

## Convulsion Grenade

VerdanTech's newest crowd control weapon. The convulsion grenade releases special frequency energy waves that cuase muscular convulsion. This slows and even immobolizes victims as they spasm uncontrollably. It becomes hard for them to cocnnetarte and if they get hit badly they Isoe control of their limbs going into seizures. There have been cases of permanant injury being caused by these

Model: Verdant Technologies' Convulsion Grenade

Type: Explosive Scale: Character Skill: Grenade Cost: 400 credits Availability: 2, X

Blast Radius: 0-8/12/20

Damage: 6D/5D/4D vs. Stamina

Game note: For every point the grenade damage beats the opponent's resist they lose 1 from their move, for every 3 points it ebats their resist they also lose -1D from all die codes. If their move reaches 0 they become paralyzed. If their move drops below 0 they suffer severe muscular and neural damage. The effects last for 4D rounds.

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