

Sheet1

Name	Type	Level	Tonnage	Drain	Equip Slots	Cost	GUI Feature A	GUI Feature B	Specials Codes	Icon Code	Capacity	Shots Per Attack	Ammo ID	Can Explode	Manf Code	Model Name
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UK-MG Ammo

Description: Ammo Bins contain the rounds needed for projectile-based weaponry, with at least one bin required per weapon type. Most Ammo Bins will explode and destroy their installed location when they receive a Critical Hit, however Ultra-Kinetic Machine Gun ammunition is made up of solid high-tech metal alloy metals engineered to have a custom-structured atomic structure, thanks to an open-standard technology developed and by Westomnach. This solid alloy material makes up all of the rounds, and there is no casing, gunpowder, or mechanical components, except for the internal. As such, it may not need to explode or burn if the ammunition or its storage container gets damaged, even if it's a critical hit. Ultra-Kinetic Machine Gun ammunition may feed multiple weapons, which do not have to be installed in the same location, thanks to a ammunition's internal mechanism, which can transfer ammunition around inside of a battlemech's parts, like any other ammunition bins.
In Battlemechs, this comes at the cost of weakened total armor for the battlemech, because of the magistics that apply, however the smallest capacity ammunition box of it's type usually does not incur any such tradeoff. Also, larger capacity ammunition bins will impair the battlemech's cooling capabilities, resulting in a small to moderate reduction in the overheating threshold and also the maximum amount of heat the battlemech can take.

	Type	Level	Tons	Drain	Slots	Cost	GUI Feature A	GUI Feature B	Specials Codes (Code Value Duration Stack)	Icon Code	Cap	Shots / Attack	Ammo ID	Can Explode	Manf Code	Model Name	
UK-MG Ammo 01x		1	1	0.0000	0	1	2000	30 Cartridges	10 Attacks	ammoBox_Support	30	3	Ammunition_UKMG	FALSE	GN	Ultra-Kinetic MG Ammunition	
UK-MG Ammo 02x		2	2	0.0000	1	1	2609	60 Cartridges	20 Attacks	ammoBox_Support	60	3	Ammunition_UKMG	FALSE	GN	Ultra-Kinetic MG Ammunition	
UK-MG Ammo 03x		3	3	0.0000	4	1	3879	90 Cartridges	30 Attacks	ammoBox_Support	90	3	Ammunition_UKMG	FALSE	GN	Ultra-Kinetic MG Ammunition	
UK-MG Ammo 04x		4	4	0.0000	8	1	5632	120 Cartridges	40 Attacks	ammoBox_Support	120	3	Ammunition_UKMG	FALSE	GN	Ultra-Kinetic MG Ammunition	
UK-MG Ammo 06x		5	6	0.0000	14	1	7797	180 Cartridges	60 Attacks	ammoBox_Support	180	3	Ammunition_UKMG	FALSE	GN	Ultra-Kinetic MG Ammunition	
UK-MG Ammo 08x		6	8	0.0000	19	1	10331	240 Cartridges	80 Attacks	ammoBox_Support	240	3	Ammunition_UKMG	FALSE	GN	Ultra-Kinetic MG Ammunition	
UK-MG Ammo 10x		7	10	0.0000	26	1	13204	300 Cartridges	100 Attacks	ammoBox_Support	300	3	Ammunition_UKMG	FALSE	GN	Ultra-Kinetic MG Ammunition	
