Weapons D6 / Grenade, Flashbang



FLASHBANG GRENADE

A Flashbang Grenade (also called a stun grenade) is a special type of grenade used by the UNSC. Unlike Fragmentation, these grenades are not intended for lethal use. Flashbangs use chemical reactions to produce an extremely bright flash of light and a very loud concussion blast when deployed, stunning targets, but doing very little physical damage to them. The primary purpose of a stun grenade is to temporarily blind and deafen the enemy. If the victim directly observes the flash, a still frame of what is observed by the victim will be seen for up to ten seconds, at which point their eyes will have returned to their unstimulated state.

Due to widespread usage within 21st Century armed forces, it has likely been used since before the UNSC's conception, though the earliest recorded use of it was 2531, as seen by its use by Hellbringers in Halo Wars. The Flashbang and Stun Grenades' use in combat scenarios has not be overlooked, serving to confuse, disorient, or momentarily distract a potential threat for five to ten seconds.

Model: UNSC Flashbang Grenade
Type: Stun grenade
Scale: Character
Skill: Grenades: Flashbang
Rate of Fire: 1
Ammo: 1
Cost: ?
Availability: 3, R
Range: Thrown
-Difficulty: Easy/Moderate/Difficult
Damage: 8D/6D/4D (Blast Radius: 0-3/6/9/12)

GAME NOTES:

-STUN (Audio/Visual): The Flashbang Grenade is meant to stun targets within its blast radius, as it emits a bright flash of light to blind targets, and a high-pitched noise to momentarily deafen them as well. Everyone within the blast radius must make a Perception roll against the Damage of the Flashbang, and unless they have some kind of protective equipment specifically defending against these effects, they DO NOT get to apply bonuses from armor or other protective gear. The result depends on how badly those within the blast radius fail the Perception roll by. A 'Stun' result is just that, a Stun effect. A 'Wounded' effect disorients the character enough to perform as if Wounded, and remains so for 3 rounds, effectively Stunned for that period and all actions are -1D. With a Wounded Twice result, they are fully blind and deaf for 3 rounds, after which they cound as

Wounded (Stunned) for 3 more rounds. Any effects past Wounded Twice automatically incapacitate the character for 2D minutes, 1D hours if it's a Mortally Wounded/Killed effect.

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