

- **Name:** Corrosive Acid Shell

- **Description:** A specialized shell infused with a potent acidic compound designed to weaken and degrade armored surfaces upon impact. The corrosive nature of this shell makes it particularly effective at compromising enemy armor integrity.

- **Shell Class:** Acidic

- **Penetration:** 150 mm

- **Damage:** 350

- **Shell Velocity:** 750 m/s

- **Accuracy:** High

- **Reload Time:** 12 seconds

- **Cost:** 1,200 credits

**[Additional Notes]**

- Upon impact, the Corrosive Acid Shell inflicts initial damage and also applies a temporary armor degradation effect, reducing the effective armor thickness of the impacted area by 25% for 15 seconds.

- This shell is most effective against heavily armored targets, allowing subsequent shells from your team or yourself to penetrate more easily.

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- **Name:** Disruptor EMP Round

- **Description:** The Disruptor EMP Round is an advanced munition designed to disrupt enemy vehicle systems upon impact, causing temporary electrical interference and hampering their functionality.

- **Shell Class:** Specialized EMP

- **Penetration:** 120 mm

- **Damage:** 250

- **Shell Velocity:** 800 m/s

- **Accuracy:** Moderate

- **Reload Time:** 10 seconds

- **Cost:** 1,500 credits

**[Additional Notes]**

- Upon impact, the Disruptor EMP Round inflicts moderate damage and releases an electromagnetic pulse that temporarily disables enemy vehicle systems within a 15-meter radius for 10 seconds.
  - The affected vehicles experience reduced engine power, impaired turret rotation speed, and slower reload times during the disruption period.
  - This shell is particularly effective against grouped enemy tanks, as the EMP effect can disrupt multiple targets simultaneously, providing a tactical advantage for your team.
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- **Name:** Quantum Phasing Projectile (QPP)

- **Description:** The Quantum Phasing Projectile (QPP) represents an experimental breakthrough in ammunition technology, utilizing quantum mechanics to bypass traditional armor defenses.

- **Shell Class:** Experimental Quantum

- **Penetration:** Variable (Adaptive)

- **Damage:** 300

- **Shell Velocity:** 1000 m/s

- **Accuracy:** High

- **Reload Time:** 8 seconds

- **Cost:** 2,000 credits

#### [Additional Notes]

- The Quantum Phasing Projectile employs a cutting-edge quantum destabilization mechanism that adapts its penetration capabilities dynamically based on the target's armor thickness and composition.
  - The shell's penetration value is variable and adjusts in real-time, optimizing penetration to exploit the weakest points in the enemy's armor.
  - Due to its experimental nature, the QPP has a higher base cost and limited availability, making it a rare and sought-after ammunition type.
  - It deals moderate damage upon impact but excels at penetrating heavily armored targets or exploiting vulnerabilities in well-protected areas.
  - Engineers continue to refine and improve this technology, potentially unlocking even greater penetration capabilities in future updates.
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- **Name:** Plasma Discharge Shell (PDS)

- **Description:** The Plasma Discharge Shell (PDS) is an experimental munition utilizing plasma technology, delivering a concentrated burst of energy upon impact.

- **Shell Class:** Experimental Plasma

- **Penetration:** 180 mm

- **Damage:** 400

- **Shell Velocity:** 850 m/s

- **Accuracy:** Moderate

- **Reload Time:** 9 seconds

- **Cost:** 1,800 credits

#### [Additional Notes]

- Upon impact, the Plasma Discharge Shell releases a powerful burst of plasma energy, causing high damage to the target and inflicting a temporary plasma burn effect.

- The plasma burn effect deals additional damage over time for 5 seconds, causing residual damage to the impacted area.

- The shell's penetration is slightly higher than average, allowing it to effectively penetrate medium to moderately thick armor.

- Due to the complex nature of plasma technology, the cost of manufacturing these shells is relatively high, limiting their widespread availability.

- Engaging targets with the Plasma Discharge Shell requires tactical precision to maximize both initial impact damage and the subsequent plasma burn effect.

- Engineers are continually fine-tuning this experimental technology to optimize its effectiveness on the battlefield.

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- **Name:** Artillery Barrage Shell (ABS)

- **Description:** The Artillery Barrage Shell (ABS) is a specialized munition designed to unleash a devastating rain of smaller projectiles upon impact, covering a wider area.

- **Shell Class:** Barrage

- **Penetration:** 80 mm

- **Damage:** 200 (Initial impact), 50 (Splash damage per projectile)

- **Shell Velocity:** 600 m/s

- **Accuracy:** Low (Area of Effect)
- **Reload Time:** 14 seconds
- **Cost:** 1,400 credits

#### [Additional Notes]

- Upon impact, the Artillery Barrage Shell explodes, dispersing a cluster of smaller projectiles over a wide area, inflicting initial damage to the primary target and splash damage to nearby enemy tanks.
  - The shell's low penetration is offset by its ability to affect multiple targets within its blast radius, making it effective against grouped or clustered enemies.
  - Its lower accuracy necessitates strategic planning, relying on area denial or hitting grouped enemy tanks to maximize its potential.
  - The reload time is longer due to the complexity of loading and dispersing multiple projectiles within the shell.
  - Engaging with the Artillery Barrage Shell requires anticipating enemy movements and positioning to capitalize on its area-of-effect damage potential.
  - The ABS emphasizes area denial and disrupting enemy formations rather than direct single-target damage.
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- **Name:** Sonic Shockwave Shell (SSS)

- **Description:** The Sonic Shockwave Shell (SSS) utilizes sonic technology to create a powerful shockwave upon impact, disorienting and temporarily stunning enemy tank crews.

