



## Ammo Costs

By Mike Russell

Living to tomorrow requires a fight every so often. Living longer means fighting as little as possible. That lowers the risk of dying at the hands of a slobbering geek. Less fighting means lower ammo consumption -- always a good thing. Still, sooner or later, ol' Betsy is going to run out of slugs (or shells or bullets or what-have-you). At that point, you are going to have to get some more. Finding them is the best solution but paying may be required. Below are listed some suggested prices for ammo. Remember, the more chaotic civilization is, the higher these prices will be.

### Handgun

| Caliber | EV    | Cost | Rounds per Box |
|---------|-------|------|----------------|
| .22     | 1/5   | \$5  | 100            |
| .32     | 1/5   | \$10 | 50             |
| .38     | 2/1   | \$15 | 50             |
| 9mm     | 2/1   | \$15 | 50             |
| .45     | 3/1.5 | \$15 | 50             |

### Magnum

| Caliber | EV    | Cost | Rounds per Box |
|---------|-------|------|----------------|
| .357    | 3/1.5 | \$20 | 50             |
| .44     | 4/2   | \$25 | 50             |

### Rifle

| Caliber | EV    | Cost | Rounds per Box |
|---------|-------|------|----------------|
| .30-06  | 3/1.5 | \$30 | 20             |

|        |       |      |    |
|--------|-------|------|----|
| 5.56mm | 2/1   | \$20 | 20 |
| 7.62   | 3/1.5 | \$25 | 20 |
| .5     | 5/2.5 | \$50 | 10 |

Shotgun

12-gauge

| Caliber  | EV    | Cost | Rounds per Box |
|----------|-------|------|----------------|
| birdshot | 3/1.5 | \$10 | 25             |
| buckshot | 1/5   | \$10 | 5              |
| slug     | 2/1   | \$15 | 5              |

All ammo is commonly available (C).

Hollowpoint ammo multiplies the cost by 50% and subtracts 25% from EV. It is uncommon (U).

Armor-piercing ammo multiplies the cost by 5 and is rare (R). EV is unchanged. AP ammo is available in 9mm, .45, 5.56mm, 7.62mm, .50, and even in 12-gauge slug. Most military issue ammunition (5.56mm, 7.62mm, and .50) has a steel core bullet and is armor-piercing.

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## Balloons

For the desperate or insane, a balloon may be filled with alcohol or other flammable substance. Then targets can be soaked by hitting them with 3 or 4 filled balloons. Then take a lighter or other open flame source to them. Alternatively, the user lights a portion of the balloon (purposely left loose for that reason), and tosses the burning missile. Those in contact with the flaming alcohol take D4(2) points of damage per Turn. If the target has been hit with 3 or more balloons, they are engulfed in flames and take D6(3) points of damage per Turn. When using a balloon, any Rule of One roll that results in a negative modifier soaks the user instead. That could be a big problem if it was lit at the time.

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## Fireworks

Fireworks may be pretty and loud, but they can also be dangerous. Given time and practice (say a couple days), characters can become quite good at judging distance and fuse burn time, and get them to explode on target. In game terms, if they can throw them accurately, the firework explodes on contact. Normal fireworks do 1 point of damage. The more powerful M-80s do D6x2(6) points of damage. On a Roll of One that results in a negative modifier, the firework explodes in the user's hand.

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## Hair Spray

(Submitted by [Tom Redding](#))

This item may be used as a short range or thrown incendiary weapon.

As a short-range weapon, hair spray and a lighter are capable of very intense heat. They will ignite dry or flammable material. All damage is immediately applied unless other flammable material is ignited, unlike Molotovs or flamethrowers. Consider it a miniature, disposable flamethrower. Each can fire 2-12 (random 2d6) shots in a cone of fire up to 2 yards (meters) away. Should the final Task result be negative in any attempt to use the hair spray as a short-range weapon, the fire enters the can and it explodes in the user's hand (see below).

Rng: -/1/2/-/-    Damage: D4(2)    Cap: 2-12    EV: 1/1    Cost: \$8    Avail: C

As a thrown weapon, hair spray is not very aerodynamic. Still, if tossed in the right place at the right time (i.e., in a fireplace as zombies enter the living room), it explodes as a miniature incendiary grenade, causing D6x2(6) points of fire damage. Use a Strength and Thrown (Sphere) Task to use, as for grenades and Molotov cocktails.

Rng: 2/5/8/10/15

Cap: 1

Area effects:    Ground Zero= 1    General= 3    Max Rng= 4

Exp Damage:    Ground Zero= D4x3(6)    General= D4x2(4)    Max Rng= D4(2)

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## Lawnmower

(Submitted by [Thor Jarle Tømmerås](#))

### Lawnmower

This "weapon" is usable on slowmoving zombies (think the "Braindead" movie). It minces the target into small pieces in a matter of few Turns. This is a motorized, "walk behind" lawnmower version.

Damage: D12(6) x  
(Strength +1) per Turn

EV: 26/13

Cost: \$260

Avail: C

**Initiative Penalty:** A person weilding a lawnmower always moves last in a Turn.

**Special:** The bulk of the lawnmower blocks any close combat attacks against the wielder, except those to the legs. Given the weight of the lawnmower, the user must have a minimum Strength of 3. Jurying rigging a harness of some sort serves to lower the minimum Strength to 2.

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### Seltzer Bottle

It looks like a valuable addition to any mixer, but it can be more than that. The desperate or insane could train herself to hold the seltzer bottle and the lighter close together in order to fire a burning stream of alcohol or other flammable liquid. She does this short bursts (as experience teaches that longer streams cause the bottle to light up). Each burst drains 1/10 of the bottle and can reach 5 yards. Damage is the same as the balloons (1-2 hits, D4(2) points per Turn; 3+ hits, D6(3) points per Turn). Any Rule of One roll that results in a negative modifier causes the flame to run back up to the bottle. This causes the user to take D6(3) points of damage, and drop the bottle (breaks 50% of the time).

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