

little note at the top of the page.

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=====
1.) Introduction
=====

As the name says, this FAQ's purpose is to list all the weapons and ammo for each weapon, and little add-ons. I'll list what the weapons name is, and all the upgrades it can get during the game.

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2.) Legal Stuff

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=====
3.) Weapons
=====

These are the weapons in the game. I'll list what the weapon is, the price,
when it's available for purchase, and all the upgrades it can get.

Terms to be aware of; (I had to shorten these so I wouldn't stretch the page.)

Ava/Avail = Availability
Qty. = Quantity
Ext = Exterior
Ent = Entrance
Crt&Bd = Courtyard and Bedroom
Fort = Fortification

xxhaxx

I. Handguns

O-----O
| a. |
| HANDGUN |
| PRICE: 8000 |
| Avail from: Start |
O_____O

Level 1

Power: 1.0
Price: Default
Available: Beginning of Game
Firing Speed (Frames): 14 {Price: Default}
Reload (Frames): 52 {Price: Default}
Capacity: 10 Qty. {Price: Default}

Level 2

Power: 1.2
Price: 7000
Available: Stg. 1 Valley
Firing Speed (Frames): 12 {Price: 5000, Available from: Stg. 1 Valley}
Reload (Frames): 44 {Price: 4000, Available from: Stg. 1 Valley}
Capacity: 13 Qty. {Price: 4000, Available from: Stg. 1 Valley}

Level 3

Power: 1.4
Price: 10,000
Available: Stg. 1 Lake Cave
Firing Speed (Frames): 10 {Price: 12,000, Avail from: Stg. 2 Castle Entrance}
Reload (Frames): 26 {Price: 10,000, Available from: Stg. 2 Castle Entrance}
Capacity: 16 Qty. {Price: 6000, Available from: Stg. 1 Lake Cave}

Level 4

Power: 1.6
Price: 15,000
Available: Stg. 2 Castle Entrance
Capacity: 19 Qty. {Price: 8000, Available from: Stg 2. Castle Entrance}

Level 5

Power: 1.8
Price: 18,000
Available: Stg. 2 Observation Hall
Capacity: 22 Qty. {Price: 10,000, Available from: Stg. 2 Observation Hall}

Level 6

Power: 2.0
Price: 20,000
Available: Stg. 2 Clock Tower Exterior
Capacity: 25 Qty. {Price: 12,000, Avail from: Stg. 2 Clock Tower Exterior}

Exclusive

Power: Critical x4 (Chance of a headshot is increased by 4 times)
Price: 57,000
Available: Stg. 2 Ancient Ruins

```
O-----O
|           b.           |
|           Red9        |
|           PRICE: 14,000 |
|  Ava from: Stg. 1 Tunnel (Night) |
O-----O
```

Level 1

Power: 1.4
Price: Default
Available: N/A
Firing Speed (Frames): 16 {Price: N/A}
Reload (Frames): 71 {Price: N/A}
Capacity: 8 Qty. {Price: N/A}

Level 2

Power: 1.7
Price: 15,000
Available: Stg. 1 Tunnel (Night)
Firing Speed (Frames): 14 {Price: 10,000, Ava from: Stg. 1 Tunnel (Night)}
Reload (Frames): 66 {Price: 6000, Available from: Stg. 1 Tunnel (Night)}
Capacity: 10 Qty. {Price: 6000, Available from: Stg. 1 Tunnel (Night)}

Level 3

Power: 2.0
Price: 20,000
Available: Stg. 2 Castle Entrance

Firing Speed (Frames): 12 {Price: 15,000, Avail from: Stg. 2 Observation Hall}
Reload (Frames): 50 {Price: 10,000, Available from: Stg. 2 Observation Hall}
Capacity: 12 Qty. {Price: 8000, Available from: Stg. 2 Castle Entrance}

Level 4

Power: 2.4
Price: 24,000
Available: Stg. 2 Observation Hall
Capacity: 15 Qty. {Price: 12,000, Available from: Stg 2. Observation Hall}

Level 5

Power: 2.8
Price: 28,000
Available: Stg. 2 Clock Tower Exterior
Capacity: 18 Qty. {Price: 16,000, Available from: Stg. 2 Clock Tower Ext}

Level 6

Power: 3.5
Price: 45,000
Available: Stg. 2 Ancient Ruins
Capacity: 22 Qty. {Price: 22,000, Avail from: Stg. 2 Tower}

Exclusive

Power: 5.0
Price: 80,000
Available: Stg. 2 Dock

```
O-----O
|           c.           |
|           Punisher     |
|           *PRICE: 20,000 |
|   Ava from: Shoot 10 Blue Medals |
O-----O
```

*0 on first purchase.

