GET MORE IN THE GREEN RONIN ONLINE STORE

DESIGNED BY ALEJANDRO MELCHOR, MEGHAN FITZGERALD, JAYM GATES, MATTHEW DAWKINS, MIKE MULVILL, STEVE KENSON, AND MALCOLM SHEPPARD
DEMOlITIONS

Sometimes, even an automatic weapon doesn’t make a big enough dent in the villain’s plans. Sometimes the protagonists need to rain destruction down on a greater scale, bringing down suspension bridges or fending off hordes of zombies. Sometimes a hero needs to blow something up.

Throughout this section, some TNs and other details might vary depending on the game’s mode. These are listed with slashes, like this: Gritty effects/P pulpy effects/Cinematic effects, in that order.

TYPES OF EXPLOSIVES

The basic types of explosives for the purposes of this game include the following:

- **Booby Traps**: hidden traps, like land mines, that explode when someone trips a wire or sensor or steps on the device and then releases the pressure on it
- **Charges**: quantities of materials, such as dynamite or C4, that are safe to handle generally but explode upon manual remote detonation
- **Grenades**: portable thrown weapons that explode after a few seconds
- **Fuel Ignitions**: certain kinds of substances, like alcohol and petrol, cause huge fireballs when mixed with oxygen and set on fire
- **Timed Bombs**: explosives wired up to a timer that detonates them when time runs out
- **Missiles**: explosives fired from a weapon, like a rocket launcher or bomber aircraft, that detonate on impact

Modern AGE presents basic rules for grenades as weapons and other explosives as hazards. This section delves more deeply into using demolitions in your game.

PERSONAL-SCALE EXPLOSIVES

Personal-scale explosives include booby traps and grenades. Modern AGE provides the necessary rules for using grenades in your game. A grenade targets everyone in a small area of effect, usually in an enclosed space.

NEW WEAPONS

Grenade Launcher: A character can fire any kind of grenade from a grenade launcher instead of throwing it. Grenade launchers come in many varieties and can stand alone or be mounted under the barrels of ordinary assault rifles. Damage is the same as the equivalent thrown grenade. Examples: M203, GP-25.

Rocket Launcher: This represents a number of shoulder-fired missile launchers. The most sophisticated versions fire guided missiles. These provide a +1 to +3 bonus to attack rolls when the operator uses the Aim action before firing. This is in addition to the bonus granted by Aim itself. Examples: AT4, RPG-7 and successors. Note that the range is in the middle ground for these weapons. Newer weapons will have a longer range.

Mines and Explosive Traps

Setting a mine or other explosive trap is an Intelligence (Explosives) test. This covers both knowing how to set the trap properly and how to hide it well. Anyone who comes near the trap must oppose your roll with a Perception test with an appropriate focus—most use Seeing, but some may use Hearing if a character can potentially hear an electronic hum or soft click. Those who succeed may make a TN 15/13/11 Dexterity (Acrobatics) test to dive out of the way and halve the damage; those who fail take the full brunt. A mine is a harrowing hazard that deals 5d6 damage, split evenly between stun and wound penetrating damage, and knocks victims prone. Each mine only affects one person or vehicle.

PULPY/CINEMATIC: A character who steps on a pressure-activated land mine can make a TN 15 Dexterity (Sabotage or Sleight of Hand) test before stepping off again to trick the mine into failing to explode until they’re safely away.

Medium-Scale Explosives

Medium-scale explosives include fuel ignitions and some missiles.

Fuel-ignition weapons don’t explode; instead, they create swift and deadly fire. Characters can throw makeshift fuel-ignition weapons, like Molotov cocktails. Molotov cocktails and other bottle bombs have the same automatic range as thrown grenades, but instead of exploding, they ignite into billowing fireballs that are major hazards. They deal 3d6 penetrating damage every round across an area with a 10-yard radius, which expands by 2 yards in every direction each round. Characters can make a TN 15/13/11 Perception (Seeing) test to notice the incoming bottle bomb before it lands and a TN 17/15/13 Dexterity (Acrobatics) test to get out of the initial incendiary radius if they do notice, halving the damage. In an enclosed space like a moving vehicle, add +1 to the Acrobatics test’s TN.

