

## Kinds of ammunition

### Pistol ammunition:

<b>10 mm S&amp;W</b>	
Base damage:	1 D6 + 4
Cost for 100 shots:	130 \$
Armor modification:	No modification
Note:	Standard full metal jacket bullet, propelled by standard gunpowder.

<b>10 mm S&amp;W sub sonic</b>	
Base damage:	1 D6 + 4
Cost for 100 shots:	180 \$
Armor modification:	+2 to the target's armor.
Note:	Heavier hollow point bullet, propelled by a bit less gunpowder. The projectile flies sub sonic and is therefore more silent. Ideally, this ammunition is used in conjunction with a silencer.

<b>10 mm S&amp;W armor piercing</b>	
Base damage:	1 D6 + 4
Cost for 100 shots:	220 \$
Armor modification:	-3 to the target's armor.
Note:	The core piece of this cartridge is a so called steel core projectile, that can penetrate a lot of armor.

<b>10 mm S&amp;W hollow point</b>	
Base damage:	1 D6 + 4
Cost for 100 shots:	150 \$
Armor modification:	Up to 4 armor points: + 3 Damage From 5 armor points upwards: - 3 Damage
Note:	Hollow point bullets expand as they hit resistance, thereby doing a lot of damage to lightly armored foes – with stronger armor however, they do a lot less damage.

<b>.22 Rimfire</b>	
Base damage:	1 D6 + 1
Cost for 100 shots:	60 \$
Armor modification:	No modification
Note:	Standard full metal jacket bullet, propelled by standard gunpowder. This ammunition is sub sonic.

<b>.22 Rimfire hollow point</b>	
Base damage:	1 D6 + 1
Cost for 100 shots:	80 \$
Armor modification:	Up to 4 armor points: + 2 Damage From 5 armor points upwards: - 2 Damage
Note:	Hollow point bullets expand as they hit resistance, thereby doing a lot of damage to lightly armored foes – with stronger armor however, they do a lot less damage.

<b>.32 Browning</b>	
Base damage:	1 D6 + 2
Cost for 100 shots:	75 \$
Armor modification:	No modification
Note:	Standard full metal jacket bullet, propelled by standard gunpowder. This ammunition is sub sonic

<b>.32 Browning hollow point</b>	
Base damage:	1 D6 + 2
Cost for 100 shots:	85 \$
Armor modification:	Up to 4 armor points: + 2 Damage From 5 armor points upwards: - 2 Damage
Note:	Hollow point bullets expand as they hit resistance, thereby doing a lot of damage to lightly armored foes – with stronger armor however, they do a lot less damage.

<b>5,7 mm FN</b>	
Base damage:	1W6 + 6
Cost for 100 shots:	300 \$
Armor modification:	No modification
Note:	Standard full metal jacket bullet, propelled by standard gunpowder.

<b>5,7 mm FN sub sonic</b>	
Base damage:	1 D6 + 6
Cost for 100 shots:	400 \$
Armor modification:	+2 to the target's armor.
Note:	Heavier hollow point bullet, propelled by a bit less gunpowder. The projectile flies sub sonic and is therefore more silent. Ideally, this ammunition is used in conjunction with a silencer.

<b>5,7 mm FN armor piercing</b>	
Base damage:	1 D6 + 6
Cost for 100 shots:	400 \$
Armor modification:	-4 to the target's armor.
Note:	The core piece of this cartridge is a so called steel core projectile, that can penetrate a lot of armor.

<b>5,7 mm FN hollow point</b>	
Base damage:	1 D6 + 6
Cost for 100 shots:	380 \$
Armor modification:	Up to 4 armor points: + 4 Damage From 5 armor points upwards: - 4 Damage
Note:	Hollow point bullets expand as they hit resistance, thereby doing a lot of damage to lightly armored foes – with stronger armor however, they do a lot less damage.

<b>.44er Magnum</b>	
Base damage:	1 D6 + 6
Cost for 100 shots:	250 \$
Armor modification:	No modification
Note:	Standard full metal jacket bullet, propelled by standard gunpowder.

