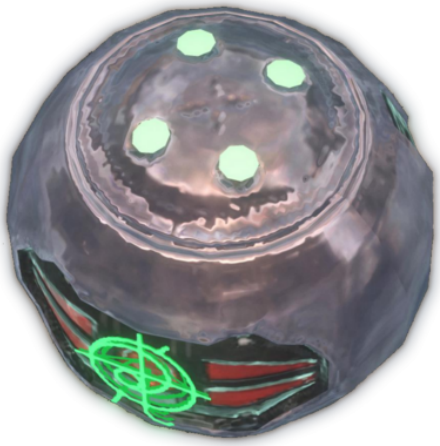
Weapons D6 / Grenade, Plasma

PLASMA GRENADE



"Holy Flare!"
-Anonymous Sangheili

The Type-1 Antipersonnel Grenade, more commonly known as the Plasma Grenade, also known as the Sticky Grenade in multiplayer terminology, is the Covenant anti-personnel weapon that explodes a short time after coming to rest.

Model: Covenant Type-1 Antipersonnel Grenade
Type: Energy-based antipersonnel/antivehicle grenade
Scale: Character
Skill: Grenades: Plasma
Rate of Fire: 1
Ammo: 1
Cost: ?
Availability: 3, X (2, X in the Covenant)
Range: Thrown
-Difficulty: Easy/Moderate/Difficult
Damage: 6D/4D (Blast Radius: 0-4/13)

GAME NOTES:

-STICKY: When a Plasma Grenade is primed and thrown, it will adhere to the surface it comes into contact with. Therefor, if it is thrown at and contacts a living target, they will not be able to grab it and throw it somewhere else. It sticks to them instantly until it explodes! The plasm grenades tend to be designed to know the difference between living targets and vehicles (which they stick to on contact) and objects like walls and trees (which they do NOT stick to, unless a 1 is rolled on the wild die).

-DELAYED DETONATION: Either after contact or coming to rest, a plasma grenade has roughly a three second delayed fuse before detonation (some models may be longer or shorter, and some may "glitch"). Any plasma grenades used are rolled to attack as normal for contacting a target, but do not detonate until the end of the combat round. Stuck targets can move around and perform actions until the end of the round.

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DESIGN DETAILS

The Type-1 Antipersonnel Grenade is a dangerous hand thrown weapon utilized by Covenant forces, typically used by Unggoy and Sangheili soldiers. The Type-1 Plasma Grenade is a

spherical explosive and is made of an unknown material, the grenade in terms of design is straight forward, the activation "switch" is located on the orange colored area of the grenade. Above the activation pad is a Forerunner glyph, the glyphs seen on the Plasma Grenade are known to change with each new model and is believed to be based upon the time of manufacturing and the Covenant religious rituals. Using technology that is barely understood, even by the Covenant, the Type-1 Plasma Grenade is employed as both a thrown anti-infantry and anti-vehicle weapon.

When primed, the Type-1 plasma grenade emits a blue plasma gas, this emission is light so that the grenade does not stick to the person priming the grenade. When thrown, the plasma gas begins to intensify enough that if it comes into contact with a vehicle or infantry, the plasma will start to burn into the surface and adhere to it until detonation. The grenade contains some type of internal mechanism that allows it to distinguish between targets and background, it will stick to a soldier or vehicle, but not to a tree or wall. Once something has been stuck with a grenade, their is no normal way to remove it, only devices like an advanced Electromagnetic shield can temporary disable the internal mechanism, however this technology is rare and only issued to special forces of both the UNSC and Covenant. After sticking to a target, or otherwise coming to a rest a three-second fuse is activated. Detonation is first visible as a flash of white-blue light and the kill zone area is instantly subjected to extreme temperatures, and whatever is in the ground zero area, be it or natural and unnatural formations or otherwise, are instantly vaporized. Because there is no magnetic field to contain the plasma, it begins to cool very quickly - thermal expansion begins to take over and the resulting heat fans outward and upward continuing to burn an area up to forty feet away until the resulting flames have cooled to the point where it cannot continue to expand. After the initial explosion, the kill radius area becomes charged with negative and positive particles which will form electrical currents visible for a short period after the explosion.

