Weapons D6 / Grenade, Spike



SPIKE GRENADE

?It?s not as heavy as it looks, but it?s still like trying to throw a softball bat.?
-Anonymous E2-BAG/1/7 serviceman.

The Type-2 Antipersonnel Fragmentation Grenade, more commonly known as the Spike Grenade, is a Jiralhanae manufactured grenade.

Model: Covenant Type-2 Antipersonnel Fragmentation Grenade
Type: Fragmentation grenade
Scale: Character
Skill: Grenades: Spike
Rate of Fire: 1
Ammo: 1
Cost: ?
Availability: 3, X (2 in the Covenant)
Range: Thrown
-Difficulty: Easy/Moderate/Difficult
Damage: 7D/5D/3D (Blast Radius: 0/3/11)
-Thrown: Str+1D

GAME NOTES:

-SPIKEY: When a Spike Grenade is thrown, it first causes damage like a thrown bladed weapon (Str+1D). The user must succeed at a, attack roll of Easy Difficulty for the grenade to stick to whatever it hits (so that it has enough force to drive the blades in). So, if a Brute throws this weapon at a person, a lucky dice roll means the throw alomne could kill something! Afterwards, the effect is similar to a Plasma Grenade; it detonates with heat and an overabundance of shrapnel, shredding whatever it was stuck to, and causing damage to what- or whoever was close enough to its blast radius. However, unlike a Plasma Grenade, if someone is quick enough, the Spike Grenade could be grabbed up by someone (perhaps the person it is stuck to) and hurled away before detonation, perhaps even back at the one who threw it!

-DELAYED DETONATION: Like the Plasma Grenade, the Spike Grenade has a delayed fuse for detonation. It can be thrown at any time (unlike the Plasma Grenade, possibly causing damage when doing so), but it will not detonate until the end of the combat round. This means someone could grab it and throw it away before it detonates, provided they have an action to do so, unlike the Plasma Grenade which is there to stay until it goes BOOM!

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INTRODUCTION

The Spike Grenade is believed to be the Covenant Loyalist counterpart to the Covenant Separatist Plasma Grenade, being only favored and used by the Brutes. The Spike Grenade is most notable for its adhesive properties, similar to the Plasma Grenade, but with a different sticking mechanism. This weapon uses its spikes to stick on to the target, and soon after being attached, it will detonate, turning the spikes into lethal projectiles. The Spike Grenade's initial explosion is the least powerful of all the grenades in Halo 3, although the explosion is not meant to be lethal. The explosion is meant to scatter the spikes at a deadly velocity, impaling enemies within range or wounding them enough for the user to finish them off. The spikes used in the grenade are similar to those used in the Brute Spiker.

AESTHETICS

The Spike Grenade is similar in look to the Model 24 Stielhandgranate grenade used by Germany during World War I and World War II, as well as by Imperial Japan in the latter, essentially an ovular head with a shaft protruding from its bottom. However, it derives its namesake from the notable spikes present on the grenade (four big curved spikes on top and twelve smaller ones around the shaft) as well as the shrapnel it expels.

OPERATION

Once thrown, the spike grenade will use its spikes to stick onto whatever it collides with, whether the object is a wall, vehicle, personnel, or otherwise. They are not able to stick to energy barriers, Bubble Shields, Deployable Covers, or Kig-yar Point Defense Guantlets (although they do occasionally stick to the latter), and the Power Armor of Brute Chieftans and War Chieftans and will simply bounce off. After a short delay, it will detonate into a conical blast of hot spikes (amidst red-blue roiling gas and spikes), perpendicular to the surface it sticks to, similar in functionality to the Claymore Mine.

It has a definite kill radius of one meter, or just about anything standing in the direct line of spikes fired from it, and a casualty radius of four meters. Because of its concentrated barrage of spikes, it is less powerful than most grenades in some aspects. The spikes ricochet off of hard surfaces in confined quarters and the inside of a Bubble Shield, making the spike grenade especially useful in enclosed areas. The heated spikes that shoot out can kill an opponent whether or not they were near the original explosion, however the spikes will scatter with distance as they are shot out in a conical manner. It is a useful weapon to set up quick traps with, especially while being pursued. It can be tossed at a wall directly ahead, and then, as you round a corner, the blast will shoot out and kill whoever was following.

