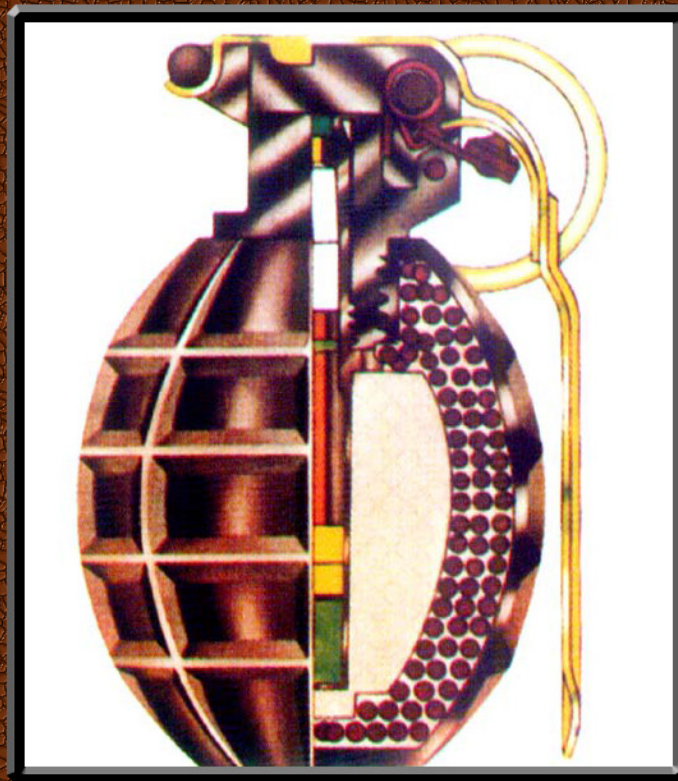


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# BIG BANG

The Mostly Illustrated RPG Guide  
to Modern Weapons



Designed for use with all roleplaying  
game systems.



# GRENADES

Grenades have long been a staple of military arms, dating back to the earliest days of firearms. However, with World War One, there was a revolution in grenade technology, moving it from a short range hand thrown weapon to a long range weapon propelled by the gasses of a blank rifle cartridge. The evolution of the grenade continued through the Twentieth Century, leading to alternatives to simply exploding and ultimately, to the spin stabilized grenade.

Currently, military theory is entering retrograde in regards to grenade use. For 40 years, the spin stabilized grenade has been seen as the most useful format for grenade use, providing ten times the range a man can throw, with relative accuracy.

However, in many conflicts over that time, rifle grenades have proven to be a deciding factor in a battle, thanks to both superior payload and range compared with the spin stabilized types. So while first world armies remain equipped with spin stabilized grenade systems, like the M203, other nations are opting to use rifle grenades, which are cheaper to employ and easier to train.

Along with these three delivery methods, there are a vast number of different types of grenades as well.

**Anti-Personnel:** Grenades designed to injure or kill enemy troops, typically fragmentary in nature.

**Anti-Tank:** Grenades designed for use against vehicles and armor. Almost universally consisting of grenades with HEAT warheads.

**AP/AV:** Dual purpose grenades designed for anti-personnel use, as well as being effective against lightly armored vehicles. Typically, they use a combination fragmentary and hollow charge warhead.

**Defensive:** This is a grenade designed for maximum fragmentation, to induce as many injuries as possible.

**Flashbang:** Designed to produce a brilliantly blinding flash, an extremely loud bang, and a pressure wave which stun anything alive in the blast radius. Designed to be completely consumed in the detonation so that no fragment projection occurs.

**Fragmentation:** Another name for Defensive type grenades.

**Gas:** Grenades designed to deliver some form of chemical weapon. Gas grenades often share body types with smoke grenades.

**Illumination:** A grenade designed to create an intensely bright light capable of brightly illuminating an area tens of meters across or more. Most are designed to be projected high into the air, where they ignite and slowly fall to the ground by parachute.

**Incendiary:** These grenades are designed to burn at incredibly high temperatures, useful for destroying equipment and starting fires.

**Offensive:** This is a thin shelled grenade, designed to produce a big bang but reduce fragment projection. They are designed more to shock than wound. Predecessor to flashbang and stun grenades.

**Offensive/Defensive:** A Offensive grenade can be greatly enhanced in power by putting a prefragmented metal sleeve around it, so that detonating the grenade shatters the sleeve and produces greatly enhanced wounding. Many nations rely on this design type for individual mission flexibility, rather than fielding two separate designs.

**Polyvalent:** The "universal" grenade. First appearing in Italian hands during World War II, these are modular systems designed primarily as a hand grenade, but with a rifle launcher attachment that can be added to the grenade.

**Signaling:** Grenades designated for use as a signaling device between multiple ground unit or for ground-to-air signalling. Most Illuminating and Smoke type grenades are dual purposed for signal use as well as their primary function.

**Smoke:** Grenades designed to emit a significant quantity of dense, opaque smoke which can obscure friendly movements.

**Stun:** Predecessor to the flashbang, these grenades were designed to produce pressure waves, in hopes that the effect would easily stun an opponent. Later development lead to the much more effective flashbang grenades.

# APPENDIX TWO: GRENADES

## Hand Grenades

### Argentina

#### GEAT 58 TB Rifle Grenade

This is the second of the three FM rifle grenades, designed for armor piercing effect. The 58mm diameter aluminum body is filled with an RDX/TNT shaped charge warhead, capable of cutting through up to 230mm of armor.

Weapon	GEAT 58 TB Rifle Grenade			
Mfg.	Fabricaciones Militares	Year		
Nation	Argentina	Type	Anti-Tank	
Effective	Blast	Weight	660g	
Radius	Lethal	Range	Min.	
	Casualty		Max.	
	Collateral		Eff.	400m
Notes	Penetrates up to 230mm of armor.			

#### GEAT FRAG 40 TB Rifle Grenade

This is a rifle grenade, part of a line developed to be launched from any 7.62x51mm caliber rifle that has been fitted with the proper 22mm diameter muzzle adapter. This particular variant is a dual-purposed weapon for anti-personnel and light anti-vehicular use (AP/AV). Built of a 40mm diameter steel body filled with an RDX/TNT shaped charge warhead, the weapon can penetrate up to 125mm of armor. Detonation also fragments the steel body, producing a lethal radius of 15 meters.

Weapon	GEAT FRAG 40 TB Rifle Grenade			
Mfg.	Fabricaciones Militares	Year		
Nation	Argentina	Type	AP/AV	
Effective	Blast	Weight	600g	
Radius	Lethal	Range	Min.	10m
	Casualty		Max.	20m
	Collateral		Eff.	450m
Notes	Penetrates up to 125mm of armor.			

#### GME-FMK2-MO Hand Grenade

This grenade is a spherical or baseball type with an unusually large fuse structure. With a body of cast nodular iron alloy and the large aluminum fuse body, the weapon produces an impressive level of fragments of 3 to 5 grams in weight, with a 5 meter casualty radius. The large fuse body also facilitates linking with a separate rifle launcher assembly. This launcher is a separate package, complete with propellant cartridge. The unit fits over the muzzle of the Argentinian FAL clone without need for an adapter, and operates with the rifle's gas vent plug closed. Weighing in at 285 grams, a soldier can hurl the grenade about 40 meters, or launch it from his rifle to a range of up to 400 meters.



Weapon	GME-FMK2-MO Hand Grenade			
Mfg.	Fabricaciones Militares	Year		
Nation	Argentina	Type	Fragmentation	
Effective	Blast	Weight	285g	
Radius	Lethal	Range	Min.	2m
	Casualty		Max.	5m
	Collateral		Eff.	40m
Notes	400m range when launched from a rifle			

#### Illuminante Cal 38.1mm para FAL

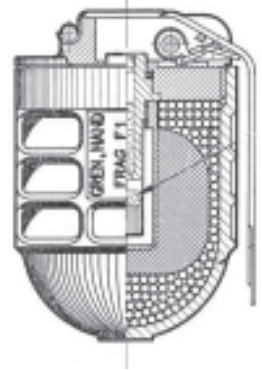
The third of the FM rifle grenades manufactured for the Argentine military, the rifle grenade is designed for illumination. Designed to be fired upwards, the grenade will provide 100,000 candela illumination in a 30 meter radius as it slowly descends to the ground.

Weapon	Illuminante Cal. 38.1mm para FAL			
Mfg.	Fabricaciones Militares	Year		
Nation	Argentina	Type	Illumination	
Effective	Blast	Weight	660g	
Radius	Lethal	Range	Min.	
	Casualty		Max.	
	Collateral		Eff.	200m
Notes	Provides light for 30 seconds in a 30m radius.			

### Australia

#### F1 Fragmentation Grenade

These grenades, a product of Australia's largest defense contractor, are rather unusual in design, with the general shape of a shotgun slug projectile. With the fuse mounted on the flat surface of the grenade, the weapon's 70 gram high explosive core of RDX and wax detonates to disperse over 4,000 2.4mm steel pellets over an area of up to 30 meters. Like most new grenade designs, the F1 can be fitted with a tail assembly and booster for launching from any rifles based on the Steyr AUG or Colt M16 designs. To fit the projector assembly, the striker for hand use is removed and replaced with the tail assembly then slipped over the rifle muzzle. When use like this, the grenade has a range of up to 200 meters.



Weapon	F1 Fragmentation Grenade			
Mfg.	ADI Limited	Year		
Nation	Australia	Type	Fragmentation	
Effective	Blast	Weight	375g	
Radius	Lethal	Range	Min.	6m
	Casualty		Max.	15m
	Collateral		Eff.	30m
Notes	200m range when launched from a rifle			

### Russian Federation & Associated States (RFAS)

#### Baton 40mm Nonlethal Grenade

Designed for the Russian 40mm grenade launcher systems, including the Soviet era GP-25 and GP-30 launchers and the newer GP-95 and GP-97

Weapon	Baton, 40mm			
Mfg.	State Arsenals	Year		
Nation	RFAS	Type	Non-Lethal	
Effective	Blast	Weight	@250g	
Radius	Lethal	Range	Min.	10m
	Casualty		Max.	70m
	Collateral		Eff.	50m
Notes	Nonlethal			

models. This is a direct fire round which launches a rubber baton at the target, essentially a nonlethal round for law enforcement use.

### F-1 Antipersonnel Hand Grenade

This particular model of grenade is among the oldest weapons still in service with the Russian military. While the weapon is no longer a front line weapon for any nation other than Poland, the F1 or clones of it can often be found in the hands of underground organizations ranging from revolutionaries to organized crime to terrorists.

The F-1 is formed of a notched cast iron body, giving it the classic pineapple look of the U.S. Mark 2 and British No. 36 hand grenades. Filled with 60 grams of TNT, the grenade performs impressively, with a casualty radius greatly exceeding many newer types of grenades.



Weapon	F-1 Anti-Personnel Hand Grenade			
Mfg.	Soviet State Arsenals	Year	1941-	
Nation	USSR, CIS, RFAS	Type	Defensive	
Effective	Blast	Weight	600g	
Radius	Lethal	20m	Range	Min.
	Casualty	100m		Max.
	Collateral			Eff.
Notes	30m			

### GRD-40 40mm Smoke Grenade

The GRD-40 is a smoke producing round developed for the GP series underbarrel grenade launchers. The grenades produce thick smoke to screen troop movements. The smoke compound is effective at blocking IR spectrum light, rendering some night vision equipment useless. Burning for three seconds, the grenade produced a cloud of smoke over 15,000 cubic feet in volume (think of a cube, 25x25x25 meters). This smoke screen will last at least 60 seconds in windspeeds of up to 5m/s or 11 mph.

