

Kinds of ammunition

Pistol ammunition:

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

10 mm S&W sub sonic	
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.

10 mm S&W armor piercing	
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.

10 mm S&W hollow point	
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.

.22 Rimfire	
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.

.22 Rimfire hollow point	
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.

.32 Browning	
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

.32 Browning hollow point	
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.

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

5,7 mm FN sub sonic	
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.

5,7 mm FN armor piercing	
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.

5,7 mm FN hollow point	
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.

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

.44er Magnum armor piercing	
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.

.44er Magnum hollow point	
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.

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

.44-40 Colt hollow point	
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.

.45 ACP	
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

.45 ACP armor piercing	
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.

.45 ACP hollow point	
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.

.454 Special Magnum	
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.

.454 Special Magnum armor piercing	
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.

.454 Special Magnum Hollow point	
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.

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

9 mm Luger sub sonic	
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.

9mm Luger armor piercing	
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.

9mm Luger hollow point	
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.

Rifle ammunition:

2mm EC	
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.

20 mm LAAR	
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.

.223 Remington full metal jacket	
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.

.223 Remington armor piercing	
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.

.308 Winchester Full Metal Jacket	
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.

.308 Winchester armor piercing	
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.

.30-06 full metal jacket	
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.

.30-06 armor piercing	
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.

.405 Winchester full metal jacket	
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.

.405 Winchester armor piercing	
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.

.45-70 Government Full Metal Jacket	
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.

5mm Soviet full metal jacket	
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.

5mm Soviet armor piercing	
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.

.50 BMG	
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.

8 mm Mauser full metal jacket	
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.

8 mm Mauser armor piercing	
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.

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.

Special kinds of ammunition:

127 mm grenade	
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	
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.	
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	
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.