

KINETIC AMMO	Damage Value Modifier	Complexity/GP (per 100)	Notes
Accushot	—	Min/R/1	Steady
Armor-piercing	-1d10	Min/R/1	Armor-Piercing
Biter	+1d6	Mod/R/2	
Bug	—	Min/R/1	
Capsule	÷2	Min/1	
Hollow-point	+1d6	Min/R/1	Extra DV only vs. biomorphs
Homing	—	Mod/R/2	Indirect fire or +10 to hit
Jammer	No damage	Min/1	
Plastic	÷2	Min/1	Stun (biomorphs only)
Proximity	+1d6	Mod/R/2	DV 1d10 on miss
RAP	+1d6	Mod/R/2	Armor-Piercing
Railgun	—	Min/R/1	
Smart	As type	Mod/R/2	
Splash	No damage	Min/1	
Standard	—	Min/R/1	
Zap	÷2	Min/1	Shock