, Wide Explosion, and Flash-Bang
- Damage Rating: Tier 2, Medium Anti-Personnel

5mm - 10mm

Conventional Explosive Round

- Damage Description: Heat and kinetic effects, fragmentation.
- Chemical Propelled Damage Rating: Tier 2, Medium Anti-Personnel
- Magnetic Propelled Damage Rating: Tier 3, Heavy Anti-Personnel

Conventional Slug

- Damage Description: Kinetic impact damage, some fragmentation.
- Chemical Propelled Damage Rating: Tier 1, Light Anti-Personnel
- Magnetic Propelled Damage Rating: Tier 3, Heavy Anti-Personnel

Chemical, Radio, Incendiary Tracer AKA CRI[2)]

- Damage Description: Heat, kinetic, fragmentation, chemical burns.
- Chemical Propelled Damage Rating: Tier 1, Light Anti-Personnel
- Magnetic Propelled Damage Rating: Tier 2, Medium Anti-Personnel

Fragmentation Slug

- Damage Description: Kinetic impact damage, heavy fragmentation and shrapnel
- Chemical Propelled Damage Rating: Tier 1, Light Anti-Personnel
- Magnetic Propelled Damage Rating: Tier 2, Medium Anti-Personnel

Soft-Gel Slug

- Damage Description: Kinetic impact
- Varieties: Phosphorescent marker, scent marker, colored marker, glue gel, RF tag delivery.
- Damage Rating: 0 - Non-Lethal

Lethal Intent Soft-Gel Slug

- Damage Description: Varies
- Varieties: Napalm gel, acidic gel, radioactive gel, white phosphorus suspension, nanomachine delivery, poison delivery, bio-weapon delivery, chemical suspensions.
- Damage Rating: Tier 2, Medium Anti-Personnel

OLED Paint Marker and RF receiver

- Damage Description: Saturation of target area with OLED material and electrical power producing bacteria

Usage: Creation of an OLED screen in a given impact area.

- Damage Rating: 0

Training Slug

- Damage: Light kinetic impact
- Varieties: Gel, foam, hollow shell
- Damage Rating: Tier 1, Light Anti-Personnel

Remotely Guided Gyrojet Guided Slug

- Damage Description: Kinetic impact damage
- Damage Rating: Tier 1, Light Anti-Personnel

Explosive Gel Slug

- Damage Description: Explosive Damage
- Varieties: Remote RF Detonation, Chemical Reactive Delay Detonation, Pressure Detonation, Impact Detonation, Focused Explosion, Wide Explosion, and Flash-Bang

- Damage Rating: Tier 2, Medium Anti-Personnel

11mm - 19mm

Conventional Explosive Round

- Damage Description: Heat and kinetic effects, fragmentation.
- Chemical Propelled Damage Rating: Tier 2, Medium Anti-Personnel
- Magnetic Propelled Damage Rating: Tier 3, Heavy Anti-Personnel

Chemical, Radio, Incendiary Tracer AKA CRI[3)]

- Damage Description: Heat, kinetic, fragmentation, chemical burns.
- Chemical Propelled Damage Rating: Tier 1, Light Anti-Personnel
- Magnetic Propelled Damage Rating: Tier 2, Medium Anti-Personnel

Conventional Slug

- Damage Description: Kinetic impact damage, some fragmentation.
- Chemical Propelled Damage Rating: Tier 2, Medium Anti-Personnel
- Magnetic Propelled Damage Rating: Tier 2, Medium Anti-Personnel

Fragmentation Slug

- Damage Description: Kinetic impact damage, heavy fragmentation and shrapnel
- Chemical Propelled Damage Rating: Tier 2, Medium Anti-Personnel
- Magnetic Propelled Damage Rating: Tier 2, Medium Anti-Personnel

Soft-Gel Slug

- Damage Description: Kinetic impact
- Varieties: Phosphorescent marker, scent marker, colored marker, glue gel, RF tag delivery.
- Damage Rating: 0 - Non-Lethal

