

Hand Grenades

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HC-75

Notes: This is an Austrian HC smoke grenade. The grenade produces whitish-grey smoke that is very dense. It is not recommended that the HC-75 be used in confined spaces or in areas with flammable materials, as the HC mixture can set fires.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
HC-75	HC Smoke	0.57 kg	\$2	C1 (B14)	Nil	Nil

Hirtenburg Offensive/Defensive Grenades

Notes: These are a family of grenades that are known as defensive when fitted with a removable fragmentation jacket and offensive when that jacket is removed. A case of these grenades comes with the fragmentation jackets on the grenades, but the jacket can be easily slipped off. The Hirtenburg grenades are widely used by NATO and Italy and have also seen considerable use in Africa and Latin America.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
HG78	Fragmentation	0.5 kg	\$6	C3 B12	Nil	1
(Without Jacket)	Concussion	0.23 kg	\$6	C6 B1	Nil	3
HG79	Fragmentation	0.37 kg	\$6	C2 B10	Nil	0.3
(Without Jacket)	Concussion	0.16 kg	\$6	C4 B1	Nil	1
HG-80	Fragmentation	0.17 kg	\$2	C1 B4	Nil	0.1
(Without Jacket)	Concussion	0.1 kg	\$2	C2	Nil	0.3
HG-84	Fragmentation	0.48 kg	\$5	C4 B14	Nil	1
HG-85	Fragmentation	0.34 kg	\$4	C3 B10	Nil	1
HG86 Minifrag	Fragmentation	0.18 kg	\$2	C1 B6	Nil	0.1

NR20 C1

Notes: This fragmentation grenade was used only by the Dutch at the beginning of the Twilight War, though during that war, large quantities were smuggled to resistance fighters against the French in Belgium, Luxembourg, and Germany. The casing of the grenade is of high-impact plastic, with an inner lining of steel shot, and is very light yet effective for its weight. Weight: 0.39 kg, 23 kg per case of 30; Price: \$4, \$95 per case (S/-)

Weapon	Type	Weight	Price	Damage	Penetration	DPV
NR20 C1	Fragmentation	0.39 kg	\$4	C3 B10	Nil	0.4

E-105

Notes: This British-made grenade was exported in large numbers to several Middle Eastern and Asian nations, and is more common in those parts of the world than in Europe. The grenade mainly a standard sort of fragmentation grenade, but has some interesting features. When the pin is pulled and the grenade is thrown, the safety lever does not fly off, and therefore no loud noise is produced from a spoon hitting the ground. The body is also designed to not produce a loud noise when it lands, causing only a minor thump. The E-105 may be fitted the E-190 tripwire fuse, for use in boobytraps and perimeter defense. A case comes with a normal fuse and an E-190 fuse for each grenade. The E-105 is waterproof, and will function underwater.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
E-105	Fragmentation	0.58 kg	\$5	C4 B15	Nil	1

E-108

Notes: This British incendiary grenade is used by Britain and most Western European nations. It uses the same silencing features as the E-105 fragmentation grenade above, and is primarily intended for destroying materiel and for sabotage. Instead of a tripwire fuse, a case of E-108s comes with a set of remote detonating fuses, to allow the grenades to be detonated electrically by wire. The grenade burns at 2700 degrees Celsius and can burn through 5mm of the sort of armor used in fighting vehicles, or through an entire engine block.

Weight	Type	Weight	Price	Damage	Penetration	DPV
E-108	Thermite	0.53 kg	\$6	C1 B2	Special	0.1

L-2A2

Notes: This is the standard British fragmentation grenade, also used by many British allies and customers around the world. Externally, is it similar in appearance to the US M-26A1, and is a normal sort of fragmentation grenade.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
L-2A2	Fragmentation	0.4 kg	\$4	C3 B10	Nil	0.9

N-110

Notes: This is a British-made smoke grenade that can produce gray screening smoke or signaling smoke colored red, yellow, green, or purple. The dense smoke of this grenade lasts for 6 phases (30 seconds). The N-110 is waterproof, but will not function underwater. The smoke is non-toxic and the grenade produces no pyrotechnic effects.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
N-110	Smoke	0.44 kg	\$3	(B12)	Nil	0.1

No. 80 WP Mark 1

Notes: This British white phosphorous grenade is primarily meant to provide screening smoke, and as a result is very likely (90%) likely to cause fires in substances likely to catch fire, such as wood or dry grass. Individuals caught near the WP filling spraying out of the canister may also be hurt. Any person within 2 meters of the downwind direction of the grenade, as well as flammable substances within 3 meters downwind of the grenade, are hit by white phosphorous particles and take half normal fragment damage from them burning effects. The normal bursting radius listed below is the area of smoke from the grenade. Due to its potential damaging effect, this grenade was being phased out of British service by 1994, but stocks were brought back into play later in the war. In addition to hand throwing, this grenade was often used in vehicular smoke projectors.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
No. 80 WP Mark 1	WP Smoke	0.5 kg	\$4	C1 (B12)	Nil	0.1

