

# Shotgun Ammunition

by Robert Thomas and Ryan Pendergast

Caliber	Bullet Type	# of Pellets	0-10m	11-30m	31-100m	100m+
10guage 89mm	Hollowpoint Slug	~	38	37	35	34
	00 Buckshot	18	10	9	7	5
	#B Birdshot	7	6 / 3	4 / 2	2 / 1	~
	#5 Birdshot	8	4 / 2	3 / 1	1 / 0	~
12guage 89mm	00 Buckshot	18	10	9	7	5
	#4 Buckshot	54	7	5	4	~
	#5 Birdshot	8	4 / 2	3 / 1	1 / 0	~
12guage 76mm	Slug	~	27	26	25	25
	Hollowpoint Slug	~	33	32	31	31
	AP Slug	~	22	22	21	21
	000 Buckshot	10	11	10	9	7
	00 Buckshot	15	10	9	7	5
	#1 Buckshot	24	9	8	5	3
	#4 Buckshot	41	7	5	3	~
	#T Birdshot	5	7 / 4	5 / 2	3 / 1	~
	#B Birdshot	6	6 / 3	4 / 2	2 / 1	~
	#5 Birdshot	7	4 / 2	3 / 1	1 / 0	~
	#8 Birdshot	8	3 / 1	2-0	1 / 0 <sup>N</sup>	~
12guage 70mm	Slug	~	26	26	25	24
	Low Recoil Slug	~	25	25	24	24
	Hollowpoint Slug	~	32	32	31	30
	000 Buckshot	8	11	10	9	7
	00 Buckshot	9	10	9	7	5
	00 LR Buckshot	9	10	8	6	4
	0 Buckshot	12	10	8	6	4
	#T Birdshot	4	7 / 4	5 /	3 / 1	~
	#B Birdshot	5	6 / 3	4 / 2	2 / 1	~
	#5 Birdshot	6	4 / 2	3 / 1	1 / 0	~
	#8 Birdshot	7	3 / 1	2 / 0	1 / 0 <sup>N</sup>	~
12guage 44.45mm	Micro-slug	~	25	24	22	20
	Buckshot #1	4	8	7	5	3
	#4	7	7	6	4	~
16guage 70mm	Hollowpoint Slug	~	31	29	28	26
	#1 Buckshot	12	9	8	5	3
	#5 Birdshot	5	4 / 2	2 / 1	1 / 0	~
	#8 Birdshot	6	3 / 1	2 / 0	1 / 0 <sup>N</sup>	~
20guage 76mm	Hollowpoint Slug	~	30	29	28	27
	#B Birdshot	3	6-3	4 / 2	2 / 1	~
	#5 Birdshot	5	4 / 2	3 / 1	1 / 0	~
	#8 Birdshot	6	3 / 1	2 / 0	1 / 0 <sup>N</sup>	~
20guage 70mm	Holloepoint Slug	~	29	28	27	26
	#3 Buckshot	20	8	6	4	
	#5 Birdshot	4	4 / 2	3 / 1	1 / 0	~
	#8 Birdshot	5	3 / 1	2 / 0	1 / 0 <sup>N</sup>	~

Caliber	Bullet Type	# of Pellets	0-10m	11-30m	31-100m	100m+
28guage 70mm	#8 Birdshot	5	3 / 1	2 / 0	1 / 0 <sup>N</sup>	~
.410 76mm	#5 Birdhsot	3	4 / 2	3 / 1	1 / 0	~
	#8 Birdshot	4	3 / 1	2 / 0	1 / 0 <sup>N</sup>	~
.410 63.5mm	Hollowpoint Slug	~	22	21	19	19
	#5 Birdshot	2	4 / 2	3 / 1	1 / 0	~
	#8 Birdshot	3	3 / 1	2 - 0	1 / 0 <sup>N</sup>	~

**Slugs:** Slugs are resolved just like normal bullets of the various types.

**Buckshot:** Other than using some way of determining where each pellet hits, such as Scott Levy's overlay system, buckshot is resolved just like normal ball ammunition.

**Birdshot:** Here is where things get a little squirrely. You are dealling with hundreds, if not thousands of tiny little projectiles, each with very little energy. To bring the number of impact points down to a reasonable number, we deal with birdshot in clusters. Resolve the number of clusters just like buckshot using the first damage value. Then, rotate the overlay 90-135° and repeat using the second damage value (if any). For this second set of damage clusters ignore the inner most impact point. This should result in a fairly reasonable pattern that is not that difficult to resolve.

N - For #8 birdshot the damage value should only extend to 50m.

Special Notes on the 12guage 44.45mm ammo. This can only be used in Winchester pump shotguns (Mossberg's and Remington's with minor adjustment to the extractor). Capacity is significantly increased (+75% rounded up works best for game balance). The highlighted buckshot round consists of both #1 and #4 pellets in the same load, the #1 should be the four inner most impact points.