UK-MG Ammo 13x		8	13	0.0000	34	1	16393	390 Cartridges	130 Attacks	HEAT_DEBUFF-'1'-1'	ammoBox_Support	390	3	Ammunition_UKMG	FALSE	GN	Ultra-Kinetic MG Ammunition
UK-MG Ammo 15x		9	15	0.0000	42	1	19880	450 Cartridges	150 Attacks	HEAT_DEBUFF-'2'-1'	ammoBox_Support	450	3	Ammunition_UKMG	FALSE	GN	Ultra-Kinetic MG Ammunition
UK-MG Ammo 18x		10	18	0.0000	51	1	23652	540 Cartridges	180 Attacks	HEAT_DEBUFF-'3'-1'	ammoBox_Support	540	3	Ammunition_UKMG	FALSE	GN	Ultra-Kinetic MG Ammunition
UK-MG Ammo 22x		11	22	0.0000	60	1	27696	660 Cartridges	220 Attacks	HEAT_DEBUFF-'4'-1'	ammoBox_Support	660	3	Ammunition_UKMG	FALSE	GN	Ultra-Kinetic MG Ammunition
UK-MG Ammo 25x		12	25	0.0000	70	1	32000	750 Cartridges	250 Attacks	HEAT_DEBUFF-'5'-1'	ammoBox_Support	750	3	Ammunition_UKMG	FALSE	GN	Ultra-Kinetic MG Ammunition

Rocket, Deathfire

	Ammo Bins contain the rounds needed for projectile-based weaponry, with at least one bin required per weapon type. Most Ammo Bins will explode and destroy their installed location when they receive a Critical Hit. Deathfire Rocket Ammunition Bins may feed multiple weapons, which do not have to be installed in the same location as each other or the ammunition bin, thanks to a battlemech's internal mechanisms that transfer ammunition around inside arms, legs, torso parts, etc.inn Deathfire rockets are a bit bigger than SRM and LRM missiles, and their launchers of higher levels can take up more space than typical LRM and SRM launchers. Deathfire rockets use magical technology in that the rockets will have characteristics determined by the launching units, such as damage dealt, maximum range, etc., that will vary depending on the launcher's type and level.inn Westomach ammunition bins use magical extradimensional technology to fit their ammunition into a space smaller than the total cubic area of all of the ammunition itself. In Battlemechs, this comes at the cost of weakened total armor for the battlemech, because of the magistics that apply, however the smallest capacity ammunition box of it's type usually does not incur any such tradeoff. Also, larger capacity ammunition bins will impair the battlemech's cooling capabilities, resulting in a small to moderate reduction in the overheating threshold and also the maximum amount of heat the battlemech can take.														
	Type	Level	Tons	Drain	Slots	Cost	GUI Feature A	GUI Feature B	Specials Codes (Code Value Duration Stack)	Icon Code	Cap	Shots / Attack	Ammo ID	Can Explode	Manf Code
Deathfire Rocket Ammo 01x	1	1	0.0000	0	1	8000	40 Rockets		ammoBox_Missile	40	1	Ammunition_DFR	TRUE	GN	Deathfire Rocket Ammunition
Deathfire Rocket Ammo 02x	2	2	0.0000	7	1	14373	80 Rockets		ammoBox_Missile	80	1	Ammunition_DFR	TRUE	GN	Deathfire Rocket Ammunition
Deathfire Rocket Ammo 05x	3	5	0.0000	21	1	27656	200 Rockets		ammoBox_Missile	200	1	Ammunition_DFR	TRUE	GN	Deathfire Rocket Ammunition