Schermuly Mk 4

Notes: This British smoke grenade was widely exported worldwide, and can be found in most areas. It is an HC Smoke grenade, and as such might cause fires in dry areas. It is primarily a hand grenade, but through an adapter, may be fired with a base range of 20 meters from any 5.56N or 7.62N weapon capable of using rifle grenades. The gray-white smoke from this grenade builds up rapidly and produces dense smoke in only 3 phases (15 seconds). Weight: 0.6 kg, 14 kg per case of 16; Price: \$4, \$53 per case (C/S)

Weapon	Type	Weight	Price	Damage	Penetration	DPV
Schermuly Mk 4	HC Smoke	0.6 kg	\$4	(B14)	Nil	0.1

Type 73

Notes: This is a Chinese mini-grenade similar in appearance to a small version of the RGD-5, with a stick attached for throwing. It was issued liberally to Chinese reserve forces, and copies were made by some Middle Eastern nations, from which they found their way into the hands of terrorist groups.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
Type 73	Fragmentation	0.19 kg	\$2	C2 B6	Nil	0.5

Type 79 Rocket Hand Grenade

Notes: This is a novel Chinese design, in which the user has the option either to throw it conventionally or firing it using an attached rocket motor to a base range of 25 meters or an indirect fire range of 400 meters. When using the rocket motor, Grenade Launcher skill is used, but hit probabilities in indirect fire mode are one level more difficult due to the difficulty in aiming a hand held device.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
Type 79 Rocket	Fragmentation	0.65 kg	\$10	C3 B10	1C	1

Type 82-2

Notes: This small grenade is standard with Chinese forces, and has been exported to a number of countries.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
Type 82-2	Fragmentation	0.26 kg	\$3	C3 B8	Nil	1

Type 86

Notes: This is a Chinese minifrag with a plastic body and explosives surrounded by 1600 small steel balls. Because they are so small, the steel balls are fast and carry a great distance, producing a wide burst radius for the grenade's size.

Weapon	Type	Weight	Price	Damage	Penetration	DPV

Type 86	Fragmentation	0.26 kg	\$3	C2 B10	Nil	0.6
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RDG-1

Notes: This Czech smoke grenade has a cardboard casing and was the standard Bloc smoke grenade until the introduction of the RDG-2 and 3 series. It is still used when smoke of various colors must be made. Smoke may be black, white, or colored (red, yellow, green, or blue). Dense smoke created by this grenade lasts for only 9 complete phases (45 seconds).

Weapon	Type	Weight	Price	Damage	Penetration	DPV
RDG-1	Colored Smoke	0.35 kg	\$2	C1 (B10)	Nil	0.1

RG-34

Notes: The RG-34 is a Pre-WWII Czech design and is now found only in territorial and second-class units such as city militia forces in Czechoslovakia and surrounding countries.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
RG-34	Fragmentation	0.5 kg	\$4	C3 B12	Nil	1

RG-42

Notes: This WWII vintage fragmentation grenade can still be found in use with some second-class units of the Pact forces and with other forces such as city militias and marauders.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
RG-42	Fragmentation	0.44 kg	\$4	C3 B12	Nil	1

URG-86

Notes: This fragmentation grenade is used by Czech forces. It is both impact and timer detonated; if the grenade strikes a surface at least as hard as packed snow or soft sand after the pin is pulled, the grenade detonates; otherwise, it detonates after a delay of 3.2 to 4.6 seconds. The body is steel and the inside of the casing is prefragmented.

Weapon	Type	Weight	Price	Damage	Penetration	DPV

URG-86	Fragmentation	0.43 kg	\$4	C3 B12	Nil	1
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NR20 C1

Notes: This fragmentation grenade was used only by the Dutch at the beginning of the Twilight War, though during that war, large quantities were smuggled to resistance fighters against the French in Belgium, Luxembourg, and Germany. The casing of the grenade is of high-impact plastic, with an inner lining of steel shot, and is very light yet effective for its weight.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
NR20 C1	Fragmentation	0.39 kg	\$4	C3 B10	Nil	0.4

V-40

Notes: This mini-grenade was first produced in the late 1960s. It is basically a small fragmentation grenade (minifrag) which is about half the size of standard fragmentation grenades and is thus ideal for CQB and urban combat. The grenade has a round body with a relatively-large fuze and spoon (it's actually about the same size as that of a standard fragmentation grenade, but looks huge atop such a small grenade as the V-40. The V-40 was or is being used by several NATO countries, but strangely enough, one of the primary users of the V-40 was in fact the US Navy SEALs in Vietnam. Production of the V-40 ceased in 1972.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
V-40	Fragmentation	0.12 kg	\$2	C1 B5	Nil	0.2

Hossam

Notes: This is the standard Egyptian antitank grenade, used in place of the RKG-3M by Egyptian forces, and alongside the RKG-3M in Lebanon and Syria. As with other antitank grenades, it employs a shaped charge stabilized by a small parachute to ensure it hits at the right angle. The Hossam is also very useful for penetrating fortifications.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
Hossam	Antitank	0.58 kg	\$9	C4 B5	24C	8