Lethal Intent Soft-Gel Slug

- Damage Description: Varies
- Varieties: Napalm gel, acidic gel, radioactive gel, white phosphorus suspension, nanomachine delivery, poison delivery, bio-weapon delivery, chemical suspensions.
- Damage Rating: Tier 3, Heavy Anti-Personnel

OLED Paint Marker and RF receiver

- Damage Description: Saturation of target area with OLED material and electrical power producing bacteria
- Usage: Creation of an OLED screen in a given impact area.
- Damage Rating: Tier 1, Light Anti-Personnel

Training Slug

- Damage: Light kinetic impact
- Varieties: Gel, foam, hollow shell
- Damage Rating: Tier 1, Light Anti-Personnel

Remotely Guided Gyrojet Guided Slug

- Damage Description: Kinetic impact damage
- Damage Rating: Tier 2, Medium Anti-Personnel

Explosive Gel Slug

- Damage Description: Explosive Damage
- Varieties: Remote RF Detonation, Chemical Reactive Delay Detonation, Pressure Detonation, Impact Detonation, Focused Explosion, Wide Explosion, and Flash-Bang
- Damage Rating: Tier 3, Heavy Anti-Personnel

20mm - 29mm

Low Yield Antimatter Slug Charge: 1/100 Gram Yield

- Damage Description: Grenade-like explosion effects.
- Damage Rating: Tier 4, Light Anti-Armor

Chemical, Radio, Incendiary Tracer AKA CRI[4)]

- Damage Description: Heat, kinetic, fragmentation, chemical burns.
- Chemical Propelled Damage Rating: Tier 2, Medium Anti-Personnel
- Magnetic Propelled Damage Rating: Tier 2, Medium Anti-Personnel

Conventional Explosive Round

- Damage Description: Heat and kinetic effects, fragmentation.
- Damage Rating: Tier 4, Light Anti-Armor

Conventional Slug

- Damage Description: Kinetic impact damage, some fragmentation.
- Chemical Propelled Damage Rating: Tier 3, Heavy Anti-Personnel
- Magnetic Propelled Damage Rating: Tier 4, Light Anti-Armor

Fragmentation Slug

- Damage Description: Kinetic impact damage, heavy fragmentation and shrapnel
- Chemical Propelled Damage Rating: Tier 3, Heavy Anti-Personnel
- Magnetic Propelled Damage Rating: Tier 4, Light Anti-Armor

Soft-Gel Slug

- Damage Description: Kinetic impact
- Varieties: Phosphorescent marker, scent marker, colored marker, glue gel, RF tag delivery.
- Damage Rating: 0 - Non-Lethal

Lethal Intent Soft-Gel Slug

- Damage Description: Varies
- Varieties: Napalm gel, acidic gel, radioactive gel, white phosphorus suspension, nanomachine delivery, poison delivery, bio-weapon delivery, chemical suspensions.
- Damage Rating: Tier 4, Light Anti-Armor

Slow-Falling Beacon/Illumination

- Damage Description: Incendiary effects
- Varieties: Incendiary, wide-area illumination, infrared beacon, ultraviolet beacon, subspace beacon, sonic pulse, short-term flare.
- Damage Rating: Tier 2, Medium Anti-Personnel

OLED Paint Marker and RF receiver

- Damage Description: Saturation of target area with OLED material and electrical power producing bacteria
- Usage: Creation of an OLED screen in a given impact area.
- Damage Rating: 0

Training Slug

- Damage: Light kinetic impact
- Varieties: Gel, foam, hollow shell
- Damage Rating: Tier 1, Light Anti-Personnel

Remotely Guided Gyrojet Guided Slug

- Damage Description: Kinetic impact damage
- Damage Rating: Tier 3, Heavy Anti-Personnel

Stunning Slug

- Damage Description: Multi-frequency radio jamming, flash blinding, audio-disturbance
- Damage Rating: Tier 1, Light Anti-Personnel

Gas Release Canister

- Damage Description: Varies depending on gas released
- Damage Rating: Varies depending on gas released

