

Paralytic Grenade

The Paralytic Grenade was developed with enemy pacification and short-term disability in mind. Unlike the tranquilizer grenade which puts a target to sleep. The paralytic instead releases a neuromuscular blocking drug that inhibits certain neurotransmitters within the body causing paralysis in the skeletal muscle structure. The effect is akin to one with spinal injury in that they can no longer move their limbs due to neural tissue damage. However the neural tissues in the victim are not damaged, being merely disrupted for a short span of time before the effects wear off.

The victim remains awake, able to talk to a limited degree in a whisper or low voice as further muscular contraction for higher volume is beyond them at this point. Effectively disabled, the targets remain in this state for upwards to an hour to two hours until the effect wears off.

- Damage Rating: N/A
- Effective Radius: 10 Meters
- Manufacturer: [Djahet Fleetforges](#)
- Utilized By: [Confederate Armed Forces](#)

How To Use

The grenade is of a canister style, by pushing the button on the top down the pin safety is released completing the circuit which begins the reaction. The grenade then begins to spew forth gas at either end. Caution is advised if friendlies are in the area. Either a gas mask or other form of filtration should be used so as not to cause detrimental effects to friendly forces.

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Last update: **2023/12/27 14:38**

