Equipment D20 / Fatigue Grenade

Fatigue Grenade

To deal with increasing crime, Crimtan Technologies' militia forces have begun to use the fatigue grenade. Using a unique frequency of stun energy, fatigue grenades can slow down a target considerably so that militia troops may catch them. This is often used in riots, or clearing out spice warehouses. While the job could admittedly be done just as easily with a stun grenade, it frustrates the target more to see themselves slow down and be chased down easily by the authorities.

Model: Crimtan Technologies Armory Fatigue Grenade
Cost: NFS
Damage: 4d8 (Stun)
Critical: 20
Range Increment: 4 m (20 m)
Weight: .4 kg
Stun Fort Save: DC 18
Type: Stun
Size: Tiny
Group: Simple
Ammo: 1
If grenade roll > target's roll by
1-5 ---------- -1 move (for 5 rounds)
6-10 ---------- -2 move (for 4 rounds)
11-15 ---------- -3 move (for 3 rounds)
16-20 ---------- -4 move (for 2 rounds)
20+ ---------- -5 move (for 2 rounds)

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