

SMITH AND ROBARDS AMMO CATALOG

Rocket bullets

Price: \$70

This rocket powered bullet picks up speed as it goes, adding to the impact by +2 damage for each increment but as they burn out quickly the range is halved.

Malfunction: The bullet spins wildly out of control and turns back on the shooter. Treat this as suppressive fire against anyone within a small burst template.

Long shot bullets

Price: \$50

This slim bullet is made out of ghost steel and can travel much farther with maintained accuracy doubling the range.

Malfunction: The bullet explodes in the gun dealing 2d4 of damage to the holder. The gun will not work until it has been repaired.

Detonation bullets

Price: \$100

A small warhead that explodes on impact causing 2d6 of damage to anyone within a small burst template who doesn't make a successful Agility roll. The original target gets a -2 penalty to his Agility roll and if he fails the extra damage is added to the normal shooting damage. Smith and Robards occasionally sell a more high explosive version of this bullet for \$200. These devilish rounds deal 3d6 of damage but malfunctions on a roll of one or two.

Malfunction: The bullet explodes in the gun dealing 2d6 of damage to everyone within a small burst template. The gun will not work until it has been repaired.

Heat seeking bullets

Price: \$50

This little high-tech bullet ignores -1 penalty to called shoots.

Malfunction: The bullet locks on another target, hitting the nearest ally.

Flabbergast bullets

Price: \$40

An electrically charged bullet that causes a target to make a Vigor roll or be shaken even if the attack deals no damage.

Malfunction: The bullets electrical charge goes off in the gun making the shooter automatically shaken.

Piercing bullets

Price: \$80

The coating on this bullet is made to rip through almost everything adding +2 AP and damage to the attack. If the attack causes a wound the bullet has burst through the target, subtract 4 from the shooting roll to see if the bullet hits another target in a straight line from the shooter.

Malfunction: The bullet explodes in the gun dealing 2d6 of damage to the holder. The gun will

not work until it has been repaired.

Premium silver coated bullet

Price: \$30

A ghost steel bullet coated with pure high quality silver. This bullet deals magic damage and one additional d6 of damage against creatures with a weakness to silver.

Malfunction: The gun jams and can't be fired until someone makes a successful repair roll.

Inferno shells

Price: \$45

These ghost rock filled shells literally turn your shotgun into a flamethrower. Anyone within a cone template must make an opposed Agility roll versus your shooting roll or take 3d6 of damage.

Malfunction: The shell explodes in the shotgun dealing 3d6 of damage to anyone within a small burst template. Should the shotgun have been loaded with more than one Inferno shell then all shells explode causing 3d8 of damage to everyone within a medium burst template. The shotgun will not work until it has been repaired.

Shrapnel shells

Price: \$60

The shot of this shell will spread more effectively allowing you to hit a small burst template at medium range and a medium burst template at long range.

Malfunction: The shell backfires dealing 2d6 of damage to the holder.