Kaha No. 1 Defensive

Notes: This is the standard hand grenade of the Egyptian Army, and has been exported to Lebanon and Syria. It is a plastic-bodied grenade with an inner lining of 5000 small steel balls. The grenade can be fired from assault rifles, battle rifles, and shotguns using an attachment, at a base range of 20 meters and an indirect fire range of 200 meters.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
Kaha No. 1 Defensive	Fragmentation	0.54 kg	\$5	C4 B14	Nil	1

Kaha No. 1 Offensive

Notes: This is a Kaha No. 1 Defensive grenade with the fragmentation lining removed, to produce a concussion device. It is used in assaults and by units such as hostage rescue teams. As with the No. 1 Defensive, it may be used as a rifle grenade with an adapter.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
Kaha No. 1 Offensive	Concussion	0.21 kg	\$3	C5 B1	Nil	1

Alsetex No. 1/No. 2 Grenades

Notes: These are standard-pattern grenades used by the French Army and some former French colonies in Africa. The No. 1 grenade is a thin-walled concussion grenade, while the No. 2 grenade is a thick-walled fragmentation grenade with an inner lining of fragments.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
Alsetex No. 1	Concussion	0.14 kg	\$2	C4	Nil	1
Alsetex No. 2	Fragmentation	0.54 kg	\$5	C3 B12	Nil	1

Alsetex SAE-210

Notes: This is a French-made concussion grenade popular with mercenaries, African nations, and the French Foreign Legion. It is a plastic-bodied grenade with a roughened surface similar to an orange for better grip. A small amount of fragments (remnants of the casing) are produced, but the damage is largely from concussion.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
SAE-210	Concussion	0.19 kg	\$3	C4	Nil	1

Alsetex SAE-310

Notes: This is the fragmentation counterpart to the SAE-210 grenade above. The body is of a similar size and shape, but is smooth with ribs to differentiate it from the SAE-210. The inner surface is of metal prefragmented into 1300 splinters. The SAE-310 is a controlled fragmentation grenade, and the thrower can remain standing 20 meters from the blast point and not be in danger. It is thus useful in close assaults.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
SAE-310	Fragmentation	0.3 kg	\$3	C2 B8	Nil	0.7

Lacroix Type 188

Notes: These are French-made colored smoke grenades also used by some African nations. They come in red, green, yellow, blue, white, orange, and purple smoke, and produce thick smoke for 24 phases (2 minutes). They do not cause fires and the smoke is non-toxic.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
Lacroix Type 188	Colored Smoke	0.4 kg	\$2	(B10)	Nil	Nil

LU-213

Notes: This is a mini-fragmentation grenade in use by French armed forces and the armed forces of some African and Pacific nations. The casing is metal with an inner sleeve containing approximately 1100 fragments.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
LU-213	Fragmentation	0.28 kg	\$2	C2 B8	Nil	0.6

LU-216

Notes: This is the concussion grenade counterpart to the LU-213 above. The casing is light metal and there is no fragmentation sleeve.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
LU-216	Concussion	0.17 kg	\$2	C4	Nil	0.6

LU-244

Notes: This French-made smoke grenade was not adopted by French forces, with the exception of the Foreign Legion. It is an incendiary smoke grenade, producing smoke with white phosphorous. The grenade produces incendiary fragment damage as a secondary effect. The area of smoke is as wide as the burst radius.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
LU-244	White Phosphorous	0.37 kg	\$3	C1 B10	Nil	0.1

BZ Gas Grenade

Notes: This has been produced in many forms by many countries since the discovery of BZ gas by the US in the early 1960s. BZ is a "superhallucinogenic" drug, hundreds of times more powerful than LSD. It was envisioned as a method to dissolve the will of combatants. It proved to be adept at this most of the time, but sometimes produced paranoia, rage, or even death. The BZ gas expands as per the irritant gas rules, but the effects are different.

All individuals in the gas cloud must make a Constitution roll. Individuals that fail lose 2 points of Intelligence, Education, and Charisma per phase. This loss is temporary, and after being removed from the cloud (or the cloud dissipates), the victim regains 1 point each per hour. If any of these scores fall to 0, the victim must make another Constitution roll. If the victim makes the roll, he is rendered senseless and unable to take any action until the effects of the gas wear fully off. If he fails the roll by 1-3 points, he immediately is rendered paranoid and goes into a rage; Initiative and Strength are improved by two points, and he attacks everyone he can see, but does not leave the immediate area. As Intelligence, Education, and Charisma points return, he may make a roll vs. each of these attributes separately to snap out of it. If the roll is failed by 4 points or more, he begins to take 1 point of damage to the head per phase and is rendered paranoid/raging as above. If the victim is removed from the gas cloud, the damage stops, but the paranoia/rage continues until he snaps out it.

If a person in the cloud wears a protective mask, he is not affected by BZ gas. Chemical protective suits without masks do not protect against BZ. An individual wearing a mask and suit is not doubly protected, as only a mask is required for protection.

