

NovaCorp Grenades

In response to [Emrys Industries](#) grenades, [NovaCorp](#) used their technology know-how to create their own range.

Gravitic Claymore

This grenade has two stages. In the first it create a localized powerful gravitic effect dragging everyone and thing in the vicinity towards the grenade. The second stage is a powerful explosion which violently throws out ball bearings at extreme velocities. DR 4.

Sonic

This grenade creates a high pitched noise that is designed to have a certain rhythm and tone to create extreme discomfort to everyone around, usually causing unconsciousness, the bursting of blood vessels, extreme dizziness, nausea (or all of the above), and quite often deafness at the extreme volumes and in short is almost impossible to function. It also makes windows and other fragile objects shatter. It continues until it is shut off or after around half an hour, however some of the effects can last much longer than this. It is designed for the rhythm to effect humans, [Human](#) and [Neko](#). DR 1, unconventional damage.

EMP

This grenade creates a powerfull Electro-Magnetic Pulse, deactivating all electronics in a large area. DR: Unconventional.

EMI

This device creates an ongoing Electro-Magnetic Interference effect, disabling electronics and interfering with radio signals and other forms of EM communication. DR: Unconventional.

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