Weapon	GRD-40 Smoke Grenade			
Mfg.	State Arsenals	Year		
Nation	RFAS	Type	Smoke	
Effective	Blast	Weight	260g	
Radius	Lethal		Range	Min.
	Casualty			Max.
	Collateral	25 x 25 x 25m		Eff.
Notes	200m			
	White Smoke Only			

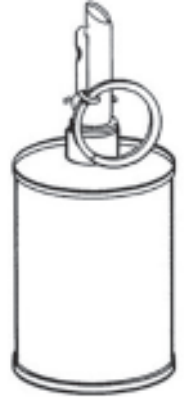
### Gvozd 40mm CS Gas Grenade

This grenade is similar to the GDR-40, but is instead filled with CS compound and the necessary incendiary compound to vaporize it. Like the GRD-40, it is a spin-stabilized grenade launched from the GP series grenade launchers (GP-25, GP-30, GP-95 and GP-97) as well as the RG-6 multi-shot launcher.

Weapon	Gvozd Riot Control Grenade			
Mfg.	State Arsenals	Year		
Nation	RFAS	Type	Smoke	
Effective	Blast	Weight	170g	
Radius	Lethal		Range	Min.
	Casualty			Max.
	Collateral	25 x 25 x 25m		Eff.
Notes	200m			
	CS Gas, Emits for 12 seconds.			

### RG-42 Offensive Hand Grenade

Like the F-1, the RG-42 Offensive Hand Grenade dates back to the Great Patriotic War of 1941-1945, otherwise known as World War II. For the most part, it is now considered obsolete, though it is recently in manufacture with Romania, Poland, and China. One or more may still make the grenade. Despite the age and unsophistication of the design, it is still commonly encountered almost anywhere, especially in Africa and the Balkans. The design is quite simple, made of a sheet metal cannister filled with explosives, with a bouchon igniter screwed into the top.



Weapon	RG-42 Offensive Hand Grenade			
Mfg.	Soviet State Arsenals	Year	1942-	
Nation	USSR, CIS, RFAS	Type	Offensive	
Effective	Blast	Weight	420g	
Radius	Lethal	2m	Range	Min.
	Casualty	10m		Max.
	Collateral			Eff.
Notes	30m			

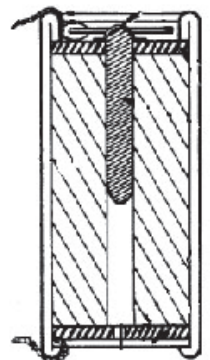
### RDG-1 Smoke Hand Grenade

First adopted around 1948, this was another excellent example of an inexpensive, functional weapon that the Soviets had become reknowned for during World War II. The RDG-1 is made of a gray carboard tube, which is fitted with a wooden diaphragm at the wide end and the igniter tube in the middle. The grenade is filled with smoke compound, fitted with another wooden diaphragm at the smaller diameter end, capped with carboard plugs at each end and wax sealed. To use, the match head striker is rubbed to ignite the three igniter pellets, then the grenade is thrown. Unlike its descnedant grenades, this model could float on water and produce smoke while doing so. The RDG-1 is easily recognizable by both its gray color and its resemblance in shape to a large, necked down cartridge case.

Weapon	RDG-1 Smoke Grenade			
Mfg.	State Arsenals	Year	1948-	
Nation	RFAS	Type	Smoke	
Effective	Blast	Weight	500g	
Radius	Lethal		Range	Min.
	Casualty			Max.
	Collateral	20 x 5 x 5m		Eff.
Notes	35m			
	Produces either white or black smoke.			

### RDG-2 Smoke Hand Grenade

The RDG-2 smoke grenade has been in use with the Eastern Block nations since the 1950's. While a tactical grenade for screening the movements of small units, it is also one of the simplest and least expensive grenades in production, an excellent example of Russian pragmatism. It consists of a cardboard tube filled with smoke producing burning type filler and a simple friction igniter, all sealed in wax to make it resistant to dampness. The grenade burns for about 15 seconds to produce a cloud of thick white smoke measuring 20 to 25 meters long and 8 meters wide. The smoke duration is similar to



that of the GRD-40.

The RGD-2Kh produces an irritant smoke (probably HC-based) which is primarily used as a training device to simulate a chemical attack. The RGD-2Ch produces thick black smoke, rather than the normal white smoke expected from screening grenades. The RGD-3 grenade produces orange smoke for marking purposes.

Weapon	RDG-2 Smoke Grenade			
Mfg.	State Arsenals	Year		
Nation	RFAS	Type	Smoke	
Effective Radius	Blast	Weight	500g	
Radius	Lethal	Range	Min.	
	Casualty		Max.	
	Collateral		Eff.	35m
Notes	RDG-2, White Smoke Only. RDG-2Kh, HC White Smoke. RDG-2Ch, Black Smoke. RDG-3, Orange Smoke.			

### RGD-5 Offensive Hand Grenade

The RGD-5 offensive hand grenade is one of the current, in-service grenades for most of the former Warsaw Pact nations. This ovoid grenade is made of a smooth, two piece steel body that is internally prefragmented. The device is fitted with either a 3-4 second delay fuze, or for use as a boobytrap, an adjustable fuze with a 0 to 13 second delay. Filled with 110 grams of TNT, the grenade has an effective casualty radius of about 20 to 25 meters.



Weapon	RGD-5 Offensive Hand Grenade				
Mfg.	Soviet State Arsenals	Year			
Nation	USSR, CIS, RFAS	Type	Offensive		
Effective Radius	Blast	Weight	310g		
Radius	Lethal	Range	Min.		
	Casualty		25m	Max.	
	Collateral		Eff.	40m	
Notes					

### RGN Offensive/Defensive Hand Grenade

The Ruchnaya Granata Nastupatel'naya hand grenade, or RGN is an offensive and defensive use hand grenade, based on a small, spherical, prefragmented aluminum alloy casing filled with a high explosive burst charge of 97 grams of A-IX-1 explosive. The casing is smooth, prefragmented internally.

The grenade is designed as a "safer" grenade, meant to reduce the number of malfunctioning explosive devices remaining on the battlefield once the fight is over. The grenade is fitted with an impact fuze that becomes active less than two seconds after the striker is pulled, giving the thrower time to safely throw



Weapon	RGN Offensive/Defensive Hand Grenade				
Mfg.	Soviet State Arsenals	Year			
Nation	USSR, CIS, RFAS	Type	Off/Def		
Effective Radius	Blast	Weight	290g		
Radius	Lethal	Range	Min.		
	Casualty		25m	Max.	
	Collateral		Eff.	45m	
Notes					

the weapon, while a second fuse detonates the device after 4 seconds if impact fails to detonate it.

### RGN-86 Hand Grenade

While considered an updated version of the RGD-5, the RGN-86 is designed for optimal use in close quarters combat. Though roughly the same size and shape as the RGD-5, the RGN-86 is significantly lighter, with an internal prefragmentation pattern designed to produce small, light, shard-like shrapnel, rather than the larger more lethal fragmentation of the RGD-5. The result is a grenade with a small lethal and casualty radius.

Weapon	RGN-86 Hand Grenade				
Mfg.	Soviet State Arsenals	Year			
Nation	USSR, CIS, RFAS	Type	Offensive		
Effective Radius	Blast	Weight	265g		
Radius	Lethal	Range	Min.		
	Casualty		2.5 m	Max.	
	Collateral		5 m	Eff.	35m
Notes					

### RGO Fragmentation Hand Grenade

The RGO hand grenade, or Ruchnaya Granata Oboronitel'naya, is a small fragmentation hand grenade in use with the RFAS armed forces, as well as Iraq. Of a design similar in size and shape to the RGN, this grenade uses a double-layered, prefragmented casing to produce significantly more fragments in comparison. The RGO uses the same fuze as the RGN.



Weapon	RGO Fragmentation Hand Grenade				
Mfg.	Soviet State Arsenals	Year			
Nation	USSR, CIS, RFAS	Type	Fragmentation		
Effective Radius	Blast	Weight	530g		
Radius	Lethal	Range	Min.		
	Casualty		20 m	Max.	
	Collateral		50 m	Eff.	30m
Notes					

### RGO-78 Defensive Hand Grenade

The RGO-78 is yet another of the RGD-5 variants, designed to fit in a slightly fatter ovoid casing. Along with a smooth steel body with interior prefragmenting, the casing is also lined with a resin matrix embedded with steel balls, producing a larger lethal radius.

Weapon	RGO-78 Defensive Hand Grenade				
Mfg.	Soviet State Arsenals	Year			
Nation	USSR, CIS, RFAS	Type	Defensive		
Effective Radius	Blast	Weight	450g		
Radius	Lethal	Range	Min.		
	Casualty		20 m	Max.	
	Collateral		40 m	Eff.	35m
Notes					

### RKG-3 Anti-Tank Grenades

The RKG-3 is a stick-type anti-tank grenade. The grenade, once thrown, is stabilized by four panels of fabric drogue which are pulled from the handle when the grenade is thrown, allowing it to drop warhead down atop armored vehicles. The original RKG-3, fitted with a

steel cone liner, was capable of penetrating 125mm of armor. The later generations, the RKG-3M with a copper liner, and the RKG-3T, are both able to penetrate at least 165mm of armor. This is a hefty grenade with a short throwing range, so typical use is from behind cover and behind the target. The grenade does produce fragmentation which can produce casualties out to 20 meters.



Weapon	RKG-3 Anti-Tank Hand Grenade			
Mfg.	Soviet State Arsenals	Year		
Nation	USSR, CIS, RFAS	Type	Anti-Tank	
Effective	Blast	Weight	1.07 kg	
Radius	Lethal	1 m	Range	Min.
	Casualty	20 m		Max.
	Collateral			Eff.
Notes	RKG-3 Penetrates 125mm, RKG-3M/3T 165mm.			

### VOG-17M 7P9M 30mm Grenade

This is a high velocity 30mm grenade cartridge designed for use with the AGS-17 and AGS-30 automatic grenade launchers. These grenades are part of the recent trend for "safe munitions" that leave few malfunctioning live round after the battle. The fuze arms 10 to 40 meters out from the muzzle and is extremely impact sensitive so that it will detonate when impacting something soft, like snow, marsh or water. The fuze also initiates a self-destruct no more than 19 seconds after the grenade is fired.

The 7P9M is a High Explosive Fragmentation grenade (HE-FRAG), augmented by a layer of steel bearings lining the casing to produce a casualty radius of up to 7 meters. The 7P36 version instead uses an optimum mass prefragmented sleeve, resulting in significantly better fragmentation with slightly more explosive.

Both types feed on a 29-round belt. With ammunition box, the belt weighs 14.5 kg.

Weapon	VOG-17M 7P9M 30mm Spin Stabilized Grenade			
Mfg.	Soviet State Arsenals	Year		
Nation	USSR, CIS, RFAS	Type	Anti-Tank	
Effective	Blast	Weight	275 g	
Radius	Lethal	1 m	Range	Min. 10m
	Casualty	7 m		Max. 1,730 m
	Collateral			Eff. 1200 m
Notes	Complete round weighs 348 grams.			

Weapon	VOG-17M 7P36 30mm Spin Stabilized Grenade			
Mfg.	Soviet State Arsenals	Year		
Nation	USSR, CIS, RFAS	Type	Anti-Tank	
Effective	Blast	Weight	275 g	
Radius	Lethal	1 m	Range	Min. 10m
	Casualty	7 m		Max. 1,700 m
	Collateral			Eff. 1200 m
Notes	Complete round weighs 350 grams.			

### VOG-25 40mm Grenade

The VOG-25 is another spin-stabilized grenade for the GP series of 40mm grenade launchers, replacing its predecessor, the VOG-

15. It is an HE-FRAG grenade, fitted with an impact fuze with self-destruct capabilities. The fuze is of the same type used on the VOG-17M grenades.

