



Grenade Damage Chart

Defender State vs. Range (defender to grenade point of detonation). Number is hit points.

	0-5 ft.	6-15 ft.	16-25 ft.	26-35 ft
Standing	20	15	6	3
Crouching	17	11	4	2
Prone	10	7	3	1
Partial Cover Standing	16	10	6	2
Partial Cover Crouch	12	7	4	1
Partial Cover Prone	8	4	1	0

Hand Grenade Probability Matrix

Attacker's Weapon. Handling vs. Strength

	1-4	5-8	9-12	13-16	17-19	20
1-4	16	15	14	13	12	11
5-8	14	13	12	11	10	9
9-12	12	11	10	9	8	7
13-16	10	9	8	7	6	5
17-19	8	7	6	5	4	3
20	6	5	4	3	2	1

Attacker's Weapon Handling (left) vs. Strength (top). The number shown is the minimum roll needed to throw the grenade within range to kill the defender. If you do not roll the minimum number, the C.C. will decide exactly how close the grenade gets to the defender based on the difference between the needed roll and the actual number rolled. The greater the difference, the bigger the miss. The C.C. will take into consideration terrain and obstacles.

For example: Needed roll = 19 Roll = 13 The CC may say "Distance = 15 ft".

The CC will then use the Grenade Damage matrix to determine the damage.

Remember a hand grenade has a fuse that burns for between 3 to 5 seconds. The defender may have time to take cover if he sees it.

Maximum distance a hand grenade can be thrown is 100 feet.