

# Weapon Special Properties

## Slug-Thrower

A weapon with the slug-thrower special weapon property may expend kinetic ammunition in addition to the weapon's normal battery usage to achieve enhanced effects. A slug-thrower weapon has a second magazine which can hold longarm ammunition as though it were a kinetic weapon (capacity and usage depend upon the weapon's level). The kinetic ammunition can be loaded into the weapon's chamber as a move action, allowing the weapon's next attack to deal damage equal to the listed amount, bypass piercing damage reduction, gain the breaching weapon special quality, and the knockdown critical effect.

A slug-thrower weapon may not fire any kinetic ammunition without being accompanied by the energy necessary to fire a normal energy round.

**Level 1-5 Capacity 4; Usage 1**

**Level 6-10 Capacity 8; Usage 2**

**Level 11-15 Capacity 12; Usage 2**

**Level 16-20 Capacity 16; Usage 2**

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