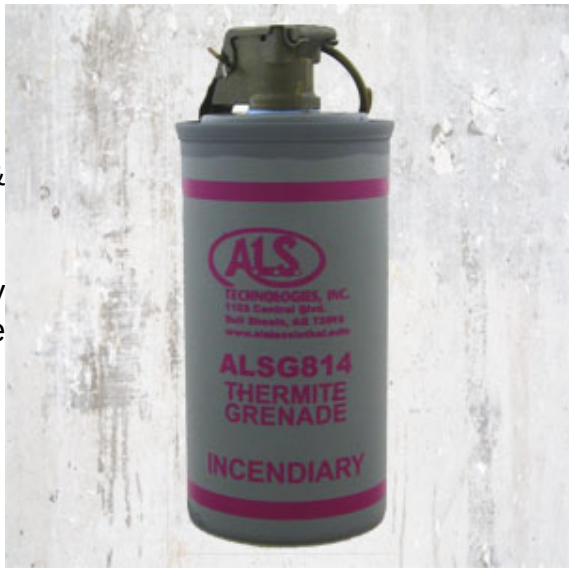
Weapons D6 / Grenade, Thermite



THERMITE GRENADE

"Is it locked? ?Well, luckily I've got the keys . . ."
-Anonymous ODST Helljumper on an infiltration/Smash & Grab operation.

?? Thermite Grenades are a type of explosive incendiary ordnance used by the UNSC. The flames from the thermite grenade can burn underwater.

Model: UNSC Thermite Grenade
Type: Anti-materiel incendiary grenade
Scale: Character
Skill: Grenades: Thermite
Rate of Fire: 1
Ammo: 1
Cost: 80 cR
Availability: 3, X
Range: Thrown (or placed)
Range Difficulty: Easy/Moderate/Difficult
Damage: 10D
-Blast Radius: 0-1m

GAME NOTES:

-DAMAGE (BURNING, THERMITE): This weapon creates extreme heat, and keeps burning for 4D+2 (6-26) rounds (due to the "thermite" effect, otherwise would burn for 3 rounds), causing full damage until it expires. If used against infantry, it works well against energy shields and damages armor as the superheated substance melts it away. However, it has almost no blast radius; the 1m shown above is the spread it makes when thrown threw the air. The thermite grenade is meant to be placed on a target and melt through a specific spot without too much spread.

-NOTE (THERMITE GEL): In Pirates and Privateers for the WEG Star Wars RPG D6, there are rules for Thermite Gel, which, in all likelyhood, IS thermite. In short, it is 20D per kilogram and burns for 10 rounds. The damage for the Thermite grenade is for a lesser amount in a grenade size, with a randomized burn time to allow for possibly longer burn (therefor, more damage). GMs/players could up the damage of the Thermite Grenade if they see fit (probably no more than 15D), and/or give it a flat burn time of 10 rounds.

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NOTE: Pic used is for reference and coolness only, not official.

DESCRIPTION

?? Thermite grenades rely on a chemical process between metal powders and oxides to create high temperatures, with no explosion. Commonly, Aluminum and Iron (III) Oxide are used in the reaction. Thermite can reach temperatures an upward of 2500?C (4500?F), and is often used to melt through a wide range of things extremely quickly. However, thermite is rarely used for anti-infantry roles, and is more practical to use in anti-material roles due to quickly disabling components with few ways of interfering with the reaction.

?? Thermite shaped charges are also used to quickly gain entrance to locked areas.

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