Weapon	VOG-25 HE-FRAG 40mm Spin Stabilized Grenade			
Mfg.	Soviet State Arsenals	Year		
Nation	USSR, CIS, RFAS	Type	Fragmentation	
Effective	Blast	Weight	250 g	
Radius	Lethal	1 m	Range	Min. 50m
	Casualty	6 m		Max. 400 m
	Collateral			Eff. 400 m
Notes				

### VOG-25P 40mm Grenade

This is essentially a VOG-25 grenade fitted with a bounding mechanism. Upon impact, a small charge detonates, propelling the grenade upwards in the air, where the main charge detonates once it is between 0.5 and 1.5 meters into the air. Aside from a few minor differences in weight and mechanism, the VOG-25M has similar effect. The VOG-25 and VOG-25P are easily differentiated visually, as the VOG-25P is longer, with a more conical nose.

Weapon	VOG-25P HE-FRAG 40mm Bounding Grenade			
Mfg.	Soviet State Arsenals	Year		
Nation	USSR, CIS, RFAS	Type	Fragmentation	
Effective	Blast	Weight	278 g	
Radius	Lethal	1 m	Range	Min. 50m
	Casualty	6 m		Max. 400 m
	Collateral			Eff. 400 m
Notes				

### ZDP Incendiary Smoke Hand Grenade

The ZDP is a rather interesting incendiary smoke grenade, designed for use by assault troops and designed to be light enough to allow every soldier to carry several of them without being unduly weighed down. The grenade is assembled from a metal tub with a green cap at one end and a red cap at the other. Removing the green cap activates the short delay fuze and the grenade can be thrown to a range of about 30 meters. However, by removing the red cap, a ring and short cord are exposed. By positioning the grenade against one's rifle and pulling the ring, a rocket motor is fired, projecting the grenade a great deal further than it could be possibly thrown. With the rocket, the grenade can reach up to 560 meters, though 200 meters is the accepted practical range.

Weapon	ZDP Incendiary Smoke Grenade			
Mfg.	Soviet State Arsenals	Year	1984-	
Nation	USSR, CIS, RFAS	Type	Smoke	
Effective	Blast	Weight	278 g	
Radius	Lethal		Range	Min.
	Casualty			Max. 200 m
	Collateral			Eff. 560 m
Notes	Can be thrown about 30 meters by average soldiers.			

## Union of Soviet Socialist Republics (USSR)

These are grenade were common during the Col War, adopted by most, if not all the Warsaw Pack nations and used throughout the era of the Soviet empire, and have since become obsolete and fallen into disuse since the fall of Communism and the collapse of the "Evil Empire". While these particular grenades are currently obsolete, they have be-

come mainstays for small, violent factions, from rebels and revolutionaries, to mobsters and terrorists.

### M75 Hand Grenade

The M75 was a Soviet grenade used from the mid 1970's through the 1980's. Manufactured with a prefragmented plastic casing, the grenades appear to be copied from the HG79, a grenade manufactured by Austrian manufacturer, Arges. While manufactured by a number of Soviet state arsenals, the majority of these grenades actually came out of Bulgaria.



Weapon	M75 Hand Grenade			
Mfg.	State Arsenals	Year	1975-	
Nation	RFAS, Bulgaria	Type	Fragmentation	
Effective	Blast	Weight	500g	
Radius	Lethal	5 m	Range	Min.
	Casualty	15 m		Max.
	Collateral			Eff.
Notes	Copied from the Austrian HG79.			



and stabilize the grenade when thrown. It is readily identified by the hemispherical head on the base of the warhead cone. While the warhead of 562g of TNT in a cone-shaped liner is capable of penetrating 100mm of armor, it also produces a good fragmentation effect, so it can be used for anti-personnel use in a pinch.

Weapon	RPG-6 Anti-Tank Hand Grenade			
Mfg.	Soviet State Arsenals	Year	1945-1975	
Nation	USSR, CIS, RFAS	Type	Anti-Tank	
Effective	Blast	Weight	1.1 kg	
Radius	Lethal	2 m	Range	Min.
	Casualty	20 m		Max.
	Collateral			Eff.
Notes	Penetrates up to 100 mm of armor			

### RDG-33 Antipersonnel Hand Grenade

The RDG-33 is a long obsolete Soviet grenade design, dating back to World War II. It is a stick-type offensive/defensive grenade, made primarily of an explosive filled tin cylinder, to which a metal throwing handle is attached. In this configuration, the 508 gram grenade can be thrown about 40 meters, and has a lethal radius of 10 meters. A prefragmented metal sleeve can be fit over the tin cylinder, converting the grenade to a defensive role. With the metal sleeve and its additional 85 grams of TNT, the RDG-33 in defensive configuration has a lethal radius of 25 meters, thanks to the massive fragments produced by the sleeve. However, the throwing range is reduced to about 30 meters. While obsolete, the grenade is still common in some areas of the world, especially southeast asia, where it was quite popular during the Vietnam War.



Weapon	RDG-33 Offensive/Defensive Hand Grenade			
Mfg.	Soviet State Arsenals	Year	1944-1970	
Nation	USSR, CIS, RFAS	Type	Fragmentation	
Effective	Blast	Weight	508g (722g)	
Radius	Lethal	10 m (25 m)	Range	Min.
	Casualty	40 m (50 m)		Max.
	Collateral			Eff.
Notes	Defensive configuration stats in parentheses.			

### RPG-40 Anti-Personnel Hand Grenade

This grenade, dating back to World War II, was another example of Russian pragmatism, given the war conditions. This dual purpose grenade was little more than a tin can filled with a massive amount of TNT and fitted with an all-ways impact fuze and a throwing stick handle with a streamer ribbon. At over a full kilogram in weight, the grenade produced a casualty radius of 20 meters, and while useless against real armor, it was excellent for demolishing soft skinned and cargo vehicles. While long obsolete as a front line weapon, the grenade was stockpiled for use by militia units as late as 1979.



Weapon	RPG-40 AntiPersonnel Hand Grenade			
Mfg.	Soviet State Arsenals	Year	1940-1980	
Nation	USSR, CIS, RFAS	Type	Fragmentation	
Effective	Blast	Weight	1.105 kg	
Radius	Lethal	2 m	Range	Min.
	Casualty	20 m		Max.
	Collateral			Eff.
Notes				

### RPG-43 Anti-Tank Hand Grenade

The RPG-43 was the first Soviet HEAT warhead and the earliest of their anti-tank hand grenades. This hefty grenade, once thrown, was stabilized in flight by two cloth streamers, which ensured the grenade landed warhead down. Impact detonates the grenade, which can



### RPG-6 Anti-Tank Hand Grenade

The RPG-6 is yet another World War II era grenade that remained in Soviet stockpiles for decades, eventually adopted by the Eastern Bloc nations and China. By 1980, this anti-tank stick grenade was long obsolete, relegated to use as a training device, as well as being distributed for use by revolutionaries and guerillas, as well as being stockpiled for street-fighting use by militia units.

The grenade shares features with almost all the Soviet anti-tank grenades, namely the conical warhead, throwing stick handle, and a drogue of some sort, in this case, four fabric streamer strips to slow

penetrate up to 75mm of armor. Like most other Soviet era RPG class grenades, the RPG-43 also produced effective fragmentation. These grenade were last known to be used in combat by Egyptian troops involved in the Arab-Israeli war of 1973, and were relegated to the status of surplus training device by 1980.

Weapon	RPG-43 Anti-Tank Hand Grenade			
Mfg.	Soviet State Arsenals	Year	1940-1980	
Nation	USSR, CIS, RFAS	Type	HEAT	
Effective	Blast	Weight	1.2 kg	
Radius	Lethal	Range	Min.	
	Casualty		Max.	
	Collateral		Eff.	20m
Notes	Penetrates up to 75mm of armor.			

## United States

### ABC-M1 HC White Smoke Pot

This device, is essentially a 12.5 pound smoke grenade. However, unlike smoke grenades, this one is set into position and ignited, to provide a long duration and sizable smoke screen. Once lit, the M1 smoke pot will burn its 10 lbs of filler for a period of 5 to 8 minutes, providing a screen of HC smoke that can reach dimensions of up to 20 meters deep, 20 meters high, and 250 meters long.

Weapon	ABC-M1 HC White Smoke Pot			
Mfg.	U.S. Army Materiel Readiness Command	Year		
Nation	United States	Type	Screening	
Effective	Blast	Weight	5.69 kg	
Radius	Lethal	Range	Min.	
	Casualty		Max.	
	Collateral		Eff.	
Notes	Burns 5-8 minutes, 20 x 20 x 250 meters.			

### ABC-M4A2 HC White Smoke Pot, Floating

This particular smoke pot is a monstrosity, weighing 38 lbs and filled with 27.5 lbs of incendiary material. Use to cover water crossings and amphibious landings, these smoke pots burn for 10 to 15 minutes, producing a field of HC smoke that can measure 20 x 20 x 500 meters.

Weapon	ABC-M4A2 HC White Smoke Pot, Floating			
Mfg.	U.S. Army Materiel Readiness Command	Year		
Nation	United States	Type	Screening	
Effective	Blast	Weight	17.27 kg	
Radius	Lethal	Range	Min.	
	Casualty		Max.	
	Collateral		Eff.	
Notes	Burns 10-15 minutes, 20 x 20 x 500 meters.			

### ABC-M5 HC White Smoke Pot

This is the hefty big brother of the M1 smoke pot and the M4A2 floating smoke pot. This overweight package is filled with a whopping 31 lbs of smoke generating filler, this smoke pot weighs a total of 33 lbs, as much as a loaded Vietnam War era M60 medium machine gun. Once ignited, the pot will burn for 20 to 22 minutes, generating a dense smoke cloud of up to 25 x 25 x 500 meters in dimension.

Weapon	ABC-M5 HC White Smoke Pot			
Mfg.	U.S. Army Materiel Readiness Command	Year		
Nation	United States	Type	Screening	
Effective	Blast	Weight	15 kg	
Radius	Lethal	Range	Min.	
	Casualty		Max.	
	Collateral		Eff.	
Notes	Burns 20-22 minutes, 25 x 25 x 500 meters.			

### ABC-M6 Riot Control Hand Grenade

This is another early riot control grenade, using the same sheet metal body as the M7, but filled with 10.5 ounces of CN-DM mixture. This 17 ounce grenade could be hurled up to 35 meters and produced its irritant gas cloud for 20 to 60 seconds.

Weapon	ABC-M6 Riot Control Hand Grenade			
Mfg.	U.S. Army Materiel Readiness Command	Year		
Nation	United States	Type	Gas	
Effective	Blast	Weight	476 g	
Radius	Lethal	Range	Min.	
	Casualty		Max.	
	Collateral		Eff.	35 m
Notes	Burns 20-60 seconds ,5 x 8 x 25 meters.			

### ABC-M6A1 Riot Control Grenade

At some point in the 1960's, the body of all US gas emitting grenades was changed. This change affected all burning type riot control, chemical weapon, and smoke producing grenades, bringing them all in line to use a cylindrical sheet metal body with four emission holes in the top and one in the bottom. Functionally, the grenade is identical to the M6, but weighs 20 ounces and contains 9.5 ounces of CN-DM.

Weapon	ABC-M6 Riot Control Hand Grenade			
Mfg.	U.S. Army Materiel Readiness Command	Year		
Nation	United States	Type	Gas	
Effective	Blast	Weight	560 g	
Radius	Lethal	Range	Min.	
	Casualty		Max.	
	Collateral		Eff.	35 m
Notes	Burns 20-60 seconds ,5 x 8 x 25 meters.			