Level 1

Power: 0.9
Price: Default
Available: N/A
Firing Speed (Frames): 14 {Price: N/A}
Reload (Frames): 51 {Price: N/A}
Capacity: 10 Qty. {Price: N/A}

Level 2

Power: 1.1
Price: 10,000
Available: Stg. 1 Waterway
Firing Speed (Frames): 12 {Price: 10,000, Ava from: Stg. 1 Waterway}
Reload (Frames): 44 {Price: 8000, Available from: Stg. 1 Waterway}
Capacity: 13 Qty. {Price: 8000, Available from: Stg. 1 Waterway}

Level 3

Power: 1.3
Price: 15,000
Available: Stg. 1 Tunnel (Night)
Firing Speed (Frames): 10 {Price: 20,000, Avail from: Stg. 2 Observation Hall}
Reload (Frames): 25 {Price: 10,000, Available from: Stg. 2 Observation Hall}
Capacity: 16 Qty. {Price: 10,000, Available from: Stg. 1 Tunnel (Night)}

Level 4

Power: 1.5
Price: 20,000
Available: Stg. 2 Observation Hall
Capacity: 20 Qty. {Price: 15,000, Available from: Stg 2. Observation Hall}

Level 5

Power: 1.7
Price: 25,000
Available: Stg. 2 Clock Tower Exterior
Capacity: 24 Qty. {Price: 18,000, Available from: Clock Tower Exterior}

Level 6

Power: 1.9
Price: 35,000
Available: Stg. 2 Ancient Ruins
Capacity: 28 Qty. {Price: 24,000, Avail from: Stg. 2 Ancient Ruins}

Exclusive

Power: 5 hits (Can hit up to 5 enemies in a line)
Price: 40,000
Available: Stg. 2 Dock

```
O-----O
|           d.           |
|         Blacktail     |
|        PRICE: 24,000   |
|   Ava from: Stg. 2 Castle Ent |
O_____O
```

Level 1

Power: 1.6
Price: Default
Available: N/A
Firing Speed (Frames): 14 {Price: N/A}
Reload (Frames): 51 {Price: N/A}
Capacity: 15 Qty. {Price: N/A}

Level 2

Power: 1.8
Price: 15,000
Available: Stg. 2 Castle Entrance
Firing Speed (Frames): 12 {Price: 10,000, Ava from: Stg. 2 Castle Entrance}
Reload (Frames): 44 {Price: 8000, Available from: Stg. 2 Castle Entrance}
Capacity: 18 Qty. {Price: 8000, Available from: Stg. 2 Castle Entrance}

Level 3

Power: 2.0
Price: 18,000
Available: Stg. 2 Courtyard & Bedroom
Firing Speed (Frames): 8 {Price: 20,000, Avail from: Stg. 2 Clock Tower Ext}
Reload (Frames): 25 {Price: 15,000, Available from: Stg. 2 Clock Tower Ext}
Capacity: 21 Qty. {Price: 10,000, Available from: Stg. 2 Crt&Bd}

Level 4

Power: 2.3
Price: 24,000
Available: Stg. 2 Clock Tower Exterior
Capacity: 25 Qty. {Price: 15,000, Available from: Stg 2. Clock Tower Ext}

Level 5

Power: 2.7
Price: 30,000
Available: Stg. 2 Ancient Ruins
Capacity: 30 Qty. {Price: 20,000, Available from: Stg. 2 Ancient Ruins}

Level 6

Power: 3.0
Price: 40,000
Available: Stg. 2 Dock
Capacity: 35 Qty. {Price: 25,000, Avail from: Stg. 2 Dock}

Exclusive

Power: 3.4
Price: 80,000
Available: Stg. 2 Dock

O-----O
| e. |
| Matilda |
| PRICE: 70,000 |
| Ava from: Replay The Game |

Level 1

Power: 1.0
Price: Default
Available: N/A
Reload (Frames): 52 {Price: N/A}
Capacity: 15 Qty. {Price: N/A}

Level 2

Power: 1.2
Price: 15,000
Available: Replay The Game
Reload (Frames): 44 {Price: 6000, Available from: Replay The Game}
Capacity: 18 Qty. {Price: 7000, Available from: Replay The Game}