Limited use of this grenade before the Twilight War was made by the US in Vietnam, the Russians in Afghanistan and Chechnya, the Iraqis against the Kurds, and the Yugoslavians in Bosnia and Croatia. During the Twilight War, use of BZ gas was largely restricted to special operations forces, and even then very limited use was made due to its unpredictable qualities. Weight: 0.45 kg; \$20 (R/R)

Weapon	Type	Weight	Price	Damage	Penetration	DPV
BZ Gas Grenade	Hallucinogenic Gas	0.45 kg	\$20	(B20)	Nil	Nil

Flash-Bang Grenade

Notes: An enhanced concussion grenade designed to make a very loud noise and a bright flash in order to temporarily incapacitate a target. In addition to the normal concussion effects, all characters within 8 meters must make a D10 against their Constitution to avoid the other effects of the grenade, subtracting 1 from the die roll for each square (2 meters) they are from the burst point. Failure means that the characters are incapacitated (flash-blinded, temporarily deafened, and disorientated) for 24 phases (2 minutes). Success means that the character is incapacitated for only one phase (5 seconds).

Weapon	Type	Weight	Price	Damage	Penetration	DPV
Flash-Bang	Concussion	0.5 kg	\$15	C5	Nil	2

Illuminating Grenade

Notes: This grenade produces a bright light (equivalent to full daylight) within the burst radius. It produces enough heat to be a source of ignition and should be used with care. Illumination grenades have the same characteristics as chemical grenades.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
Illuminating Grenade	ILLUM	0.5 kg	\$25	C1 (B12)	Nil	0.1

Improvised Antitank Grenade

Notes: The improvised AT grenade is a primitive, hand-thrown, shaped-charge grenade with an impact fuse. It has a 20% chance of a malfunction, which means the grenade does not strike the target at the right angle, and the explosive charge is wasted. Similar grenades exist throughout the world.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
Improvised Antitank	Antitank	1.5 kg	\$20	C3 B4	14C	1

Improvised Fragmentation Grenade

Notes: The improvised fragmentation grenade is simply a can, filled with explosive and a variety of nails, tacks, glass fragments, and other trash. It has a stick or rope attached (to aid in throwing), and has a fuse that is reasonably reliable (there is a 10% chance of malfunction, either a dud or premature detonation). Similar grenades exist throughout the world.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
Improvised Fragmentation	Fragmentation	1 kg	\$20	C2 B10	Nil	0.3

Improvised Smoke Grenade

Notes: This grenade is simply a larger version of a smoke bomb concocted by high school chemistry students for generations that is fitted with a firecracker fuse. Otherwise, it is identical to the ANM-8 HC smoke grenade (except that it has a 10% chance of malfunction, in which case no smoke results). Similar grenades are made throughout the world.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
Improvised Smoke	HC Smoke	1 kg	\$8	(B12)	Nil	Nil

Minifrag

Notes: This is a smaller version of the standard fragmentation grenade.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
Minifrag	Fragmentation	0.25 kg	\$2	C1 B6	Nil	0.1

Molotov Cocktail

Notes: This is an improved version of the old Molotov gasoline bomb. A bottle filled with gasoline and certain chemicals is securely corked, and a paper envelope containing other chemicals is taped around the outside. When thrown, the bottle breaks and the reaction between the inside and outside chemicals creates enough heat to ignite the gasoline. The high price reflects the fact that there are better things to do with a liter of gasoline. Creating a Molotov is an Easy: Chemistry task.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
Molotov Cocktail	Incendiary	1 kg	\$250	C2 B8	Nil	2

Signal Flare

Notes: A hand-launched pyrotechnic signal available in various colors (white, red, green, yellow, or violet), designed primarily for use at night (when colored smoke is harder to see). Each flare is launched skyward (using an internal propelling charge) and drifts to the ground on a small parachute. The flare burns for one turn (30 seconds) and can be seen from 1500 meters at night (500 meters during the day). By disabling the propelling charge before ignition, the flare can be placed on the ground if desired. It is hot enough to serve as a source of ignition.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
Signal Flare	Pyrotechnic	0.2 kg	\$25	(B1500)	Nil	Nil

Stick Grenade

Notes: These were once in common use throughout the world (such as the infamous Nazi "potato masher"), but are now in use in quantity only by North Korea, China, and Vietnam. They are usually "pineapple" type grenades on a wooden handle with a pull- or screw-type fuse and an unstable picric acid explosive.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
Stick Grenade	Fragmentation	0.5 kg	\$3	C2 B10	Nil	0.3

DM-24

Notes: This is a German incendiary smoke grenade in use by many armies in Western Europe. The grenade uses red phosphorous to produce smoke, and personnel within 1 meter downwind or flammable objects within 2 meters downwind will take half fragment damage and full burning damage from the grenade. The grenade is also 90% likely to produce a fire in dry grass, leaves, etc., within 3 meters of any direction of the grenade. The grenade is long lasting and fast acting, producing dense smoke in 3 phases (15 seconds), and dense smoke lasts for 60 phases (5 minutes). The grenade is safe to handle before throwing, and the plastic body is strong enough to not crack open unless thrown hard or dropped from a height.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
DM-24	Incendiary Smoke	0.34 kg	\$4	C1 (B8)	Nil	0.1