### ABC-M7 Riot Control Hand Grenade

This was the earliest of the U.S. military's riot control grenades, dating back to the early 1960's. The M7 was filled with CN, more commonly known as Tear Gas. The M7 is assembled of a sheet metal body of the same dimensions as all other gas and smoke grenades manufactured by the United States, however it is readily identified by having six emission holes in the top and two rows of nine emission holes along the sides. It is filled with 10.25 ounces of CN filler, enough to produce an irritant cloud for 20 to 60 seconds. Weighing 17 ounces, the grenade can be thrown about 35 meters by the average soldier. Identified by its grey body and red band and markings.





Weapon	ABC-M7 Riot Control Hand Grenade			
Mfg.	U.S. Army Materiel Readiness Command	Year		
Nation	United States	Type	Gas	
Effective	Blast	Weight	476 kg	
Radius	Lethal	Range	Min.	
	Casualty		Max.	
	Collateral		Eff.	35 m
Notes	Burns 20-60 seconds, 8 x 8 x 25 meters.			

### ABC-M7A1 Riot Control Grenade

This is a revision of the M7 design, switching to the standard smoke grenade body with four emission holes in the top and one in the bottom. This also allows the filler capacity to be increased to 12.5 ounces, increasing the overall weight to 18.5 ounces. However, the filler is still CN tear gas. Aside from this, the grenade is otherwise functionally identical to the M7.

Weapon	ABC-M7A1 Riot Control Hand Grenade			
Mfg.	U.S. Army Materiel Readiness Command	Year		
Nation	United States	Type	Gas	
Effective	Blast	Weight	518 g	
Radius	Lethal	Range	Min.	
	Casualty		Max.	
	Collateral		Eff.	35 m
Notes	Burns 20-60 seconds, 8 x 8 x 25 meters.			

### ABC-M7A2 Riot Control Hand Grenade

This is one of two such grenades used by the US military. It is fabricated from a sheet metal body with four emission holes at the top and one in the bottom and filled with 5.5 ounces of incendiary filler and 3.5 ounces of CS in gelatin capsules, allowing it to burn 15 to 35 seconds.

Weighing 15.5 ounces, this grenade can be hurled up to 50 meters. Both are identified by their gray bodies with red markings.

Weapon	ABC-M7A2 Riot Control Hand Grenade			
Mfg.	U.S. Army Materiel Readiness Command	Year		
Nation	United States	Type	Gas	
Effective	Blast	Weight	434 g	
Radius	Lethal	Range	Min.	
	Casualty		Max.	
	Collateral		Eff.	50 m
Notes	Burns 15-35 seconds, 8 x 8 x 25 meters.			

### ABC-M7A3 Riot Control Hand Grenade

This is a variant of the ABC-M7A2, constructed with a pelletized CS compound, rather than the gelatin capsules. The grenade uses

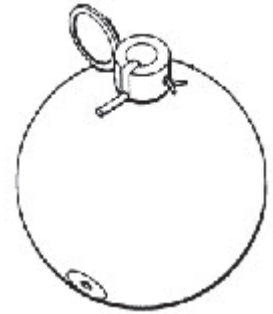
Weapon	ABC-M7A3 Riot Control Hand Grenade			
Mfg.	U.S. Army Materiel Readiness Command	Year		
Nation	United States	Type	Gas	
Effective	Blast	Weight	434 g	
Radius	Lethal	Range	Min.	
	Casualty		Max.	
	Collateral		Eff.	50 m
Notes	Burns 15-35 seconds, 8 x 8 x 25 meters.			

6.5 ounces of incendiary filler and 2.5 ounces of CS compound. Otherwise, the performance is identical.

### ABC-M25A2 Riot Control Hand Grenade

With the riots, protests, and activism through the 1960's and 70's, law enforcement exposed a flaw in the design of the M7 series grenades; the enemy can pick the damned things up and throw them right back at you. The M25 was the response to the problem.

This grenade is a bursting munition, which produces its cloud of gas in an instant, rather than over the course of a minute or two. Weighing only 8 ounces, the grenade can easily be thrown 50 meters by the average soldier. When it bursts, it creates a visible cloud some 5 meters in diameter, though fragments of the grenade shell can be flung as far as 25 meters. The fragments are essentially harmless, since the body is made of flimsy plastic or compressed fiber. The grenades are identified by their gray bodies with a red band and markings. The M25A2 did not have a standard filler, and could be found containing, CN, CN-DM, or CS filler.



Weapon	ABC-M25A1 Riot Control Hand Grenade			
Mfg.	U.S. Army Materiel Readiness Command	Year		
Nation	United States	Type	Gas	
Effective	Blast	Weight	224 g	
Radius	Lethal	Range	Min.	
	Casualty		Max.	
	Collateral		Eff.	50 m
Notes	Bursting Grenade, creates a 5 x 5 x 5 meter cloud.			

### AN-M8 HC White Smoke Hand Grenade

This grenade is your classic smoke screen device, used by small units as a signaling and screening device, thanks to the dense clouds of white smoke it produces. Built much the same as the M7A2 Riot Control Hand Grenade, this one is filled with 19 ounces of Type C or Type HC smoke mixture. Weighing 24 ounces, this grenade can only be flung about 30 meters, and will generate its dense clouds of smoke for 105 to 150 seconds. It needs to be noted that the smoke is thick with hydrochloric fumes, which will irritate the eyes, throat and lungs, so protective equipment must be worn if used in an enclosed area. They are identified by their light green bodies, with black markings and white top.

Weapon	AN-M8 HC Smoke Hand Grenade			
Mfg.	U.S. Army Materiel Readiness Command	Year		
Nation	United States	Type	Screening	
Effective	Blast	Weight	672 g	
Radius	Lethal	Range	Min.	
	Casualty		Max.	
	Collateral		Eff.	50 m
Notes	Burns 105-150 seconds, 10 x 10 x 30 meters.			

### AN-M14 TH3 Incendiary Hand Grenade

This is another grenade with the cylindrical 5.7 inch tall sheet metal body, the same as the M7 and M8 grenades. This hefty grenade weighs in at 32 ounces and can only be thrown about 25 meters by the average soldier. It is filled with 26.5 ounces of TH3 Thermate mixture, an improved version of the thermite compound that filled incendiary hand grenades of World War II. This compound will burn for about 40 seconds at 4,000 degrees Fahrenheit, hot enough to fuse any metal objects it

touches and cut through a half inch homogenous steel plate, as well as bright enough to burn the retinas of anyone looking at it. The compound produces its own oxygen as it burns, so it can be used underwater with ease.

They are identified by their grey color with purple markings, though older units may be light red with black markings, as per standard color codes.

Weapon	AN-M14 TH3 Incendiary Hand Grenade			
Mfg.	U.S. Army Materiel Readiness Command	Year		
Nation	United States	Type	Incendiary	
Effective	Blast	Weight	896 g	
Radius	Lethal	Range	Min.	
	Casualty		Max.	
	Collateral		Eff.	25 m
Notes	Burns 40 seconds at 4K degrees.			

### AN-M83 White Smoke Grenade

This is an older predecessor of the M8. While the same physical size as the M7, M8, and other grenades, this one is filled with 11 ounces of terephthalic acid, which will burn for 25 to 70 seconds. It is identified by its forest green body, light green markings, white top and blue band.

Weapon	AN-M83 White Smoke Grenade			
Mfg.	U.S. Army Materiel Readiness Command	Year		
Nation	United States	Type	Screening	
Effective	Blast	Weight	420 g	
Radius	Lethal	Range	Min.	
	Casualty		Max.	
	Collateral		Eff.	30 m
Notes	Burns 25 to 70 seconds, 5 x 5 x 20 meter cloud.			

### M15 White Phosphorous Hand Grenade

The M15 is a sort of jack of all trades, used for signaling, screening, and incendiary purposes, as well as offensively. Another hefty grenade at 31 ounces, it is filled with 15 ounces of white phosphorous, enough to spray burning fragments and particules in a 17 meter radius. Troops need to take cover when using these grenades, as the average soldier can hurl it 30 meters at best. The filler will burn within the area for 60 seconds at 5,000 degrees fahrenheit. Unfortunately, this high temperature causes the smoke generated by the grenade to rise quickly, especially in cool climates, making it less than desirable as a screening device. They are identified by their grey base color, with a single yellow band and markings.

Weapon	M15 White Phosphorus Hand Grenade			
Mfg.	U.S. Army Materiel Readiness Command	Year		
Nation	United States	Type	Signal, Incend.	
Effective	Blast	Weight	868 g	
Radius	Lethal	Range	Min.	
	Casualty		Max.	
	Collateral		Eff.	30 m
Notes	Burns 60 seconds at 5K degrees, smoke 17 x 40 m, 40 m high.			

### M18 Colored Smoke Grenade

These grenades are used by small units primarily as a signal-

ing device between ground units and air units, marking targets and landing sites. They are also frequently used for screening, since the smoke is not as hazardous as with the M8 grenades.

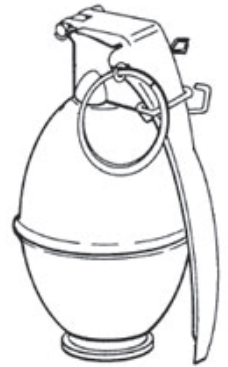
The M18 is fabricated with the standard 5.7 inch tall cylindrical sheet metal body, with four emission holes on top and one on bottom, filled with 11.5 ounces of smoke compound in either red, green, yellow, or violet. The grenade, weighing 19 ounces, can be thrown about 35 meters, and will burn for 50 to 90 seconds.

Weapon	M18 Colored Smoke Grenade			
Mfg.	U.S. Army Materiel Readiness Command	Year		
Nation	United States	Type	Signal, Screen	
Effective	Blast	Weight	532 g	
Radius	Lethal	Range	Min.	
	Casualty		Max.	
	Collateral		Eff.	35 m
Notes	Burns 50 to 90 seconds, 8 x 8 x 30 m cloud. Available in red, green, yellow, or violet smoke.			

### M26A2 Impact Fragmentation Hand Grenade

This is the third incarnation of the M26 hand grenade. The M26, M26A1 and M26A2 were essentially identical, differing only in the fuzing mechanism used. Weighing in at 454 grams, they are internally identical in design to the M61, utilizing both the sheet metal shell and the prescored steel wire coil lining it to produce fragmentation with an effective casualty radius of 15 meters.

Initially developed for deployment during the Korean War, it was one of the few rifle-launchable grenades issued by the U.S. military. The grenade could be fit into the clamp claws of a rifle adapter and launched with a blank cartridge, reaching a distance of up to 160 meters.



Weapon	M26A2 Defensive Hand & Rifle Grenade			
Mfg.	U.S. Army Materiel Readiness Command	Year		
Nation	United States	Type	Fragmentation	
Effective	Blast	Weight	455 g	
Radius	Lethal	Range	Min.	
	Casualty		Max.	
	Collateral		Eff.	35 m
Notes	Can be rifle launched to 160 meters.			

### M33 Defensive Hand Grenade

The M33 is an older U.S. hand grenade, designed as an oblate spheroid steel shell, filled with 184 grams of Composition B explosive. Fitted with a 4 to 5 second delay pyrotechnic train fuze, this light grenade can be thrown about 45 meters, with a casualty radius of 15 meters.

Weapon	M33 Defensive Hand Grenade			
Mfg.	U.S. Army Materiel Readiness Command	Year		
Nation	United States	Type	Fragmentation	
Effective	Blast	Weight	390 g	
Radius	Lethal	Range	Min.	
	Casualty		Max.	
	Collateral		Eff.	45 m
Notes	"Light" grenade.			

This grenade, though similar in shape and size to the M26, it cannot be launched from a rifle.

### M34 Incendiary Fragmentation Hand Grenade

While long obsolete, the M34 was one of the most versatile grenades manufactured by the United States military. While type classified as a chemical smoke grenade, the weapon found use for signalling, screening, fire-starting, and casualty production.