Deathfire Rocket Ammo 09x	4	9	0.0000	41	1	45988	360 Rockets		ammoBox_Missile	360	1	Ammunition_DFR	TRUE	GN	Deathfire Rocket Ammunition
Deathfire Rocket Ammo 14x	5	14	0.0000	65	1	68627	560 Rockets	HEAT_DEBUFF-'1'-1'1	ammoBox_Missile	560	1	Ammunition_DFR	TRUE	GN	Deathfire Rocket Ammunition
Deathfire Rocket Ammo 19x	6	19	0.0000	93	1	95126	760 Rockets	HEAT_DEBUFF-'2'-1'1	ammoBox_Missile	760	1	Ammunition_DFR	TRUE	GN	Deathfire Rocket Ammunition
Deathfire Rocket Ammo 25x	7	25	0.0000	125	1	125170	1000 Rockets	HEAT_DEBUFF-'3'-1'1	ammoBox_Missile	1000	1	Ammunition_DFR	TRUE	GN	Deathfire Rocket Ammunition
Deathfire Rocket Ammo 32x	8	32	0.0000	161	1	158524	1280 Rockets	HEAT_DEBUFF-'5'-1'1	ammoBox_Missile	1280	1	Ammunition_DFR	TRUE	GN	Deathfire Rocket Ammunition
Deathfire Rocket Ammo 40x	9	40	0.0000	200	1	195000	1600 Rockets	HEAT_DEBUFF-'8'-1'1	ammoBox_Missile	1600	1	Ammunition_DFR	TRUE	GN	Deathfire Rocket Ammunition

Rocket, Viper Nine

	Ammo Bins contain the rounds needed for projectile-based weaponry, with at least one bin required per weapon type. Most Ammo Bins will explode and destroy their installed location when they receive a Critical Hit. Viper Nine Rocket Ammunition Bins may feed multiple weapons, which do not have to be installed in the same location as each other or the ammunition bin, thanks to a battlemech's internal mechanisms that transfer ammunition around inside arms, legs, torso parts, etc.inn Viper Nine rockets are a bit bigger than SRM and LRM missiles, and their launchers of higher levels can take up more space than typical LRM and SRM launchers. Viper Nine rockets use magical technology in that the rockets will have characteristics determined by the launching units, such as damage dealt, maximum range, etc., that will vary depending on the launcher's type and level.inn Westomach ammunition bins use magical extradimensional technology to fit their ammunition into a space smaller than the total cubic area of all of the ammunition itself. In Battlemechs, this comes at the cost of weakened total armor for the battlemech, because of the magistics that apply, however the smallest capacity ammunition box of it's type usually does not incur any such tradeoff. Also, larger capacity ammunition bins will impair the battlemech's cooling capabilities, resulting in a small to moderate reduction in the overheating threshold and also the maximum amount of heat the battlemech can take.														
	Type	Level	Tons	Drain	Slots	Cost	GUI Feature A	GUI Feature B	Specials Codes (Code Value Duration Stack)	Icon Code	Cap	Shots / Attack	Ammo ID	Can Explode	Manf Code
Viper Nine Rocket Ammo 01x	1	1	0.0000	0	1	8000	40 Rockets		ammoBox_Missile	40	1	Ammunition_ViperR	TRUE	GN	Viper Nine Rocket Ammunition