Explosive Gel Slug

- Damage Description: Explosive Damage
- Varieties: Remote RF Detonation, Chemical Reactive Delay Detonation, Pressure Detonation,

Impact Detonation, Focused Explosion, Wide Explosion, and Flash-Bang
- Damage Rating: Tier 5 Medium Anti-Armor

30mm - 40 mm

High Yield Compressed Antimatter Containment Shell

- Charge: 10 lbs of compressed antimatter.
- Damage: Initial penetration damage until slug deforms, soon followed by matter/antimatter reaction which results in energy and radiation release. When used in atmosphere, heat results in nuclear explosion-like blast effects.
- Chemical Propelled Damage Rating: Tier 7 Light Anti-Mecha
- Magnetic Propelled Damage Rating: Tier 8 Medium Anti-Mecha

L-Mark-Two Special Grade Antimatter Munition, 40mm

- Charge: 20 lbs of compressed antimatter in a shaped detonation system
- Damage: Initial penetration damage until slug head deforms, soon followed by a controlled magnetic burst which concentrates the round's magnetic payload into the penetration breach. The result is a directed matter-energy reaction which creates a breach comparable to the diameter of the munition. Due to the released energy from the initial controlled explosion, the remaining antimatter contained within the shell and the shell itself detonate, producing a conventional antimatter explosion.
- Damage Rating: Tier 10, Light Anti-Starship

Chemical, Radio, Incendiary Tracer AKA CRI[5)]

- Damage Description: Heat, kinetic, fragmentation, chemical burns.
- Damage Rating: Tier 2, Medium Anti-Personnel

Mid Yield Compressed Antimatter Containment Shell

- Charge: 1 lb of compressed antimatter.
- Damage: Initial penetration damage until slug deforms, soon followed by matter/antimatter reaction which results in energy and radiation release. When used in atmosphere, heat results in nuclear explosion-like blast effects.
- Chemical Propelled Damage Rating: Tier 6, Heavy Anti-Armor
- Magnetic Propelled Damage Rating: Tier 7, Medium Anti-Mecha

Low Yield Compressed Antimatter Containment Shell

- Charge: 1 kg of compressed antimatter.
- Damage: Initial penetration damage until slug deforms, soon followed by matter/antimatter reaction which results in energy and radiation release. When used in atmosphere, heat results in nuclear explosion-like blast effects.
- Chemical Propelled Damage Rating: Tier 4, Light Anti-Armor

- Magnetic Propelled Damage Rating: Tier 5, Medium Anti-Armor

Plasma Charge Slug.

- Damage Description: Moderate plasma disruption effects, combustion effects.
- Damage Rating: Tier 5, Medium Anti-Armor

Container Slug.

- Damage Description: Variable.
- Damage Rating: Variable

Conventional Slugs.

- Damage Description: kinetic impact damage, penetration effects on lighter armor.
- Damage Rating: Tier 4, Light Anti-Armor

Conventional Explosive Slug.

- Damage Description: Heat and kinetic damage effects, fragmentation effects.
- Damage Rating: Tier 5, Medium Anti-Armor

Canister Shell

- Damage Description: Multiple small projectiles, kinetic impacts, fragmentation.
- Damage Rating: Tier 4, Light Anti-Armor Per Projectile

Soft-Gel Slug

- Damage Description: Kinetic impact
- Varieties: Phosphorescent marker, scent marker, colored marker, glue gel, RF tag delivery.
- Damage Rating: 0 - Non-Lethal

Lethal Intent Soft-Gel Slug

- Damage Description: Varies
- Varieties: Napalm gel, acidic gel, radioactive gel, white phosphorus suspension, nanomachine delivery, poison delivery, bio-weapon delivery, chemical suspensions.
- Damage Rating: Tier 4, Light Anti-Armor

Slow-Falling Beacon/Illumination

- Damage Description: Incendiary effects
- Varieties: Incendiary, wide-area illumination, infrared beacon, ultraviolet beacon, subspace beacon, sonic pulse, short-term flare.