- **Shell Class:** Sonic

- **Penetration:** 140 mm

- **Damage:** 300

- **Shell Velocity:** 700 m/s

- **Accuracy:** Moderate

- **Reload Time:** 11 seconds

- **Cost:** 1,600 credits

#### [Additional Notes]

- Upon impact, the SSS generates a shockwave that induces crew stun effects, slowing turret rotation and aiming capabilities of affected enemy tanks for 6 seconds.

- The shell's moderate penetration and damage values are balanced by its ability to disrupt enemy targeting and coordination.
  - The disorientation effect may provide a brief tactical advantage by impairing enemy responsiveness during critical moments in battle.
  - The reload time reflects the intricate sonic technology required for the shell's stun-inducing capabilities.
  - Using the Sonic Shockwave Shell requires strategic timing to capitalize on the temporary crew disorientation it creates.
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- **Name:** Nanite Infusion Shell (NIS)

- **Description:** The Nanite Infusion Shell (NIS) deploys microscopic nanobots upon impact, temporarily enhancing allied tank systems within its proximity.

- **Shell Class:** Nanite

- **Penetration:** 110 mm

- **Damage:** 250

- **Shell Velocity:** 750 m/s

- **Accuracy:** Moderate

- **Reload Time:** 10 seconds

- **Cost:** 1,700 credits

#### [Additional Notes]

- Upon impact, the NIS releases nanobots that provide a temporary buff to allied tanks within a 20-meter radius, increasing their reload speed by 15% for 10 seconds.
  - The shell's moderate penetration and damage output are complemented by its support-oriented functionality, aiding nearby friendly vehicles.
  - This shell promotes teamwork and strategic positioning to maximize the benefits provided to allied tanks within range.
  - The reload time reflects the complexity of deploying nanobots and their synchronization with allied vehicle systems.
  - Utilizing the Nanite Infusion Shell involves coordinating with teammates to optimize the temporary buffs it provides.
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- **Name:** Phantom Disruptor Shell (PDS)

- **Description:** The Phantom Disruptor Shell (PDS) employs holographic technology to create illusory decoys upon impact, confusing enemy targeting systems.

- **Shell Class:** Holographic

- **Penetration:** 120 mm

- **Damage:** 280

- **Shell Velocity:** 800 m/s

- **Accuracy:** Moderate

- **Reload Time:** 9 seconds

- **Cost:** 1,800 credits

#### [Additional Notes]

- Upon impact, the PDS releases holographic decoy projections, creating false tank signatures within a 15-meter radius for 8 seconds.

- The shell's moderate penetration and damage values are complemented by its ability to confuse enemy targeting systems, creating temporary decoys.

- The decoys mimic tank signatures, causing confusion among enemies and potentially diverting their fire away from actual targets.

- The reload time accounts for the complexity of generating and projecting holographic decoys.

- Engaging with the Phantom Disruptor Shell requires strategic positioning and timing to deceive enemy targeting effectively.

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- **Name:** Magnetic Disruption Shell (MDS)

- **Description:** The Magnetic Disruption Shell (MDS) generates a magnetic field upon impact, briefly immobilizing and disrupting enemy tank movement.

- **Shell Class:** Magnetic

- **Penetration:** 160 mm

- **Damage:** 320

- **Shell Velocity:** 720 m/s

- **Accuracy:** Moderate

- **Reload Time:** 11 seconds

- **Cost:** 1,900 credits

### [Additional Notes]

- Upon impact, the MDS creates a magnetic field that disrupts enemy tank mobility, briefly immobilizing affected targets for 5 seconds.
  - The shell's moderate penetration and damage values are complemented by its ability to temporarily hinder enemy movement.
  - Immobilized tanks cannot move or turn their turrets effectively, making them vulnerable to follow-up attacks.
  - The reload time accounts for the complex magnetic field generation mechanisms within the shell.
  - Effectively utilizing the Magnetic Disruption Shell involves strategic timing to capitalize on immobilizing enemy tanks.
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- **Name:** Thermite Incendiary Shell (TIS)

- **Description:** The Thermite Incendiary Shell (TIS) deploys a thermite payload upon impact, causing intense and persistent fire damage to enemy armor.

- **Shell Class:** Incendiary

- **Penetration:** 90 mm

- **Damage:** 220

- **Shell Velocity:** 680 m/s

- **Accuracy:** Moderate

- **Reload Time:** 12 seconds

- **Cost:** 1,500 credits

### [Additional Notes]

- Upon impact, the TIS releases a thermite payload that creates a persistent burning effect on the impacted area for 8 seconds.
- The shell's lower penetration is offset by its ability to cause continuous fire damage to targeted enemy tanks.
- The lingering fire effect deals consistent damage over time, gradually eating through enemy armor.
- The reload time accounts for the specialized thermite deployment mechanisms integrated into the shell.
- Engaging with the Thermite Incendiary Shell requires strategic targeting to maximize the fire damage inflicted on enemy tanks.