Characters can use the Fuel Line Anti-Vehicle stunt to cause fuel-ignition explosions. In Cinematic games, merely shooting

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>DAMAGE</th>
<th>MIN. STR</th>
<th>I/P/B</th>
<th>S/W</th>
<th>RoF</th>
<th>RANGE</th>
<th>CAP.</th>
<th>RELOAD</th>
<th>RESOURCES DIFF.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Grenade Launcher (grenade)</td>
<td>1</td>
<td>I/B</td>
<td>W</td>
<td>SS</td>
<td>150 yards</td>
<td>—</td>
<td>Major</td>
<td>14</td>
<td></td>
</tr>
<tr>
<td>Rocket Launcher</td>
<td>3d6+6</td>
<td>3</td>
<td>P</td>
<td>W</td>
<td>SS</td>
<td>200 yards</td>
<td>—</td>
<td>1d6 Minor</td>
<td>15</td>
</tr>
</tbody>
</table>
a stand-alone tank of gasoline causes it to explode, creating a major hazard that deals 3d6 penetrating damage within a 5-yard radius, expanding by 2 yards in every direction each round. In Pulpy and Gritty games, just shooting a fuel tank won’t do it, but hitting it with an incendiary grenade or bottle bomb will. Whenever a vehicle crash occurs involving a vehicle of velocity class Extreme/Very Fast/Fast, the GM rolls 1d6. On a 3 or higher, the gas tank explodes as detailed in the previous paragraph.

Portable missiles and rockets that a character can fire from a rocket launcher are destructive enough to take out armored vehicles and aircraft. A missile is a self-propelled, self-guided warhead that tracks by motion, heat, a predetermined flight path, or some other method. A rocket is self-propelled but unguided, simply traveling along its original trajectory until it explodes on impact. Individuals can carry rocket launchers by hand or mount them on vehicles by adding the Complex Weapon quality to the vehicle (see the Equipment Modification rules earlier in the chapter). A character wielding a rocket launcher doesn’t need to perform the Pierce Hull stunt before dealing damage to a vehicle with a Hull rating unless the vehicle is specifically armored against these threats. In those cases, the GM determines how much of the Hull rating applies.

**LARGE-SCALE EXPLOSIVES**

Large-scale explosives include charges, timed bombs, and some missiles. These are the kinds of explosives a character can use to take down a whole building or collapse a tunnel. A character can set timed bombs or charges ahead of time and then detonate them later with a remote detonator. Both consist of explosive materials packed into forms that are safe to handle. Setting charges and bombs requires a TN 15 Intelligence (Explosives) test; failing to set them properly could result in meaningless collateral damage that doesn’t have the intended effect or could put the saboteurs themselves in mortal danger. To bring down a whole building, a suspension bridge, or some other large target, charges must be placed in strategic locations designed to bring down the structure’s foundations.

The quantity of explosive material determines the hazard category, the toughest kind of material it can destroy, and how large the area of effect is; these quantities are measured by the difficulty of the Resources test it takes to acquire them. The difficulties given are for Pulpy games; for Cinematic games, decrease them by 2, and for Gritty games, increase them by 2. Damage from these explosives is split evenly between impact and penetrating. The GM may allow a Dexterity (Acrobatics) test to halve the damage someone takes if they’re in range, which could represent diving out a window or taking heavy cover. People and unmoored objects in range go flying a significant distance in addition to taking damage and may end up buried under piles of debris, needing help to escape. Note that the damage they take from the concussive impact is included in the base damage, unless they happen to also fall a long distance, which is handled as its own separate hazard. Missiles (self-guided), rockets (self-propelled but unguided), and torpedoes (missiles designed to function underwater)
fired from a vehicle or a surface-to-air (SAM) launcher are all at the murderous hazard tier of the Explosives Resources Difficulty table. They cause this hazard whether the tests made to fire them succeed or not; it’s just a matter of whether they destroy the target they were meant to destroy.

The Mother of All Explosions

Your game may occasionally call for an explosion so enormous it takes out a whole skyscraper, a neighborhood, or even an entire city. The rules listed earlier don’t cover these, because destruction at that level of magnitude is usually a major story event that characters try to stop from happening in the first place, rather than something dice adjudicate.

If you need to figure out how such an explosion harms the protagonists, it’s probably because they tried to disarm a bomb or stop a missile from launching and failed. Or, they caused the explosion, whether accidentally or intending to sacrifice themselves for some greater good. In Gritty games, let those consequences play out—the characters die, and the next set the players roll up can mourn them or laud their accomplishments.

PULPY/CINEMATIC OPTIONS FOR MAJOR EXPLOSIONS

In Pulpy or Cinematic games, you can handle such explosions in one of two ways. First, you can keep scaling the hazard table up to extreme tiers, but reduce the damage for the protagonists and important NPCs. This reduction could be based on circumstances, such as distance from the epicenter, or you can reduce it by one die per four levels the characters possess (or a combination of those). Handling large explosions this way means you can also gauge damage caused to important structures and objects, like the characters’ home base or a vehicle. Alternatively, you can limit the damage such explosions deal to Player Characters to a murderous hazard, but impose other consequences to take the devastation into account, such as getting trapped beneath a building’s rubble and having to make tests to safely escape or call in a rescue.