Level 3

Power: 1.4
Price: 17,000
Available: Replay The Game
Reload (Frames): 26 {Price: 15,000, Available from: Replay The Game}
Capacity: 21 Qty. {Price: 10,000, Available from: Replay The Game}

Level 4

Power: 1.6
Price: 20,000
Available: Replay The Game
Capacity: 24 Qty. {Price: 12,000, Available from: Replay The Game}

Level 5

Power: 1.8
Price: 25,000
Available: Replay The Game
Capacity: 27 Qty. {Price: 16,000, Available from: Replay The Game}

Level 6

Power: 2.0
Price: 35,000
Available: Replay THE gAME
Capacity: 30 Qty. {Price: 20,000, Avail from: Replay The Game}

Exclusive

Capacity: 100 Qty. {Price: 35,000, Available from: Replay The Game}

 xxshxx

 II. Shotguns

O-----O
| a. |
| Shotgun |
| PRICE: 22,000 |
| Ava from: Found At Pueblo |
O-----O

Level 1

Power: 4.0 Close, 1.4 Far
Price: Default
Available: N/A
Reload (Frames): 91 {Price: N/A}
Capacity: 6 Qty. {Price: N/A}

Level 2

Power: 4.5 Close, 1.6 Far
Price: 15,000
Available: Stg. 1 Valley
Reload (Frames): 73 {Price: 7000, Available from: Stg. 1 Valley}
Capacity: 8 Qty. {Price: 8000, Available from: Stg. 1 Valley}

Level 3

Power: 5.0 Close, 2.0 Far
Price: Default
Available: N/A
Reload (Frames): 91 {Price: N/A}
Capacity: 7 Qty. {Price: N/A}

Level 2

Power: 5.5 Close, 2.3 Far
Price: 20,000
Available: Stg. 2 Castle Entrance
Reload (Frames): 73 {Price: 7000, Available from: Stg. 2 Observation Hall}
Capacity: 9 Qty. {Price: 10,000, Available from: Stg. 2 Observation Hall}

Level 3

Power: 6.0 Close, 2.5 Far
Price: 24,000
Available: Stg. 2 Castle Entrance
Reload (Frames): 45 {Price: 20,000, Available from: Stg. 2 Dock}
Capacity: 11 Qty. {Price: 12,000, Available from: Stg. 2 Courtyard & Bedroom}

Level 4

Power: 6.5 Close, 3.0 Far
Price: 28,000
Available: Stg. 2 Courtyard & Bedroom
Capacity: 13 Qty. {Price: 15,000, Available from: Stg 2. Clock Tower Ext}

Level 5

Power: 7.0 Close, 3.5 Far
Price: 32,000
Available: Stg. 2 Clock Tower Exterior
Capacity: 15 Qty. {Price: 20,000, Available from: Stg. 2 Mine Entrance}

Level 6

Power: 8.0 Close, 4.0 Far
Price: 50,000
Available: Stg. 2 Dock
Capacity: 17 Qty. {Price: 25,000, Avail from: Stg. 2 Dock}

Exclusive

Power: 10.0 Close, 8.0 Far

```
O-----O
|           c.           |
|           Striker      |
|           PRICE: 43,000 |
|   Ava from: Stg. 2 Traitor's Pit |
O_____O
```

Level 1

Power: 6.0 Close, 2.0 Far
Price: Default
Available: N/A
Reload (Frames): 90 {Price: N/A}
Capacity: 12 Qty. {Price: N/A}

Level 2

Power: 7.0 Close, 2.4 Far
Price: 25,000
Available: Stg. 2 Traitor's Pit
Reload (Frames): 72 {Price: 8000, Available from: Stg. 2 Traitor's Pit}
Capacity: 14 Qty. {Price: 10,000, Available from: Stg. 2 Traitor's Pit}

Level 3

Power: 8.0 Close, 2.7 Far
Price: 28,000
Available: Stg. 2 Ancient Ruins
Reload (Frames): 45 {Price: 15,000, Available from: Stg. 2 Dock}
Capacity: 16 Qty. {Price: 12,000, Available from: Stg. 2 Ancient Ruins}

Level 4

Power: 9.0 Close, 2.9 Far
Price: 32,000
Available: Stg. 2 Dock
Capacity: 20 Qty. {Price: 16,000, Available from: Stg 2. Dock}

