NAM Infantry Grenades

Despite NAM's forays into several technologies, it was found that the corporation lacked any ordnance for infantry and armored forces. With a series of new grenades on the market the company hopes to wrest sales of such weapons from Emrys Industries and NovaCorp, companies with strong ties to Yamatai. As well, the staff at Aerotech, Terratech and Medtech all cooperated to put out the largest variety of charges possible. X-Tech participated in the development program, but the weapons technology it developed is only for use by covert operations units, such as the IPG.

Government: Democratic Imperium of Nepleslia Organization: Star Military of the Democratic Imperium of Nepleslia Manufacturer: Nepleslian Arms and Munitions Developer: Nepleslian Arms and Munitions: Aerotech, Terratech, Medtech and X-Tech Divisions

Restricted Use

- *Special-Issue Only*

Monofilament Grenades

X-Tech's definitive anti-personnel weapon. Resembles a sleek half-foot long cylinder covered in hundreds of tiny semi-spheres, topped with a detonator. Composed of a series of 1000 Durandium monofilaments, each about 200 meters long and ended by a set of two small Nerimium balls coated in a potent adhesive that activates when subjected to a specific sonic frequency. Upon detonation, a sonic emitter activates the adhesive, just as a kinetic charge sends the balls outwards from the center of the object at Mach 2, in a random pattern, causing grievous bullet-type and slicing wounds to soft targets caught in the way. Because of the length of the filaments, surfaces and objects tend to be covered and wrapped in several strands, which only cause harm if the subject is struggling. Once properly embedded, the filament tightens, shredding any objects covered in filament, and renders areas dangerous to traverse. Due to being largely unsafe for use in any areas with nearby civilians, monofilament grenades are for exclusive use by high caliber covert ops organizations such as the IPG, who are largely free of restrictions pertaining to the safety of civilians.

- *Use: A timer can be preset to detonate after 3-10 seconds, on impact or remote detonation.*

Role: Anti-Infantry Cost: 70 DA Area of Effect (Maximum): 50 Meters

DR: 3, but completely lethal to lightly armored or unarmored infantry.

Military Use

- *Military Issue Only*

Fragmentation Grenades

Terratech designed these Fragmentation Grenades to be used against enemy infantry at short ranges or in enclosed spaces. Each frag grenade is made out of steel and ribbed, causing it to shrapnel as the charge inside explodes. Inside each frag grenade are numerous ball bearings that accompany the shrapnel that results when the charge in each frag grenade explodes. Shrapnel does heavy damage to soft targets within 15 meters and ball bearings do further damage to about the same range.

- *Use: Preset to detonate after 3-7 seconds or on impact.*

Role: Anti-Infantry Cost: 15 DA Area of Effect: Lethal in 5 Meters, Produces Casualties in 15.

DR: 2

EMP Grenades

Aerotech designed these traditional anti-electronics explosives that utilize a highly compacted explosively pumped flux compression generator, to generate a pulse potent enough to disable, disrupt or damage electronics within up to 20 meters of the charge. Intensity of the damage depends on proximity to the charge at detonation.

- *Use: A timer can be preset to detonate after 3-10 seconds, on impact or remote detonation.*

Role: Anti-Tech Cost: 35 DA Area of Effect (Damage): 5 Meters Area of Effect (Disable): 10 Meters Area of Effect (Disrupt): 20 Meters

DR: N/A

Scalar Pulse Grenades

Comprised of a disposable ZPE capacitor wrapped in a potent emitter, the Scalar Pulse Grenade is a benchmark weapon effective in combat against infantry and armored personnel. Terratech and Aerotech scrambled to get these high end explosives working, employing limited but remarkably effective knowledge of scalar energetics technology. The end result was a single pulse disposable, multi-setting

charge that could be used to stun organic and semi-organic targets of all sizes. Lethal mode inflicts the same notorious damage as the old Scalar weapons seen on SAoY and SMX designs, frying electronics, detonating fuel and ammunition, destroying nervous systems.

- *Modes: Stun, Lethal*
- *Use: A timer can be preset to detonate after 3-10 seconds, on impact or remote detonation.*

Role: Anti-Infantry, Anti-Armor/Vehicle Cost: 60 DA Area of Effect (Stun Mode): 17 meters Area of Effect (Lethal Mode): 12 meters

DR: 2, potentially deadly to unshielded infantry. (Lethal Only)

Plasma Grenades

Terratech's highly potent plasma charges can be considered a cross between an incendiary grenade and a small fusion detonator. Comprised of a scaled down ionization chamber filled with highly compressed liquid helium, it creates potent amounts of thermal and kinetic energy upon detonation. It begins by ionizing and accelerating the liquid He2 until the container is no longer able to contain the pressures, whereupon it explodes violently, unleashing temperatures in excess of 3800K. A highly disposable (thus, very cheap) ZPE capacitor was used to power the single use explosive, though Terratech assumes they probably wouldn't have the opportunity to be used again after the ordnance was deployed.

