

AMMUNITIONS

Rifles Ammunitions

TL	Abr.	Name	Details
6+	HP	Hollow Point	Improves damage type (i.e. pi becomes pi+) but ammo has Armor Divisor (0.5) Not designed for weapons already inflicting pi++ damage. Ammo price unchanged.
7+	AP	Armor Piercing	Damage type degrades if caliber < 20mm, Armor divisor (2) (pi- damage type unchanged), Ammo price ×2
8+	APDS	Armor Piercing Discarding Sabot	Same as AP and range +50%, +1 damage per die Ammo price ×5

Shotguns Ammunitions

TL	Abr.	Name	Details
7+	F	Flechette	Armor divisor (2), range (75/160), Ammo price x2
7+	S	Slug	5d pi++ damage, range (200/2000) RoF x×9 becomes RoF x, Ammo price unchanged
7+	APS	Armor Piercing Slug	5d (2) pi+ damage, range (200/2000) RoF x×9 becomes RoF x, Ammo price ×2
8+	APDSS	Armor Piercing Discarding Sabot Slug	6d+1 (2) pi+ damage, range (300/3000) RoF x×9 becomes RoF x, Ammo price ×5
9+	EMPS	Electromagnetic Pulse Slug	5d (10) burn damage, range (200/2000), Surge RoF x×9 becomes RoF x, Ammo price ×10

Other Ammunitions

TL	Abr.	Name	Details
7+	HE	High Explosive	Damage: dmg/2 cr, ex[dmg/4] (dmg is the basic weapon damage) For all guns. Ammo price ×3
7+	HEAP	High Explosive Armor Piercing	Same damage as HE, but adds armor divisor (10). For 20 mm, 40 mm and L72. Costs twice HE price.
7+	T	Tracer	Adds +1 to gun skill when firing at RoF 3+ with an automatic gun. For any kind of ammo. Price +10%

Ammo Price and Weight

Ammo	Qty	Weight	Price	Ammo	Qty	Weight	Price
.22	20	0.15	15	2 mm GN	20	0.2	2000
.30	20	0.35	35	4.7 mm	20	0.3	600
.357M	20	0.7	70	.223 / 5.56 mm	20	0.55	80
.38 Sp	20	0.65	65	.308 / 7.62 mm	20	1.1	110
.44M	20	1	100	9×39 mm	20	1	100
.45	20	1	100	.338 LM	20	1.8	200
.45 LC	20	1	100	SS 190	20	0.25	100
.454 Casull	20	1.1	120	.50 BMG	10	3.3	350
.50 AE	20	1.1	120	14.5 mm	10	4.5	450
9 mm	20	0.45	45	15.2 mm	10	3	3000
10 mm	20	0.45	45	20 mm	5	2.8	280

(usually Price=Weight (lbs)×100)

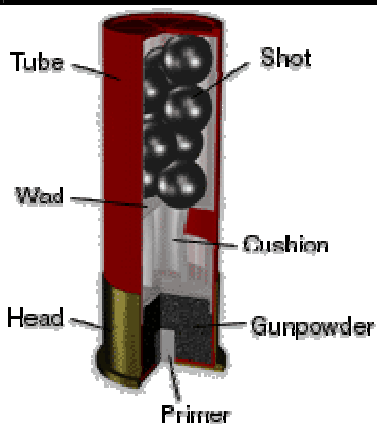
SE Cell	1	0.5	300
MF Cell	1	2	800
MF Pack	1	20	10000
Flamer Pack	1	20	2000

12 Gauge	20	2.8	280
40 mm HE	2	1	500
HE Rocket	1	3	1500
EMP Rocket	1	4	4000

Some Handgun and SMG Ammunitions

	.22 Short (5.7mm)		.38 Special (9x29mm)
	.22 Long Rifle (5.7x17mm)		.357 Magnum (9x32.5mm)
	.30 Luger (7.62x22mm)		.40 S&W (10x21mm)
	.30 Mauser (7.62x25mm)		10mm Auto (10x25mm)
	.32 ACP (7.65x17mm)		.44 Magnum (10.92x33mm)
	.380 ACP (9x17mm)		.45 ACP (11.43x23mm)
	9mm Makarov (9x18mm)		.45 Long Colt (11.43x32mm)
	9mm Luger/Parabellum (9x19mm)		.454 Casull (11.53x35mm)
	SS190 FN Herstal (5.7x28mm)		.50 AE/Action Express (12.7x33mm)

Some Shotgun Ammunitions types



Buckshot (BS) - Buckshot consists of a number of lead balls that spread out as they travel. The combat buckshot shells in this game contain 9 (00) pellets.

Flechette Shot (FS) - A cluster of sturdy steel needles replace the shot of the standard shotgun shell. These flechettes have tiny fins at their base to stabilize them in flight. Aerodynamics is greatly improved over shot, as is armour-piercing capability.

Slug (SL) - Instead of a group of lead balls, the slug shell contains a single huge bullet with angled grooves cut into its side to spin it as it travels down the smooth bore of a shotgun. The penetration of a slug is better than shot, but the wound channel is not as wide.