The projected spikes can travel between one meter and ten meters in the direction they were projected. The spike grenade will kill most opponents and some vehicles when it sticks to them but an opponent can survive the barrage of spikes if he is far enough away.

It has been observed that Spike Grenades are able to stick onto other grenades that have been thrown. This usually carries the two grenades in either direction, depending on which was thrown last. The combined explosion is obviously much greater and much more erratic, as well as much more fun to watch.

Like other grenade types, players can only carry two of these types of grenades. This is to help with balance issues. Spike Grenades are related to the Spiker, as the Spiker shoots what seem to

be similar spikes to that of the Spike Grenades, and was developed by the Brutes.

TACTICS

This weapon is very effective at stopping or slowing down an escaping or following opponent. Simply throw the grenade at a wall in front of the enemy. If the opponent isn't smart enough to stop they are essentially mowed down by a hail of spikes. When thrown it's the fastest grenade. Use this in an enclosed area for deadly results, but be careful as it only takes a single spike to the head to kill you or seriously lower your shields. It can also be used against vehicles as it does more damage than the plasma and frag grenade. Spike Grenades are especially good at destroying Ghosts. Spike Grenades can also be thrown off course with a quick blow from a Gravity Hammer, sending the projectile in an alternate route.
-Although this grenade cannot stick Brute Chieftains and War Chieftains, you can kill them with it by sticking their weapon, sticking the wall right next to them, or throwing it so it lands between their legs on the ground like a frag grenade.
-The grenade is extremely useful when thrown at corners where the damage inflicted would be toward the facing walls. The spikes ejected will reflect off of walls on a shallow angle and will be focused if thrown into a corner.
-Because it is the largest grenade, it is the easiest to detonate by shooting it in the air when thrown.
-Although the radius of the spike grenade is limited, the area in the radius is deadly. A spike grenade is more damaging to vehicles than a plasma grenade. It is able to destroy a Scorpion in four sticks, and it can stick to almost anything, unlike the plasma grenade, which can only stick to vehicles or living things. Spike grenades are also lethal if thrown inside a bubble shield, since the shield will deflect the spikes so that they shower all over anyone inside it. if you stick the shield generator itself, it will destroy the shield and damage anyone inside it, leaving them vulnerable to another grenade or gunfire.
-The grenade can be used against jumping targets, just throw it directly under the jumping target and the power of the grenade`s spikes should kill the target.

UNSC REMARKS
-?It?s like a table leg with machetes bolted to it. Who the hell makes a weapon like that? Did those guys actually get up into space on their own??
-?When you decide to throw one of these things make sure to tell everyone around you, ?cause they are dangerous all the way there."
-?The casing is constructed of an unusual porous metallic compound. Shrapnel from the Spike Grenade reaches a temperature of approximately 270 to 315?C, around 530?F, and retains that heat for upwards of seven seconds, by design."
-?It?s not as heavy as it looks, but it?s still like trying to throw a softball bat."
-?Those things ain?t made to wound anyone ? to make you use up time and resources treating casualties. They were designed to make you die screaming."

OTHER INFO

Technical Specifications:
-Model: Covenant Type-2 Antipersonnel Fragmentation Grenade
-Type: Fragmentation Grenade
-Cost: ?
-Size:
--Length: 91.4cm/36"
--Weight: 1.93kg/4.25lbs
-Damage Per Hit: High, AOE damage varies

-Maximum Ammunition: 2 (Halo 3); 3 (Halo 3: ODST)
-Fire Mode: Thrown
-Ammunition Type: Fragmentation Shrapnel
-Accuracy: Depends on throw
-Range: Depends on throw
--Kill Radius: 3m/10ft
--Damage Radius: 11m/36ft
-Ears: Human-Covenant War
-Affiliation: Covenant Empire

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