Level 5

Power: 10.0 Close, 3.4 Far
Price: 40,000
Available: Stg. 3 Fortification Cliffs
Capacity: 24 Qty. {Price: 18,000, Available from: Stg. 3 Fortification Cliffs}

Level 6

Power: 12.0 Close, 4.0 Far
Price: 60,000
Available: Stg. 3 Armory
Capacity: 28 Qty. {Price: 25,000, Avail from: Stg. 3 Armory}

Exclusive

Capacity: 100 Qty. {Price: 60,000, Available from: Stg. 3 Armory}

xxmaxx

III. Magnums

O-----O
| a. |
| Broken Butterfly |
| PRICE: 38,000 |
| Ava from: Stg. 2 Castle Ent |
O-----O

Level 1

Power: 13.0
Price: Default

Available: N/A
Reload (Frames): 110 {Price: N/A}
Capacity: 6 Qty. {Price: N/A}

Level 2

Power: 15.0
Price: 25,000
Available: Stg. 2 Castle Entrance
Reload (Frames): 90 {Price: 15,000, Available from: Stg. 2 Crt&Bd}
Capacity: 8 Qty. {Price: 15,000, Available from: Stg. 2 Castle Entrance}

Level 3

Power: 17.0
Price: 30,000
Available: Stg. 2 Courtyard & Bedroom
Reload (Frames): 60 {Price: 20,000, Available from: Stg. 2 Ancient Ruins}
Capacity: 10 Qty. {Price: 20,000, Available from: Stg. 2 Clock Tower Ext}

Level 4

Power: 20.0
Price: 35,000
Available: Stg. 2 Clock Tower Exterior
Capacity: 12 Qty. {Price: 25,000, Available from: Stg 3. Fortification Cliffs}

Level 5

Power: 24.0
Price: 50,000
Available: Stg. 2 Ancient Ruins

Level 6

Power: 28.0
Price: 70,000
Available: Stg. 3 Cave Entrance

Exclusive

Power: 50.0
Price: 150,000
Available: Stg. 3 Campground

```
O-----O
|           b.           |
|           Killer7      |
|           PRICE: 77,700 |
|   Ava from: Stg. 3 Fort Cliffs |
O_____O
```

Level 1

Power: 25
Price: Default
Available: N/A
Reload (Frames): 55 {Price: N/A}
Capacity: 7 Qty. {Price: N/A}

Level 2

Power: 30
Price: 62,000
Available: Stg. 3 Armory
Reload (Frames): 46 {Price: 20,000, Available from: Stg. 3 Armory}
Capacity: 10 Qty. {Price: 30,000, Available from: Stg. 3 Armory}

Level 3

Power: 35
Price: 78,000
Available: Stg. 3 Cave Entrance
Reload (Frames): 28 {Price: 30,000, Available from: Stg. 3 Cave Entrance}
Capacity: 14 Qty. {Price: 40,000, Available from: Stg. 3 Cave Entrance}

xxrixx

IV. Rifles

O-----O
| a. |
| Rifle |
| PRICE: 12,000 |
| Ava from: Stg. 1 Valley |
O-----O

Level 1

Power: 4.0
Price: Default
Available: N/A
Reload (Frames): 71 {Price: N/A}
Capacity: 5 Qty. {Price: N/A}

Level 2

Power: 5.0
Price: 10,000
Available: Stg. 1 Valley
Reload (Frames): 58 {Price: 8000, Available from: Stg. 1 Valley}
Capacity: 7 Qty. {Price: 6000, Available from: Stg. 1 Valley}

Level 3

Power: 6.0
Price: 12,000
Available: Stg. 1 Lake Cave
Reload (Frames): 35 {Price: 18,000, Available from: Stg. 2 Castle Entrance}
Capacity: 9 Qty. {Price: 8000, Available from: Stg. 1 Lake Cave}

Level 4

Power: 8.0
Price: 20,000
Available: Stg. 2 Castle Entrance
Capacity: 12 Qty. {Price: 12,000, Available from: Stg 2. Castle Entrance}

Level 5

Power: 10.0
Price: 25,000
Available: Stg. 2 Observation Hall
Capacity: 15 Qty. {Price: 18,000, Available from: Stg. 2 Observation Hall}

Level 6

Power: 12.0
Price: 35,000
Available: Stg. 2 Annex Main Corridor
Capacity: 18 Qty. {Price: 25,000, Available from: Stg. 2 Annex Main Corridor}