Essentially the same in use and effect as the M15 grenade, the M34 weighed 27 ounces and was filled with 15 ounces of white phosphorous. The grenade can only be hurled 30 meters by the average soldier, however the grenade has a blast radius of 35 meters, meaning anyone deploying it needs to be in a covered position, as do any friendly forces. The fragments will burn for about 60 seconds, latching onto any clothing of skin as they burn. The fragments burn at 5,000 degrees Fahrenheit, so in an enclosed or obstructed position, it can be used to fuse metal objects. The high burn temperature means that the smoke produced by the grenade tends to rise quickly, making it less than optimal for screening purposes.

Weapon	M34 Incendiary Fragmentation Hand Grenade			
Mfg.	U.S. Army Materiel Readiness Command	Year		
Nation	United States	Type	Fragmentation	
Effective	Blast	Weight	756 g	
Radius	Lethal	2 m	Range	Min.
	Casualty	35 m		Max.
	Collateral			Eff. 30 m
Notes	Fragments burn for 60 seconds at 5K degrees. Thrower must be under cover or get burned by his own grenade.			

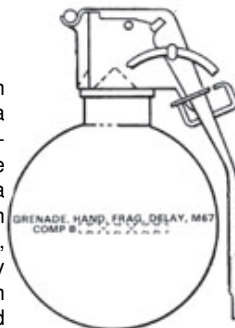
### M61 Fragmentation Grenade

This is an older grenade, designed very differently from the M67. Using an egg shape, this grenade consists of an explosive core which is then wrapped with a prescored wire which produces its fragments, and the fitted inside a sheet metal shell. Weighing in at 16 ounces, this somewhat more unwieldy hand grenade could be tossed up to 40 meters, with a killing radius of 5 meters and a casualty radius of 15 meters. They were identified by their olive drab body and a single yellow band around the top, with further markings (lot number, etc) also in yellow.

Weapon	M61 Fragmentation Hand Grenade			
Mfg.	U.S. Army Materiel Readiness Command	Year		
Nation	United States	Type	Fragmentation	
Effective	Blast	Weight	448 g	
Radius	Lethal	5 m	Range	Min.
	Casualty	15 m		Max.
	Collateral			Eff. 40 m
Notes				

### M67 Fragmentation Hand Grenade

This is one of several fragmentation hand grenades used by the United States. It is a simple design, based on a simple 2 1/2 inch diameter steel sphere filled with explosives. The sphere fragments upon detonation. Weighing a total of 14 ounces, the grenade can be thrown a distance of 40 meters by the average soldier, with a killing radius of 5 meters and casualty radius of 15 meters or 50 feet. They have an olive drab green body with a single yellow band



at the top for identification.

Weapon	M67 Fragmentation Hand Grenade			
Mfg.	U.S. Army Materiel Readiness Command	Year		
Nation	United States	Type	Fragmentation	
Effective	Blast	Weight	392 g	
Radius	Lethal	5 m	Range	Min.
	Casualty	15 m		Max.
	Collateral			Eff. 40 m
Notes				

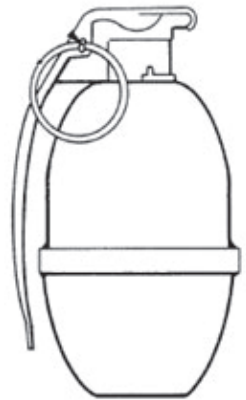
### M84 Stun Grenade

The M84 is a new grenade, developed at the request of the Army Military Police Corps, rather than the usual source of development, SOCOM. The M84 is a non-lethal, low hazard, non-shrapnel producing device designed to produce a brilliant flash, loud bang of 170 decibels, and pressure wave, which all combine to confuse, disorient, and momentarily distract or stun opponents without permanent harm. This is generated by a flame-consumable fiber shell and 4.5 grams of a pyrotechnic metal-oxidant filler composed of magnesium and ammonium. The grenade weighs in at 13.2 ounces, and though it could easily be thrown about 45 yards, is rarely tossed more than a few yards.

Weapon	M84 Stun Grenade			
Mfg.	U.S. Army Materiel Readiness Command	Year		
Nation	United States	Type	Stun	
Effective	Blast	Weight	370 g	
Radius	Lethal		Range	Min.
	Casualty			Max.
	Collateral	2 m		Eff. 45 m
Notes	U.S. Army Military Police's flash-bang grenade.			

### MK1 Illumination Hand Grenade

This is an older, obsolete grenade that was used from the Korean War through the Vietnam War. The grenade was designed for signaling and illumination, however, unlike other grenades for this purpose, it does not do its job while in flight or descending on a parachute. The Mk1 burns on the ground. Weighing in at 10 ounces, a soldier can easily hurl the grenade 40 meters. The 3.5 ounces of illuminating pyrotechnic composition filler burns for 25 seconds, providing 55,000 candlepower in a 100 meter radius and is hot enough to be used as an incendiary device. The grenade also has one of the slowest fuses used in a grenade, taking a full seven seconds before detonating. Older MK1 grenades are identified by white bodies with



Weapon	MK 1 Illumination Hand Grenade			
Mfg.	U.S. Army Materiel Readiness Command	Year		
Nation	United States	Type	Illumination	
Effective	Blast	Weight	280 g	
Radius	Lethal		Range	Min.
	Casualty			Max.
	Collateral			Eff. 40 m
Notes	Burns 25 seconds, 55,000 candellain a 100 m radius			

black markings, while later manufacture left them unpainted with black markings.

### MK2 Fragmentation Grenade

The MK2 is another obsolete grenade, one of the classic “pine-apple” grenades. Made with a prefragmented cast iron body, the grenade is filled with either flaked or granular TNT and fitted with a fuse. This was a dangerous combination, since tightening a loose fuse can cause the grenade to detonate without ever activating the fuse. Weighing in at 21 ounces, a soldier can hurl the grenade 30 meters, and it has a casualty radius of 10 meters. They are identified by olive drab bodies with a single yellow band at the top.

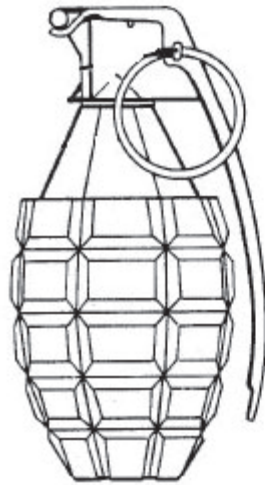
Weapon	MK 2 Fragmentation Grenade				
Mfg.	U.S. Army Materiel Readiness Command		Year		
	United States				
Effective Blast	Type		Fragmentation		
	Weight		588 g		
Radius	Lethal	2 m	Range	Min.	
	Casualty	10 m		Max.	
	Collateral			Eff.	30 m
Notes	WW2 era design, used until the late 1950's				

### MK3A2 Offensive Hand Grenade

This weapon is a concussion grenade, more commonly known in military circles as an offensive grenade. They are designed to produce casualties in close combat situations while minimizing the risk to friendly forces. They operate by creating significant overpressure in an enclosed area, making them exceptionally useful inside structures, as well as making them useful for blasting and demolitions. They are identified by their black base color with yellow markings around the middle.

This particular grenade is filled with 8 ounces of TNT with a fiberbody and some fiberglass components. Weighing 15.6 ounces, this grenade can be hurled 40 meters and has an effective casualty radius of 2 meters.

Weapon	MK 3A2 Offensive Hand Grenade				
Mfg.	U.S. Army Materiel Readiness Command		Year		
	United States				
Effective Blast	Type		Fragmentation		
	Weight		437 g		
Radius	Lethal		Range	Min.	
	Casualty	2 m		Max.	
	Collateral			Eff.	40 m
Notes	WW2 era design, used until the late 1950's.				



Mark 2



Mark 3A2

CyberThriller								
Weapon	Range	Damage	Lethal Radius	Casualty Radius	Safe Radius	Av	Weight	Cost
<b>Argentina</b>								
GEAT 58 TB	400m	PEN 5, 2d10	1m	5m	-	M	.66 kg	
GEAT FRAG 40 TB	450m	PEN 3, 6d6	10m	20m	-	M	.6 kg	
GME-FMK2-MO	40/400	6d6	2m	5m	-	M	.3 kg	
Illuminante Cal 38.1mm	200m	Light	-	-	30m	M	.66 kg	
<b>Australia</b>								
F1	30/200	6d6	6m	15m	30m	M	.4 kg	
<b>Russian Federation &amp; Associated States</b>								
Baton 40mm	50m	2d6	-	-	-	M	.25 kg	
F-1	30m	8d6	20m	100m	-	O	.6 kg	
GRD-40	200m	Smoke	25 x 25 x 25 m Cloud			M	.25 kg	
Gvozd 40mm CS Gas	200m	CS	25 x 25 x 25 m Cloud			M	.2 kg	
RG-42	30m	4d6	2m	10m	-	O	.4 kg	
RDG-1	35m	Smoke	5 x 5 x 20 m Cloud			M	.5 kg	
RDG-2	35m	Smoke	8 x 8 x 25 m Cloud			M	.5 kg	
RDG-2Ch	35m	Smoke	8 x 8 x 25 m Black Cloud			M	.5 kg	
RDG-2Kh	35m	HC	8 x 8 x 25 m Cloud			M	.5 kg	
RDG-3	35m	Smoke	8 x 8 x 25 m Orange Cloud			M	.5 kg	
RDG-5	40m	4d6	2m	25m	-	M	.3 kg	
RGN	45m	5d6	8m	25m	-	M	.3 kg	
RGN-86	35m	4d6	2.5m	5m	-	M	.25 kg	
RGO	30m	6d6	20m	50m	-	M	.53 kg	
RGO-78	35m	6d6	20m	40m	-	M	.45 kg	
RKG-3	15m	PEN 3, 1d10	1m	20m	-	M	1.07 kg	
RKG-3M/3T	15m	PEN 4, 2d10	1m	20m	-	M	1.07 kg	
VOG-17M 7P9M	1200m	5d6	1m	7m	-	M	.35 kg	
VOG-17M 7P36	1200m	6d6	1m	7m	-	M	.35 kg	
VOG-25	400m	5d6	1m	6m	-	M	.25 kg	
VOG-25P	400m	6d6	1m	6m	-	M	.25 kg	
ZDP Incendiary	30/200	2d6 Fire	5 x 5 x 10 m Smoke Cloud			M	.3 kg	
<b>Union of Soviet Socialist Republics</b>								
M75	35m	5d6	5m	15m	-	O	.5 kg	
RDG-33 Offensive	40m	4d6	10m	40m	-	O	.5 kg	
RDG-33 Defensive	25m	8d6	25m	50m	-	O	.75 kg	
RPG-6	20m	PEN 2, 4d6	2m	20m	-	O	1.1 kg	
RPG-40	20m	6d6	2m	20m	-	O	1.1 kg	
RPG-43	20m	PEN 1, 2d6	2m	20m	-	O	1.2 kg	
<b>United States of America</b>								
ABC-M1	-	HC	20 x 20 x 250 m Cloud			M	5.7 kg	\$70
ABC-M4A2	-	HC	20 x 20 x 500 m Cloud			M	17.3 kg	\$100
ABC-M5	-	HC	25 x 25 x 500 m Cloud			M	15 kg	\$100
ABC-M6	35m	CN/DM	5 x 8 x 25 m Cloud			O	.5 kg	\$18
ABC-M6A1	35m	CN/DM	5 x 8 x 25 m Cloud			O	.6 kg	\$18
ABC-M7, M7A1	35m	CN	8 x 8 x 25m Cloud			O	.5 kg	\$18
ABC-M7A2, M7A3	50m	CS	8 x 8 x 25 m Cloud			M	.44 kg	\$18
ABC-M25A2	50m	CN, CN/DM or CS	5 x 5 x 5 m Cloud			M	.25 kg	\$18
AN-M8	30m	HC	10 x 10 x 30 m Cloud			M	.7 kg	\$18
AN-M14 TH3	25m	10d6	2m	20m	-	M	.9 kg	\$40
AN-M83	30m	Smoke	5 x 5 x 20 m Cloud			O	.42 kg	\$18

CyberThriller								
Weapon	Range	Damage	Lethal Radius	Casualty Radius	Safe Radius	Av	Weight	Cost
<b>United States of America</b>								
M15	30m	10d6 Smoke	2m	17m	-	M	.9 kg	\$40
M18	35m	Smoke	8 x 8 x 30 m Cloud			M	.55 kg	\$18
M26A2	35/160	6d6	5m	15m	-	O	.5 kg	\$7
M33	45m	6d6	2m	15m	-	O	.4 kg	\$7
M34	30m	10d6	2m	35m	-	M	.8 kg	\$40
M61	40m	7d6	5m	15m	-	M	.5 kg	\$7
M67	40m	6d6	5m	15m	-	M	.4 kg	\$7
M84	45m	Stun	-	2m	-	C	.4 kg	\$15
Mark 1	40m	Light	-	-	-	O	.3 kg	\$3
Mark 2	30m	6d6	2m	10m	-	O	.6 kg	\$3
Mark 3A2	40m	4d6	0m	2m	-	O	.5 kg	\$3
Notes	Grenades with two ranges (example, Australian F1, 30/200) represent the throwing range, then the rifle-launched range (the F1 can be thrown 30m or launched 200m). Cloud dimensions are width, height, and downwind length. Prices for grenade of other nations should be comparable to similarly capable U.S. grenades.							