DM-51

Notes: This German grenade is of the offensive/defensive variety, with a removable fragmentation jacket. It is the standard hand grenade for German units. It has the further unusual property of being capable of being joined to produce small cluster bombs or bangalore torpedoes. The grenades used in this manner must be joined nose-to-tail (making throwing large numbers difficult if not impossible). When joined, all grenades detonate simultaneously.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
DM-51	Fragmentation	0.44 kg	\$8	C3 B14	Nil	1
(Without Jacket)	Concussion	0.15 kg	\$8	C5 B1	Nil	2

DM-61

Notes: This German-made fragmentation grenade was used only by Norwegian forces at the start of the Twilight War. It closely resembles the M-DN-11 and M-DN-21, except for its size, which is in between those two grenades. It is otherwise a normal sort of grenade.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
DM-61	Fragmentation	0.35 kg	\$6	C2 B12	Nil	0.8

M-DN-11

Notes: This grenade was designed by Diehl of Germany to replace DM-51 grenades employed by German forces. It produced only limited sales to Germany, but was adopted by some Middle Eastern countries and African nations, as well has being used on a limited basis by German GSG-9 and KSK forces. The casing of the grenade is thick and shock resistant, yet produces a large amount of fragments, and is ribbed to give a better grip. The M-DN-11 has a number of safety mechanisms to prevent accidental explosion, from conventional pull ring and spoon safeties, to a detonator that is physically separated from the explosive until the spoon is clear of the grenade and a flap safety that ensures that the grenade will not explode for 2.5 seconds even if the cap is struck or the delay mechanism malfunctions.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
M-DN-11	Fragmentation	0.47 kg	\$4	C3 B12	Nil	1

M-DN-21

Notes: This is a smaller version of the M-DN-11, used by the same customers, and functioning in the same way.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
M-DN-21	Fragmentation	0.22 kg	\$3	C1 B6	Nil	0.5

M-DN-31

Notes: This grenade is similar in size and shape to the M-DN-21, but is designed to produce more fragments and spread them over a wider area.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
M-DN-31	Fragmentation	0.25 kg	\$2	C1 B8	Nil	0.5

EM-01

Notes: This is the standard Greek fragmentation grenade, produced by Elviemek. It is a lightweight, plastic-bodied grenade with an inner fragmentation liner with good effectiveness for its weight. It was used only by Greek forces at the start of the Twilight War, but came to be used by Greek Cypriots and Italian forces during the war.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
EM-01	Fragmentation	0.36 kg	\$3	C2 B10	Nil	0.8

EM-02

Notes: This is the concussion variant of the Elviemek grenade family, used in close assaults and other situations where fragment production is not desired. The body is of thinner plastic than the EM-01, and there is no fragmentation lining. The body of the grenade is smooth, but dimpled, so as to provide a good grip but differentiate it from the ridged EM-01.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
EM-02	Concussion	0.14 kg	\$1	C4	Nil	0.6

EM-04

Notes: This is the Greeks' standard smoke and signaling grenade. Smoke comes in white, red, blue, yellow, green, violet, and gray. It is similar to other Western smoke grenades, consisting of a metal cylinder with an igniter. The color of the grenade body is the color of the smoke. The smoke does not cause fires and is non-toxic. Gray smoke is dense for 30 full phases; other colors are dense for 28 full phases.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
EM-04	Gray Smoke	0.65 kg	\$3	(B12)	Nil	Nil
EM-04	Colored Smoke	0.45 kg	\$3	(B12)	Nil	Nil

F-1

Notes: The F-1 is a WWII-vintage fragmentation grenade that continued to be employed long after that war, and is still encountered today. F-1 grenades encountered in Lebanon in the mid-1980s were encountered with fuses of anywhere from 0 to 13 seconds delay; it is not known whether these different fuses are readily-available or were an experiment (the fuses had Russian markings, but have never been encountered anywhere else).

Weapon	Type	Weight	Price	Damage	Penetration	DPV
F-1	Fragmentation	0.6 kg	\$5	C3 B12	Nil	1

RDG-2/RDG-2Ch/RDG-2Kh/RDG-3

Notes: These are the standard Bloc grenades for screening smoke purposes, and in addition to being thrown, may be projected from vehicular smoke projectors. The RDG-2 grenade can produce conventional white smoke, or there is also an RDG-2Ch version that will produce sight-obscuring and IR-obscuring black smoke. Dense smoke is produced for only 18 complete phases (90 seconds). The RDG-2Kh looks similar and is the same size, but produces irritant gas for 12 complete phases (60 seconds). The RDG-3 is also similar to the RDG-2, but produces orange smoke for marking purposes.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
RDG-2/RDG-2Ch	Smoke	0.5 kg	\$4	C1 (B12)	Nil	0.1
RDG-2Kh	Irritant Gas	0.5 kg	\$8	C1 (B20)	Nil	0.1
RDG-3	Orange Smoke	0.5 kg	\$4	C1 (B12)	Nil	0.1

