

PROJECTILE WEAPON TYPES

The Projectile Weapons Table (at right) lists some of the projectile weapons available in the *Shadowrun* universe. Note that bows are purchased with a specified Minimum Strength rating which may affect a character's use of the bow (see *Bows*, p. 306).

GRENADES

Grenades are inaccurate and unreliable, but can be extremely effective when used properly. A character can deliver grenades to a target by throwing them or firing them from a grenade launcher. In either case, the number-one priority of the attacker is to land the grenade as near the target as possible. Because of their shape and method of delivery, grenades will scatter, bouncing and skittering across the ground. The better the throw or launch, the less the scatter.

Resolving a grenade attack is a two-step process. The first step determines where the grenade ends up in relation to the target (see *Determine Scatter*, below). The second step resolves the effect of the grenade's explosion (see *Blast Effects*).

Grenade Launcher Minimum Range

The shortest possible range for grenade launchers is given as 5 meters because the mini-grenades fired from standard grenade launchers do not actually arm until they have traveled about that distance. They do not detonate if they hit anything before traveling five meters—a safety feature in case of accidental misfire. Disarming this safety feature requires a simple adjustment to the grenade with an Armorer + Logic (4, 10 minutes) Extended Test.

Timing Grenades

As noted under *Timed Items and Initiative* (p. 135), a grenade detonates on the next Initiative Pass using the Initiative Score of the character who threw it (unless the attacker is using an airburst link, see p. 310, in which it detonates on that Action Phase).

Determine Scatter

To determine the grenade's final location, first choose the intended target. Make a standard ranged attack test using the attacker's Agility + appropriate combat skill (Throwing Weapons or Heavy Weapons), opposed by the target. If targeting a location, treat this as a Success Test instead. Apply standard ranged attack dice pool modifiers.

Next, the gamemaster must determine the grenade's base scatter. All grenades scatter to some degree, but an attacker who made a good attack can limit the distance the grenade scatters.

The gamemaster determines the direction of the scatter by rolling 1D6 and consulting the Scatter Diagram. The large arrow indicates the direction of the throw, so a result of 1 means the grenade continued on past the target, while a result of 4 means the grenade bounced back in the direction of the attacker.

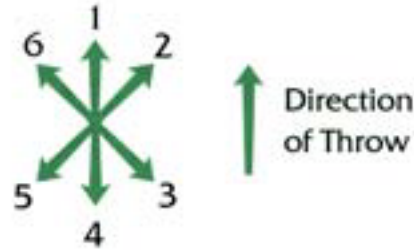
Having determined the direction of the scatter, the gamemaster next calculates its base distance. The Scatter Table indicates the number of dice rolled to find the scatter distance. Airburst grenades only roll 1D6 for scatter (see *Airburst Link*, p. 310).



PROJECTILE WEAPONS TABLE

| Weapon | Damage Value | AP |
|--------------------|--------------|----|
| Bow (STR Min. +2)P | — | — |
| Light Crossbow | 3P | — |
| Medium Crossbow | 5P | — |
| Heavy Crossbow | 7P | -1 |
| Shuriken | (STR/2)P | — |
| Throwing knife | (STR/2 + 1)P | — |

SCATTER DIAGRAM



SCATTER TABLE

| Type | Scatter |
|---------------------|---|
| Standard Grenade | 1D6 meters – 2 per net hit |
| Aerodynamic Grenade | 2D6 meters – 4 per net hit |
| Grenade Launcher | 3D6 meters – 4 per net hit |
| Rocket | 2D6 meters – 1 per net hit |
| Missile | 2D6 meters – 1 per net hit (– Sensor rating) |
| Airburst | 1D6 meters – 1 per net hit (– Sensor rating) |



The attacker reduces this scatter distance by 2 meters per net hit for standard grenades or 4 meters per net hit for aerodynamic grenades and grenade launchers. If the scatter distance is reduced to 0 or less, the grenade hits the target exactly, and any remaining hits are added to the DV. Otherwise, the grenade lands at the remaining distance in the direction indicated.

Blast Effects

Grenades are area-effect weapons, meaning that their blast affects a given area and any targets within it. The farther away the target is from the grenade's final location—the blast point—the less damage it takes, because distance reduces a grenade's blast effect.

Different grenade types lose blast effect at different rates. Consult the Grenade Damage Table (p. 146) to find the grenade's Damage Code and Damage Value reduction rate.

To resolve the effects of the grenade blast, roll a damage resistance test using the target's Body + Impact Armor. Apply the grenade's AP to the Impact armor rating. Each hit on this test reduces the DV by 1.

Slim, Rex, and Teak are all unlucky enough to be standing near a grenade when it goes off. The grenade