Exclusive

Power: 18.0
Price: 80,000
Available: Stg. 2 Ancient Ruins

```
O-----O
|           b.           |
|       Rifle (Semi-Auto) |
|           PRICE: 35,000 |
|   Ava from: Stg. 2 Castle Ent |
O_____O
```

Level 1

Power: 7.0
Price: Default
Available: N/A
Firing Speed (Frames): 43 {Price: Default}
Reload (Frames): 70 {Price: N/A}
Capacity: 10 Qty. {Price: N/A}

Level 2

Power: 8.0
Price: 15,000
Available: Stg. 2 Castle Entrance
Reload (Frames): 57 {Price: 9000, Available from: Stg. 2 Castle Entrance}
Capacity: 12 Qty. {Price: 10,000, Available from: Stg. Castle Entrance}

Level 3

Power: 9.0
Price: 18,000
Available: Stg. 2 Observation Hall
Reload (Frames): 34 {Price: 18,000, Ava from: Stg. 2 Annex Main Corridor}
Capacity: 14 Qty. {Price: 12,000, Available from: Stg. 2 Observation Hall}

Level 4

Power: 11.0
Price: 24,000
Available: Stg. 2 Annex Main Corridor
Capacity: 17 Qty. {Price: 15,000, Available from: Stg 2. Annex Main Corridor}

Level 5

Power: 13.0
Price: 30,000
Available: Stg. 2 Ancient Ruins
Capacity: 20 Qty. {Price: 20,000, Available from: Stg. 2 Ancient Ruins}

Level 6

Power: 15.0
Price: 40,000
Available: Stg. 3 Fortification Cliffs
Capacity: 24 {Price: 25,000, Available from: Stg. 3 Fortification Cliffs}

Exclusive

Firing Speed (Frames): 12 {Price: 80,000, Avail from: Stg. 3 Fort Cliffs}

xxspxx

V. Specials

```
O-----O
|           a.           |
|           TMP           |
|           PRICE: 15,000 |
|           Ava from: Stg. 1 Valley |
O-----O
```

Level 1

Power: 0.4
Price: Default
Available: N/A
Reload (Frames): 71 {Price: N/A}
Capacity: 30 Qty. {Price: N/A}

Level 2

Power: 0.5
Price: 7000
Available: Stg. 1 Tunnel (Noon)
Reload (Frames): 58 {Price: 5000, Available from: Stg. 1 Tunnel (Noon)}
Capacity: 50 Qty. {Price: 7000, Available from: Stg. 1 Tunnel (Noon)}

Level 3

Power: 0.6
Price: 14,000
Available: Stg. 1 Tunnel (Night)
Reload (Frames): 35 {Price: 15,000, Available from: Stg. 2 Observation Hall}
Capacity: 100 Qty. {Price: 15,000, Available from: Stg. 1 Tunnel (Night)}

Level 4

Power: 0.8
Price: 18,000
Available: Stg. 2 Castle Entrance
Capacity: 150 Qty. {Price: 25,000, Available from: Stg 2. Annex Main Corridor}

Level 5

Power: 1.0

Price: 24,000
Available: Stg. 2 Observation Hall
Capacity: 200 Qty. {Price: 25,000, Available from: Stg. 2 Ancient Ruins}

Level 6

Power: 1.2
Price: 35,000
Available: Stg. 2 Annex Main Corridor
Capacity: 250 Qty. {Price: 35,000, Available from: Stg. 2 Dock}

Exclusive

Power: 1.8
Price: 100,000
Available: Stg. 2 Dock

```
O-----O
|           b.           |
|       Mine Thrower    |
|       PRICE: 28,000   |
|   Ava from: Stg. 2 Castle Ent |
O-----O
```

Level 1

Power: 2.0
Price: Default
Available: N/A
Reload (Frames): 104 {Price: N/A}
Capacity: 5 Qty. {Price: N/A}

Level 2

Power: 4.0
Price: 25,000
Available: Stg. 2 Courtyard & Bedroom
Reload (Frames): 87 {Price: 18,000, Available from: Stg. 2 Clock Tower Ext}
Capacity: 7 Qty. {Price: 25,000, Available from: Stg. 2 Castle Entrance}

Level 3

Power: 6.0
Price: 45,000
Available: Stg. 2 Mine Entrance
Reload (Frames): 77 {Price: *, Available from: Stg. 3 Fortification Cliffs}
Capacity: 10 Qty. {Price: 40,000, Available from: Stg. 2 Dock}

* = Occurs simutltaneously whenever you buy the Exclusive upgrade.