RGD-5

Notes: The RGD-5 is a reasonably modern fragmentation grenade, and (with the F-1) is presently the standard Bloc hand grenade.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
RGD-5	Fragmentation	0.3 kg	\$3	C2 B8	Nil	0.6

RGN

Notes: This is a Russian offensive grenade, used when controlled fragmentation is necessary. It is similar to the RGO, but has a thin aluminum casing with no prefragmented content, and a smooth outside. This grenade is rarely encountered outside Russian units.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
RGN	Frag/ Concussion	0.31 kg	\$3	C4 B2	Nil	0.6

RGN-86

Notes: This is an improved and slightly lightened version of the RGD-5, used primarily to provide controlled fragmentation effects in close assault situations. It is in common use by Spetsnaz and other Warsaw Pact special units, but not common outside of those units.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
RGN-86	Frag/ Concussion	0.27 kg	\$3	C3 B3	Nil	0.5

RGO

Notes: This is a more modern Russian hand grenade, most often found in the hands of Russian troops, and little exported outside her borders. It consists of a steel body with the lower half notched and the inner body prefragmented for a large amount of fragment production. It is a standard sort of fragmentation grenade.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
RGO	Fragmentation	0.53 kg	\$5	C4 B14	Nil	1

RGO-78

Notes: This is one of the standard Warsaw Pact fragmentation grenades and was widely exported to former Soviet client states in Africa and Latin America. It is similar in appearance to the RGD-5, but is more effective, with a wider bursting radius.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
RGO-78	Fragmentation	0.45 kg	\$4	C3 B12	Nil	1

RKG-3/3M

Notes: The RKG-3M is a slightly improved version of the RKG-3, but both are rather primitive, hand-thrown antitank grenades. It requires a very brave or very desperate soldier to use one of these grenades.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
RKG-3	Antitank	1 kg	\$10	C3 B4	14C	1
RKG-3M	Antitank	1 kg	\$13	C3 B4	18C	1

ZDP

Notes: This is a Russian incendiary smoke grenade normally used during assaults to provide screening smoke and a few incidental casualties among the enemy. The grenade may be hand thrown or projected by an attached rocket motor to a base range of 25 meters. (When using this method, the ZDP uses Grenade Launcher skill.) The ZDP uses white phosphorous to provide smoke and produce casualties. The width of the smoke cloud is the same as the burst radius.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
ZDP	White Phosphorous	0.75 kg	\$6	C1 B18	Nil	0.2

SM HG-85

Notes: This is a Swiss fragmentation grenade, not related to the Hirtenburg grenade of the same name. The grenade body is almost spherical with a dimpled surface for a better grip. This grenade is used by Switzerland and was widely exported.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
SM HG-85	Fragmentation	0.47 kg	\$4	C3 B12	Nil	1

SM OHG-92

Notes: This is the offensive grenade version of the SM HG-85, used in close quarters situations or in assaults where friendly troops may be nearby. The body is aluminum instead of the steel body of the HG-85, and the grenade contains no preformed fragments, any fragments consisting only of the remnants of the grenade body.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
SM OHG-92	Concussion	0.27 kg	\$2	C4 B2	Nil	1

ANM-8

Notes: This grenade produces a dense cloud of white smoke without the intense incendiary effects of WP grenades (although it is hot enough to occasionally ignite easily combustible substances like hay or dry grass).

The Model 308-1 White Smoke Grenade is a modified ANM-8 designed and produced by Naval Warfare Center China Lake. It is the same size and weight as the ANM-8, and also produces white smoke, but has a longer burn time. The Model 308-1 burns for four times as long as a standard smoke grenade (including the periods of less dense smoke). The Model 308-1 is generally found in use only by US special operations forces.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
ANM-8	HC Smoke	0.7 kg	\$3	C1 (B12)	Nil	Nil
Model 308-1	HC Smoke	0.7 kg	\$24	C1 (B12)	Nil	Nil

ANM-14

Notes: This is a thermite grenade. Thermite is a chemical composition, which produces extremely high heat when ignited. Grenades of this type are used to destroy equipment (it will destroy a gun breech or engine block within minutes) or to ignite fires or ammunition (the grenade burns at 2200°C). The ANM-14 burns for 9 combat phases (45 seconds). The burst represents sputters of molten metal scattered in random directions and is treated as a burn.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
ANM-14	Thermite	0.9 kg	\$10	C1 B4	Special	0.1

