

Star Army Cluster Grenade, Type 29

The Star Army Cluster Grenade is a type of explosive. It was first used in [YE 29](#). It is manufactured by Cosain Corp and was designed by Daniel Howell.

Price: 125ks for a 6-pack. Buy one get one free on Sundays.

Nomenclature Information

Name: Cluster Grenade

Type: Gunpowder Explosion/Flash

Role: Clearing out large areas by blinding and getting enemies behind cover.

Length: About a 4 inch diameter sphere. Each chamber has a 1 inch triangle sticking out to reduce air resistance. The center chamber is about a 1.6 inch diameter sphere, with the side chambers coming off the sides. The walls lining the outside of the center are 0.4 inch titanium (except for the spring and fuse) that allows the chambers to escape and not detonate with the center.

Mass: ~2 lbs.

Discharge Information

Projection/ammo type: Multiple explosions and blinding flash.

Firing Mechanism: The grenade consists of 5 chambers; one in the center, four on each of the sides. Each of the four side chambers are filled with gun powder, with one fuse sticking out of each chamber into the center of the grenade. The chambers are fitted onto the center chamber with springs, held tight by aluminum, which will react with the flash.

1. When you want to detonate the grenade, there is a safety button that needs to be held down while you pull the pin. You then throw the grenade. Get behind cover in case of propelled grenade coming toward you.
2. The pin activates a spring-loaded striker which ignites a pyrotechnic delay element in the fuse. The delay burns for about 4 seconds and then activates the center chamber. The center chamber consists of about 4.5 grams of a pyrotechnic metal-oxidant mix of magnesium and ammonium perchlorate, which will cause a blinding flash upon detonation.
3. When the center detonates, it causes the aluminum to burn up, releasing the springs and lighting each individual fuse. The side chambers then release (from the added force of the springs and the explosion) and are shot off in 4 directions. The fuses on each individual grenade then detonate after 3 seconds, causing the gunpowder to ignite and explode.

Effective Range The main grenade can go about 25 – 35 meters, depending on the thrower. The four chambers are expected to go about 5-10 meters in random directions, depending on the orientation of the grenade upon landing.

Maximum Range: The main grenade can go about 25 – 35 meters, depending on the thrower. The four chambers can go near 15 meters in random directions, depending on the orientation of the grenade upon landing. This is dependent on environmental effects mainly.

Minimum Range: 0

Explosion Time: The main chamber waits 4 seconds after the pin is pulled. After that, the chambers explode 3 seconds later. The total time of the grenade is 7 seconds.

Muzzle Blast: First chamber causes a blinding flash that lasts anywhere from 3-5 seconds. The other four chambers cause a semi-loud explosion, resulting in another, but not blinding, flash.

Ammo Description

Damage: First blinds, and then explodes. I think you get the point by now.

Damage Description: Once again, first blinds and then explodes.

Weapon Mechanisms:

Safety: In order to pull the pin, you have to hold another button, which would otherwise hold the pin in place. The button also has a safety, if twisted to the left, it cannot be activated. If twisted to the right, its ready to be used.

Visual Description: About a 4 inch diameter sphere. Each chamber has a 1 inch triangle sticking out to reduce air resistance. The center chamber is about a 1.6 inch diameter sphere, with the side chambers coming off the sides. The walls lining the outside of the center are 0.4 inch titanium (except for the spring and fuse) that allows the chambers to escape and not detonate with the center.

OOC Notes

Submitted by [Aria](#) on Jan 16, 2007, and approved by [Wes](#) on Jan 17, 2007.

A thought like this ran through my head ...“Why have one boom, when you can have 4! 🤪 . If you order now, you can also blind that person! Oooo, ahh!”

“Warning, use of this product may cause kidney malfunctions, bladder loss, severe diabetes, loss of limbs, aids, death, and in severe cases, polio.”

End OOC.

Products & Items Database	
Year Released	YE 29
Price (KS)	125.00 KS

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