Damage Rating: Tier 2, Medium Anti-Personnel

OLED Paint Marker and RF receiver

- Damage Description: Saturation of target area with OLED material and electrical power producing

bacteria
- Usage: Creation of an OLED screen in a given impact area.
- Damage Rating: Tier 1, Light Anti-Personnel

Training Slug

- Damage: Light kinetic impact
- Varieties: Gel, foam, hollow shell
- Damage Rating: Tier 1, Light Anti-Personnel

Remotely Guided Gyrojet Guided Slug

- Damage Description: Kinetic impact damage
- Damage Rating: Tier 4, Light Anti-Armor

Stunning Slug

- Damage Description: Multi-frequency radio jamming, flash blinding, audio-disturbance
- Damage Rating: Tier 1, Light Anti-Personnel

Landing Gel Release Slug

- Damage Description: Rapid release of a gel suspension which provides impact cushioning
- Damage Rating: 0

Gas Release Canister

- Damage Description: Varies depending on gas released
- Damage Rating: Varies depending on gas released

Explosive Gel Slug

- Damage Description: Explosive Damage
- Varieties: Remote RF Detonation, Chemical Reactive Delay Detonation, Pressure Detonation, Impact Detonation, Focused Explosion, Wide Explosion, and Flash-Bang

Damage Rating: Tier 6, Heavy Anti-Armor

41mm - 89mm

Small-Scale Tactical Nuclear Warhead

- Yield: 1KT
- Damage: Thermonuclear explosion damage, radiation fallout
- Damage Rating: Tier 8 or Tier 9, Medium Anti-Mecha or Heavy Anti-Mecha (Fix Me!: Staff needs to determine which)

High Yield Compressed Antimatter Containment Shell

- Charge: 15 lbs of compressed antimatter.
- Damage: Initial penetration damage until slug deforms, soon followed by matter/antimatter reaction which results in energy and radiation release. When used in atmosphere, heat results in nuclear explosion-like blast effects.
- Damage Rating: Tier 10, Light Anti-Starship

Chemical, Radio, Incendiary Tracer AKA CRI[6)]

- Damage Description: Heat, kinetic, fragmentation, chemical burns.
- Damage Rating: Tier 3, Heavy Anti-Personnel

Mid Yield Compressed Antimatter Containment Shell

- Charge: 1 lb of compressed antimatter.
- Damage: Initial penetration damage until slug deforms, soon followed by matter/antimatter reaction which results in energy and radiation release. When used in atmosphere, heat results in nuclear explosion-like blast effects.
- Chemical Propelled Damage Rating: Tier 7 or Tier 8, Light Anti-Mecha or Medium Anti-Mecha (Fix Me!: Staff needs to determine which)
- Magnetic Propelled Damage Rating: Tier 9, Heavy Anti-Mecha

Low Yield Compressed Antimatter Containment Shell

- Charge: 1 kg of compressed antimatter.
- Damage: Initial penetration damage until slug deforms, soon followed by matter/antimatter reaction which results in energy and radiation release. When used in atmosphere, heat results in nuclear explosion-like blast effects.
- Chemical Propelled Damage Rating: Tier 5 or Tier 6, Medium Anti-Armor or Heavy Anti-Armor (Fix Me!: Staff needs to determine which)
- Magnetic Propelled Damage Rating: Tier 7 or Tier 8, Light Anti-Mecha or Medium Anti-Mecha (Fix Me!: Staff needs to determine which)

Plasma Charge Slug.

- Damage Description: Moderate plasma disruption effects, combustion effects.
- Damage Rating: Tier 9, Heavy Anti-Mecha

Container Slug.

- Damage Description: Variable.
- Damage Rating: Variable

Conventional Slugs.

- Damage Description: kinetic impact damage, penetration effects on lighter armor.
- Damage Rating: Tier 7 or Tier 8, Light Anti-Mecha or Medium Anti-Mecha (

: Staff needs to determine which)

Conventional Explosive Slug.

