



Weapons D6 / Anti-grav Mine

Anti-grav Mine

This weapon is, as usual for RanCorp, very unorthodox. The weapon will catch its victim unaware. The mine will lift anything up to the size of a speeder way up into the air. These mines used against moving craft have an interesting result, the craft is thrown up and along a parallel trajectory at the speed it was at when it hit the anti-grav field. This is quite often a dangerous trap to fall into as when you land the entire speeder will, most likely, smash into pieces and kill all inside.

Model: RanCorp ESP-5000 Mine

Type: Anti-personnel weightlessness mine

Scale: speeder

Skill: Grenade

Weight: 0.5 kilograms

Cost: 1,000 credits (tracker: 500)

Range: 5 meters (without tracker)

Effect Radius: 3 meters

game notes: lifts vehicle 30 meters into the air in near weightlessness

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

All text and stats by Dave Maloney, HTML and logos done by FreddyB

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