D20 Modern Roleplaying Game & Prometheus System											
Weapon	Damage	Critical	Damage Type	Burst Radius	Reflex DC	Range Increment	Size	Weight	Purchase DC	Restriction	
<b>Argentina</b>											
GEAT 58 TB	PEN 5, 6d6	20	Fire	5	14	120	M	1 lb			
GEAT FRAG 40 TB	PEN 3, 4d6	20	Fire	30	17	135	M	1 lb			
GME-FMK2-MO	4d6	-	Slashing	5	12	25/120	S/M	.5 lb			
Illuminante Cal 38.1mm	-	-	Light	90	-	61	M	1 lb			
<b>Australia</b>											
F1	6d6	-	Slashing	20	17	20/60	S/M	1 lb			
<b>Russian Federation &amp; Associated States</b>											
Baton 40mm	3d6	20	Bludg.	-	-	15	S	.5 lb			
F-1	6d6	-	Slashing	60	26	20	S	1 lb			
GRD-40	75 x 75 x 75 ft Cloud Smoke					120	S	.5 lb			
Gvozd 40mm CS Gas	75 x 75 x 75 ft Cloud CS					120	S	.5 lb			
RG-42	4d6	-	Slashing	5	12	20	S	1 lb			
RDG-1	15 x 15 x 60 ft Cloud Smoke					20	S	1 lb			
RDG-2	25 x 25 x 75 ft Cloud Smoke					20	S	1 lb			
RDG-2Ch	25 x 25 x 75 ft Cloud Black Smoke					20	S	1 lb			
RDG-2Kh	25 x 25 x 75 ft Cloud CS					20	S	1 lb			
RDG-3	25 x 25 x 75 ft Cloud Orange Smoke					20	S	1 lb			
RDG-5	4d6	-	Slashing	5	12	25	S	.5 lb			
RGN	5d6	-	Slashing	25	18	30	S	.5 lb			
RGN-86	4d6	-	Slashing	10	12	20	S	.5 lb			
RGO	5d6	-	Slashing	60	26	20	S	1 lb			
RGO-78	6d6	-	Slashing	60	26	20	S	1 lb			
RKG-3	PEN 3, 4d6	20	Fire	5	12	10	M	2.5 kg			

## D20 Modern Roleplaying Game & Prometheus System

Weapon	Damage	Critical	Damage Type	Burst Radius	Reflex DC	Range Increment	Size	Weight	Purchase DC	Restriction
<b>Russian Federation &amp; Associated States</b>										
RKG-3M/3T	PEN 4, 5d6	20	Fire	5	12	10	M	2.5 lb		MIL [+3]
VOG-17M 7P9M	4d6	-	Slashing	5	12	365	S	.5 lb		MIL [+3]
VOG-17M 7P36	4d6	-	Slashing	5	12	360	S	.5 lb		MIL [+3]
VOG-25	5d6	-	Slashing	5	12	120	S	.5 lb		MIL [+3]
VOG-25P	5d6	-	Slashing	5	12	120	S	.5 lb		MIL [+3]
ZDP Incendiary	2d6	-	Fire	5	9	20/60	S	.5 lb		MIL [+3]
<b>USSR</b>										
M75	5d6	-	Slashing	15	17	20	S	1 lb		MIL [+3]
RDG-33 Offensive	4d6	-	Slashing	30	20	25	M	1 lb		MIL [+3]
RDG-33 Defensive	6d6	-	Slashing	75	29	15	M	1.5 lb		MIL [+3]
RPG-6	PEN 2, 4d6	20	Fire	5	9	15	M	2.5 lb		MIL [+3]
RPG-40	5d6	-	Slashing	5	12	15	M	2.5 lb		MIL [+3]
RPG-43	PEN 2, 3d6	20	Fire	5	9	15	M	2.5 lb		MIL [+3]
<b>United States</b>										
ABC-M1	60 x 60 x 750 ft Cloud HC Smoke					-	H	12.5 lb	8	MIL [+3]
ABC-M4A2	60 x 60 x 1500 ft Cloud HC Smoke					-	H	38 lb	10	MIL [+3]
ABC-M5	75 x 75 x 1500 ft Cloud HC Smoke					-	H	33 lb	10	MIL [+3]
ABC-M6	20 x 25 x 75 ft Cloud CN/DM					20	S	1 lb	4	MIL [+3]
ABC-M6A1	20 x 25 x 75 ft Cloud CN/DM					20	S	1lb	4	MIL [+3]
ABC-M7, M7A1	25 x 25 x 75 ft Cloud CN					20	S	1lb	4	MIL [+3]
ABC-M7A2, M7A3	25 x 25 x 75 ft Cloud CS					20	S	1lb	4	MIL [+3]
ABC-M25A2	25 x 25 x 25 ft Cloud CN, CN/DM or CS					30	S	.5 lb	4	MIL [+3]
AN-M8	30 x 30 x 90 ft Cloud HC Smoke					20	S	1.5 lb	4	MIL [+3]
AN-M14 TH3	8d6	-	Fire	5	9	15	S	2 lb	6	MIL [+3]
AN-M83	15 x 15 x 60 ft Cloud Smoke					20	S	1 lb	4	MIL [+3]
M15	8d6	-	Fire	5	9	20	S	2 lb	6	MIL [+3]
55 x 120 x 120 ft Cloud Smoke										
M18	25 x 25 x 120 ft Cloud Smoke					20	S	1 lb	4	MIL [+3]
M26A2	6d6	-	Slashing	15	17	20/50	S/M	1 lb	3	MIL [+3]
M33	6d6	-	Slashing	5	12	30	S	1 lb	3	MIL [+3]
M34	8d6	-	Fire	10	12	20	S	2 lb	6	MIL [+3]
M61	5d6	-	Slashing	15	17	25	S	1 lb	3	MIL [+3]
M67	5d6	-	Slashing	15	17	25	S	1 lb	3	MIL [+3]
M84	6d6	-	Conc.	5	15	30	S	1 lb	4	MIL [+3]
Mark 1	-	-	Light	300	-	25	S	.5 lb	2	MIL [+3]
Mark 2	5d6	-	Slashing	5	12	20	S	1 lb	2	MIL [+3]
Mark 3A2	4d6	-	Slashing	5	9	25	S	1 lb	2	MIL [+3]
Notes	When range presents two values, the first is thrown range(5 increments) and the second is launched range (10 increments). Light is not an attack type, and radius for this "type"represents the area illuminated. PEN is the number of points of hardnessthe grenade ignores when used against vehicles. Cloud measurements are width x height x downwind length. Foreign grenade price will be close to the price of U.S. grenades. They aren't particularly complex weapons, after all.									

<b>Action!</b>											
Weapon	Dmg	Type	Acc	Rmod	STR Min	Max Rng	RoF	Amm	Wt [kg]	Cost	Notes
<b>Argentina</b>											
GEAT 58 TB	4d6	Sp/L	-1	0	3	400m	1/3	1	.7		16d6(80) vs. vehicles, 1m r.
GEAT FRAG 40 TB	6d6	P/L	-1	0	3	450m	1/3	1	.6		10m r.
GME-FMK2-MO	6d6	P/L	-1	0	3	40/400	1/2 or 1/3	1	.3		May be thrown or rifle-launched. 2m. r.
Iluminante Cal 38.1mm	-	-	-1	0	3	200m	1/3	1	.7		
<b>Australia</b>											
F1	6d6	P/L	0	0	3	30/200	1/2 or 1/3	1	.4		May be thrown or rifle launched. 6m radius.
<b>Russian Federation &amp; Associated States</b>											
Baton 40mm	7d6	B/S	0	0	-	50m	1/3	-	.3		launched, impact weapon.
F-1	8d6	P/L	0	0	3	30m	1/2	1	.6		20m r.
GRD-40	-	-	0	0	-	200m	1/3	-	.3		25 x 25 x 25 m smoke
Gvozd 40mm CS Gas	-	Sp/Sp	0	0	-	200m	1/3	-	.2		25 x 25 x 25 m CS
RG-42	4d6	P/L	0	0	3	30m	1/2	1	.4		2m r.
RDG-1	-	-	0	0	3	35m	1/2	1	.5		5 x 5 x 20 m smoke
RDG-2	-	-	0	0	3	35m	1/2	1	.5		8 x 8 x 25 m smoke
RDG-2Ch	-	-	0	0	3	35m	1/2	1	.5		8 x 8 x 25 m smoke
RDG-2Kh	-	-	0	0	3	35m	1/2	1	.5		8 x 8 x 25 m smoke
RDG-3	-	-	0	0	3	35m	1/2	1	.5		8 x 8 x 25 m smoke
RDG-5	4d6	P/L	0	0	3	40m	1/2	1	.3		2m r.
RGN	6d6	P/L	0	0	3	45m	1/2	1	.3		8m r.
RGN-86	4d6	P/L	0	0	3	35m	1/2	1	.3		2.5m r.
RGO	8d6	P/L	0	0	3	30m	1/2	1	.5		20m r.
RGO-78	8d6	P/L	0	0	3	35m	1/2	1	.5		20m r.
RKG-3	4d6	Sp/L	0	0	4	15m	1/2	1	1.1		1m r.
RKG-3M/3T	4d6	Sp/L	0	0	4	15m	1/2	1	1.1		1m r.
VOG-17M 7P9M	6d6	P/L	0	0	-	1200m	-	-	.4		1m r.
VOG-17M 7P36	8d6	P/L	0	0	-	1200m	-	-	.4		1m r.
VOG-25	6d6	P/L	0	0	-	400m	-	-	.3		1m r.
VOG-25P	8d6	P/L	0	0	-	400m	-	-	.3		1m r.
ZDP Incendiary	2d6	Sp/L	0	0	3	30/200	1/2	1	.3		5 x 5 x 10 m smoke
<b>Union of Soviet Socialist Republics</b>											
M75	6d6	P/L	0	0	3	35m	1/2	1	.5		5m r.
RDG-33 Offensive	4d6	P/L	0	0	3	40m	1/2	1	.5		10m r.
RDG-33 Defensive	8d6	P/L	0	0	4	25m	1/2	1	.8		25m r.
RPG-6	4d6	Sp/L	0	0	4	20m	1/2	1	1.1		7d6(35) vs. vehicles, 2m r.
RPG-40	8d6	P/L	0	0	4	20m	1/2	1	1.1		2m r.
RPG-43	4d6	Sp/L	0	0	4	20m	1/2	1	1.2		5d6(26) vs. vehicles, 2m r.
<b>United States of America</b>											
ABC-M1	-	Sp/Sp	-	-	-	-	1/2	1	5.7	\$70	20 x 20 x 250 m HC
ABC-M4A2	-	Sp/Sp	-	-	-	-	1/2	1	17.3	\$100	20 x 20 x 500 m HC
ABC-M5	-	Sp/Sp	-	-	-	-	1/2	1	15	\$100	25 x 25 x 500 m HC
ABC-M6	-	Sp/Sp	0	0	3	35m	1/2	1	.5	\$18	5 x 8 x 25 m CN/DM
ABC-M6A1	-	Sp/Sp	0	0	4	35m	1/2	1	.8	\$18	5 x 8 x 25 m CN/DM
ABC-M7, M7A1	-	Sp/Sp	0	0	3	35m	1/2	1	.5	\$18	8 x 8 x 25 m CN
ABC-M7A2, M7A3	-	Sp/Sp	0	0	3	50m	1/2	1	.5	\$18	8 x 8 x 25 m CS
ABC-M25A2	-	Sp/Sp	0	0	3	50m	1/2	1	.3	\$18	5 x 5 x 5 m CS, CN or CN/DM
AN-M8	-	Sp/Sp	0	0	3	30m	1/2	1	.7	\$18	10 x 10 x 30 m HC
AN-M14 TH3	10d6	Sp/Sp	0	0	3	25m	1/2	1	.9	\$40	2m r.
AN-M83	-	Sp/Sp	0	0	3	30m	1/2	1	.4	\$18	5 x 5 x 20 m smoke
M15	10d6	Sp/Sp	0	0	4	30m	1/2	1	.9	\$40	17m r., 17x40x40 m smoke
M18	-	-	0	0	3	35m	1/2	1	.6	\$18	8 x 8 x 30 m smoke



