

Special kinds of ammunition:

| 127 mm grenade | |
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| Base damage: | 3 D10 +5 Explosive damage (repeatable) in 9 cm circumference |
| Cost for 1 shot: | 300 \$ |
| Armor modification: | -8 to the target's armor |
| Note: | A simple, explosive shot with great payload for howitzers and tanks. |

| 60 mm high explosive rocket | |
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| Base damage: | 2 D10 +3 Explosion (repeatable) in 7 cm circumference. |
| Cost for 1 shot: | 40 \$ |
| Armor modification: | -6 to the target's armor. |
| Note: | Simple, explosive missile with high yield. |

| 60 mm anti tank rocket. | |
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| Base damage: | 2 D10 - 6 Explosion (repeatable) in 7 cm circumference |
| Cost for 1 shot: | 70 \$ |
| Armor modification: | -14 to the target's armor. |
| Note: | A rocket meant to obliterate fortified positions or tanks. |

| Napalm Tank | |
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| Base damage: | 2 D10 + 5 Fire |
| Cost for 1 tank: | 80 \$ (A tank lasts for about 10 "shots") |
| Armor modification: | No armor modification. |
| Note: | Compatible with the Flambe 450 flame thrower. |

| Small Energy Cell | |
|--------------------------|---|
| Base damage: | Depends directly on the weapon. |
| Cost a piece: | Around 30 \$. |
| Armor modification: | Depends directly on the weapon. |
| Note: | The small M-18 energy cell (as it has been classified by the US military) is the "ammunition" of all energy based handguns. It was also used as a civilian battery however and is to be found at the most diverse places. |

| Big Energy Cell | |
|------------------------|--|
| Base damage: | Depends directly on the weapon. |
| Cost a piece: | Around 50 \$. |
| Armor modification: | Depends directly on the weapon. |
| Note: | The big M-60 energy cell is the “ammunition” of all energy based “rifles” and “big guns”. Like the small energy cell, it was also sold on the civilian market and is still quite common to find. |

| Micro Fusion Battery | |
|-----------------------------|--|
| Base damage: | Depends directly on the weapon. |
| Cost a piece: | Around 250 \$. |
| Armor modification: | Depends directly on the weapon. |
| Note: | Micro Fusion Batteries were everywhere. They powered small bunkers and vehicles, one can even power planes with them in theory – or extremely powerful energy weapons. |