

**Thermal Smoke:** These are the same as smoke grenades, except that the smoke containing hot particles that obscure thermographic vision; apply the visibility modifiers for thermal smoke.

### Rockets and Missiles

Rockets are projectiles consisting of a light metal or plastic body with stabilizing fins, a propulsion system (usually solid-chemical), and a warhead. They are considered “dumb” weapons because they go only where they are pointed and have no internal or external guidance capability.

Missiles are rockets that carry internal guidance and tracking systems, and are more expensive than standard “dumb” rockets. Because of their sophisticated electronics, missiles are considered “smart” weapons. The onboard electronics assist the firer in acquiring and hitting the target.

See *Resolving Rocket and Missile Fire*, p. 146, for rules on firing rockets and missiles. Rockets and missiles are set to arm when they have traveled 20 meters from their point of origin and explode on impact. This safety feature can be

disabled with an Armorer + Logic (3, 5 Minutes) Extended Test. Rockets/missiles fired with an airburst link (see p. 311) can be exploded in midair at a predefined location (reducing scatter to 1D6).

**Anti-Vehicle:** AV rockets/missiles contain a shaped-charge warhead designed to burn or punch its way through a vehicle or barrier. Though the impact causes a blast, it is limited compared to that of a High-Explosive projectile. AV attacks have an AP of –6 against vehicles, –2 against other targets.

**Fragmentation:** Used principally against people, the warhead discharges high-speed metal or plastic-metal fragments designed to tear into unprotected flesh. These rockets/missiles are very effective against unprotected individuals, but fairly ineffective against barriers, structures, and vehicles.

**High-Explosive:** HE rockets/missiles are designed to do heavy damage to a large area. Their blast pattern is similar to that of a grenade, but much larger. They are not particularly effective against hardened targets, such as vehicles or protected military structures. HE weapons use the standard grenade rules for determining the blast and its effects.

Ammunition, per 10 shots	Damage Mod.	AP Mod.	Armor Used	Availability	Cost
APDS	—	–4	B	16F	70¥
Assault Cannon	As Cannon	As Cannon	B	16F	450¥
Explosive Rounds	+1	–1	B	8F	50¥
EX-Explosive Rounds	+2	–2	B	12F	100¥
Flechette Rounds	+2	+2	I	2R	100¥
Gel Rounds	+2 (Stun)	+2	I	4R	30¥
Regular Ammo	—	—	B	2R	20¥
Stick-n-Shock	6S(e)	–half	I	5R	80¥
Tracer	—	—	B	5R	75¥
Taser Dart	As Taser	–half	I	2	50¥
Grenades	Damage	AP	Blast	Avail	Cost
Flash-Bang	6S	–3	10m Radius	6R	30¥
Flash-Pak	Special	—	Special	4	200¥
Fragmentation	12P(f)	+2	–1/m	10F	35¥
High Explosive	10P	–2	–2/m	7F	45¥
Gas	Chemical	—	10m Radius	4 + Chemical	20¥ + Chemical
Smoke	—	—	10m Radius	4R	30¥
Thermal Smoke	—	—	10m Radius	6R	35¥

### Rockets

Anti-Vehicle	16P	–2/–6*	–4/m	20F	1,000¥
Fragmentation	16P(f)	+2	–1/m	16F	500¥
High Explosive	14P	–2	–2/m	20F	750¥

### Missiles

As Rocket	As Rocket	As Rocket	As Rocket	+5	+Sensor rating x 500¥
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\* AVR/AVMs have an AP of –2 against people, –6 against vehicles.

Explosives, per kilogram	Rating	Availability	Cost
Commercial	Rating 3	8R	100¥
Foam	Rating 4–15	12F	Rating x 100¥
Plastic	Rating 4–15	16F	Rating x 100¥

### Accessories

Detonator Cap	—	8R	75¥
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