

**Item - Hollow Point**

Approved

**Ammunition**

**Does an additional point of damage for armor purposes only**

Type of Firearm constructed for:

Amount:

Owned by ST #1 ST #2

**Item - Caseless Ammunition**

Approved

**Ammunition**

**These bullets use no casings**

Type of Firearm constructed for:

Amount:

Owned by ST #1 ST #2

**Item - Solid Slug**

Approved

**Ammunition**

**Only for shotguns. Shotguns loaded with this ammunition may not use the Spray ability**

Type of Firearm constructed for:

Amount:

Owned by ST #1 ST #2

**Item - Grenade, Launchable**

Approved

**Ammunition**

**These cause 3 damage upon impact to anything within 10 ft. of the blast center**

Type of Grenade: Fragmentation  Incendiary   
Smoke

Special effects: Incendiary grenades cause aggravated damage; smoke grenades do no damage, but fill a 30' area with smoke.

Amount:

Owned by ST #1 ST #2

**Item - Glazier Safety Rounds**

Approved

**Ammunition**

**These bullets shatter upon impact of any hard surface (including body armor, structures, sheet metal, etc), causing no damage.**

Type of Firearm constructed for:

Amount:

Owned by ST #1 ST #2

**Item - Molotov Cocktail**

Approved

**Weapon - Missile**

**2 trait explosive device, Neg trait: Clumsy**

**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:

Owned by ST #1 ST #2

**Item - Buckshot**

Approved

**Ammunition**

**Only for shotguns. Shotguns loaded with this ammunition may not use the Mass Trauma ability**

Type of Firearm constructed for:

Amount:

Owned by ST #1 ST #2

**Item - Arrows**

Approved

**Ammunition**

Type of bow constructed for:

Amount:

Owned by ST #1 ST #2