- *Use: A timer can be preset to detonate after 3-10 seconds, on impact or remote detonation.*

Role: Anti-Infantry, Anti-Armor/Vehicle Cost: 85 DA Area of Effect: 40 meters

DR (Old Revision): 5

Subspace Particle Grenades

Aerotech's subspace canisters contain a multi-directional matter accelerator and a mass of subspace particles, which are charged and dispersed when the grenade is triggered. This causes a “Ping” on subspace sensors and can temporarily foul up subspace based sensors and transmission equipment.

**Use: A timer can be preset to detonate after 3-10 seconds, on impact or remote detonation.*

Role: Sensors/Communications Disruption, Sensors Ping Cost: 45 DA Area of Effect (Disruption): 15 Meters Ping Distance: 200 km

DR: N/A

Law Enforcement and General Use

Smoke Grenades

Another one of Aerotech's examples of technological classicism, these standard smoke grenades are typically used in signaling for ground to air purposes when standard transmissions are unavailable, as well as providing visual concealment. The non-combustion derived smoke is created via exothermic means, and thus, the grenades will likely remain very hot for several minutes after the chemical mixture inside of the canister is depleted.

- *Colours: Red, Blue, Purple, Green, Yellow, Black, White*
- *Use: Pulling the pin triggers the reaction, giving the user about 5 seconds before smoke spews from the end of the cannister.*

Role: Signaling, Visual Cover Cost: 10 DA Duration: 17 Minutes

DR: N/A

Stun Grenades

Used to stun rather than harm hostile resistance, Aerotech's stun grenades emit a high decibel sonic pulse, coupled with a potent optic flash. Akin to the classic “Flashbang”, employs rather primitive technology, only beefed up and fine tuned by NAM's engineering staff. The double sensory shock effect stuns and disorients species capable of sight or hearing, especially those with particularly fine tuned senses.

- *Use: A timer can be preset to detonate after 3-10 seconds, on impact or remote detonation.*

Role: LTL Anti-Infantry Cost: 15 DA Area of Effect: 10 Meters

DR: N/A

Movement Restrict Grenades

Soft and flexible polymer canisters filled with a durable, stretchy and stubborn expanding adhesive foam, Aerotech's Movement Restrict Grenades are a fine example of advances in less than lethal weapons technologies by NAM. While exceedingly effective at cutting of the escape of and disabling infantry, it can

also be used as a suitable method of hindering and even halting power armors that the user is unable to handle properly. While they are ineffective at crowd control, MRG's are suitable tools against single targets or small, bunched groups.

- *Use: A timer can be preset to detonate after 3-10 seconds, on impact or remote detonation.*

Role: LTL Anti-Infantry, Tactical Movement Restriction Cost: 25 DA Area of Effect: 5 Meters

DR: N/A

Relaxant Grenades



Essentially modified Smoke Grenades, these canisters disperse an aerosol stored high potency muscle relaxant over a wide area for crowd control purposes. Medtech formulated a special blend of neuromuscular blockers and spasmolytics, formulated to halt voluntary movement without completely removing essential involuntary muscle movement, which could have been disastrous. While generally disliked for the side effects, this police-issue ordnance is ideal for breaking up brawls or riots, or stopping advancing unarmored infantry dead in their tracks.

- *Side Effects May Include: Loss of appetite, Loss of bowel control, Loss of movement, Temporary Narcolepsy, Lowered heart rate, Low blood pressure, Injuries resulting from unexpected drops or falls.*
- *Use: Pulling the pin triggers the reaction, giving the user about 5 seconds before smoke spews from the end of the canister.*

Role: LTL Anti-Infantry, Crowd Control Cost: 25 DA Area of Effect: Can effectively cover an area of about 40 m^2

DR: N/A

OOC

Created by Exhack. Approval & Discussion thread: https://stararmy.com/roleplay-forum/threads/nam-infantry-grenades.585/

Products & Items Database	
Product Categories	weapons: grenades
Manufacturer	Nepleslian Arms and Munitions
Price (KS)	12.50 KS

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