

### **Rifle ammunition:**

<b>2mm EC</b>	
Base damage:	1 D10 + 1 D6 (repeatable)
Cost for 100 shots:	1.500 \$
Armor modification:	-15 of the target's armor.
Note:	Due to the relativistic speeds with which these projectiles move, they pretty much ignore all but the hardest armor. Very rare, since only produced before the War – correspondingly costly.

<b>20 mm LAAR</b>	
Base damage:	1 D10 + 4 D3
Cost for 100 shots:	800 \$
Armor modification:	- 11 to the target's armor.
Note:	Simple, hard projectile to thresh World War II fighter planes from the ground.

<b>.223 Remington full metal jacket</b>	
Base damage:	2 D6 + 6
Cost for 100 shots:	300 \$
Armor modification:	-2 to the target's armor.
Note:	Standard full metal jacket bullet, propelled by standard gunpowder.

<b>.223 Remington armor piercing</b>	
Base damage:	2 D6 + 6
Cost for 100 shots:	600 \$
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>.308 Winchester Full Metal Jacket</b>	
Base damage:	3 D6 + 5
Cost for 100 shots:	500 \$
Armor modification:	-3 to the target's armor.
Note:	Standard full metal jacket bullet, propelled by standard gunpowder.

<b>.308 Winchester armor piercing</b>	
Base damage:	3 D6 + 5
Cost for 100 shots:	580 \$
Armor modification:	-8 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>.30-06 full metal jacket</b>	
Base damage:	3 D6 + 2 D3
Cost for 100 shots:	450 \$
Armor modification:	-2 to the target's armor.
Note:	Standard full metal jacket bullet, propelled by standard gunpowder.

<b>.30-06 armor piercing</b>	
Base damage:	3 D6 + 2 D3
Cost for 100 shots:	900 \$
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>.405 Winchester full metal jacket</b>	
Base damage:	3 D6 + 1 D3 + 2
Cost for 100 shots:	400 \$
Armor modification:	-2 to the target's armor.
Note:	Standard full metal jacket bullet, propelled by standard gunpowder.

<b>.405 Winchester armor piercing</b>	
Base damage:	3 D6 + 1 D3 + 2
Cost for 100 shots:	800 \$
Armor modification:	-5 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>.45-70 Government Full Metal Jacket</b>	
Base damage:	3 D6 + 3
Cost for 100 shots:	350 \$
Armor modification:	-1 to the target's armor
Note:	Standard full metal jacket bullet, propelled by standard gunpowder.

<b>5mm Soviet full metal jacket</b>	
Base damage:	2 D6 + 4
Cost for 100 shots:	250 \$
Armor modification:	-1 to the target's armor.
Note:	Standard full metal jacket bullet, propelled by standard gunpowder.

<b>5mm Soviet armor piercing</b>	
Base damage:	2 D6 + 4
Cost for 100 shots:	500 \$
Armor modification:	-5 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>.50 BMG</b>	
Base damage:	4 D6 + 1 D3
Cost for 100 shots:	1000 \$
Armor modification:	-5 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. This caliber is used in few weapons, since it's just too big ... and, depending on the interpretation, it defies the Hague Convention.

<b>8 mm Mauser full metal jacket</b>	
Base damage:	3 D6 + 4
Cost for 100 shots:	600 \$
Armor modification:	-2 to the target's armor.
Note:	Standard full metal jacket bullet, propelled by standard gunpowder.

<b>8 mm Mauser armor piercing</b>	
Base damage:	3 D6 + 4
Cost for 100 shots:	900 \$
Armor modification:	- 5 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.