Viper Nine Rocket Ammo 02x	2	2	0.0000	7	1	14373	80 Rockets		ammoBox_Missile	80	1	Ammunition_ViperR	TRUE	GN	Viper Nine Rocket Ammunition
Viper Nine Rocket Ammo 05x	3	5	0.0000	21	1	27656	200 Rockets		ammoBox_Missile	200	1	Ammunition_ViperR	TRUE	GN	Viper Nine Rocket Ammunition
Viper Nine Rocket Ammo 09x	4	9	0.0000	41	1	45988	360 Rockets		ammoBox_Missile	360	1	Ammunition_ViperR	TRUE	GN	Viper Nine Rocket Ammunition
Viper Nine Rocket Ammo 14x	5	14	0.0000	65	1	68627	560 Rockets	HEAT_DEBUFF-'1'-1'1	ammoBox_Missile	560	1	Ammunition_ViperR	TRUE	GN	Viper Nine Rocket Ammunition
Viper Nine Rocket Ammo 19x	6	19	0.0000	93	1	95126	760 Rockets	HEAT_DEBUFF-'2'-1'1	ammoBox_Missile	760	1	Ammunition_ViperR	TRUE	GN	Viper Nine Rocket Ammunition
Viper Nine Rocket Ammo 25x	7	25	0.0000	125	1	125170	1000 Rockets	HEAT_DEBUFF-'3'-1'1	ammoBox_Missile	1000	1	Ammunition_ViperR	TRUE	GN	Viper Nine Rocket Ammunition
Viper Nine Rocket Ammo 32x	8	32	0.0000	161	1	158524	1280 Rockets	HEAT_DEBUFF-'5'-1'1	ammoBox_Missile	1280	1	Ammunition_ViperR	TRUE	GN	Viper Nine Rocket Ammunition
Viper Nine Rocket Ammo 40x	9	40	0.0000	200	1	195000	1600 Rockets	HEAT_DEBUFF-'8'-1'1	ammoBox_Missile	1600	1	Ammunition_ViperR	TRUE	GN	Viper Nine Rocket Ammunition

Reaper Auto Cannon Ammo																		
Description: <i>Ammo Bins contain the rounds needed for projectile-based weaponry, with at least one bin required per weapon type. Most Ammo Bins will explode and destroy their installed location when they receive a Critical Hit, including Reaper Auto Cannon ammunition, which have warheads that can be made to explode under certain conditions. Aside from the warhead, a Reaper Auto Cannon round is made up of solid high-tech metal alloy metals engineered to have a custom-structured atomic structure, thanks to an open-standard technology developed and by Westomach. The rounds do not leave any shell or casing behind after firing, and do not use gunpowder or outdated archaic technology to propel the round through and out of the barrel, but use alternative technology. In Reaper Auto Cannon Ammo Bins may feed multiple weapons, which do not have to be installed in the same location, thanks to a battlemech's internal mechanisms which feed and transfer ammunition around inside of a battlemech's parts, like any other ammunition bins. In Westomach weapon ammunition bins use magical extradimensional technology to fit their ammunition into a space smaller than the total cubic area of all of the ammunition itself. In Battlmechs, this comes at the cost of weakened total armor for the battlemech, because of the magics that apply, however the smallest capacity ammunition box of it's type usually does not incur any such tradeoff. Also, larger capacity ammunition bins will impair the battlemech's cooling capabilities, resulting in a small to moderate reduction in the overheating threshold and also the maximum amount of heat the battlemech can take.</i>																		
