

12 Gauge (Buckshot and many other fun things)

Buckshot	
Base damage:	1 D10 + 2 D6
Cost for 100 shots:	100 \$
Armor modification:	No modification
Note:	9 small 8 mm balls in one cartridge. Perfect to shoot some pigs – no matter whether “pig” is used as an insult or not.

Slugs	
Base damage:	1 D10 + 2 D6
Cost for 100 shots:	250 \$
Armor modification:	-5 to the target's armor.
Note:	Specially rifled projectile, that can be fired through a shotgun's smooth bore. Basically an oversized rifle projectile.

Rubber projectiles	
Base damage:	1W10
Cost for 100 shots:	500 \$
Armor modification:	Ignores all armor.
Note:	Does not penetrate the skin, but does inflict horrible pain. A shot to the extremities has a further +50 chance on a critical hit (for example a broken leg or a concussion). A hit to the torso or an unaimed hit only receives a +30 critical hit chance.

Explosive projectiles	
Base damage:	1 D10 + 2 D6 Normal + 3 D6 Explosive
Cost for 100 shots:	2500 \$
Armor modification:	- 3 to the target's armor.
Note:	Explosive projectiles are actually meant for so called technical targets, for example when SWAT police men don't want to sully their beautiful boots kicking in doors. But they also work extremely well against “soft targets”.

Flechette	
Base damage:	1 D10 + 2 D6
Cost for 100 shots:	400 \$
Armor modification:	-9 to the target's armor.
Note:	Flechette, the French word for “arrow-shaped death” are just a load of thin, hard needles.

40 mm Grenades:

40 mm fragmentation grenade.	
Base damage:	1 D6 Explosive + 2 D6 + 3 Normal
Cost for 1 shot:	75 \$
Armor modification:	-5 to the target's armor.
Note:	A grenadelauncher launched frag grenade. Explodes on impact.

40 mm Beehive Canister	
Base damage:	4 D6 + 7 Normal
Cost for 1 shot:	15 \$
Armor modification:	-3 to the target's armor.
Note:	The probably most found ammunition for 40 mm grenade launchers in the Wastes doesn't fire explosives, but turns the grenade launcher into an oversized shotgun. The beehive canister is really filled with normal buckshot.

40 mm Jumping grenade	
Base damage:	1 D6 + 3 Explosion + 2 D6 + 6 Normal
Cost for 1 shot:	150 \$
Armor modification:	-5 to the target's armor.
Note:	A grenade that does not explode with the first contact on the floor, but is only armed. It actually bounces once before exploding in the air. The effect is much greater that way.

40 mm smoke grenade	
Base damage:	No damage, but -4 to all tests on PE in a 10 cm circle around the point of detonation.
Cost for 1 shot:	60 \$
Armor modification:	No modification.
Note:	Smoke is just a thick, heavy fog through which one can't see. Ideal to cover a retreat – or an attack through open terrain.

40 mm teargas grenade	
Base damage:	No damage, but -4 to all tests on PE in a 10 cm circle around the point of detonation. Furthermore, no sprinting and a <i>body control</i> test that is handicapped by 50 points for all that are afflicted by the tear gas.
Cost for 1 shot:	80 \$
Armor modification:	No modification.
Note:	The big difference to the smoke grenade is, that those inside the gas cloud are not invisible. They can be shot at, while they can't see the hand before their eyes.

40 mm poison gas grenade	
Base damage:	1 Dose of the used poison.
Cost for 1 shot:	200 \$
Armor modification:	No modification.
Note:	Only power armor and gas masks help against that. Poison gas attacks were forbidden by several treaties before the Great War, but are not that uncommon in the wasteland.

40 mm EMP grenade	
Base damage:	None against humans. Total damage against electrical or electronic machines.
Cost for 1 shots:	250 \$
Armor modification:	No modification.
Note:	The perfect weapon if one wants to disable a combat robot – or stop an electric car.

40 mm acid grenade	
Base damage:	3 D6 + 5
Cost for 1 shot:	150 \$
Armor modification:	Ignores all armor but power armor.
Note:	The name speaks for itself. There is no proper defense against this attack. A truly devastating weapon.