Flechette Rounds: Tiny, tightly packed metal slivers function as the business end of a flechette round. They are devastating against unprotected targets, but not very effective against rigid armor. Flechette rounds raise the DV of weapons by +2. They also raise the effective value of Impact armor (AP +2). Flechettes are resisted with Impact armor.

Guns with flechette ammo already figured into their Damage Code have an (f) notation following the Damage Code.

Gel Rounds: These non-lethal rounds use a hard jelly-like substance and are often employed for riot control. They are usually semi-rigid slugs that flatten on impact, disbursing their kinetic energy over a larger-than-normal area. Gel rounds add +2 DV but have an AP of +2 against armor. Gel rounds inflict Stun damage and are resisted with Impact armor. Gel rounds reduce the target's Body by 2 when checking for knockdown; see *Knockdown,* p. 151.

Regular Ammo: Standard full metal jacket rounds for all kinds of uses (mostly killing).

Stick-n-Shock: This is a special adhesive projectile that sticks to the target and incorporates a battery pack that delivers short bursts of high-voltage pulses. The Stick-n-Shock replaces the weapon's Damage Value with its own.

Tracer Rounds: Tracer ammo burns "tracers" along the line of flight, making it easier for the shooter to home in on the target. This type of ammunition can only be used in full-auto weapons and are actually loaded as every third round in a clip. This is an exception to the restriction of one type of ammunition to a clip. Non-smartgun users firing tracer rounds receive a +1 dice pool modifier at all ranges beyond Short when firing a short burst, +2 when firing a long burst and +3 when firing a full burst.

Taser Dart: These darts are designed to be loaded into taser weapons.

GRENADES, ROCKETS, AND MISSILES

Grenades are small, self-contained explosive packages. They may come with a built-in timer to detonate after a pre-set amount of time (usually 5 seconds), a motion-sensor set to detonate on impact, or a wireless link set to detonate upon remote command. Damage from grenades is resisted with Impact armor.

Some grenade models are spherical or cylinder-shaped, while aerodynamic models are rings or disks with superior range capabilities. Minigrenades are specifically designed for use with grenade launchers (either the standard version). They are set to arm when they have traveled 5 meters from their point of origin and explode on impact (unless using an airburst link, see p. 310). This safety feature can be disabled with an Armorer + Logic (3, 5 Minutes) Extended Test. Minigrenades have the same Cost and effects as standard grenades.

Use the Throwing skill when throwing grenades, or Heavy Weapons when launching from a grenade launcher. Follow the rules for *Grenades,* p. 145. Grenades and similar explosives can also be rigged with a tripwire to set up as a basic booby-trap. This requires a Demolitions + Agility (8, 1 Complex Action) Extended Test.

Flash-Bang Grenades: Upon detonation, flash-bang grenades spread a metallic powder out over the area that ignites in contact with the oxygen in the atmosphere, creating a loud, bright, shocking blast distributed equally over a radius of 10 meters.

Flash-Pak: The size of a pack of cigarettes, this unit contains four quartz-halogen micro-flashes designed to fire in random strobe sequences to disorient, distract, and blind opponents. Anyone facing a flash-pak receives a –4 dice pool modifier on attack tests due to the intense glare (flare compensation reduces this modifer to –2). The flash-pak has 10 charges; when activated, it uses up one charge per Combat Turn. When plugged in, it recharges one charge per 10 seconds.

Fragmentation Grenades: These are designed to spread a cloud of deadly shrapnel over a large area, seriously injuring soft targets. Their damage value reduces by –1 per meter from the point of the explosion's origin.

High Explosive Grenades: These grenades are designed to deliver a tremendous blast, penetrating even heavily armored targets. Their damage value reduces by –2 per meter from the point of the explosion's origin.

Gas Grenade: Instead of exploding, the gas grenade releases a cloud of gas over an area with a diameter of 20 meters. This is usually riot control/CS gas, but many other chemicals can be chosen (see p. 246). The cloud lasts for approximately 4 Combat Turns (less in windy areas, longer in confined areas at the gamemaster's discretion).

Smoke: Similar to the gas grenade, the smoke grenade releases a cloud of smoke over an area with a diameter of 20 meters. The cloud obscures vision, applying visibility modifiers for smoke to relevant tests. It lasts for approximately 4 Combat Turns (less in windy areas, longer in confined areas at the gamemaster's discretion).