<b>.44er Magnum armor piercing</b>	
Base damage:	1 D6 + 6
Cost for 100 shots:	300 \$
Armor modification:	-6 to the target's armor.
Note:	The core piece of this cartridge is a so called steel core projectile, that can penetrate a lot of armor.

<b>.44er Magnum hollow point</b>	
Base damage:	1 D6 + 6
Cost for 100 shots:	300 \$
Armor modification:	Up to 4 armor points: + 4 Damage From 5 armor points upwards: - 4 Damage
Note:	Hollow point bullets expand as they hit resistance, thereby doing a lot of damage to lightly armored foes – with stronger armor however, they do a lot less damage.

<b>.44-40 Colt</b>	
Base damage:	1 D3 + 7
Cost for 100 shots:	80 \$
Armor modification:	No modification
Note:	Standard full metal jacket bullet, propelled by standard gunpowder.

<b>.44-40 Colt hollow point</b>	
Base damage:	1 D3 + 7
Cost for 100 shots:	100 \$
Armor modification:	Up to 4 armor points: + 3 Damage From 5 armor points upwards: - 3 Damage
Note:	Hollow point bullets expand as they hit resistance, thereby doing a lot of damage to lightly armored foes – with stronger armor however, they do a lot less damage.

<b>.45 ACP</b>	
Base damage:	1 D6 + 5
Cost for 100 shots:	150 \$
Armor modification:	No modification
Note:	Standard full metal jacket bullet, propelled by standard gunpowder. This ammunition is sub sonic

<b>.45 ACP armor piercing</b>	
Base damage:	1 D6 + 5
Cost for 100 shots:	210 \$
Armor modification:	-4 to the target's armor.
Note:	The core piece of this cartridge is a so called steel core projectile, that can penetrate a lot of armor.

<b>.45 ACP hollow point</b>	
Base damage:	1 D6 + 5
Cost for 100 shots:	200 \$
Armor modification:	Up to 4 armor points: + 4 Damage From 5 armor points upwards: - 4 Damage
Note:	Hollow point bullets expand as they hit resistance, thereby doing a lot of damage to lightly armored foes – with stronger armor however, they do a lot less damage.

<b>.454 Special Magnum</b>	
Base damage:	2 D6 + 2 D3 (repeatable)
Cost for 100 shots:	450 \$
Armor modification:	No modification
Note:	Standard full metal jacket bullet, propelled by standard gunpowder.

<b>.454 Special Magnum armor piercing</b>	
Base damage:	2 D6 + 2 D3 (repeatable)
Cost for 100 shots:	650 \$
Armor modification:	-8 to the target's armor.
Note:	Ignores the average armoring as if it was paper.

<b>.454 Special Magnum Hollow point</b>	
Base damage:	2 D6 + 2 D3 (repeatable)
Cost for 100 shots:	500 \$
Armor modification:	Up to 4 armor points: + 5 Damage From 5 armor points upwards: - 5 Damage
Note:	Hollow point bullets expand as they hit resistance, thereby doing a lot of damage to lightly armored foes – with stronger armor however, they do a lot less damage.

<b>9mm Luger</b>	
Base damage:	1 D6 + 3
Cost for 100 shots:	150 \$
Armor modification:	No modification
Note:	Standard full metal jacket bullet, propelled by standard gunpowder.

<b>9 mm Luger sub sonic</b>	
Base damage:	1 D6 + 3
Cost for 100 shots:	200 \$
Armor modification:	+2 to the target's armor.
Note:	Heavier hollow point bullet, propelled by a bit less gunpowder. The projectile flies sub sonic and is therefore more silent. Ideally, this ammunition is used in conjunction with a silencer.

<b>9mm Luger armor piercing</b>	
Base damage:	1 D6 + 3
Cost for 100 shots:	230 \$
Armor modification:	-2 to the target's armor.
Note:	The core piece of this cartridge is a so called steel core projectile, that can penetrate a lot of armor.

<b>9mm Luger hollow point</b>	
Base damage:	1 D6+3
Cost for 100 shots:	220 \$
Armor modification:	Up to 4 armor points: + 2 Damage From 5 armor points upwards: - 2 Damage
Note:	Hollow point bullets expand as they hit resistance, thereby doing a lot of damage to lightly armored foes – with stronger armor however, they do a lot less damage.