Type	Level	Tons	Drain	Slots	Cost	GUI Feature A		GUI Feature B		Specials Codes (Code Value Duration Stack)		Icon Code	Cap	Shots / Attack	Ammo ID	Can Explode	Manf Code	Model Name
Reaper AC A-Light Ammo 01x	1	1	0.0000	0	1	2000	12 Rounds	12 Attacks		ammoBox_Ballistic		12	1	Ammunition_Reaper_L	TRUE	GN	Reaper AC Ammunition	
Reaper AC A-Light Ammo 03x	2	3	0.0000	10	1	10607	36 Rounds	36 Attacks		ammoBox_Ballistic		36	1	Ammunition_Reaper_L	TRUE	GN	Reaper AC Ammunition	
Reaper AC A-Light Ammo 08x	3	8	0.0000	30	1	28547	96 Rounds	96 Attacks		ammoBox_Ballistic		96	1	Ammunition_Reaper_L	TRUE	GN	Reaper AC Ammunition	
Reaper AC A-Light Ammo 14x	4	14	0.0000	58	1	53306	168 Rounds	168 Attacks		HEAT_DEBUFF-'1'1		168	1	Ammunition_Reaper_L	TRUE	GN	Reaper AC Ammunition	
Reaper AC A-Light Ammo 21x	5	21	0.0000	93	1	83883	252 Rounds	252 Attacks		HEAT_DEBUFF-'3'1		252	1	Ammunition_Reaper_L	TRUE	GN	Reaper AC Ammunition	
Reaper AC A-Light Ammo 30x	6	30	0.0000	134	1	119672	360 Rounds	360 Attacks		HEAT_DEBUFF-'5'1		360	1	Ammunition_Reaper_L	TRUE	GN	Reaper AC Ammunition	
Reaper AC A-Light Ammo 40x	7	40	0.0000	180	1	160250	480 Rounds	480 Attacks		HEAT_DEBUFF-'8'1		480	1	Ammunition_Reaper_L	TRUE	GN	Reaper AC Ammunition	
Reaper AC B-Medium Ammo 01x	1	1	0.0000	0	1	4200	8 Rounds	8 Attacks		ammoBox_Ballistic		8	1	Ammunition_Reaper_M	TRUE	GN	Reaper AC Ammunition	
Reaper AC B-Medium Ammo 03x	2	3	0.0000	12	1	21389	24 Rounds	24 Attacks		ammoBox_Ballistic		24	1	Ammunition_Reaper_M	TRUE	GN	Reaper AC Ammunition	
Reaper AC B-Medium Ammo 07x	3	7	0.0000	37	1	57219	56 Rounds	56 Attacks		ammoBox_Ballistic		56	1	Ammunition_Reaper_M	TRUE	GN	Reaper AC Ammunition	
Reaper AC B-Medium Ammo 12x	4	12	0.0000	71	1	106667	96 Rounds	96 Attacks		HEAT_DEBUFF-'1'1		96	1	Ammunition_Reaper_M	TRUE	GN	Reaper AC Ammunition	
Reaper AC B-Medium Ammo 19x	5	19	0.0000	114	1	167734	152 Rounds	152 Attacks		HEAT_DEBUFF-'3'1		152	1	Ammunition_Reaper_M	TRUE	GN	Reaper AC Ammunition	
Reaper AC B-Medium Ammo 27x	6	27	0.0000	164	1	239210	216 Rounds	216 Attacks		HEAT_DEBUFF-'5'1		216	1	Ammunition_Reaper_M	TRUE	GN	Reaper AC Ammunition	
Reaper AC B-Medium Ammo 36x	7	36	0.0000	220	1	320250	288 Rounds	288 Attacks		HEAT_DEBUFF-'8'1		288	1	Ammunition_Reaper_M	TRUE	GN	Reaper AC Ammunition	
Reaper AC C-Heavy Ammo 01x	1	1	0.0000	0	1	6600	5 Rounds	5 Attacks		ammoBox_Ballistic		5	1	Ammunition_Reaper_H	TRUE	GN	Reaper AC Ammunition	
Reaper AC C-Heavy Ammo 03x	2	3	0.0000	15	1	43239	15 Rounds	15 Attacks		ammoBox_Ballistic		15	1	Ammunition_Reaper_H	TRUE	GN	Reaper AC Ammunition	
Reaper AC C-Heavy Ammo 06x	3	6	0.0000	47	1	119609	30 Rounds	30 Attacks		ammoBox_Ballistic		30	1	Ammunition_Reaper_H	TRUE	GN	Reaper AC Ammunition	