The sheer destructive power the plasma grenade deals to any living creature within its vicinity is extreme; when a plasma grenade detonates on, or near a target it is subjected to extreme temperatures, killing anything within a 13 feet radius instantly; damage to the body is extreme, as the heat flash vaporizes the bodies internal fluids and burns flesh and bone to an unrecognizable charred state. The concussion wave released by the grenade will also cause additional damage to anything within the kill radius. Any living being outside of the kill zone may sustain heat damage as well, as none heat resistant clothing or flammable material may be ignited by the heat released from a detonating plasma grenade. The concussive force released by the grenade can also harm or disorient anything just outside the kill radius and can also be affected by the flames released from the grenade - a person can also receive injuries from objects being ejected out of the kill zone at high speeds as a result of a plasma grenade detonating.

ADVANTAGES

The ability of the Plasma Grenade to stick to its target is extremely useful when encountering moving targets that could easily evade other explosive devices. This adhesive property allows the Plasma Grenade to function as both an anti-infantry and anti-vehicle weapon, where a stuck grenade can take down light vehicles and cause moderate damage to heavier ones. The explosive damage the Plasma Grenade releases is also effective at destroying objects not sensitive to the heat released by one, and can also serve as an effective support weapon as well. Plasma Grenades are also effective at disrupting electronics and shielding when they detonate. The plasma grenade is known to be used by the lesser races of the Covenant as an effective suicidal weapon, a tactic most commonly used by mortally wounded or psychologically unstable Unggoy who will attach primed grenades to their bodies before hurling themselves at their enemies. Against UNSC forces the Plasma Grenade is an effective psychological weapon due to the various consequences the grenade brings to anyone in its path. Its destructive properties can also leave

terrible psychological effects on a person who has witnessed one detonate on a fellow soldier and seeing the destructive damage it has done.

DISADVANTAGES

The Plasma Grenade has a three-second fuse that the Human equivalent lacks. Therefore, if the Plasma Grenade does not stick it to the target, the target will have ample time to evade the explosion. Sticking a Plasma Grenade to enemy infantry can be a gamble. As the target stuck with the grenade will have three seconds to chase down the opposite opponent and kill them as well.

CHANGES FROM HALO: COMBAT EVOLVED TO HALO 2:
-The color of the grenade itself changed from a light blue to a dark blue.
-The explosive effects of the grenade are more detailed.
-The explosion sound effect for the grenade is different and now has more of a subtle hint of a natural explosion.
-The Forerunner glyph on the grenade is different.
-The explosion is less damaging.
-The grenade's fuse timer has been reduced.

CHANGES FROM HALO 2 TO HALO 3 AND HALO 3: ODST:
-The color of the gas and explosion are now dark blue and the grenade's explosive effect is much brighter and more detailed.
-The model for the plasma grenade is now much more detailed and the Forerunner glyph is different.
-The grenade now emits a high pitched noise when sticking and preparing to detonate.
-Will sometimes stick to a wall.

OTHER INFO

Technical Specifications:
-Model: Covenant Type-1 Grenade
-Type: Antipersonnel/Antivehicle Grenade
-Cost: ?
-Size:
--Diameter: 14.6cm/5.7"
--Weight: 907g/2lbs
-Damage Per Hit: Very High
-Maximum Ammunition: 4 (Halo: Combat Evolved, Halo 2); 2 (Halo 3); 3 (Halo 3: ODST)
-Fire Mode: Thrown
-Ammunition Type: High Plasma Discharge
-Accuracy: Depends on throw
-Range: Depends on throw
--Kill Radius: 3.96m/13ft
--Damage Radius: 12.9m/42ft
-Affiliation: Covenant Empire

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