- Damage Description: Heat and kinetic damage effects, fragmentation effects.
- Damage Rating: Tier 9, Heavy Anti-Mecha

Cannister Shell.

- Damage Description: Multiple small projectiles, kinetic impacts, fragmentations.
- Damage Rating: Tier 5 or Tier 6, Medium Anti-Armor or Heavy Anti-Armor (

: Staff needs to determine which) Per Projectile

Soft-Gel Slug

- Damage Description: Kinetic impact
- Varieties: Phosphorescent marker, scent marker, colored marker, glue gel, RF tag delivery.

Damage Rating: Tier 2, Medium Anti-Personnel

Lethal Intent Soft-Gel Slug

- Damage Description: Varies
- Varieties: Napalm gel, acidic gel, radioactive gel, white phosphorus suspension, nanomachine delivery, poison delivery, bio-weapon delivery, chemical suspensions.
- Damage Rating: Tier 5 or Tier 6, Medium Anti-Armor or Heavy Anti-Armor (

: Staff needs to determine which)

Slow-Falling Beacon/Illumination

- Damage Description: Incendiary effects
- Varieties: Incendiary, wide-area illumination, infrared beacon, ultraviolet beacon, subspace beacon, sonic pulse, short-term flare.

Damage Rating: Tier 3, Heavy Anti-Personnel

OLED Paint Marker and RF receiver

- Damage Description: Saturation of target area with OLED material and electrical power producing bacteria
- Usage: Creation of an OLED screen in a given impact area.
- Damage Rating: Tier 1, Light Anti-Personnel

Training Slug

- Damage: Light kinetic impact
- Varieties: Gel, foam, hollow shell
- Damage Rating: Tier 2, Medium Anti-Personnel

Remotely Guided Gyrojet Guided Slug

- Damage Description: Kinetic impact damage
- Damage Rating: Tier 5 or Tier 6, Medium Anti-Armor or Heavy Anti-Armor (Fix Me!: Staff needs to determine which)

Stunning Slug

- Damage Description: Multi-frequency radio jamming, flash blinding, audio-disturbance
- Damage Rating: Tier 2, Medium Anti-Personnel

Landing Gel Release Slug

- Damage Description: Rapid release of a gel suspension which provides impact cushioning
- Damage Rating: 0

Name:Gas Release Canister

- Damage Description: Varies depending on gas released
- Damage Rating: Varies depending on gas released

Explosive Gel Slug

- Damage Description: Explosive Damage
- Varieties: Remote RF Detonation, Chemical Reactive Delay Detonation, Pressure Detonation, Impact Detonation, Focused Explosion, Wide Explosion, and Flash-Bang
- Damage Rating: Tier 7 or Tier 8, Light Anti-Mecha or Medium Anti-Mecha (Fix Me!: Staff needs to determine which)

90mm - 200mm (and larger)

Small-Scale Tactical Nuclear Warhead

- Yield: 1KT
- Damage: Thermonuclear explosion damage, radiation fallout
- Damage Rating: Tier 9, Heavy Anti-Mecha

Medium Tactical Nuclear Artillery Warhead

- Yield: 1MT

- Damage: Thermonuclear explosion damage, radiation fallout
- Damage Rating: Tier 10, Light Anti-Starship

Heavy Tactical Nuclear Artillery Warhead

- Yield: 100MT
- Damage: Thermonuclear explosion damage, radiation fallout
- Damage Rating: Tier 11, Medium Anti-Starship

High Yield Compressed Antimatter Containment Shell

- Charge: 2,000 KG of compressed antimatter.
- Damage: Initial penetration damage until slug deforms, soon followed by matter/antimatter reaction which results in energy and radiation release. When used in atmosphere, heat results in nuclear explosion-like blast effects.
- Damage Rating: Tier 11, Medium Anti-Starship

Chemical, Radio, Incendiary Tracer AKA CRI[7)]

- Damage Description: Heat, kinetic, fragmentation, chemical burns.