M-6A1

Notes: This irritant gas grenade is based on perhaps the most severe form of irritant gas, known as DM, and also contains CN. DM (also known as Adamsite), is a far more powerful irritant than CS or even CN; it straddles the line between irritants and damaging chemical agents, as it can be toxic and even lethal with too long an exposure. The M-6A1 grenade's cloud produces incapacitation unless the victim makes an Impossible: Constitution roll successfully; there is no panic roll, since the gas is instantly incapacitating without a successful Constitution roll. Incapacitation produces symptoms similar to irritant gas for the first minute; the next two minutes produce sneezing and coughing as well

as irritant gas symptoms. These all increase in severity for another two minutes, and then severe headaches, sharp pain in the nose and chest, and nausea and violent vomiting join the symptoms. At this final stage, no further Constitution rolls are possible to allow the victim to continue or resume functioning, but an Easy: Constitution roll is required every further minute in the cloud to avoid taking one point of damage to the head and chest. Once removed from the cloud, incapacitation rolls at Difficult: Constitution must be made every ten minutes for the next 4 hours, or *all* the symptoms begin anew. Once one such roll is made, the victim will suffer no further incapacitating effects, though some minor symptoms may remain as long as 12 hours.

These grenades are rare, and are primarily used by US, NATO and Israeli special operations forces.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
M-6A1	Irritant Gas (DM)	0.57 kg	\$13	(B12)	Nil	0.1

M-7A1

Notes: This grenade is similar to the much more common M-7A3 shown below, but uses CN instead of CS gas. CN is a much stronger, more concentrated form of tear gas, which produces quicker and more severe results. It is also an earlier form of tear gas, pre-dating CS by about a decade. Like the M-7A3, it can produce fires as it burns in a very hot manner. The same adapter which can project an M-7A3 grenade may also project an M-7A1 grenade; they are virtually identical in size and shape (except for the striker mechanism atop the grenade). Those who are in a CN gas cloud react in a similar manner to those in a standard irritant gas cloud, but the character must make a FOR: Constitution check to avoid being overcome by the gas. In addition, the initial panic roll is at -3. A victim who is overcome by CN continues to suffer the effects for 15 minutes instead of 10, and is probably vomiting as well as feeling the effects of burning skin, stinging, heavily watering eyes, and burning mucous membranes.

CN grenades like the M-7A1 are primarily used by the military, as they are much too powerful for use in riot control (CN can actually kill victims with compromised respiratory systems, such as those with asthma). It should be noted that the first sign a victim may have of CN gas is a brief burst of an apple blossom-type smell.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
M-7A1	Irritant Gas (CN)	0.52 kg	\$10	(B12)	Nil	0.1

M-7A3

Notes: This grenade, the bane of US military basic trainees and rioters alike, is a grenade containing

CS irritant gas. It is similar to the M-18 colored smoke grenade, but is a hazardous weapon that burns very hot as it discharges its gas, often producing fire in combustible materials it lands on, and many buildings have been set on fire when this grenade was thrown into the building by police during hostage situations. An adapter exists to use this grenade as a rifle grenade. The M-7A3 actively produces a gas cloud for 12 phases (60 seconds). It was superseded by the non-flammable M-25A2, but hundreds of thousands exist in military and police arsenals.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
M-7A3	Irritant Gas	0.43 kg	\$5	(B12)	Nil	0.1

M-15

Notes: This is a bursting-type WP smoke grenade, able to be used for signaling, screening, to destroy flammable objects, and produce casualties. Due to the inherent danger, it was replaced for smoke purposes by the M-18 and ANM-8, and was replaced for destroying things by the ANM-14 and as an antipersonnel weapon by the more stable M-34. Many other countries had stocks of them, and they were also re-issued or never went out of use there. The smoke from this grenade builds and disperses rapidly, and only one phase of thin smoke is produced when the grenade is triggered.

Twilight 2000 Notes: The M-15 was retained in storage, and was re-issued in the Twilight War starting in late 1996.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
M-15	White Phosphorus	0.88 kg	\$7	B16	Nil	0.2

M-18

Notes: The cloud of smoke produced by this grenade depends on the chemicals included and can be red, green, yellow, or violet (the famous "purple haze"). A colored band on the grenade indicates the smoke color. The M-18 produces very little heat, and can actually be held in a gloved hand during and after detonation (detonation merely ruptures a small hole in the base).

Weapon	Type	Weight	Price	Damage	Penetration	DPV
M-18	Colored Smoke	0.5 kg	\$3	(B12)	Nil	Nil

M-25A2

Notes: Grenades containing incapacitating agents such as CS or CN are used for riot control or in situations where prisoners need to be taken.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
M-25A2	Irritant Gas	0.3 kg	\$6	C1 (B12)	Nil	0.1

M-26A1

Notes: The M-26A1 replaced the Mk2 as standard fragmentation grenade with US forces and most of her allies. The M-26A2 is similar, but has a contact fuse that explodes when it hits its target.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
M-26A1	Fragmentation	0.45 kg	\$4	C3 B12	Nil	1

M-34

Nicknamed "Willie Peter" from its initials, this grenade scatters fragments of burning white phosphorus throughout its burst radius, producing a dense cloud of smoke and igniting any combustibles in the area. The Geneva Accords of

1928 prohibit the use of this grenade against personnel, a restriction usually ignored in the heat of battle.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
M-34	White Phosphorus	0.5 kg	\$4	C1 B12	Nil	0.1

M-67 "Baseball Frag"

Notes: This grenade was designed to be about the size and shape of a baseball. A (probably apocryphal) story states that the grenade was made this way on the assumption that "every red-blooded American boy knows how to throw a baseball," and training would be much easier. It is slightly lighter than the M-26A1 (and slightly heavier than a baseball). The M-68 is similar, but uses a fuse that causes the grenade to explode on impact instead of after a delay.

