

Damaging Grenades (p. 277)

Yards from Blast	Black Powder		Concussion (TL6) (cr ex)	Fragmentation (TL6)		Concussion (TL7) (cr ex)	Fragmentation (TL7)		Plasma (burn ex)
	blast (cr ex)	frag. (cut)		blast (cr ex)	frag. (cut)		blast (cr ex)	frag. (cut)	
0	3d	1d (auto)	6d	4d	2d (auto)	5dx2	8d	3d (auto)	6dx4
1	3d/3	1d (15)	6d/3	4d/3	2d (15)	(5dx2)/3	8d/3	3d (15)	(6dx4)/3
2	3d/6	1d (15)	6d/6	4d/6	2d (15)	(5dx2)/6	8d/6	3d (15)	(6dx4)/6
3	3d/9	1d (14)	6d/9	4d/9	2d (14)	(5dx2)/9	8d/9	3d (14)	(6dx4)/9
4	3d/12	1d (13)	6d/12	4d/12	2d (13)	(5dx2)/12	8d/12	3d (13)	(6dx4)/12
5	3d/15	1d (13)	6d/15	4d/15	2d (13)	(5dx2)/15	8d/15	3d (13)	(6dx4)/15
6	3d/18	0	6d/18	4d/18	2d (12)	(5dx2)/18	8d/18	3d (12)	(6dx4)/18
7	0	0	6d/21	4d/21	2d (12)	(5dx2)/21	8d/21	3d (12)	(6dx4)/21
8	0	0	6d/24	4d/24	2d (11)	(5dx2)/24	8d/24	3d (11)	(6dx4)/24
9	0	0	6d/27	0	2d (11)	(5dx2)/27	8d/27	3d (11)	(6dx4)/27
10	0	0	6d/30	0	2d (11)	(5dx2)/30	8d/30	3d (11)	(6dx4)/30
11	0	0	6d/33	0	0	(5dx2)/33	8d/33	3d (10)	(6dx4)/33
12	0	0	6d/36	0	0	(5dx2)/36	8d/36	3d (10)	(6dx4)/36
13	0	0	0	0	0	(5dx2)/39	8d/39	3d (10)	(6dx4)/39
14	0	0	0	0	0	(5dx2)/42	8d/42	3d (10)	(6dx4)/42
15	0	0	0	0	0	(5dx2)/45	8d/45	3d (10)	(6dx4)/45
16	0	0	0	0	0	(5dx2)/48	8d/48	0	(6dx4)/48
17	0	0	0	0	0	(5dx2)/51	0	0	(6dx4)/51
18	0	0	0	0	0	(5dx2)/54	0	0	(6dx4)/54
19	0	0	0	0	0	(5dx2)/57	0	0	(6dx4)/57
20	0	0	0	0	0	(5dx2)/60	0	0	(6dx4)/60

Out to 48 yards

Example, Concussion Grenade (TL6): Target is 2 yards from where the grenade detonates, wearing armor with a DR of 2. There is no cover available, but he rolls a "Diving for Cover" defense roll (p. 377) and succeeds. This means he will be 3 yards from the blast and not 2. The GM rolls 6d for damage and gets a total of 20; dividing by 9 leaves 2 (rounded from 2.2). As this does not penetrate the target's armor, 0 injury is inflicted.

Example, Fragmentation Grenade (TL7): Target is 4 yards from where the grenade detonates, wearing no armor. He fails his "Diving for Cover" defense roll (p. 377). The GM rolls 8d for blast damage and gets a total of 32; dividing by 12 leaves 2 (rounded from 2.6). The GM then rolls an attack against an effective skill of 13 and succeeds with a 10, indicating the target is hit by two fragments. He rolls twice on the random hit location table (p. 552) and gets a 9 (Torso) and a 12 (Left Arm). Rolling 3d twice for damage, he gets 8 (becomes 12 for cutting) and 10 (becomes 15 for cutting). Final injury to the target is 2 (from cr), 12 (to Torso), and 15 (to Left Arm).

* **Remember**, when "attacking" a target with fragmentation, include their Size Modifier (p. 19) and Posture modifier (p. 551, -2 if not standing). The Range modifier is already included in the above table. One additional fragment hits for every three full points by which the attack succeeds.