

## Weapons D6 / Quavar A200

### Quavar A200

The Quavar A200 is an experimental mine that is gradually being pushed into both Imperial StormElite and Imperial Army service. Flight-capable, the A200 is a very rare weapon that is integrated into Tele minefields in very small numbers whenever possible.

Model: Quavar A200 Repulsorlift Mine

Type: Automated, flight-capable anti-tank mine

Scale: Character

Skill: Demolitions

Cost: Not available for sale

Availability: 3, X

Blast Radius: 0-2/4/8

Damage: 6D+2/5D+2/4D+2 (speeder-scale)

Game Notes: Flight: The Quavar A200 is equipped with a micro-repulsorlift engine that has a move of 15; 43 km/h, an altitude range 12 meters and has enough fuel for 15 rounds. An on-board computer can fly the mine to it's target with a piloting ability of 5D (roll target vehicle's opposed roll like normal vehicle combat). If the mine's computer piloting roll beats that of the targeted vehicle's driver, the mine positions itself 10 cm above the targeted vehicle and explodes that same round.

IFF: A200s are equipped with a miniture IFF broadcast transmitter than sends out a signal to all Imperial craft within 500 meters of an A200. Only Imperial craft are equipped with the correct A200 IFF decoding equipment. Rebel and other units cannont decode A200 IFF broadcasts.

Activation: The A200 starts its repulsorlift motor when an enemy vehicle is detected with ten meters of the mine. Characters cannot trip an A200.

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