

Weapons D6 / Vetricon Anti-Repulsor

Vetricon Anti-Repulsor Magnetic Mine

One of Vetricon's engineers was going through a security checkpoint one day when he noticed something. When his speeder pulled into the checkpoint it dropped to the ground and clung there killing all momentum. He asked the people manning the station and they told him that it was a special device that acted as a magnet for repulsor fields, so that rather than pushing away from the ground, the repulsors clung to it. The engineer went back to work and started adapting this concept into a mine. The mine activates when a repulsor field is detected overhead. It immediately generates the polarity field turning the repulsors into giant magnets. Colonel Hammer, leader of Hammer's Slammers, was then called in for a demonstration on the new mine. He was not told how the mine worked beforehand. One can imagine the Colonel's surprise when the four tanks out on the demonstration field suddenly came to a deadstop and clung to the ground unable to move or maneuver at all. The effect has a fairly short duration, but it is long enough to leave the affected vehicle relatively helpless and open to enemy fire.

Model: Vetricon Enterprises EN-4 Mine

Type: Anti-tank mine

Scale: speeder

Skill: Demolitions

Cost: 1,200 credits

Effect Radius: 3 meters

Game Notes: Affected vehicle (must be repulsor-fit vehicle)'s move and maneuverability reduce to 0 and the vehicle comes to a dead stop. This effect lasts for 20 rounds.

Game Notes: the EN-4 is not picked up by typical mine detectors.

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

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