Reaper AC C-Heavy Ammo 10x	4	10	0.0000	91	1	25004	50 Rounds	50 Attacks		HEAT_DEBUFF-'1'1		50	1	Ammunition_Reaper_H	TRUE	GN	Reaper AC Ammunition	
Reaper AC C-Heavy Ammo 16x	5	16	0.0000	145	1	355167	80 Rounds	80 Attacks		HEAT_DEBUFF-'3'1		80	1	Ammunition_Reaper_H	TRUE	GN	Reaper AC Ammunition	
Reaper AC C-Heavy Ammo 23x	6	23	0.0000	208	1	507516	115 Rounds	115 Attacks		HEAT_DEBUFF-'5'1		115	1	Ammunition_Reaper_H	TRUE	GN	Reaper AC Ammunition	
Reaper AC C-Heavy Ammo 30x	7	30	0.0000	280	1	680250	150 Rounds	150 Attacks		HEAT_DEBUFF-'8'1		150	1	Ammunition_Reaper_H	TRUE	GN	Reaper AC Ammunition	
Reaper AC D-Sniper Ammo 01x	1	1	0.0000	0	1	5000	20 Rounds	10 Attacks		ammoBox_Ballistic		20	2	Ammunition_Reaper_S	TRUE	GN	Reaper AC Ammunition	
Reaper AC D-Sniper Ammo 03x	2	3	0.0000	14	1	31990	60 Rounds	30 Attacks		ammoBox_Ballistic		60	2	Ammunition_Reaper_S	TRUE	GN	Reaper AC Ammunition	
Reaper AC D-Sniper Ammo 06x	3	6	0.0000	42	1	88249	120 Rounds	60 Attacks		ammoBox_Ballistic		120	2	Ammunition_Reaper_S	TRUE	GN	Reaper AC Ammunition	
Reaper AC D-Sniper Ammo 11x	4	11	0.0000	81	1	165889	220 Rounds	110 Attacks		HEAT_DEBUFF-'1'1		220	2	Ammunition_Reaper_S	TRUE	GN	Reaper AC Ammunition	
Reaper AC D-Sniper Ammo 18x	5	18	0.0000	129	1	261775	360 Rounds	180 Attacks		HEAT_DEBUFF-'3'1		360	2	Ammunition_Reaper_S	TRUE	GN	Reaper AC Ammunition	
Reaper AC D-Sniper Ammo 25x	6	25	0.0000	186	1	374000	500 Rounds	250 Attacks		HEAT_DEBUFF-'5'1		500	2	Ammunition_Reaper_S	TRUE	GN	Reaper AC Ammunition	
Reaper AC D-Sniper Ammo 33x	7	33	0.0000	250	1	501250	660 Rounds	330 Attacks		HEAT_DEBUFF-'8'1		660	2	Ammunition_Reaper_S	TRUE	GN	Reaper AC Ammunition	
Reaper AC E-Ultra Ammo 01x	1	1	0.0000	20	1	8920	2 Rounds	2 Attacks		ammoBox_Ballistic		2	1	Ammunition_Reaper_U	TRUE	GN	Reaper AC Ammunition	
Reaper AC E-Ultra Ammo 03x	2	3	0.0000	62	1	152592	6 Rounds	6 Attacks		ammoBox_Ballistic		6	1	Ammunition_Reaper_U	TRUE	GN	Reaper AC Ammunition	
Reaper AC E-Ultra Ammo 05x	3	5	0.0000	151	1	452064	10 Rounds	10 Attacks		HEAT_DEBUFF-'1'1		10	1	Ammunition_Reaper_U	TRUE	GN	Reaper AC Ammunition	
Reaper AC E-Ultra Ammo 09x	4	9	0.0000	273	1	865353	18 Rounds	18 Attacks		HEAT_DEBUFF-'2'1		18	1	Ammunition_Reaper_U	TRUE	GN	Reaper AC Ammunition	
Reaper AC E-Ultra Ammo 12x	5	12	0.0000	424	1	1375763	24 Rounds	24 Attacks		HEAT_DEBUFF-'4'1		24	1	Ammunition_Reaper_U	TRUE	GN	Reaper AC Ammunition	
Reaper AC E-Ultra Ammo 16x	6	16	0.0000	600	1	1973173	32 Rounds	32 Attacks		HEAT_DEBUFF-'7'1		32	1	Ammunition_Reaper_U	TRUE	GN	Reaper AC Ammunition	
Reaper AC E-Ultra Ammo 20x	7	20	0.0000	800	1	2650520	40 Rounds	40 Attacks		HEAT_DEBUFF-'11'1		40	1	Ammunition_Reaper_U	TRUE	GN	Reaper AC Ammunition	
Reaper AC F-Light BF Ammo 01x	1	1	0.0000	0	1	2000	60 Rounds	12 Attacks		ammoBox_Ballistic		60	5	Ammunition_Reaper_LB	TRUE	GN	Reaper AC Ammunition	
