Item - Hollow Po	int	Approved □	Item - Glazier Sc	afety Rounds	Approved
Ammunition			Ammunition		
Does an additional point of damage for armor purposes only			These bullets shatter upon impact of any hard surface (including body armor, structures, sheet metal, etc), causing no damage.		
Type of Firearm constructed for:			Type of Firearm constructed for:		
Amount:		Amount:			
Owned by	ST #1	ST #2	Owned by	ST #1	ST #2
Item - Caseless A	Ammunition	Approved	Item - Molotov	Cocktail	Approved $\square$
Ammunition			Weapon - Missle		
These bullets use no casings			2 trait explosive device, Neg trait: Clumsy		
Type of Firearm constructed for:			These cause 2 agg. damage upon impact to anything within 5 ft. of the blast center, and continue to burn for one aggravated damage for 3 turns. Multiple splashes do no additional damage.		
Amount:			Amount:		
Owned by	ST #1	ST #2	Owned by	ST #1	ST #2
Item - Solid Slug		Approved	Item - Buckshot		Approved
•	Ammunition	Approved	Item - Buckshot	Ammunition	Approved
Only for shotgur	Ammunition ns. Shotguns load ay not use the Sp	ded with this		Ammunition uns. Shotguns loc	ided with this
Only for shotgur	ns. Shotguns load ay not use the Sp	ded with this	Only for shotg	Ammunition uns. Shotguns loo not use the Mass	ided with this
Only for shotgur ammunition me	ns. Shotguns load ay not use the Sp	ded with this	Only for shotge ammunition may	Ammunition uns. Shotguns loo not use the Mass	ided with this
Only for shotgur ammunition ma	ns. Shotguns load ay not use the Sp	ded with this	Only for shotge ammunition may	Ammunition uns. Shotguns loo not use the Mass	ided with this
Only for shotgur ammunition materials of Firearm cons	ns. Shotguns load ay not use the Sp structed for:	ded with this bray ability	Only for shotge ammunition may  Type of Firearm con  Amount:	Ammunition uns. Shotguns loc not use the Mass nstructed for:	ided with this s Trauma ability
Only for shotgur ammunition mo	structed for:  ST #1  Launchable	ded with this bray ability  ST #2	Only for shotge ammunition may  Type of Firearm con  Amount:	Ammunition uns. Shotguns loc not use the Mass nstructed for:	aded with this s Trauma ability  ST #2
Only for shotgur ammunition mo	structed for:  ST #1  Launchable  These cause impact to any	ded with this bray ability  ST #2  Approved	Only for shotge ammunition may  Type of Firearm con  Amount:	Ammunition uns. Shotguns loc not use the Mass nstructed for:  ST #1	aded with this s Trauma ability  ST #2
Only for shotgur ammunition mo	structed for:  ST #1  Launchable  Am  These cause impact to any of the mentation	ded with this pray ability  ST #2  Approved   amunition  3 damage upon withing within 10 ft.	Only for shotge ammunition may  Type of Firearm con Amount:               Owned by  Item - Arrows	Ammunition uns. Shotguns loc not use the Mass  instructed for:  ST #1  Ammunition	aded with this s Trauma ability  ST #2
Only for shotgur ammunition means ammunition ammunition means ammunition ammunition means ammunition ammu	structed for:  ST #1  Launchable  Am  These cause impact to any of the ary grenades cause ary grenades cause of the ary gr	ded with this bray ability  ST #2  Approved   amunition  3 damage upon thing within 10 ft. blast center  Incendiary   aggravated damage;	Only for shotge ammunition may  Type of Firearm con  Amount:	Ammunition uns. Shotguns loc not use the Mass  instructed for:  ST #1  Ammunition	aded with this s Trauma ability  ST #2
Only for shotgur ammunition materials and ammunition materials.  Type of Firearm constants.  Amount:	structed for:  ST #1  Launchable  Am  These cause impact to any of the ary grenades cause ary grenades cause of the ary gr	ded with this bray ability  ST #2  Approved   amunition  3 damage upon thing within 10 ft. blast center  Incendiary   aggravated damage;	Only for shotge ammunition may  Type of Firearm con Amount:               Owned by  Item - Arrows	Ammunition uns. Shotguns loc not use the Mass  instructed for:  ST #1  Ammunition	aded with this s Trauma ability  ST #2