Exclusive

Power: 6.0 + Homing
Price: 30,000
Available: Stg. 3 Fortification Cliffs

O-----O
| c. |
| Handcannon |
| PRICE: 0 |
| Ava from: Replay The Game |
O-----O

NOTE: In order to get this, you need to have 5 stars for all the characters in Mercenaries Mode.

Level 1

Power: 30
Price: Default
Available: N/A
Reload (Frames): 110 {Price: N/A}
Capacity: 3 Qty. {Price: N/A}

Level 2

Power: 35
Price: 40,000
Available: Replay The Game
Reload (Frames): 86 {Price: 25,000, Available from: Replay The Game}
Capacity: 4 Qty. {Price: 15,000, Available from: Replay The Game}

Level 3

Power: 40

Price: 50,000

Available: Replay The Game

Reload (Frames): 55 {Price: 50,000, Available from: Replay The Game}

Capacity: 5 Qty. {Price: 20,000, Available from: Replay The Game}

Level 4

Power: 45

Price: 70,000

Available: Replay The Game

Capacity: 6 Qty. {Price: 25,000, Available from: Replay The Game}

Level 5

Power: 50

Price: 90,000

Available: Replay The Game

Capacity: 7 Qty. {Price: 35,000, Available from: Replay The Game}

Level 6

Power: 60

Price: 120,000

Available: Replay The Game

Capacity: 10 Qty. {Price: 50,000, Available from: Replay The Game}

Exclusive

Power: 99.9

NOTE: If you get the Exclusive, you also get Infinite Ammo with it.

O-----O

| d. |

| Rocket Launcher |

| PRICE: 30,000 |

| Ava from: Stg. 1 Valley |

O_____O

This can also be found in the Stg. 2 Exhibition and round and is tossed to you during the Saddler fight.

```
O-----O
|           e.           |
|       Infinite Launcher |
|       PRICE: 1,000,000  |
|   Ava from: Replay The Game |
O_____O
```

```
O-----O
|           f.           |
|   Chicago Typewriter   |
|       PRICE: 1,000,000  |
|   Ava from: Beat Assignment Ada |
O_____O
```

xxadxx

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4.) Add-Ons/Other Weapons/Ammo

=====

This section tells you the add-ons for weapons, other weapons {Grenades}, and ammo for the weapons in the game.

=====

ADD-ONS

=====

Stock: For the Red9, costs 4000.
Stock: For the TMP, costs 4000.
Scope: For the Rifle, costs 7000.
Scope: For the Rifle (Semi-Auto), costs 10,000.
Infrared Scope: For the Rifle (Both), costs 4000.
Scope: For the Mine Thrower, costs 8000.

=====

GRENADES

=====

Hand Grenade: A standard grenade. It makes a big blast whenever tossed and ignited. Good for taking out groups of enemies around you. Just make sure not to blow yourself up.

Flash Grenade: A grenade that sets off a bright flash when tossed and ignited. This is a good way to stun a group of enemies, and then run up and kick them.

The flash doesn't affect Leon. These are also good to use against Las Plagas. It instantly kills them.

Incendiary Grenade: A grenade that sets up a little fire wall when tossed and ignited. Whoever runs into the flame wall is engulfed in flames. These are good for taking out large groups of enemies or making an escape.

=====

AMMO

=====

Handgun Ammo - Ammo for the Handguns. Can hold up to 50 bullets and takes up a radius of 2x1 in the inventory screen.

Shotgun Shells - Ammo for the Shotguns. Can hold up to 15 shells and takes up a radius of 2x1 in the inventory screen. It appears Shotgun Ammo stacks up to 25 on normal.

Rifle Ammo - Ammo for the Rifles. Can hold up to 10 bullets and takes up a radius of 2x1 in the inventory screen. It appears Rifle Ammo stacks up to 20 on normal.

TMP Ammo - Ammo for the TMP. Can hold up to 100 bullets and takes up a radius of 2x1 in the inventory screen.

Magnum Ammo - Ammo for the Magnums. Can hold up to 10 bullets and takes up a radius of 2x1 in the inventory screen.

Handcannon Ammo - Ammo for the Handcannon. Can hold up to 10 bullets and takes up a radius of 2x1 in the inventory screen.

Minethrower Ammo - Ammo for the Minethrower. Can hold up to 5 ammo and takes up a radius of 2x1 on the inventory screen.

xxcrxx

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5.) Credits/Thanks

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