Armor-piercing Slug (APS) - The discarding sabot slug possesses an aerodynamic shape that keeps it stable in flight even though it does not spin. It is smaller in diameter than a standard slug, and surrounded within the shell by a two-piece plastic sabot. After exiting the barrel, the sabot splits in half and falls away because of wind resistance. The narrow profile of this type provides even better penetration than the standard slug, but alternatively, it causes less damage.

Notes: - H&K CAWS uses special 12-gauge ammunitions with belted case.
(price: 200 for 20 shots)

Some Rifle & BMG Ammo.



4.7mm caseless



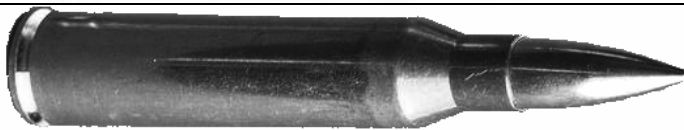
.223 Remington
(5.56×45mm)



SS190 FN
Herstal
(5.7×28mm)



.308 Winchester
7.62 NATO
(7.62×51mm)



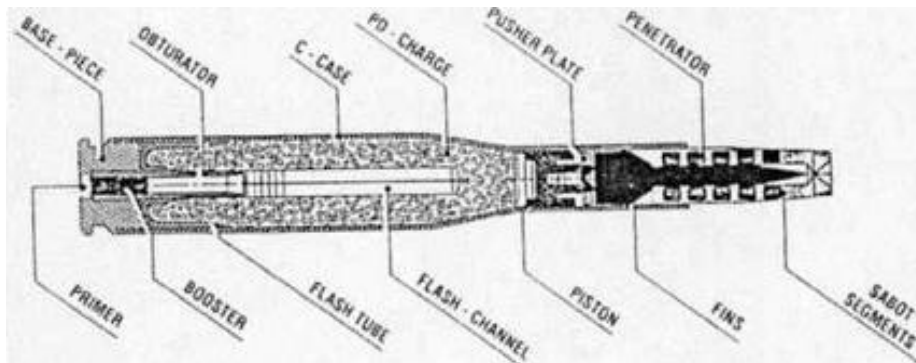
.338 Lapua
Magnum



.50 BMG
(12.7mm×99)



14.5mm Russian


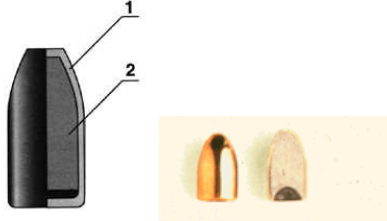
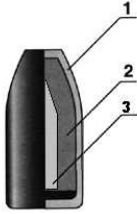
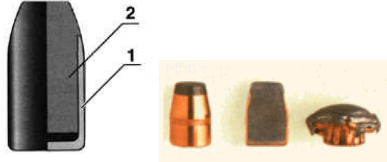
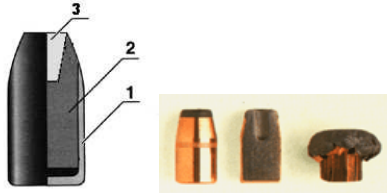

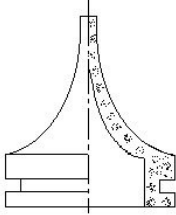
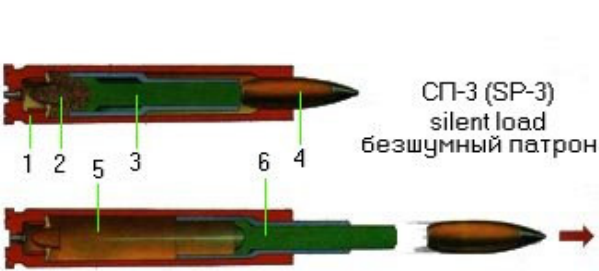


15.2mm Steyr APFSDS



20mm

Some Handgun, SMG and Rifle ammunition types

Cl	Abr	Name		
1	LRN	Lead Round Noise		
1	FMJ	Full Metal Jacket		1 - metal jacket 2 - lead
2	AP	Armor Piercing		1 - metal jacket 2 - lead 3 - hardened steel core
1	JSP	Jacketed Soft Point		1 - metal jacket 2 - lead
3	JHP	Jacketed Hollow Point		1 - metal jacket 2 - lead 3 - expansive hole
2	SJ ESC	Semi-Jacketed Exposed Steel Core		
3	THV	Très Haute Vitesse		
1	SC	Silent Cartridge	 СП-3 (SP-3) silent load безшумный патрон	1 - metallic cartridge case 2 - powder charge 3 - piston & piston rod (initial position) 4 - bullet (same as 7.62mm M43) 5 - burning powder gases 6 - piston & piston rod (extended)

Class 1: Standard bullet
 Class 2: Armor Piercing Bullet
 Class 3: High Stopping Power Bullet