<b>Action!</b>											
Weapon	Dmg	Type	Acc	Rmod	STR Min	Max Rng	RoF	Amm	Wt [kg]	Cost	Notes
<b>United States of America</b>											
M26A2	8d6	P/L	0	0	3	25/160	1/2 or 1/3	1	.5	\$7	5m r.
M33	8d6	P/L	0	0	3	45m	1/2	1	.4	\$7	2m r.
M34	10d6	Sp/L	0	0	4	30m	1/2	1	.8	\$40	2m r.
M61	8d6	P/L	0	0	3	40m	1/2	1	.5	\$7	5m r.
M67	8d6	P/L	0	0	3	40m	1/2	1	.4	\$7	5m r.
M84	-	Sp/Sp	0	0	3	45m	1/2	1	.4	\$15	2m r.
Mark 1	-	-	0	0	3	40m	1/2	1	.3	\$3	-
Mark 2	8d6	P/L	0	0	3	30m	1/2	1	.6	\$3	2m r.
Mark 3A2	4d6	P/L	0	0	3	40m	1/2	1	.5	\$3	2m r.
Special Rules	Grenades with two ranges present the first range for throwing and the second for launching. Cloud dimensions are presented by the order of width, height, and downwind length. Prices for other nations are unavailable, but should be expected to be similar to that of equivalent U.S. grenades. ROF 1/2 is for thrown grenades, 1/3 is for rifle launched grenades.										

<b>FUDGE</b>							
Weapon	Shots	Rate of Fire	Range	Accy	Dmg	Cost	Notes
<b>Argentina</b>							
GEAT 58 TB	1	SS	Superb	Fair	5		1m r. Poor penetration
GEAT FRAG 40 TB	1	SS	Superb	Fair	8		10m r., Poor penetration
GME-FMK2-MO	1	SS	Superb	Fair	10		2m radius
Illuminante Cal 38.1mm	1	SS	Superb	Fair	-		Light
<b>Australia</b>							
F1	1	SS	Superb	Fair	10		6m radius
<b>Russian Federation &amp; Associated States</b>							
Baton 40mm	-	-	Great	Fair	4		nonlethal, direct fire
F-1	1	SS	Fair	Fair	10		20m r.
GRD-40	-	-	Superb	Fair	-		25 x 25 x 25 m smoke
Gvozd 40mm CS Gas	-	-	Superb	Fair	-		25 x 25 x 25 m CS gas
RG-42	1	SS	Fair	Fair	6		2m r.
RDG-1	1	SS	Good	Fair	-		5 x 5 x 20 m smoke
RDG-2	1	SS	Good	Fair	-		8 x 8 x 25 m smoke
RDG-2Ch	1	SS	Good	Fair	-		8 x 8 x 25 m black smoke
RDG-2Kh	1	SS	Good	Fair	-		8 x 8 x 25 m HC smoke
RDG-3	1	SS	Good	Fair	-		8 x 8 x 25 m orange smoke
RDG-5	1	SS	Great	Fair	6		2m r.
RGN	1	SS	Great	Fair	8		8m r.
RGN-86	1	SS	Good	Fair	6		2.5 m r.
RGO	1	SS	Fair	Fair	10		20m r.
RGO-78	1	SS	Good	Fair	10		20m r.
RKG-3	1	SS	Poor	Fair	5		1m r. Poor penetration
RKG-3M/3T	1	SS	Poor	Fair	5		1m r., Poor penetration
VOG-17M 7P9M	-	-	Superb	Fair	8		1m r.
VOG-17M 7P36	-	-	Superb	Fair	10		1m r.
VOG-25	-	-	Superb	Fair	8		1m r.
VOG-25P	-	-	Superb	Fair	10		1m r.
ZDP Incendiary	1	SS	Good	Fair	4		5 x 5 x 10m smoke
<b>Union of Soviet Socialist Republics</b>							
M75	1	SS	Good	Fair	8		5m r.
RDG-33 Offensive	1	SS	Great	Fair	6		10m r.
RDG-33 Defensive	1	SS	Fair	Fair	10		25 m r.

**FUDGE**

Weapon	Shots	Rate of Fire	Range	Accy	Dmg	Cost	Notes
<b>Union of Soviet Socialist Republics</b>							
RPG-6	1	SS	Mediocre	Fair	5		2m r., Terrible penetration.
RPG-40	1	SS	Mediocre	Fair	10		2m r.
RPG-43	1	SS	Mediocre	Fair	5		2m r., Terrible penetration.
<b>United States of America</b>							
ABC-M1	1	SS	-	Fair	-	\$70	20 x 20 x 250m HC
ABC-M4A2	1	SS	-	Fair	-	\$100	20 x 20 x 500m HC
ABC-M5	1	SS	-	Fair	-	\$100	25 x 25 x 500m HC
ABC-M6	1	SS	Good	Fair	-	\$18	5 x 8 x 25m CN/DM
ABC-M6A1	1	SS	Good	Fair	-	\$18	5 x 8 x 25m CN/DM
ABC-M7, M7A1	1	SS	Good	Fair	-	\$18	8 x 8 x 25m CN
ABC-M7A2, M7A3	1	SS	Great	Fair	-	\$18	8 x 8 x 25m CS
ABC-M25A2	1	SS	Great	Fair	-	\$18	5 x 5 x 5m CN, CS or CN/DM
AN-M8	1	SS	Fair	Fair	-	\$18	10 x 10 x 30m HC
AN-M14 TH3	1	SS	Fair	Fair	10	\$40	2m r.
AN-M83	1	SS	Fair	Fair	-	\$18	5 x 5 x 20m smoke
M15	1	SS	Fair	Fair	10	\$40	17 x 40 x 40m smoke
M18	1	SS	Good	Fair	-	\$18	8 x 8 x 30m smoke
M26A2	1	SS	Superb	Fair	10	\$7	5m r.
M33	1	SS	Great	Fair	10	\$7	2m r.
M34	1	SS	Fair	Fair	10	\$40	2m r.
M61	1	SS	Great	Fair	10	\$7	5m r.
M67	1	SS	Great	Fair	10	\$7	5m r.
M84	1	SS	Great	Fair	4	\$15	2m r.
Mark 1	1	SS	Great	Fair	-	\$3	50m r.
Mark 2	1	SS	Fair	Fair	10	\$3	2m r.
Mark 3A2	1	SS	Great	Fair	6	\$3	2m r.
Special Rules:	Clouds of smoke & gas give dimensions in this order: width, height, downwind length. Foreign grenades can be expected to be of similar price to their U.S. counterparts.						

# GRENADe RULES

## D20 Modern Roleplaying Game

D20 Modern presents a rather simple approach to the use of grenades, essentially making all grenades the same. We have attempted to stay within those guidelines, while providing the differences these many grenades have in the real world. So our suggestion is this:

Blast radius in the statistics is based on the grenade's lethal radius. Inside this area, you get a reflex save to take only half damage. I also suggest that to a distance of 2x blast radius, which is still inside the casualty radius for most grenades, a Reflex save is forced in that area as well, for 1/4 or no damage.

For example, the M67 grenade does 5d6 damage and has a blast radius of 15 feet. The character throws it, it goes boom, and the player rolls maximum damage, which is 30 points on 5d6. Anyone up to 15 feet away from the point of detonation will have to make a reflex save for 30 or 15 points of damage. Anyone 15-30 feet away needs to make a reflex save for 7 point or no damage.

Illumination type grenades generate an incredible amount of light, many well in excess of 100,000 candella, which is twice as bright as the average sunny day. With such intense light, you may opt to have it frighten off undead, or perhaps even damage photosensitive undead.

In the area of range increments, we'd like to reiterate that thrown grenades have only 5 range increments. Rifle launched and spin-stabilized launched grenades use 10 range increments.

Finally, we use stable damage values and rely on blast radius and the like in order to provide differentiation. Those damage values are as follows:

Grenade Damage		
Grenade Type	Damage	Damage Type
Stun	3d6	Bludgeoning
Offensive	4d6	Slashing
Fragmentation	5d6	Slashing
Defensive	6d6 to 8d6	Slashing
Incendiary	10d6	Fire
HEAT or Anti-Tank	as per anti-armor rules	Fire

## FUDGE

As with the other system, a few things need to be clarified for grenades, but nothing too complex. First, an entire new set of range categories needs to be established. Then we need to establish damage. Lastly, hand grenades should be considered Fair to Good in accuracy, while rifle grenades should be considered Mediocre in accuracy. Spin-stabilized grenades adopt the accuracy of the weapon launching them.

Grenade Ranges	
FUDGE Value	Range
Terrible	< 20m
Poor	20-25m
Mediocre	25-30m
Fair	30-35m
Good	35-40m
Great	40m+
Superb	100m +

Grenade Damage	
Grenade Type	Damage
Stun	4
Offensive	6
Fragmentation	8
Defensive	10
Incendiary	10
HEAT or Anti-Tank	5 vs. people, as per anti-armor rules against vehicles.

## Action! System

While Action! includes a few stats for a handful of grenades, there is one serious flaw that was overlooked, namely the application of blast radius to an explosive device. While they list a few grenades, you don't really know how big a boom you'll get. The repair for that is simple; list blast radius in the notes. Like the D20 System stuff, we've decided to rely on a stable damage rating for each type of grenade, as per the table to the right:

Grenade Damage		
Grenade Type	Damage	Damage Type
Stun	varies	Sp/N or B/N
Offensive	4d6	P/L
Fragmentation	6d6	P/L
Defensive	8d6	P/L
Incendiary	10d6	Sp/L
HEAT or Anti-Tank	4d6 vs. people, as per anti-armor rules against vehicles.	Sp/L

# RIOT CONTROL AGENTS

Riot control agents are a class of low lethality chemical weapons that are assumed to be safe for non-killing use against riots and unruly demonstrations worldwide. While all these agents are easily lethal after long term exposure, they are fast acting on the human body, forcing most unprotected exposed people to retreat long before their lives are at serious risk. Of course, with every one of these chemical weapons, there are those very few who are severely vulnerable to these chemicals, and even short exposure can lead to adverse reactions that can cause lengthy hospitalization or death.

