

Name:

Laser Trip Mine

Model: SoroSuub EG-40 Laser Trip Mine

Scale: Character

Skill: Demolitions; Laser Trip Mine

Cost: 1,200

Availability: 2,X

Blast Radius: 0-3/6/9/15

Damage: 8D/6D/4D/2D



Description: Laser Trip mines consist of a beam projector affixed to a shaped explosive casing. The laser activates once the trip

mine is placed, extending a beam from the charge to the nearest surface that intersects its path. If this beam is broken or the charge is fired upon, the mine will detonate and damage anything caught within its radius. The Beam emitter can be swivelled and focussed on anything within range, a popular choice being a door so that when it opens the mine explodes. There are rumours within SoroSuub that a new version, which uses its laser to scan the entire area making it much harder to avoid, is in development, however any production is still many years off at the current time.

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Page designed in Notepad, logo's done on Personal Paint on the Amiga.

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