Weapon	Type	Weight	Price	Damage	Penetration	DPV

M-67	Fragmentation	0.4 kg	\$4	C2 B10	Nil	0.3
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Kilgore/Schermuly Stun Grenade

Notes: Initially designed as a training device, US special operations personnel quickly discovered that it could also be used as a flash-bang type of grenade, and it quickly became one of the first of these devices used by US and NATO forces. The Kilgore/Schermuly grenade is shaped similar to the M-26A1 fragmentation grenade, but the body is plastic and in the interior is a paper-wrapped pyrotechnic device which produces the flash-bang effects. The blast produces a 175-decibel bang as well as a 1-million-candlepower flash of light, which produce 24 combat phases of disorientation when used in an enclosed area, or 8 phases if used in an open area. This disorientation follows the standard rules presented in *Merc 2000*. Being an early flash-bang grenade, it has a number of defects which were partially or totally solved by later grenades: The fuze mechanism has a highly-variable delay (0.7-3 seconds) which is not controllable by the thrower, and the flash can ignite combustibles within a 1-meter radius (20% chance), including the paper within the grenade.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
Kilgore/ Schermuly	Concussion	0.23 kg	\$15	C5	Nil	2

Mk 1 Mod 1-3

Notes: The Mk 1 is an illumination hand grenade, consisting of an egg-shaped body with a central band, and containing a magnesium mix that produces intense light and heat when it bursts. The fuze delay is a full 7 seconds; it will thus go off in the middle of the combat phase after which it is thrown. The Mk 1 Mod 2 produces a 55,000-candlepower flaring light for 25 seconds (5 combat phases); it bursts suddenly and the light extinguishes quickly after the 25 seconds of burn time. The grenade burning is hot and may ignite combustibles within 3 meters of the burst area. There were three Mods of the Mk 1 produced, Mod 1, 2, and 3; Mod 1 and 2 differ primarily in the fuze used, with the fuze on the Mod 2 being a much simpler affair. The Mod 3 version is the same as the Mod 2 except that the Mod 3 uses two plastic shell halves instead of steel. All three Mods are still in stock and used by SEALs and other special operations units.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
Mk 1	Illumination	0.26 kg	\$13	(B200)	Nil	0.1

Mk 2

Notes: Known as the "pineapple" due to its notched-body design, this WWII-vintage fragmentation grenade can still be found in some armories. A nearly identical grenade, the Mills Bomb, was the standard British grenade during WWII, and a Soviet design, the F-1, is also similar. It was discovered that the notches in the grenade body had nothing to do with fragment size and merely led to unpredictable fragment dispersion, and this led to its withdrawal.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
Mk 2 "Pineapple"	Fragmentation	0.5 kg	\$4	C3 B12	Nil	1

Mk 3A2

Notes: This is a concussion grenade. They are less lethal than fragmentation grenades (in the sense that their lethality radius is smaller) and are used by hostage rescue teams and in urban combat situations where close-quarters fighting is likely.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
Mk 3A2	Concussion	0.5 kg	\$4	C5	Nil	2

Model 308-1 Napalm Grenade

Notes: Though the ANM-14 thermite grenade was quite effective at destroying materiel and generally starting fires, the SEALs discovered in Vietnam that it was inadequate for killing personnel or starting fires on wet substances. To this end, China Lake developed the Model 308-1 Napalm Grenade. It was essentially an ANM-8-type grenade body filled with napalm and gasoline, and modified to accept a different fuze, producing a small napalm bomb. It was made in small numbers, and usually issued as a kit, allowing the SEALs to vary the mix of gasoline and napalm. (The statistics below are for an average sort of mix.) Objects and personnel caught in the burst radius of a Model 308-1 suffer effects similar to those of being hit by a flamethrower with regards to whether they burn and the damage they take. If the person carrying the Model 308-1 is hit by gunfire or fragments, there is a 1 in 20 chance per such grenade carried that one of them will explode, with all the possible secondary effects.

The fuze delay of the Model 308-1 is an entire combat phase, to help ensure that the thrower and his friends don't get caught in the burst area. The burning time of the napalm in the Model 308-1 is one minute.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
Model 308-1	Napalm	0.34 kg	\$7	C1 B4	Nil	Nil

XM-78 HAAG

Notes: The HAAG (Hand Anti-Armor Grenade) is a rare example of a Soviet weapon being "reverse-engineered" by the US. It is an improved version of the Soviet RPG-43 (a predecessor of the RKG-3). The XM-78 was produced as an experiment and is quite rare.

Weapon	Type	Weight	Price	Damage	Penetration	DPV
XM-78 HAAG	Antitank	1 kg	\$20	C5 B4	20C	2