

# Default Known Blueprints

Skill: **Explosives** · 7 blueprints · 12/06/2026

## BP-012 **EMP Grenade** (IT-012)

Grenade

Tier III

Grenades

### FRONT DESCRIPTION

Calls MASS DRAIN on impact.

### REAR DESCRIPTION

MASS - Affects everyone within 3 metre radius of the target.

DRAIN - If the target has a personal shield, this is reduced to zero hits.

### INGREDIENTS

×1 Emitter (IT-062)

×1 Energy Cell (IT-001)

×1 Metal (IT-118)

## BP-013 **Shock Grenade** (IT-013)

Grenade

Tier III

Grenades

### FRONT DESCRIPTION

Calls MASS SHOCK on impact.

### REAR DESCRIPTION

MASS - Affects everyone within 3 metre radius of the target.

SHOCK - This call stuns the target in place for 5 seconds.

### INGREDIENTS

×1 Coil (IT-064)

×1 Energy Cell (IT-001)

×1 Metal (IT-118)

## BP-014 **Fragmentation Grenade** (IT-014)

Grenade

Tier III

Grenades

### FRONT DESCRIPTION

Calls MASS BLAST on impact.

### REAR DESCRIPTION

MASS - Affects everyone within 3 metre radius of the target.

BLAST- Deals two points of Kinetic Damage.

### INGREDIENTS

×1 Explosive (IT-033)

×1 Energy Cell (IT-001)

×1 Metal (IT-118)

BP-015 **Breaching Charge** (IT-015)

Consumable

Tier III

Explosives

FRONT DESCRIPTION

Used to explosively breach through most things on a programmable timer. Calls MASS BLAST on detonation.

REAR DESCRIPTION

MASS - Affects everyone within 3 metre radius of the target.  
BLAST- Deals two points of Kinetic Damage.

INGREDIENTS

x2 Explosive (IT-033)

x1 Energy Cell (IT-001)

x1 Electronics (IT-004)

x1 Wiring (IT-002)

BP-033 **Explosive** (IT-033)

Material

Tier II

Explosives

FRONT DESCRIPTION

A small explosive charge.

INGREDIENTS

x1 Fertiliser (IT-228)

x1 Wiring (IT-002)

x1 Adhesive (IT-005)

BP-039 **Signal Flare** (IT-039)

Consumable

Tier II

FRONT DESCRIPTION

Single Use - Used to fire a signal flare that stays aloft for 2 minutes.

INGREDIENTS

x1 Natural Fibres (IT-032)

x1 Propellant (IT-007)

BP-120 **Force Grenade** (IT-120)

Grenade

Tier III

Grenades

FRONT DESCRIPTION

Calls MASS FORCE on impact.

REAR DESCRIPTION

MASS - Affects everyone within 3 metre radius of the target.  
FORCE - This calls knocks back, or down, the target.

INGREDIENTS

x1 Propellant (IT-007)

x1 Energy Cell (IT-001)

x1 Metal (IT-118)