



# Weapons D6 / Seismi Mine 42

## Seismi Mine 42

The Seismi Mine 42 is one of the standard anti-personnel mines for the Imperial StormElite and Imperial Army. With a larger, more destructive blast radius than the Seismi Mine 41, the Model 42 is a potent anti-infantry weapon, especially when used in conjunction with Tele Mines to stop anti-tankers from defusing minefields.

Model: Quavar Seismi Mine, Model 42

Type: Anti-personnel mine

Scale: Character

Skill: Demolitions

Cost: Not available for sale

Availability: 2, X

Blast Radius: 0-4/8/12 m

Damage: 7D+1/6D+1/5D+1

Game Notes:

Detection: The Seismi Mine 42 is made from composite materials and contains less than .01% metal. Therefore, the difficulty to detect a Seismi Mine 42 with sensors is the sensor difficulty +3D+2.

Detonation: Five minutes after armament, any character approaching within three meters of the mine has tripped the mine's fuse and the Seismi Mine 42 will explode that same round.

---

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

All text and stats by Craig Marx, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).