Damage Rating: Tier 4, Light Anti-Armor

Mid Yield Compressed Antimatter Containment Shell

- Charge: 10lbs of compressed antimatter.
- Damage: Initial penetration damage until slug deforms, soon followed by matter/antimatter reaction which results in energy and radiation release. When used in atmosphere, heat results in nuclear explosion-like blast effects.
- Damage Rating: Tier 10, Light Anti-Starship

Low Yield Compressed Antimatter Containment Shell

- Charge: 5lbs of compressed antimatter.
- Damage: Initial penetration damage until slug deforms, soon followed by matter/antimatter reaction which results in energy and radiation release. When used in atmosphere, heat results in nuclear explosion-like blast effects.
- Damage Rating: Tier 9, Heavy Anti-Mecha

Plasma Charge Slug.

- Damage Description: Moderate plasma disruption effects, combustion effects.
- Damage Rating: Tier 10, Light Anti-Starship

Container Slug.

- Damage Description: Variable.

Damage Rating: Variable

Conventional Slugs.

- Damage Description: kinetic impact damage, penetration effects on medium to heavy armor.
- Damage Rating: Tier 9, Heavy Anti-Mecha

Conventional Explosive Slug.

- Damage Description: Heat and kinetic damage effects, fragmentation effects.
- Damage Rating: Tier 10, Light Anti-Starship

Canister Shell.

- Damage Description: Multiple small projectiles, kinetic impacts, fragmentations.
- Damage Rating: Tier 7 or Tier 8, Light Anti-Mecha or Medium Anti-Mecha (Fix Me!: Staff needs to determine which) Each projectile

Soft-Gel Slug

- Damage Description: Kinetic impact
- Varieties: Phosphorescent marker, scent marker, colored marker, glue gel, RF tag delivery.
- Damage Rating: Tier 2, Medium Anti-Personnel

Lethal Intent Soft-Gel Slug

- Damage Description: Varies
- Varieties: Napalm gel, acidic gel, radioactive gel, white phosphorus suspension, nanomachine delivery, poison delivery, bio-weapon delivery, chemical suspensions.
- Damage Rating: Tier 9, Heavy Anti-Mecha

Fuel-Air Explosive Bomb

- Damage Description: Large incendiary explosive, 1 KT equivalent.
- Damage Rating: Tier 9, Heavy Anti-Mecha

Slow-Falling Beacon/Illumination

- Damage Description: Incendiary effects
- Varieties: Incendiary, wide-area illumination, infrared beacon, ultraviolet beacon, subspace beacon, sonic pulse, short-term flare.
- Damage Rating: Tier 2, Medium Anti-Personnel

OLED Paint Marker and RF receiver

- Damage Description: Saturation of target area with OLED material and electrical power producing bacteria
- Usage: Creation of an OLED screen in a given impact area.
- Damage Rating: Tier 1, Light Anti-Personnel

Training Slug

- Damage: Light kinetic impact
- Varieties: Gel, foam, hollow shell
- Damage Rating: Tier 4, Light Anti-Armor

Remotely Guided Gyrojet Guided Slug

- Damage Description: Kinetic impact damage
- Damage Rating: Tier 9, Heavy Anti-Mecha

Stunning Slug

- Damage Description: Multi-frequency radio jamming, flash blinding, audio-disturbance
- Damage Rating: Tier 2, Medium Anti-Personnel

Landing Gel Release Slug

- Damage Description: Rapid release of a gel suspension which provides impact cushioning
- Damage Rating: 0

Gas Release Canister

- Damage Description: Varies depending on gas released
- Damage Rating: Varies depending on gas released

Explosive Gel Slug

- Damage Description: Explosive Damage
- Varieties: Remote RF Detonation, Chemical Reactive Delay Detonation, Pressure Detonation, Impact Detonation, Focused Explosion, Wide Explosion, and Flash-Bang

Damage Rating: Tier 9, Heavy Anti-Mecha

[1] [2] [3] [4] [5] [6] [7]
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Pronounced “Cry”

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