

Grenades and explosives

The stencil that shows how far grenades reach is found under the combat rules or on the start page.

Grenades:

Flash Bang	
Costs:	100 \$
Damage:	No hit points damage, BUT: impedes everyone in 20 cm line of sight circumference. Those hit have in the first following round -15 on all hit rolls, in the second round -10 and in the third round -5.
Range:	ST + PE + 12
AP-costs:	5
Armor modification:	None.
Size category:	Small
Rarity:	Rare
Minimal strength:	1
Weight:	1 pound
Special rule:	None
Description:	Loud bang and very, very strong magnesium flash.

Incendiary grenade	
Costs:	70 \$
Damage:	2 D3 Normal + 2 D6 + 2 Fire damage
Range:	ST + PE + 12
AP-costs:	5
Armor modification:	- 4
Size category:	Small
Rarity:	Rare
Minimal strength:	1
Weight:	1 pound
Special rule:	None
Description:	Phosphor loaded miniature hell fire.

Stick of Dynamite	
Costs:	30 \$
Damage:	2 D6 + 1 Explosion
Range:	ST + PE + 12
AP-costs:	4
Armor modification:	- 3
Size category:	Small
Rarity:	Quite common
Minimal strength:	1
Weight:	1 pound
Special rule:	Needs something to light the fuse
Description:	Nitroglycerin in solid form. Probably made after the War for mining purposes.

Molotov-Cocktail	
Costs:	15 \$
Damage:	2 D6 Fire damage
Range:	ST + PE + 12
AP-costs:	4
Armor modification:	None
Size category:	Small
Rarity:	Very common
Minimal strength:	1
Weight:	1 pound
Special rule:	Needs something to light the fuse
Description:	Whether incredibly strong alcohol was used as a fire accelerant or Napalm or maybe gas, it's a bottle filled with it, with a shred of cloth sticking out, that is lit before throwing it away.

Plasma grenade	
Costs:	200 \$
Damage:	3 D3 - 1 Normal + 2 D6 + 4 plasmadamage
Range:	ST + PE + 12
AP-costs:	5
Armor modification:	- 5
Size category:	Small
Rarity:	Very rare
Minimal strength:	1
Weight:	1 pound
Special rule:	None
Description:	Also called 'the green death', this is the ultimate anti personnel grenade. Produced by RobCo Industries during World War III.

Pulse grenade	
Costs:	220 \$
Damage:	0 normal damage, but 4 D6 damage against robots and other electronic targets
Range:	ST + PE + 12
AP-costs:	5
Armor modification:	None
Size category:	Small
Rarity:	Rare
Minimal strength:	1
Weight:	1 pound
Special rule:	None
Description:	A very special weapon, also produced by RobCo Industries. The pulse grenade contains no explosives, but produces a strong electromagnetic pulse when “detonating” that fries any circuit.

Fragmentation grenade	
Costs:	50 \$
Damage:	1 D6 Explosion + 2 D6 Normal
Range:	ST + PE + 12
AP-costs:	5
Armor modification:	- 4
Size category:	Small
Rarity:	Common
Minimal strength:	1
Weight:	1 pound
Special rule:	None
Description:	A common frag grenade as they have been used for centuries in wars.