

AMMO BOX

When cruising the streets of Night City, you're bound to run into all sorts of scum and opportunists eager to ruin your day. In the good old days, a bullet between the eyes would do the trick, but nowadays? A 9mm metal jacket won't even dent a mechanized cyberpsycho.

But don't sweat it, choom. We've got an exquisite selection of ammunition for your "personal defense", if you catch my drift. Our catalog includes all sorts of fun options, like high explosive piercing rounds or EMP grenades for your underbarrel launchers. Wink, wink.



<i>Ammo Type</i>	<i>Source</i>	<i>Type</i>	<i>Price</i>
Basic	Core Rulebook p345	All except grenades and rockets	10
Basic Grenade	New Entry	Grenades	200
Basic Rocket	New Entry	Rockets	300
Armor-Piercing	Revised	All except shotgun shells	100
Biotoxin	Core Rulebook p345	Arrows, grenades	500
EMP	Core Rulebook p345	Grenades	500
Electrothermal (ET)	New Entry	ET Guns, ET Slugs	100
Expansive	Core Rulebook p345	Arrows, bullets, slugs	100
Explosive	New Entry	Arrows, bullets, slugs	250
Extreme Armor-Piercing (EAP)	New Entry	Sniper bullets, light cannons	800
Flashbang	Core Rulebook p346	Grenades	100
Flechette	New Entry	Flechette guns, shotgun shells	150
Gyrojets	New Entry	Gyrojets	50
Gyrojets, smart	See Smart	Gyrojets	100
Gyrojets, HEP	See HEP	Gyrojets	200
High Explosive Piercing (HEP)	New Entry	Rockets	750
Incendiary	Core Rulebook p346	All	100
Micro Missile (MM)	See Rockets	Micro Missile	—
Overpressure	New Entry	Pistol bullets	x2
Poison	Core Rulebook p346	Arrows, grenades	100
Rubber	Core Rulebook p346	Arrows, bullets, slugs	10
Slasher	New Entry	Shotgun shells, grenades	1000
Sleep	Core Rulebook p346	Arrows, grenades	500
Smart	Core Rulebook p346	Arrows, bullets, rockets and slugs	500
Smoke	Core Rulebook p347	Grenades	50
Subsonic	New Entry	Bullets	20
Teargas	Core Rulebook p347	Grenades	50
Tracers	New Entry	Bullets	30

Prices and Quantity:

The price listed is for a box of 10 units (though you can probably negotiate for less ammo) or for 1 grenade, as per core rules.

Armor-Piercing:

This ammunition ignores 4 points of armor. So, armor with an SP of 11 would be treated as having SP 7. However, you need three natural 6s on damage dice to roll for a critical hit.

Basic Grenade:

Pull the pin and throw. It will either explode on impact or after 3 rounds, based on your choice before you throw.

Basic Rocket:

A simple unguided rocket that travels in a straight line until impact, creating a beautiful crater upon explosion.

Electrothermal (ET):

Electrothermal ammunition has the same cartridge dimensions as regular loads, but instead of primer and powder, ET guns use an electrical pulse and a liquid working fluid. The energy pulse ignites the liquid, transforming it into plasma, which propels the bullet down the barrel at incredible velocities.

ET ammo can score a critical hit with a 5 and a 6 instead of two 6s on the damage dice. ET weapons can only use ET ammo. While theoretically possible to create distinct types of ammo for ET guns, it's a niche market, and finding normal ET ammo is already a challenge. Good luck finding specialty rounds.

Explosive:

This ammo explodes on contact, dealing extra damage to everyone nearby. Anyone within 1 square from the target receives half of the weapon's damage (rounded down). So, a 3d6 weapon would deal 1d6 to anyone adjacent to the target. It's particularly good for destroying cover.

Extreme Armor-Piercing (EAP):

EAP ammo, also known as Armour Piercing Fin-Stabilized Discarding Sabot and other long-winded names, ignores 10 points of armor and ablates 2 SP per hit. Only weapons designated for this ammo (like some sniper rifles) can use it.

Flechette:

Flechette ammo fires a swarm of razor-sharp projectiles, turning your gun into a high-velocity nail gun. These tiny darts slice through armor with ease, ignoring any armor with an SP lower than 11, but doing nothing otherwise.

Gyrojets:

Gyrojets are innovative projectiles that turn your gun into a mini rocket launcher. Unlike conventional bullets, gyrojets are small rockets that eliminate recoil, making them ideal for high-precision shots. Once fired, they accelerate over a short distance, reaching peak velocity and packing a serious punch upon impact. This unique design allows for a variety of ammo types, including explosive and armor-piercing rounds, giving you versatile options for different combat scenarios.

High Explosive Piercing (HEP):

HEP ammo, or High Explosive Piercing rounds, are designed with a shaped charge to maximize damage against heavily armored targets. Upon impact, the charge focuses its explosive force into a small area, effectively treating the target's

armor at half its value. This makes HEP rounds incredibly effective against tough defenses, allowing you to punch through where other ammunition would fail.

Micro Missile:

A smaller version of rockets, used in urban warfare or cybernetic implants.

Overpressure:

This ammunition, commonly designated as +P or +P+, is small arms ammo loaded to a higher internal pressure than standard for its caliber, but less than a proof round. This increases muzzle velocity and stopping power. Can be combined with other types of ammo. Typically found in handgun calibers used for self-defense.

This ammo adds +2 damage per attack. However, because you're forcing the weapon to fire at unusual speeds, you treat any weapon quality as Poor for jamming purposes. If a Poor Quality weapon jams, it breaks instead.

Slasher:

A lethal toy from the madmen at Urban Technologies. They've created anti-personnel ammo that strings monowire between two (or more) specially weighted slugs. As the slugs travel, they spread apart, pulling the monowire taut and slicing everything that passes between them in half. As standard for mono-edged weapons, it ignores armor entirely if the SP is lower than 11. Armor with higher SP is treated as normal.

Subsonic:

Also known as low velocity or cold-loaded ammunition, subsonic ammo operates at velocities below the speed of sound, which is less than 273 m/s (900 ft/s) or Mach 0.80. This avoids the supersonic shockwave or "crack" of a supersonic bullet, making suppressed firearms quieter.

Subsonic ammo needs three natural 6s on damage dice to roll for a critical hit, but it imposes a -4 penalty to perception checks to hear or locate a gunshot. Additionally, the target's SP counts as 2 points higher.

Tracers:

Tracer ammunition are bullets or cannon-caliber projectiles with a small pyrotechnic charge in their base. When fired, the pyrotechnic composition ignites, making the projectile's trajectory visible during daylight and very bright at night. This allows the shooter to trace the flight path of the projectile and make necessary ballistic corrections without confirming projectile impacts or using the weapon's sights. When performing an Autofire attack with tracers, you gain a +2 bonus to attack. For Burst attacks, you gain a +1 bonus.

Note:

Some of these entries might be for weapon types that haven't hit your market yet (like Gyrojets or ET weapons), but they were in use before the Time of the Red or during the Fourth Corporate War. Don't worry, choom. Sooner or later, they'll make their way to your Night Markets. Keep your eyes peeled and your creds ready.

