



Military Explosions

Many military weapons are explosives, or create explosions.

Explosions

A variety of military explosive weapons are available, either as battlefield events, or as the projectiles of other weapons. Note effects are in D: Blast-1D, Bang-2D, etc.

Grenade

Military Explosions

R=	Proximity	1D-1	Blast	Bang	Frag	Flash
1	Hit	0	1	2	1	
2	Near Miss	1		1		
3	Miss	2				

Grenade is hand (manipulator) thrown.

AF Warhead

Military Explosions

R=	Proximity	1D-1	Blast	Bang	Frag	Pen
1	Hit	0	5	3	10	4
2	Near Miss	1	3	2	5	
3	Miss	2	1	1	3	

Anti-Flyer Warhead attacks flyers.

Flash-Bang

Military Explosions

R=	Proximity	1D-1	Blast	Bang	Frag	Flash
1	Hit	0	1	4	1	6
2	Near Miss	1		2		3
3	Miss	2				

Flash-Bang is a distracting device.

AA Warhead

Military Explosions

R=	Proximity	1D-1	Blast	Bang	Frag	Pen
1	Hit	0	2	2	1	5
2	Near Miss	1	1	1		
3	Miss	2				

Anti-Armor Warhead attacks tanks and vehicle armor.

60-Sec

Military Explosions

R=	Proximity	1D-1	Blast	Bang	Frag	Flash
1	Hit	0	1	2	1	
2	Near Miss	1		1		
3	Miss	2				

Alternative Grenade. Attacks as Grenade after a delay (thrown in Turn=1; screams its message all through Turn=2; explodes in Turn=3). Grenade screams (in local language): "I AM A 60-SECOND GRENADE, 59, 58, 57...."

Hvy AA Warhead

Military Explosions

R=	Proximity	1D-1	Blast	Bang	Frag	Pen
1	Hit	0	2	2	1	10
2	Near Miss	1	1	1		
3	Miss	2				

Heavy Anti-Armor Warhead (upgraded in effects) attacks tanks and vehicle armor.

IED

Military Explosions

R=	Proximity	1D-1	Blast	Bang	Frag	Flash
1	Hit	0	2	3	2	1
2	Near Miss	1	1	2	1	
3	Miss	2		1		

Improvised Explosive Device. Remotely triggered.

Land Mine

Military Explosions

R=	Proximity	1D-1	Blast	Bang	Frag	Flash
1	Hit	0	2	3	10	1
2	Near Miss	1	1	2	2	
3	Miss	2		1		

Land Mine attacks individual who moves into the same Range Band.

Artillery Shell

Military Explosions

R=	Proximity	1D-1	Blast	Bang	Frag	Pen
1	Hit	0	3	4	5	3
2	Near Miss	1	2	3	3	
3	Miss	2	1	2	1	

Artillery Shell is an incoming attack from distant artillery.

AA Land Mine

Military Explosions

R=	Proximity	1D-1	Blast	Bang	Frag	Pen
1	Hit	0	2	3	2	10
2	Near Miss	1	1	2	1	
3	Miss	2		1		

AA Land Mine ignores individuals; attacks ground vehicle which moves into the same Range Band.

Ortillery Shot

Military Explosions

R=	Proximity	1D-1	Blast	Bang	Frag	Flash
1	Hit	0	1	2	1	
2	Near Miss	1		1		
3	Miss	2				

Ortillery Shot is an incoming attack from orbit (alternative to Ortillery missiles).