HHG Ammunition

The [HHG](), as one of the more well-used weapons, has been given various types of ammunitions over the years. Certified and intended to be used with specific firing modes, the one common factor is that all of its ammunition is chambered into a .45 caliber bullet.

Types of Ammunition

Below, you can see the various types of ammunition, categorized by the modes they're fired in.

Ammo Description (Standard)

- Name: .45 S-NAM (Standard Bullets)
  - General Description: S-NAMs are bronze colored with white bands near the primer end of the bullet marking it as a Standard bullet. Full Metal Jacket and Hollow-Point rounds are differentiated by their weight and shape.
  - Ammo: 8 in single, moon or half moon clips.
  - Bullet Description:
    - (White) Full Metal Jacket
    - *Purpose*: [Tier]() 2, Light Anti-Personnel
    - *Description:* Penetrates armor via focusing its kinetic energy upon a small point, good for piercing armor.
    - (White) Hollow-Point
    - *Purpose*: [Tier]() 1, Light Anti-Personnel
    - *Description:* Bullet deforms upon impact to transfer much of its kinetic energy upon the target, suitable for unarmored targets.

Ammo Description (Hybrid)

- Name: .45 H-NAM (Hybrid Rounds)
  - General Description: Normal H-NAM Hollow-Point and Full Metal Jacket bullets are sold in the standard box of 100. The other H-NAM bullets would need to be ordered at a NAM store or through the InterNEP.
  - Ammo: 8 in single, moon or half moon clips.
  - Charge: 400 shots, rechargeable and/or replaceable.
  - Bullet Description:
    - (White) Hollow-Point/Full Metal Jacket
    - *Purpose*: [Tier]() 2, Medium Anti-Personnel
    - *Description:* Works like its standard S-NAM brethren but with Hybrid shot support and extra kinetic energy from the mass driver. A clear shot from this can put just about anybody down.
    - (Red) High-Explosive

- *Purpose*: Tier 3, Heavy Anti-Personnel
- *Description:* This bullet is filled with a pressure-triggered explosive roughly equal to one stick of dynamite. The tip of this bullet is jacketed and pointed, allowing it to penetrate the thin walls of a standard drum before exploding. God forbid if shot at an unarmored target.
- (Blue) Electromagnetic Pulse
- *Purpose*: Tier 3, Heavy Anti-Personnel[1]
- *Description:* Like the Red bullet, but containing a compound that will react to create a small electromagnetic pulse upon impact. Good for putting down rogue droids.
- (Green) Radiation Marking
- *Purpose*: Target Tracking
- *Description:* Like the Red bullet, but containing a radioactive solution that will disperse forward upon impact. Unlike an electronic tracer that can be removed, the spill from the green bullet will enter the bloodstream and stay there for a few days, allowing the target to be tracked. Not recommended to put more than three of these into an unarmored target.
- (Black) Scanning
- *Purpose*: Anti-Nekovalkyrja
- *Description:* Like the Green bullet, but containing a solution that emits a radiation similar to that of medical scanners, causing much damage, pain and discomfort to Nekovalkyrja. The existence of this bullet is denied and is unavailable for usage except by the Intelligence & Pacification Group.

Ammo Description (Mass Driver)

- Name: .45 M-NAM (Mass Driver Rounds)
  - General Description: M-NAMs has to be ordered at a NAM store or through the InterNEP. These grayish rounds have their function printed in bold black letters on the side and are only for Mass Driver use.
  - Ammo: 8 in single, moon or half moon clips.
  - Charge: 400 Shots, rechargeable and/or replaceable
  - Bullet Description:
    - Liquid
    - *Purpose:* Dependent on contents.
    - *Description:* This is a transparent hollow glass bullet caged in metal. They are designed to shatter upon impact to splatter the surface of the target. By default, these bullets are filled with a skin absorbent tranquilizer liquid but can be twisted open to change its contents.
    - Audio
    - *Purpose:* Communication and/or Surveillance
    - *Description:* The tip of this bullet is pronged to attach on solid surfaces and padded to protect its electronic components inside. The bullet should be synchronized with a communicator before use, once fired it will serve as an audio emitter and receiver for half an hour.
    - Video

- *Purpose:* Surveillance
- *Description:* Similar to the audio, but returning a low-resolution fisheye video feed for five minutes.
- Tracker
- *Purpose:* Target Tracking
- *Description:* Similar to the audio, but returning precise positioning data for three days with a range of 500 Kilometers.
- Solid Lead
- *Purpose*: Tier 1, Light Anti-Personnel
- *Description:* A pointed solid lead bullet, great for (relatively) silent short range headshots.
- Remote Explosive
- *Purpose*: Tier 3, Heavy Anti-Personnel
- *Description:* Combines the Hybrid Red bullet with the Audio. Detonates equivalent to one stick of dynamite when activated.

OOC Notes

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1)

Versus barriers and unshielded electronics.