

### Baton (TL7)

Baton rounds use reduced loads to launch large-caliber projectiles made of solid wood, plastic, or rubber at low speeds (in technical terms, with muzzle velocities around 300 fps). They're designed to stun rioters, but a close-range hit can still kill. Baton ammo was introduced for grenade launchers in 1967, and is also available for shotguns.

Minimum caliber is 10mm. For a shotgun, start with the damage and range of a rifled slug (p. 166). Add an armor divisor of (0.5). Divide damage by five. Damage is crushing, and does double knockback (pp. B104, B378) if caliber is over 35mm. Apply -1 to Acc. Divide Range by five. Double CPS. LC3.

*Example:* A 12-gauge 2.75" shotgun slug does 5d pi++. Firing baton, it would do 1d(0.5) cr.

### Beanbag (TL7)

Beanbag rounds launch a fabric sack filled with metal or plastic pellets (the "beans"). This is folded up in the cartridge but expands after leaving the barrel, spreading the impact over a larger area to prevent serious damage. Such ammo became available in 1970 but wasn't popular until the 1990s. While typically fired from shotguns or grenade launchers, it's also available in some revolver chamberings.

Minimum caliber is 9mm. For a shotgun, start with the damage and range of a rifled slug (p. 166). Add an armor divisor of (0.2). Divide damage by five. Damage is crushing, and does double knockback (pp. B104, B378) if caliber is 15mm or larger. Reduce Acc to 0. Divide Range by eight. Triple CPS. LC3.

*Example:* A .38 Special revolver does 2d pi. Firing beanbag, it would do 1d-4(0.2) cr. A 12-gauge 2.75" shotgun with slug damage 5d pi++ would do 1d(0.2) cr dkb.

### Semi-Armor-Piercing Fin-Stabilized Discarding-Sabot (SAPFSDS) (TL7)

With its long, finned projectile, SAPFSDS is similar to APFSDS (p. 167) but intended for small arms only. The arrow-shaped dart – often called a *flechette* (from the French *fléchette*, "little arrow") – is of small diameter (2mm or less) and made of steel or titanium. It has good penetration and range, but is expensive to make and of dubious stopping power. Such ammo has been used in experiments with assault rifles since the 1960s (see *Flechette Rifle*, p. 116), but has yet to enter service.

Maximum caliber is 10mm. Add an armor divisor of (2). Reduce damage type to pi-. Multiply Range by 1.5. Double CPS. LC2.

## Exotic Bullets

The proverbial silver bullet is legend, but it's possible to make bullets out of almost any metal or other reasonably hard substance (stone, hardwood, etc.). *Possible* doesn't guarantee *optimal*, though! Many materials are expensive, difficult to work, and/or poorly suited for use in some firearms. In general, the more complex the weapon, the more complicated the exotic ammunition needs to be in order to withstand firing stresses and ensure the gun's reliable operation. Thus, it's prudent to reserve such projectiles for targets that are either immune to normal bullets or especially vulnerable to specific materials (see *Vulnerability*, p. B161).

For an example of the potential difficulties, consider silver. It has a high melting point (1,763°F); you need a blowtorch or a *really* hot flame to melt down ingots or jewelry, and a specially made mold that can withstand the molten metal (for more on making bullets for muskets and shotguns, see *Home-Made Powder and Shot*, p. 163). Silver is also soft, and will foul the barrel – and possibly the action – of rifled firearms, giving -1 or worse to Acc and Malf. (GM's discretion). Jacketed hollow-points (see *Hollow-Point*, pp. 166-167) avoid this problem: the jacket protects the barrel and the projectile

mushrooms on impact, exposing the target to the silver. Manufacturing jacketed silver bullets gives -3 to Armoury (Small Arms) rolls, however (see *Handloading and Reloading*, p. 174).

Bullets made from medium- to high-density metals, such as silver or gold, do normal damage. For lighter materials, such as stone or jacketed wood, halve damage and range. For very light projectiles, such as pure hardwood or plastic, multiply damage and range by 0.1.

*Example:* After his first encounter with the supernatural, Special Agent Lafayette decides he needs something special for his Glock 23 (p. 101): silver hollow-points filled with garlic. Damage is the same as for a normal hollow-point – but depending on how vulnerable vampires actually are to silver and/or garlic, penetrating hits may get a special wounding modifier or do further follow-up damage. To handload such rounds, he must make an Armoury (Small Arms) roll at -3 for each batch. The *Ammunition Tables* (p. 176) list a CPS of \$0.3 for .40 S&W. Hollow-points cost the same; making them silver multiplies CPS by 50 (see *Silver Weapons*, p. B275), for \$15. The poison option increases CPS by the cost of a dose of poison, but the cost of garlic is negligible. Total CPS is \$15.