Reaper AC F-Light BF Ammo 03x	2	3	0.0000	10	1	10607	180 Rounds	36 Attacks		ammoBox_Ballistic		180	5	Ammunition_Reaper_LB	TRUE	GN	Reaper AC Ammunition	
Reaper AC F-Light BF Ammo 08x	3	8	0.0000	30	1	28547	480 Rounds	96 Attacks		ammoBox_Ballistic		96	5	Ammunition_Reaper_LB	TRUE	GN	Reaper AC Ammunition	
Reaper AC F-Light BF Ammo 14x	4	14	0.0000	58	1	53306	840 Rounds	188 Attacks		HEAT_DEBUFF-'1'1		188	5	Ammunition_Reaper_LB	TRUE	GN	Reaper AC Ammunition	
Reaper AC F-Light BF Ammo 21x	5	21	0.0000	93	1	83883	1260 Rounds	252 Attacks		HEAT_DEBUFF-'3'1		1260	5	Ammunition_Reaper_LB	TRUE	GN	Reaper AC Ammunition	
Reaper AC F-Light BF Ammo 30x	6	30	0.0000	134	1	119672	1800 Rounds	360 Attacks		HEAT_DEBUFF-'5'1		1800	5	Ammunition_Reaper_LB	TRUE	GN	Reaper AC Ammunition	
Reaper AC F-Light BF Ammo 40x	7	40	0.0000	180	1	160250	2400 Rounds	480 Attacks		HEAT_DEBUFF-'8'1		480	5	Ammunition_Reaper_LB	TRUE	GN	Reaper AC Ammunition	
Reaper AC G-Medium BF Ammo 01x	1	1	0.0000	0	1	4200	40 Rounds	8 Attacks		ammoBox_Ballistic		40	5	Ammunition_Reaper_MB	TRUE	GN	Reaper AC Ammunition	
Reaper AC G-Medium BF Ammo 03x	2	3	0.0000	12	1	21389	120 Rounds	24 Attacks		ammoBox_Ballistic		120	5	Ammunition_Reaper_MB	TRUE	GN	Reaper AC Ammunition	
Reaper AC G-Medium BF Ammo 07x	3	7	0.0000	37	1	57219	280 Rounds	56 Attacks		ammoBox_Ballistic		280	5	Ammunition_Reaper_MB	TRUE	GN	Reaper AC Ammunition	
Reaper AC G-Medium BF Ammo 12x	4	12	0.0000	71	1	106667	480 Rounds	96 Attacks		HEAT_DEBUFF-'1'1		480	5	Ammunition_Reaper_MB	TRUE	GN	Reaper AC Ammunition	
Reaper AC G-Medium BF Ammo 19x	5	19	0.0000	114	1	167734	760 Rounds	152 Attacks		HEAT_DEBUFF-'3'1		760	5	Ammunition_Reaper_MB	TRUE	GN	Reaper AC Ammunition	
Reaper AC G-Medium BF Ammo 27x	6	27	0.0000	164	1	239210	1080 Rounds	216 Attacks		HEAT_DEBUFF-'5'1		1080	5	Ammunition_Reaper_MB	TRUE	GN	Reaper AC Ammunition	
Reaper AC G-Medium BF Ammo 36x	7	36	0.0000	220	1	320250	1440 Rounds	288 Attacks		HEAT_DEBUFF-'8'1		1440	5	Ammunition_Reaper_MB	TRUE	GN	Reaper AC Ammunition	
Reaper AC H-Heavy BF Ammo 01x	1	1	0.0000	0	1	6600	25 Rounds	5 Attacks		ammoBox_Ballistic		25	5	Ammunition_Reaper_HB	TRUE	GN	Reaper AC Ammunition	
Reaper AC H-Heavy BF Ammo 03x	2	3	0.0000	15	1	43239	75 Rounds	15 Attacks		ammoBox_Ballistic		75	5	Ammunition_Reaper_HB	TRUE	GN	Reaper AC Ammunition	
Reaper AC H-Heavy BF Ammo 06x	3	6	0.0000	47	1	119609	150 Rounds	30 Attacks		ammoBox_Ballistic		150	5	Ammunition_Reaper_HB	TRUE	GN	Reaper AC Ammunition	
Reaper AC H-Heavy BF Ammo 10x	4	10	0.0000	91	1	25004	250 Rounds	50 Attacks		HEAT_DEBUFF-'1'1		250	5	Ammunition_Reaper_HB	TRUE	GN	Reaper AC Ammunition	
Reaper AC H-Heavy BF Ammo 16x	5	16	0.0000	145	1	355167	400 Rounds	80 Attacks		HEAT_DEBUFF-'3'1		400	5	Ammunition_Reaper_HB	TRUE	GN	Reaper AC Ammunition	
Reaper AC H-Heavy BF Ammo 23x	6	23	0.0000	208	1	507516	575 Rounds	115 Attacks		HEAT_DEBUFF-'5'1		5						