

Weapons D6 / Spider Mine

Spider Mine

Spider Mines are an ingenious landmine that can devastate attacking forces.

The mine is a small droid with an explosive package built into it. The little droid is packed with sensor gear and explosives leaving no room for armor or such.

The droids burrow themselves into the ground and scan around for approaching enemies when armed. When an enemy is within 10 meters, within the little droids easy range of movement, it unburrows and suttles after the target and explodes at it's feet.

Model: Droid Mine

Move: 15

Availability: 2, X

Cost: 3,000 credits

DEXTERITY: 1D

Dodge 6D

PERCEPTION: 2D

Sneak 5D

STRENGTH: 1D

Equipped with:

- spherical body
- 3 leg apendages
- Enhanced sensors, +2D to search (when a target is detected within 10 meters of the mine it unburrows and goes after the target)
- Internal explosive package

Blast Radius: 0-2/8/12

Damage: 10D/8D/5D

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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