Riot control agents can be broken down into several categories. These include lachrymators (tearing agents), stemutators (sneezing agents), orticants (itching agents), regurgitants (vomiting agents) and soporifics (sleep-inducing agents).

## CA - Camite - Brombenzylcyanide - Lachrymator

*Early Symptoms (under 15 minutes exposure):* Irritation of the eyes and mucous membranes, causing tears and nausea, inducing retching and vomiting as well as involuntary blinking. Lung tissue also swells, resulting in a sensation of tightness in the chest.

*Prolonged Symptoms (past 20 minutes exposure):* Incapacitation, along with damage to the eyes, mucous membranes, and lungs.

*Status:* Rarely used due to its level of potency.

CA is a very potent nonpersistent chemical agent, with effects that tend to be significantly more severe than other irritants of this class. The chemical is identified by its odor of sour or spoiled fruit, and it is treated by removal from exposure and immediate washing. Full recovery can take as much as three days.

### D20 Modern Roleplaying Game & Prometheus Special

**Rules:** Save DC 14. No initial damage. Secondary damage is blindness and nausea, lasting for a length of time that ends 1d6 hours after exposure to the gas ends. If exposure extends a length of time to reach the *Prolonged Symptoms* stage, the damage state converts to incapacitation until exposure ends.

## CN - Tear Gas / CAP - Chlorocetaphenone - Lachrymator

*Early Symptoms (under 15 minutes):* Severe irritation of the eyes and mucous membranes, instigating secreting of saliva and mucus. This all leads to tearing, nausea, and coughing.

*Prolonged Symptoms (after 15 minutes):* Severe pain in the lungs, retching, vomiting, and incapacitation. Can cause lung and kidney damage.

*Status:* Employed by Military, law enforcement, and available for civilian purchase.

CN is one of the most common formulas sold as "tear gas", though in the last decade, it has been greatly supplanted by CS. CN is a low-lethality chemical weapon that has been in use by military and police forces worldwide since as early as 1918. In some areas of the world, it has been marketed as a personal defense aerosol. CN is identified by its scent of apple blossoms. Treatment is by removal from exposure and washing, with a full recovery in less than a day. While nonpersistent, it is absorbed by fabrics exposed to it, and will continue affecting anyone wearing the clothing until thoroughly cleaned.

### D20 Modern Roleplaying Game & Prometheus Special

**Rules:** Save DC 15. No initial damage. Secondary damage is blindness and nausea, lasting for a length of time that ends 1d8 minutes after exposure to the gas ends. If exposure extends a length of time to reach the *Prolonged Symptoms* stage, the damage state converts to incapacitation until exposure ends.

## CS - Tear Gas / Pepper Gas - Orthochlorobenzalidene Malononitrile - Lachrymator

*Early Symptoms (under 15 minutes):* Pain, burning sensation and tearing of the eyes. Irritation of the mucous membranes, leading to mucous secretion, causing coughing and runny nose. Nausea can also occur.

*Prolonged Symptoms (after 15 minutes):* Retching, vomiting, and incapacitation. Capable of causing lung and kidney damage.

*Status:* Used by Military, Law Enforcement, and available for civilian purchase.

CS is the low cost replacement to CN. Developed in 1928, it has in the last two decades become the most common riot control agent in use in North America and Europe. While faster acting than CN or CA, it is also considered less lethal. Identified by its scent of pepper. Like CN, CS clings to fabric and will continue having effect until the fabric is washed.

### D20 Modern Roleplaying Game & Prometheus Special

**Rules:** Save DC 16. No initial damage. Secondary damage is blindness, lasting for a length of time that ends 1d10 minutes after exposure to the gas ends. If exposure extends a length of time to reach the *Prolonged Symptoms* stage, the damage state converts to incapacitation until exposure ends.

## DA - Diphenylchlorarsine - Regurgitant

*Early Symptoms (under 30 minutes):* Intense burning in the nose and throat, leading to secreting of thick saliva and mucus. Tightness and pain in the chest, inducing uncontrollable coughing and sneezing. Runny nose, giddiness and faintness.

*Prolonged Symptoms (after 2 hours):* Nausea, vomiting, incapacitation. Possible death.

*Status:* Commonly used until the end of World War II.

DA is a vomiting agent, first developed as a chemical weapon for use during World War I, it became a severe riot control agent during the worldwide depression of the 1920's. As a severe riot control agent, it is only used against civilians in situations where deaths amongst targets are acceptable. After World War II, DA was quickly supplanted by the more easily manufactured DM. Normally dispersed as part of a white smokescreen, DA itself is colorless when aerosolized, and identifiable only by its pepper scent. Treatment is removal from exposure and washing.

### D20 Modern Roleplaying Game & Prometheus Special

**Rules:** Save DC 14. No initial damage. Secondary damage is nausea, lasting for a length of time that ends 1d2 hours after exposure to the gas ends (flip a coin). If exposure extends a length of time to reach the *Prolonged Symptoms* stage, the damage state converts to incapacitation until exposure ends.

## DM - Adamsite - 10-chloro-5, 10-dihydrochlorophenarsazine - Regurgitant

*Early Symptoms (under 15 minutes):* Intense burning in the nose and throat, tightness and pain in the chest. Mucous and saliva production lead to runny nose, coughing and sneezing. Faintness and giddiness also occur.

*Prolonged Symptoms (after 2 hours):* Nausea, vomiting, incapacitation, possible death.

*Status:* Commonly used by former Eastern Bloc / Warsaw Pact nations.

DM is a more easily manufactured compound, which led to it replacing DA as the preferred crowd control agent of the Soviet Union. DA is extremely potent and can easily kill, so it is only used in severe riot situations where deaths amongst the targets is acceptable. DM was used in limited chemical warfare activities by the United States, which used it in tunnel clearing operations in Vietnam. In such confined, enclosed areas, DM is extremely lethal. Since DM is colorless when aerosolized and identifiable only by its pepper scent, it is normally deployed as part of a yellow smokescreen. Treatment, like most riot control agents, is a matter of removing oneself from exposure and washing.

**D20 Modern Roleplaying Game & Prometheus Special Rules:** Save DC 16. No initial damage. Secondary damage is nausea, lasting for a length of time that ends 1d6 hours after exposure to the gas ends. If exposure extends a length of time to reach the *Prolonged Symptoms* stage, the damage state converts to incapacitation until exposure ends.

## CN/DM - "Super Tear Gas"

*Early Symptoms (under 30 minutes):* Severe burning and pain in the eyes and throat. Tightness and pain in the chest. Mucous and saliva production leads to running eyes and nose, coughing, sneezing, and nausea, accompanied by giddiness and faintness. Most subjects reach a state of incapacitation within 15 minutes.

*Prolonged Symptoms (after 2 hours):* Vomiting, incapacitation, death.

*Status:* Not in common use. restricted to military use.

CN/DM is a nasty substance that lives up to its "Super" identity, since it is far more effective and lethal than either of its components individually. It was developed and used by the United States as a counterinsurgency agent during the Vietnam War. It is identified by its odd scent of pepper and apple blossoms. Treatment is by removal from exposure and washing.

#### **D20 Modern Roleplaying Game & Prometheus Special**

**Rules:** Save DC 19. No initial damage. Secondary damage is nausea and blindness, lasting for a length of time that ends 1d6 hours after exposure to the gas ends. If exposure extends a length of time to reach the *Prolonged Symptoms* stage, the damage state converts to incapacitation until exposure ends.

#### **HC - Hexachloroethane/Zinc Chloride - Screening agent**

HC isn't a designated riot control, but for decades has been the primary smoke generation compound used by militaries worldwide for smoke screening. As the compound's Type C base of granular zinc oxide, HCE, and aluminum burns, zinc chloride is produced, which is a choking agent. When inhaled, zinc chloride can cause tightness in the chest, dry mouth, metallic taste, shallow and rapid breathing, and a sensation of choking. Zinc Chloride, on contact with saliva or mucous, reacts with the water in it in an exothermic reaction that causes thermal lesions in the upper respiratory tract.

Effects from exposure include pain, hoarseness, coughing, tearing, and mucous secretion. Prolonged exposure can lead to bronchopneumonia, fibrosis, or pulmonary oedema in the lower respiratory tract.

While generally considered a minor nuisance on the battlefield, where wind keep the air circulating and smoke screens aren't in vast use, HC smoke has killed hundreds of military personnel, usually through exposure in confined spaces, like enclosed vehicles. HC smoke is deadly enough to be used for chemical warfare; a line of 41 M5 smoke pots, all burning at the same time, will generate a lethal cloud of HC smoke which will kill anything in an area of 1,000 x 1,400 meters in a wind speed of 6 meters per second or less (under 14 mph).

Unlike riot control agents, symptoms do not quickly disappear, but require treatment, including removal from exposure, oxygen administration, and high doses of steroids to counter lung damage.

Most militaries now require the use of protective respiration equipment (gas masks) when deploying HC smoke. Another alternative has been to turn to a far less toxic formulation that replaces the Zinc Oxide pellets with Titanium Oxide.

#### **D20 Modern Roleplaying Game & Prometheus Special**

**Rules:** Save DC 12. No initial damage. Secondary damage is choking, lasting for a length of time that ends 1d4 rounds after exposure to the gas ends. Treat choking as incapacitation. If exposure extends past 20 minutes, the gas will cause 1d4 damage each round as it burns the lungs. If exposed in an enclosed space, it gas will begin causing 1d4 damage per round immediately.

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The D20 Open Content consists of rules under the heading of "Using Data – D20 System Data, covering pages 8 and 9 of this document. Further it also includes all material under the heading of "Converting to the D20 Modern Roleplaying Game", from the bottom half of page 16 to page 18. Additionally, the game statistics specific to use in the D20 System are also designated as open content. The statistics appear in small tables. An empty example of this table appears on page 8.

Action! System Open Content parallels the D20 Open Content, section for section. This consists of rules under the heading of "Using the Data – Action! System Data" on pages 12 and 13 of this document. Additionally, the game statistics specific to use in the Action! System are also designated as open content. These statistics appear in small tables, a blank example of which appears on page 12.

## FUDGE Notices

### ABOUT FUDGE

Fudge is a role-playing game written by Steffan O' Sullivan, with extensive input from the Usenet community of rec.games.design. The basic rules of Fudge are available on the internet at <http://www.fudgerpg.com> and in book form from Grey Ghost Games, P.O. Box 838, Randolph, MA 02368. They may be used with any gaming genre. While an individual work derived from Fudge may specify certain attributes and skills, many more are possible with Fudge. Every Game Master using Fudge is encouraged to add or ignore any character traits. Anyone who wishes to distribute such material for free may do so; merely include this ABOUT FUDGE notice and disclaimer (complete with Fudge copyright notice). If you wish to charge a fee for such material, other than as an article in a magazine or other periodical, you must first obtain a royalty-free license from the author of Fudge, Steffan O' Sullivan, P.O. Box 465, Plymouth, NH 03264.

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# BIG BANG

## The Mostly Illustrated RPG Guide to Modern Weapons

Big Bang is an open-ended series of reference books designed for avid players of roleplaying games, especially in the modern and near future genres. Each volume presents factual data and information on a number of weapons, including details of the weapon's history, along with statistics allowing immediate use in a number game systems. The factual, real world data can be used to easily adapt the presented weapons to a wide range of game systems.

This series is not designed as a stand-alone game. It requires the use of core rules from another game system.

Requires the use of the Action! System™ Core Rules,  
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Requires the use of the d20 Modern™ Roleplaying Game,  
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